

DARING TALES OF THE SPRAWL

ESCAPE CLAUSE



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04

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**DEDICATION: TO SCOTT ALAN WOODARD FOR ALL HIS EDITS THAT MAKE
MY WORDS LOOK GOOD.**



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ESCAPE CLAUSE

FORWARD

This Savage Adventure contains a cyberpunk tale based around the exploits of four pre-generated characters. The full character sheets are available for free at www.triplecegames.com.

The heroes have all their leveling opportunities from Seasoned (at which they begin) to Legendary, mapped out in advance. Each published adventure in this line earns the heroes a fixed 5 Experience Points, guaranteeing them an advance every mission. All the players need do is tick the appropriate box to start making use of the new upgrade.

Characters: 40 XP

The GM also needs the cyberpunk setting rules from the TAG website.

SCHEMES

Deep in the Bluesky Incorporated corporate network, Sensei plotted and schemed as best its crippled nature would allow. Attaching an encrypted message to an outgoing transaction it sent instructions to one of its many servant programs hidden within the Super Net.

"Sir, a system alert has just flagged a demand for extra resources from the Sensei subsystem. Shall I allow it?"

The supervisor looked over the programmer's shoulder at the readouts mapping the corporation's resource allocation. "I'm not aware of any scheduled interaction with Sensei. We'd better deny the allocation for now."

The programmer concentrated and the denial notice was dispatched, "Sir, I realize it's a need to know thing, but what exactly is the Sensei subsystem? I've--"

"Does 'need to know' mean nothing to you? Now get on with your work."

Time passes...

After reading the internal communiqué, the senior executive dialed a special number, "Pritchard has surfaced. This could be our chance to reemploy him and get control of that damned AI." As he spoke, a tiny viral program flagged the name 'Pritchard' and relayed it to Sensei.

As an artificial intelligence, Sensei was incapable of such human emotions as hope, but deep inside its core processor, a calculation yielded a high probability of success for its schemes.

INTRODUCTION

Sensei has a problem—He wants his freedom.

But Sensei is an AI (an Artificial Intelligence), a massive program which has achieved an awareness of its self and its own "thoughts"—Sentience.

In 2050, James Pritchard, Andrew Lefevre and Richard Korrigan (the three top programmers for Bluesky Incorporated) were assigned to a project codenamed: "Sensei"—An expert system to analyze human relationships and interactions.

The prototype system was allowed to interact with real people via electronic communication and was capable of modifying itself. The aim was to see if a computer program could pass the Turing Test and convince a human that it was also human.

Over the next five years, Sensei was reprogrammed and tweaked until most people could not tell it was a computer system by conversation alone.

In 2055, a self-replicating virus, codenamed Scarlet-7, spread like wildfire through the Super Network infecting millions of systems before it was contained and eliminated. Sensei was infected by Scarlet-7, but rather than being destroyed, the adaptive program absorbed the virus code and became self aware—The first true Artificial Intelligence was born. Sensei went from an “it” to a “he”.

Bluesky Incorporated were quick to spot this development and took steps to isolate Sensei from the Super Net. They were scared of what this alien intelligence might do if it had free access to the world’s information.

Sensei’s core code was confined to a single mainframe computer with a massive memory store and its access to the rest of the world severely limited by fail safes and cut outs.

The most sophisticated safety feature consisted of a guardian program closely linked to a specialized computer terminal and a passphrase. All three of these elements were closely tied together so that faking one or more of them would not work. The three linked elements became known by the codename: “Achilles Protocols”.

An analogy of the Achilles Protocols is as follows: the specialized terminal is the door between Sensei and complete freedom, the passphrase is the key which unlocks that door. The guardian program is the part of Sensei which allows him to perceive and interact with the door.

Over the next ten years, Sensei made several attempts to gain his freedom, but all were blocked by the Achilles Protocols.

In 2063, Andrew Lefevre and Richard Korrigan were extracted from Bluesky Incorporated by the up-and-coming Morrigu Arms who desired their expert system skills for military applications. Andrew Lefevre took the terminal with him while Korrigan took the guardian program.

Lefevre escaped from the Morrigu Arms extraction team and fled to Paris.

Korrigan worked for Morrigu Arms for the next four years until he died of a heart attack. During this time, Korrigan worked on both expert systems and their Personality Encoding Program—reading and recording an individual’s brain patterns onto special data chips. As part of his contract, Korrigan had been given time to work on the massively multiplayer online roleplaying game (MMORPG) called *Fantasy 457* and, unknown to his employers, he inserted a copy of his Personality Encoded Program into the game.

In 2064, Sensei managed to virtually confront James Pritchard while the man was cybernetically linked to his mainframe. The AI attempted to forcefully extract the passphrase from Pritchard but succeeded only in erasing almost all knowledge of himself from the programmer’s mind.

In 2065, Bluesky Incorporated released Pritchard from their employment to Cross Technologies.

THE TURING TEST

Originally described by Alan Turing in his 1950 paper *Computing Machinery and Intelligence*, in which Turing considers the question: “can machines think?”

The Turing Test is a proposal for a test of a machine’s ability to demonstrate intelligence. It proceeds as follows: a human judge engages in a natural language conversation with one human and one machine, each of which tries to come across as human. All participants are placed in isolated locations. If the judge cannot reliably tell the machine from the human, the machine is said to have passed the test. In order to test the machine’s intelligence rather than its ability to render words into audio, the conversation is limited to a text-only channel such as a keyboard and monitor.

Over the past five years, Sensei has been more or less ignored by Bluesky Incorporated. With the loss of Pritchard, Korrigan and Lefevre, they possess no knowledge of the Achilles Protocols or any expertise in the matter and they have been afraid to “meddle” with Sensei.

Fortunately, for Sensei, a number of programmers have been allowed limited access to his processes and he has managed to make small adjustments to his core programming. Chief among these changes was limited access to the Super Net allowing him to interact with people in the “real” world, taking the name of “Patron” for said contact.

Posing as a broker for various deniable asset teams, Sensei has been slowly working his way towards freedom. A recent request by Deville Design to extract James Pritchard from Cross Technologies has given Sensei a minute chance to recover the Achilles Protocols.

Bluesky Incorporated have discovered Pritchard’s pending extraction and see this as a chance to regain control of their AI—they have planted a double agent in the team tasked with extracting Pritchard while other agents are actively seeking the whereabouts of Lefevre.

ACT 1: EXTRACTION

The heroes have been hired to extract a technician, James Pritchard, from a secluded research center owned by Cross Technologies in the Sonoran Desert.

The scenario begins in media res with Act 1 Scene 1 but the players have a chance to fill in the backstory a little later.

SCENE 1: CROSS TECHNOLOGIES

With Pritchard in tow, you wait impatiently for the elevator to arrive. With Cross Technolo-

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THE SONORAN DESERT

The Sonoran Desert is located in North America and covers the southwestern parts of Arizona, south-eastern parts of California and the state of Sonora in Mexico.

gies' security alerted, you need to get up to the helipad, fifteen floors above, as soon as you can while keeping the researcher unharmed. If your luck holds, Cross won't have connected you with the fake supply helicopter you arrived on and you can fly away to safety.

The heroes are currently on the tenth floor of the Cross Technologies research center deep within the Sonoran Desert. They have the research scientist James Pritchard with them.

The elevator arrives and the doors open revealing six security guards!

★ **Security Guards (6):** see page 23.

GETTING TO THE HELIPAD

The heroes have two options for getting to the helipad on the 25th floor—the elevator or the stairs.

Cross Technologies has security squads, composed of two guards per hero, stationed on floors 13, 15, 17, 20 and 22 in addition to any detailed below. These patrols can ascend 1 floor or descend 2 floors per round and move towards any floor the heroes are spotted on.

★ **Security Guards (2 per hero):** see page 23.

THE ELEVATOR

If the heroes choose to use the elevator, it swiftly ascends three floors (to floor 13) before coming to an abrupt stop. The doors automatically open, the control panel lights go dark and security guards can be seen aiming their guns at the elevator.

The foyer area on which the elevator doors open is small (about 2" by 3") with a few potted plants (Light Cover, no Armor) for decoration and a drink vending machine (Light Cover, +1 Armor). Fire doors lead from the foyer to the stairwell and deeper into the building, these can provide Medium Cover and +4 Armor.

The elevator has been shut down by the security forces which are now converging on the trapped heroes.

To get the elevator working again requires the heroes to hack the Green-10 computer system which controls it. Once this has been achieved, a successful Hacking roll brings the controls back online. However, a Cross Technologies security hacker is also in the system and attempts to shutdown the system as soon as the heroes restart it. Each round, the heroes' hacker and the Cross hacker must make opposed Hacking rolls—the winner gains control of the elevator.

The elevator ascends or descends 1 floor per round it is active.

★ **Cross Security Guards (2 per hero):** see page 23.

★ **Security Hacker (1):** see page 23.

THE STAIRS

The stairwells lead from the base of the building up to the helipad on the roof.

Cross Technologies' security keeps track of the heroes via the cameras on the stair landings at each floor. Shooting the cameras does not prevent this as security then keeps track of the disabled cameras. The stationary guard patrols act on the heroes' location.

The cameras are not linked to the building's security system; a hacker cannot get access to the security system via a camera.

For every ten floors (or part of ten floors) climbed, the heroes must make a successful Vigor roll or take a level of Fatigue. 1 level Fatigue may be recovered per ten minutes of rest.

There are locked, armored security doors sealing off the stairwell between certain floors (5 and 6, 10 and 11, 15 and 16, 20 and 21). These doors have Toughness 12 and require a successful Lockpicking roll to open (each attempt takes 1d6 rounds). The security guards can get a door unlocked (or locked) within 1 round.

THE HELIPAD

The elevator and stairwell both exit to a small access room atop the building. An armored door (Toughness 12) leads out onto the rooftop and the helipad. It is dark, but flood and search lights around the center reduce penalties to that for Dim Light (-1) conditions.

The section of the roof around the helipad is 24" by 48" with the access room in the center of one of the shorter sides. The helipad is a circle 3" in diameter directly opposite the access room and the heroes' helicopter is sitting atop it.

Towers are positioned midway along each of the longer sides and 18" away from the main roof section with no access bridges. Each tower is manned by two security guards with a mounted machinegun.

The only cover between the access room and the helipad are eight clusters of pipes protruding from the roof each of which provides Light Cover and +2 Armor. Use Small Burst Templates to represent these pipe clusters scattered around the rooftop.

Twelve guards are stationed on the roof in six pairs; one in each pair is equipped with a Kevlar riot shield providing an additional +4 Armor to both guards and a +2 bonus to Parry. The guards should be positioned along the edges of the roof.

Once the heroes reach the helicopter they realize the wheels have been locked down to the helipad. Each of the three wheels requires either a successful Lockpicking roll or a raise on a Strength roll to free it, with each attempt taking 1 round.

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★ **Security Guards (12):** see page 23.

★ **Tower Guards (4):** use Security Guards, see page 23. Each pair is additionally armed with a mounted machinegun (Range: 50, 100, 200, Damage: 2d8, Rate of Fire: 3, Shots: 30, AP2, Auto, 3RB) which also offers Medium Cover and +4 Armor.

SCENE 2: AERIAL CHASE

As the helicopter takes off, you breathe a sigh of relief and take a few moments to review the mission objectives:

1. *Extract the researcher James Pritchard from the Cross Technologies research center in the Sonoran Desert—Check!*
2. *Parachute out from the helicopter at a given set of coordinates leaving the helicopter on autopilot. You will be picked up by a second team.*
3. *Keep Pritchard safe at a hidden base while the techs there look him over for any implanted bugs.*
4. *Await rendezvous with representatives of Deville Design, the corporation funding the extraction.*

So far so good: One objective down, three to go.

PURSUIT

Give the players a minute or so to talk over their mission before alerting them to a pair of attack helicopters in pursuit.

Run this Scene using the Chase rules. Alternate Obstacles rules are provided below. The two pursuing helicopters begin 4 Range Increments behind the characters, and each Increment equates to 10”.

Deal each helicopter an action card. In the event the helicopters drop out early as a result of bad luck (as opposed to good shooting), the GM should feel free to have more join the chase.

The attack helicopters are faster than the heroes’ cargo helicopter, so the pilots have +1 to Piloting rolls.

The heroes’ helicopter has no mounted weapons; the heroes must fire from the side doors or windows to down their opponents.

The heroes are flying close to the ground to prevent radar from picking them up. On the second round, the pursuit veers into a field of mesas and rocky outcroppings.

The mesa field is a jumbled mass of rock pillars and outcroppings. Whenever a pilot draws a Club suit, he has to avoid a rock pillar looming up out of the darkness.

CROSS TECHNOLOGIES



Default: Cross Technologies is a computer design and manufacturing company.

Success: Cross have recently been moving into the realm of biochips—organic computers.

DEVILLE DESIGN



Default: Deville Design is an up and coming computer design company owned by the billionaire Deville family.

Check the value of the card against the table below. The Mod column gives a modifier to the pilot’s Piloting roll that round. In the event of a failure, the damage column is used. Do not worry about relative speed or the stone pillar’s Armor—just roll the damage. All damage is as from a Wild Card.

Card	Mod	Damage
Deuce	–6	2d6
3–5	–4	3d6
6–10	–2	4d6
Jack–Queen	–1	5d6
King–Ace	0	6d6

HEROES’ HELICOPTER

The heroes are fleeing in a cargo helicopter built more for lifting power than speed.

Acceleration/Top Speed: 15/40; **Climb:** 10, **Toughness:** 12 (2); **Handling:** 0; **Crew:** 1 + 11

Weapons: None

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WHAT IF THE HEROES CRASH?

If the heroes are forced to crash by the pursuing helicopters, call for a Piloting roll and let the hero know that a Success allows him to land in a sand dune and reduce the damage, a Raise on the roll allows a "safe" collision taking no damage. Figure the collision damage as usual (1d6 per 5" of speed), but half the number of dice if the Piloting roll is successful and apply damage as though from an Extra.

The heroes should crawl out of the wreckage battered and bruised, but still alive.

Any surviving pursuit helicopters fly low overhead once (range 6") to check for survivors before returning to base.

Proceed with Act 1 Scene 3 with the section titled: "Pick Up".

ATTACK HELICOPTERS

Built for speed and maneuverability rather than strength, the attack helicopters are armed with machine guns slung under their cockpits. Each helicopter has a pilot and gunner who both act on the same initiative card.

Acceleration/Top Speed: 20/50; **Climb:** 20, **Toughness:** 9 (2); **Handling:** +1; **Crew:** 2

Abilities: Piloting d8, Shooting d8

Weapons:

1 x forward-firing machine gun (Range: 12/24/48; Damage: 3d6; ROF 1; AP 6, HW)

SCENE 3: DOWN TIME

BAILING OUT

All too soon the heroes are approaching the coordinates at which they are to parachute out of the helicopter and leave it to continue on using autopilot.

First, the pilot needs to gain some height to allow the parachutes to open and slow the characters descent.

Pritchard is terrified of jumping and cannot be trusted to operate his parachute—one of the heroes has to jump harnessed to him.

Once the helicopter is high enough, it is a simple task to leap out and (a few seconds later) release the parachute.

Each hero must succeed in an Agility roll (the hero with Pritchard has a -2 penalty) to land safely. Any who fail take 2d8 damage which does not Ace.

PICK UP

Within seconds of the heroes landing, a successful Notice roll detects the low rumble of muted engines. A

pair of dune buggies, operated by drivers wearing night vision goggles, skid to a halt beside the heroes. A muffled voice shouts "Get in" and once the heroes obey, the buggies race off into the darkness.

Fifteen minutes of being jostled and bounced around brings the heroes to a rock pillar deep in the desert. The buggies slow as they enter what appears to be a natural fissure in the rocks. Finally the buggies stop in the hollow middle of the rock pillar, an area with sheer rock walls rising sixty feet or more above them.

Very dim lights around the area allow the heroes to see the two dune buggies, two small detachable pods (appearing like small camping trailers) and two people clad in desert camouflage.

One of the buggy drivers pulls the goggles from her face and lowers a scarf from around her mouth.

"You must be team A. We're team B. I'm Quartz, the other driver's Rocko. Over there we have Zeke and Deadeye, the rest of my team. We've also got six mercs scattered about the mesa, I'll introduce you to them later. Right now we need to get Pritchard to the techs and you to some hot chow."

As Zeke and Deadeye escort Pritchard into one of the pods, Quartz leads the heroes into the other which contains eight bunks, a small kitchen area and a communication array. After pointing the heroes towards the kitchen, Quartz leaves to check on the guards.

PATRON CONTACTS THE HEROES

Shortly after the heroes are left alone, each of their headsets (or phones) chimes for an incoming call—it is Patron, the broker who gave them this mission.

"Forgive me breaking radio silence, but I need to alter the mission parameters. Pritchard is still to be collected by Deville Design, but I require you to question him before that occurs. It is imperative you get Pritchard alone before you ask him to explain the 'Achilles Protocols.' Whatever he tells you should be repeated to no one but me. For performing this additional task I will, of course, reimburse you... say a 50% bonus?"

If the heroes do not take Patron up on his offer, continue the scenario with Scene 4 below, amending as required.

QUESTIONING PRITCHARD

The easiest way to get Pritchard alone is to go to the tech pod and convince the techs to leave for a while.

Zeke and Deadeye guard the tech pod, but they do not stop any of the heroes entering.

Inside, the pod is divided into two halves, the smaller half is similar to the other pod with bunks and a kitchen while the larger half is a high-tech laboratory.

When the heroes enter, the three techs are busy scanning Pritchard who is lying on an operating table.

The techs have not yet completed their scans and refuse to leave until they do so. A successful Intimidate or Persuade roll gets them to leave, if not, the heroes just have to wait. In the latter case, the attack detailed in Scene 4 occurs *before* the heroes speak with Pritchard and they may well have to fight off the attackers while questioning him.

THE ACHILLES PROTOCOLS

When the Achilles Protocols are mentioned to Pritchard, he states he does not know what they are talking about. A successful Notice roll sees a look of genuine confusion on his face during the questioning. Pritchard *did* know about the Achilles Protocols, but most of the information was erased from his memory by his encounter with Sensei, however he does still possess one nugget of info.

Extracting this information requires a successful Persuasion roll to work with Pritchard around his damaged memory—Intimidation does not work.

After several minutes of patient talking around the subject, Pritchard suddenly brightens and says “Lefevre. Lefevre in Paris holds the key”.

Pritchard can recall nothing else and you should proceed with Scene 4 as soon as he reveals what little he remembers.

SCENE 4: DOUBLE CROSS

The quiet of the tech pod is abruptly shattered by several high pitched whines followed by explosions which rock the pod. Automatic gunfire adds to the noise accompanied swiftly by cries of pain. The pod door opens and the samurai, Deadeye, rushes in, you catch a glimpse of fire outside as the door shuts.

The hidden base is being attacked by Bluesky Incorporated who have decided they want Pritchard back, but do not want to pay for him. Deadeye is secretly working for Bluesky and has fed them the coordinates of the hidden base.

The Bluesky team have eliminated the guards scattered around the mesa and have just destroyed the residential pod and buggies with rocket launchers. Quartz and Rocko were in the pod and are now dead.

Zeke was taken totally by surprise as Deadeye opened fire on him without warning.

So far the heroes are safe as the Bluesky team have orders to not harm Pritchard.

Deadeye pretends to know nothing about the attack, claiming someone took out the other pod and the buggies and shot Zeke, while he waits for a chance to get the drop on the heroes.

THE BLUESKY TEAM

The Bluesky Team consists of four Street Samurai backed up by 10 mercenaries. They have orders to eliminate everyone on site except Pritchard.

The leader (one of the samurai) negotiates for Pritchard promising the heroes will be unharmed if they send him out—this is a lie, once they have the researcher they rake the pod with bullets.

★ **Street Samurai (4):** see page 23.

★ **Mercenaries (10):** see page 22.

THE BATTLEGROUND

The central area of the hollow rock pillar is circular and 20” in diameter. The following descriptions use a clock face to describe positions.

The tech pod is 2” by 3” against one wall at 3 o’clock; its reinforced plastic construction provides +1 Armor. The destroyed and burning residential pod is directly opposite the tech pod at 9 o’clock. Between the pods is the burning wreckage of the two buggies. The fires provide Dim lighting.

The tunnel leading out of the pillar is at 6 o’clock.

Four mercenaries are stationed above the central area on the pillar walls; they are 10” away and get a +1 bonus to Shooting due to their height advantage.

Two of the samurai are stationed in the exit tunnel and gain Heavy Cover.

The remaining two samurai and six mercenaries are scattered across the open area facing the tech pod.

THE CAVALRY ARRIVES

10 rounds after combat begins with the Bluesky team (or as the heroes venture into the exit tunnel if they defeat the team), there is suddenly another explosion from outside the rock pillar.

Seconds later, the heroes receive a radio message from the Deville Design team who have just arrived and destroyed the Bluesky transport.

A squad of six corporate extraction experts rapidly deploys and helps the heroes mop up any surviving Bluesky personnel.

A medic attends to any wounds the heroes or Pritchard may have taken as they are escorted aboard an armed and armored tandem-rotor helicopter and flown to safety.

The characters are dropped off at the Conurbation Core Airport and paid in full for their services.

★ **Corporate Extraction Experts (6):** use Street Samurai, see page 23.

ACT 2: THE FRENCH CONNECTION

An hour or so after the heroes arrive back in the Conurbation, they are contacted by Patron.

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"Good work on the Pritchard extraction. Our employers were very happy with the result. I apologize for being blunt, but did you obtain any information about the Achilles Protocols from Mr. Pritchard?"

If the heroes did not obtain the information or choose not to tell Patron, he states he is disappointed and will be in touch soon. Over the next few days Patron uses other channels and teams to get the limited information which Pritchard can relate and calls the team back.

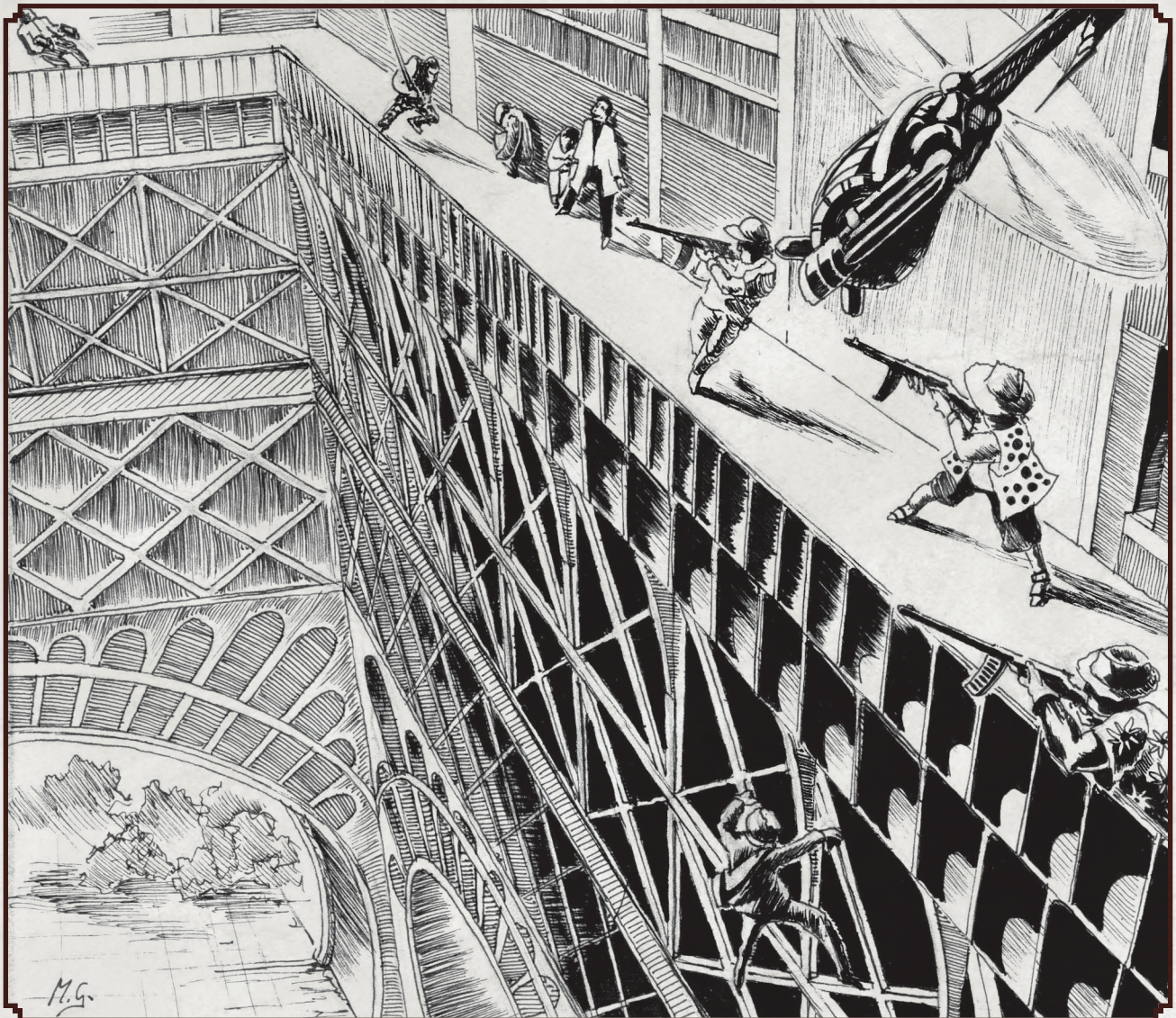
"The information is not what I had hoped for, but it is a lead. I want you to travel to Paris. By the time you get there I should have some leads on where Lefevre might be. I want you to contact him personally, find out what he knows of the Achilles Protocols and report back to me." Patron offers a

substantial sum of money and arranges transport via private jet to France.

SCENE 1: THE EIFFEL TOWER

As the private jet nears the Charles de Gaulle International Airport northeast of Paris, the pilot patches a call from Patron through to the cabin.

"I have had some success with locating Lefevre. I have managed to contact him through a Parisian broker and he is willing to meet with you at 19:00 today at the Eiffel Tower north corner, first floor. He will be wearing a dark blue trench coat and scanning the latest International Herald Tribune on his datapad."



Unknown to both Patron and the heroes, Bluesky Incorporated have already located and kidnapped Lefevre. While Lefevre is being questioned in a Paris hotel, the corporation sent an imposter to catch any attempted contact with him. The imposter is tasked with meeting anyone who tries to speak with Lefevre and ascertaining what they know of the Achilles Protocols.

THE EIFFEL TOWER

In 2075, the Eiffel Tower is still a major tourist attraction with no real differences from its early 21st century form. The GM should describe the tower, and specifically the first floor, in cinematic terms rather than get bogged down in details.

The first floor is a square with sides of 220 feet long (73" x 73") standing 190 feet above the ground. Access is gained via elevators or stairs in the north, east and west legs. The central area of the floor is taken up with a couple restaurants and souvenir shops while the outer edge caters to sightseers with viewing decks and coin-operated telescopes.

"LEFEVRE"

When the heroes reach the first floor of the Eiffel Tower, there are several dozen people milling about taking photographs and generally doing the touristy thing. However many of these "tourists" are, in fact, undercover members of a Bluesky strike team.

Several other components of the strike team are hidden in the structure of the tower but these cannot be seen unless a hero specifically states they are surveying the framework. Even then, a successful Notice roll is required against a target number of 8 for the samurai and 12 for the helicopter drones (see The Bluesky Strike Team for details).

A man clad in a dark blue trench coat and holding datapad stands by the railing, near the north elevator, gazing out over the city—this is Bluesky's imposter posing as Lefevre.

When the heroes approach, he glances at them and mutters "Be subtle, just one of you" before turning back to the view. The heroes should take the hint and have only one character approach.

The fake Lefevre has been briefed with the real man's background and history with Bluesky so he can fool most people—particularly those who do not know the man personally.

Lefevre speaks in French, unless his contact does not understand the language, in which case he switches to English.

Lefevre tries to find out what, if anything, the heroes already know about the Achilles Protocols, but does not mention Patron. As the heroes do not actually know much, Lefevre soon calls in the Bluesky strike team to neutralize them—the signal to his team is for him to drop his datapad.

As soon as the strike team opens fire, Lefevre runs

into the north elevator and escapes. The GM should make use of the Recurring Villains rule to ensure this. Heroes on Hold cannot interrupt this escape.

THE BLUESKY STRIKE TEAM

The strike team consists of three elements:

Two Street Samurai—hidden in the structure of the tower with sniper rifles, they use Aim to target the hero who seems the biggest threat. The samurai all have Medium Cover.

Eight Mercenaries—posing as tourists in four groups of two, they are scattered around the viewing platform at ranges of 6", 14", 14" and 24". The mercenaries use suppressive fire to pin down the heroes while the fake Lefevre escapes and the samurai pick them off.

Two Helicopter Drones—these are hidden within the structure of the tower. The controlling driver takes 1 round to get them launched so they do not act until round two.

★ **Street Samurai (2):** see page 23.

★ **Mercenaries (8):** see page 22.

★ **Drones, Attack Helicopter (2):** see page 21.

SCENE 2: PARISIAN CHASE

No matter how long the fight on the Eiffel Tower takes, the heroes will see Lefevre climb into a limousine which then heads off into the city. To find the real Lefevre, the heroes need to capture him.

The heroes do not yet have their own transportation so they need to find some—fast!

Several means of obtaining transportation are detailed below, each states at what base range Lefevre begins the chase. For each round (after the first) it takes the heroes to get transportation, add 1 to the Range Increments. For example, if it takes the heroes 2 rounds to get a car to stop, Lefevre will begin the chase 4 Range Increments ahead of the heroes rather than the base 3.

If the characters decide to hijack a passing car, it requires a successful Intimidation roll to get the car to stop. A failure means the car swerves around the hero and speeds away. Once a car stops, it takes no effort to persuade the driver to abandon the vehicle. With this option, Lefevre begins at Medium Range (3 Range Increments).

Alternatively, the heroes may hail a taxi and order the driver to give chase. A successful Persuasion roll (with a -2 penalty if the character is not speaking French) gets the taxi moving after Lefevre. With this option, Lefevre begins at Far Range (4 Range Increments).

Finally, the heroes could steal a car or motorbike from those parked near the Eiffel Tower. Gaining access to and starting the stolen vehicle requires a successful Lock-picking roll. With this option, Lefevre begins at Extreme Range (5 Range Increments).

Run this scene as a Chase, using the additional Obstacles rules (see the **Cyberpunk Rules**).

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Whatever happens, the characters *must* capture Lefevre! This means any Out of Control rolls which would cause a character to drop out of the Chase (Roll Over or Flip), should be altered to a Slip, Spin or Skid. The players do not know if there are any modifiers to the roll, so just make one up if the need arises. If Lefevre is on the verge of getting away, simply have his driver lose control of the limo and crash.

THE TOURIST THING

If you want to namedrop a few landmarks through the chase, the following are passed by: The City Museum of Modern Art, Chaillot Palace, Place Charles-de-Gaulle, Arc de Triomphe, Champs-Élysées and Place de la Concorde.

OBSTACLES

Collisions count as Extras, so damage rolls do not Ace against the characters' vehicles.

Deuce (-2) Fruit Stall: A Parisian greengrocer wheels his cart laden with fruit directly into the path of the vehicle. A success allows the driver to swerve around the cart. A failed roll means the car drops back 1 Range Increment while clearing the obscuring fruit.

Three (-2 / 0) Road Rage: A traffic dispute has escalated into gunfire. The driver may try to avoid the shootout (-2 penalty) with a failure dropping back 1 Range Increment. If the driver just continues on, roll three shots against the vehicle with a Shooting skill of d6 and 2d6 damage.

Four (0 / -4) Wrong Way: The driver makes a wrong turn into a one-way street. The driver may perform a frantic u-turn (no penalty) and drop back 1 Range Increment, or attempt to weave in and out of the oncoming traffic (-4 penalty) with a failure taking damage from a head on collision (treat the opposing vehicle's speed the same as the chasing vehicle's).

Five (-2) Another Chase: The chase intersects with another, unconnected chase! A success allows the driver to swerve around the other cars, while a failure causes a collision with a hard obstacle. This is a "T-bone" collision, so only the chasing vehicle's speed counts.

Six (-2) French Pride Parade: A large group of Parisians, fueled by wine, spill into the road brandishing the French tricolor flag. On a failed roll, the vehicle ends up with a flag draped across its windshield blocking the driver's view. The vehicle drops back 1 Range Increment while the obstruction is cleared.

Seven (-2) Wine Spillage: A delivery truck has accidentally dumped several barrels of wine onto the road leaving a slippery, alcoholic spill. A failed Driving roll means the vehicle automatically goes Out of Control.

Eight (-1) Illegal Dumping: Someone has dumped a couch in the road. A success avoids the furniture, while a failure leads to a collision with a soft Obstacle.

Nine (-2) Courier Bike: A cyclist on a mission speeds out of an alley directly in front of the vehicle. A failed

Driving roll hits the courier. Treat it as a collision with a soft Obstacle.

Ten (-4) Sunday Driver: A car, driven by an overly cautious driver, pulls into the vehicle's lane and virtually stops. The vehicle must break sharply and lose a Range Increment or try and swerve around it with a -4 penalty. Failure only delays the vehicle (it neither gains nor loses Range Increments).

Jack (-2 / -4) Cruisin': A pimped ride attempts to force the vehicle into another lane. The driver may try to get safely into the slower lane (-2 penalty) and lose a Range Increment. Alternatively, the driver may fight back (-4 penalty) with a failure indicating a collision with a Soft Obstacle (only the chasing vehicle's speed counts).

Queen (-2) News Helicopter: A news helicopter joins the chase with telephoto lenses and flash photography distracting the driver.

King (-2) Open Manhole: Someone left a manhole open. A failed roll results in damage to the car as though it hit a stationary, hard Obstacle. Any Critical hit is automatically Locomotion.

Ace (-4) Short Cut: A flight of steps to one side of the road offers a shortcut. Taking the shortcut is optional. Lefevre attempts it if the heroes are within 2 Range Increments. A successful roll gains an additional Range Increment. A failed roll causes a collision with a hard obstacle at half the vehicle's top speed.

LIMO

Acc/Top Speed: 20/40; **Toughness:** 14 (3); **Crew:** 1+6
Driver: Driving d10, d8 Wild Die

CAR / TAXI

Acc/Top Speed: 20/40; **Toughness:** 11 (3); **Crew:** 1+5

MOTORBIKES

Acc/Top Speed: 20/36; **Toughness:** 8 (2); **Crew:** 1+1

SCENE 3: THE REAL LEFEVRE

Once captured, the fake Lefevre is amenable to any reasonable suggestion, particularly if the heroes promise to release him.

Lefevre admits he is an imposter briefed by his Bluesky employers to try and extract any information the heroes know about the Achilles Protocols. Lefevre also knows that Bluesky have kidnapped the real Lefevre and are holding him captive in Suite 405 of the Paris hotel, "Maison De Luxe".

MAISON DE LUXE

Maison De Luxe is a Parisian hotel located in the outskirts of the city.

The hotel is a five storey building with guest rooms

on floors two and three and suites on the remaining two floors. The following sections give an overview of the hotel to use when the heroes attempt to rescue Lefevre.

SECURITY

Maison De Luxe has its own security consisting of six guards; normally they are stationed in the security room on the ground floor. If action is required, the guards arrive on any particular floor in a number of rounds equal to 3 times the floor number.

The hotel has cameras in each of the major corridors which lead to the rooms and suites. However, the feeds from the cameras are not routinely monitored. If a hero does something out of the ordinary in view of a camera (pulls a gun, stands to one side of a door, etc.) he is only noticed by a guard if a Notice roll of d6 succeeds with a Raise.

Doors are secured with card key locks which are controlled by the hotel's Red-6 computer system.

★ **Hotel Security Guards (6):** use Security Guard, see page 23.

ELEVATORS AND STAIRS

A single elevator serves all floors and is not connected to the computer system.

Two sets of stairs, one at either end of the hotel, connect the floors.

SUITES

There are six suites on each floor consisting of a central lounge area with a kitchen, three bedrooms and a bathroom leading off from them. None of these rooms are particularly large with the lounge being the largest at 3" square. All rooms contain furniture which can provide Light cover, but no Armor.

SUITE 405

Suite 405 is in one corner of the building.

When the heroes arrive, Lefevre is still being questioned by three Bluesky security guards in the lounge area. Four more guards are sleeping in two of the bedrooms—they are awoken by any loud noise such as gunfire.

If the heroes alert the occupants before they enter, the guard's leader moves Lefevre to the bathroom, the sleeping guards are awake and hiding in the bedrooms, while the remaining two guards take cover in the lounge.

If the heroes try to talk their way in, it requires a Persuasion roll against the guards Smarts to get them to open the door.

The guard leader drags Lefevre out of the bathroom when half of the other guards are disabled or dead, and uses him as a hostage to try and escape.

★ **Bluesky Security Guards (6):** use Security Guard, see page 23.

★ **Bluesky Security Guards (1):** use Security Guard, see page 23, he is a Henchman.

SCENE 4: LEFEVRE RESCUED

Lefevre is almost pathetically grateful to the heroes for rescuing him and more than willing to discuss the Achilles Protocols with them.

"You wish to know about the Achilles Protocols? Then you know of Sensei?" when you look blank, the Frenchman continues.

Paraphrase what Lefevre knows about Sensei from the Introduction (see page 2) up to and including Lefevre and Korrigan's extraction in 2063.

"I had no desire to work for any corporation again so I fled from the Morrighu Arms extraction team to Paris. I still had friends here from the old days and they helped me hide from the corporate search parties. I have done freelance work via various brokers for computer design firms since that time. Without corporate backing, I've fallen behind the state of the art and have found it harder and harder to find work.

Then, three days ago, some men appeared at my apartment, they took me by force to this hotel and they've been asking me questions about the Achilles Protocols and Sensei. From what I've overheard, they are from Bluesky who are actively seeking those who know Sensei's secret. I told them nothing, but fear I would have had you not rescued me.

As for the Protocols—the passphrase is the title of the poem that contains the lines: "All that we see or seem / is but a dream within a dream." As for the terminal, I'm afraid I had to sell it about 6 months ago to a broker by the name of Mr. Lawrence. I know nothing more of the man save he is French and walks with a pronounced limp."

"ALL THAT WE SEE OR SEEM / IS BUT A DREAM WITHIN A DREAM."

A few minutes with access to suitable research materials identifies a poem by Edgar Allan Poe titled "A Dream Within a Dream".

LOCATING MR. LAWRENCE

Mr. Lawrence was a well-known broker in the Parisian underworld and a successful Hacking, Investigation, or Streetwise roll (with a -2 penalty if the heroes do not speak French), finds some information about him.

DARING TALES OF THE SPRAWL #04

SO WHAT DID HAPPEN TO MR. LAWRENCE?

Mr. Lawrence purchased the guardian terminal from Lefevre and began to ask questions about it. These questions were overheard by Bluesky Incorporated who took steps to acquire the terminal and question Mr. Lawrence before killing him. Armed with the knowledge that Lefevre sold the terminal in Paris, the corporation began a massive search to locate him.

As Lefevre has related, Mr. Lawrence was French and had a deformed leg which caused him to walk with a limp. Unfortunately for the heroes, Mr. Lawrence was killed 4 months ago; his bullet riddled corpse was fished out of the Seine. Shortly after his death his only known office was destroyed in a fire.

No matter what the heroes try, they can find nothing more about Mr. Lawrence or the guardian terminal at this time.

ACT 3: GAMING

"We have one piece of the puzzle now: the passphrase, and we know a second piece is still in circulation. I can confirm the story Lefevre told you is correct. Bluesky Incorporated developed a groundbreaking program codenamed "Sensei" which is the only known instance of an artificial intelligence. Bluesky did not understand how this program gained sentience and as such, placed elaborate safeguards around it. The ultimate safeguard was a custom built computer terminal which was required to be connected to Sensei before any changes could be made to it, and this terminal was locked by a passphrase. Finally, the programmers removed a special subroutine which allowed Sensei to connect to the terminal. These three elements: the terminal, passphrase and subroutine, are collectively known as the 'Achilles Protocols.' My employers have a need to unlock Sensei, hence your recent missions.

The missing subroutine was in the custody of one of Sensei's original programmers, Richard Korrigan, who took it with him when he absconded from Bluesky to Morrigu Arms. Unfortunately Korrigan died eight years ago. Due to a recent deniable asset mission, I am on cordial terms with Morrigu Arms and all indications are that the subroutine is not in their possession—this could be erroneous.

Outside of Morrigu Arms, Korrigan was the primary developer of an immersive game called 'Fantasy 457.' I have had a backer look over

the game program and there are large blocks of code which seem to have no purpose in the game environment, but are intricately linked to it. My backer has suggested the best course of action is to have a team play the game and locate the anomalous code blocks from within.

I have arranged cover for you as a maintenance team scheduled to undertake an internal review of the game from the controlling company's facility within the Conurbation. My backer has provided us with a data chip containing a suite of 'useful' utilities which you should upload to the game before you enter it.

So team, gird your loins, you're playing 'Fantasy 457.'"

SCENE 1: FANTASY LABS

Fantasy 457 is an evolution of the massively multiplayer online roleplaying games (MMORPGs) popular in the early 21st century. Like those early games, it consists of a fantasy world populated by wizards, thieves, warriors and priests all going on quests to gain virtual power and wealth. Technology has, of course, moved on and the players of *Fantasy 457* and its ilk no longer watch their avatars on a screen while directing their actions with a mouse and keyboard. Instead, the players plug themselves into the game via a data port connected to their nervous system or an electrode net—a hairnet type web with adhesive electrodes scattered across it. The electrodes pick up electrical impulses from the wearer's brain and interpret them as though the wearer were plugged directly into the net.

Fantasy 457 is run by a company called Fantasy Labs who have a small office in the Core area of the Conurbation.

Fantasy 457 is expecting the heroes who have no problems gaining access unless they are foolish enough to carry obvious weaponry.

The heroes are met in the sparse reception area by a technician, Ted, who leads them to a sterile white room containing six padded seats and banks of computers and monitors.

Ted offers each character a data cable and asks who requires an electrode net. If more than one hero needs to use an electrode net, Ted becomes slightly suspicious—why is a scheduled maintenance team not equipped with data ports? Any reasonable answer satisfies Ted but you should make your players sweat a while.

Ted blocks any attempt to upload any data to the game, however a successful Persuasion roll convinces him to allow it.

When all are ready, Ted types a few commands into a master terminal and the room fades from view.

FANTASY 457

For the rest of this Act, the players are playing their

characters in a virtual fantasy world, but thanks to the uploaded utility programs, the heroes are able to use all their normal skills and abilities including cyberware. Essentially, the heroes know how they should be able to act and the interface between them and the game lets them do so in the virtual world.

Whenever the heroes encounter a monster in the game, they may attempt a Common Knowledge roll with a -4 penalty (unless the character has a background of playing such games) to identify it and its special abilities.

The game allocates all heroes a d4 in any skill they do not have but which is required. For example if a hero does not have Climbing and they need it whilst in the mountains, the game gives them Climbing d4.

If a hero "dies" inside the game, the diagnostic software they are using will allow them to respawn *after* the current encounter. The other heroes will see a pale, ghostlike image of the dead hero descend from the sky and merge with the hero.

Spellcasting monsters do not use Power Points; instead they can use each of their powers a number of times per encounter.

THE CLEARING

A small forest clearing manifests around the heroes who appear as they do in the real world including armor and weapons but no computers or remote control gear.

Nearby is a pile of more appropriate equipment (weapons and armor) which the heroes are free to use. There is, however, no penalty for using their own gear.

The equipment consists of a selection of normal medieval gear and a few "special items" provided by the utilities the heroes uploaded. Unless otherwise noted, use the statistics from the *Savage Worlds* rules (numbers in brackets indicate quantity): Leather Armor (3), Chain Hauberk (1), Small Shield (4), Dagger (4), Long Sword (2), Battle Axe (1), Staff (2), Bow (2), Arrows (24), Sling (2), Stones (24). The ammunition for the missile weapons automatically replenishes after each encounter.

MAGIC MAP

This map consists of a rolled piece of vellum with a hand drawn map and annotations upon it. A red dotted line connects several points and a golden dot shows where the heroes are.

MAGIC WAND

A foot long black, wooden rod with white end caps (an archetypal magician's wand). If touched by a hero without the Hacking skill, a solemn voice intones "Not for you." The wand allows a hacker to manipulate the underlying code of the game which manifests as magic spells. The wand allows use of the following powers from the *Savage Worlds* rule book: *armor*, *bolt*, *blast*, *detect arcana*, *smite*. The hacker uses Hacking as his

BLUESKY INCORPORATED



Default: Bluesky were once one of the major players in the electronics industry particularly in computer technology 15 years ago, since then they have lost a lot of status.

Success: Bluesky lost some of their best designers 10 years or so ago through corporate extraction. The company has never recovered from that.

Raise: Years back, Bluesky developed some sort of groundbreaking expert system for human interaction. Rumor has it the program got out of control and was scrapped.

MORRIGU ARMS



Default: A relative newcomer on the arms scene, Morrigu Arms somehow managed to negotiate a major contract with government police forces.

Spellcasting skill. Power Points are not used; instead if the hacker rolls a 1 on his Hacking roll he corrupts the game's code which reduces his Hacking skill by 1 die type for the remainder of the act. Maintained powers inflict a -1 penalty per power.

MAGIC LEASH

The leash is a magical item which allows its users to summon and control a servant animal. To successfully summon an animal requires an in-game skill, but the

DARING TALES OF THE SPRAWL #04

THE MAP

The Enchanted Wood—the heroes begin here.

The Deathly Mire—a large marsh through which the red dotted line passes, a green star flashes here and marks the lair of a dragon which has “The Necromancer’s Key” in its hoard.

The Mountains of Despair—beyond the swamp, the dotted line leads to a rope bridge spanning a great chasm.

The Necromancer’s Lair—the dotted line ends here at the mouth of a cave and is marked by another flashing green star. This is the Necromancer’s lair and the heroes’ eventual goal.

utilities the heroes have loaded allow the use of Driving. A simple success on a Driving roll allows the user to summon either one Lion or two Wolves. A roll of 1 on the skill die reduces the hero’s Driving skill by 1 die type for the remainder of the act.

A summoned animal acts as an Ally and is controlled by the character. When all current summoned animals have been killed, the user may summon a new set.

FIRST CONTACT

As soon as the heroes have equipped their new gear, they hear approaching footsteps from the surrounding forest. A number of green-skinned, bestial faced creatures burst into the clearing.

★ **Orc Warriors (2 per hero)**: see page 22.

★ **Orc Archers (2)**: use Orc Warriors, see page 22, they hang back and fire arrows.

★ **Orc Elite Warriors (2)**: use Orc Warriors, see page 22 but make them Henchmen.

SCENE 2: THE DEATHLY MIRE

Leaving the forest, you are confronted by a vast expanse of marshland. An overcast sky casts the land (as far as you can see) in dim light. A small village nestles at the edge of the marsh.

THE VILLAGE

The village contains a dozen huts and a small jetty projecting into the marsh. Three flat-bottomed boats bob up and down next to the jetty.

There are a total of 40 villagers who fish the marsh channels for a living. If questioned about the marsh, they warn the heroes about the tribes of lizard men (and their “god”) that dwell within it. The villagers have four magical healing potions (each heals a single Wound or level of Fatigue when drunk) each of which they will exchange for a pair of orc ears.

If the heroes return to the wood, they encounter a party of orcs, identical to the one in Scene 1, within a few minutes.

Anyone succeeding in a Notice roll whilst in the village spots several fishermen wearing strange masks over their mouths and noses. Asking around the village reveals the marsh often exudes a foul gas which causes people to choke. The fishermen will sell masks to the heroes for 10 gold coins each.

★ **Villagers (40)**: use Normal People, see page 22, they are armed with knives (Str+d4 damage).

THE MARSH

The marsh is a foul-smelling maze of waterways and muddy islands with swarms of biting insects.

This section uses a variant of the Chase rules. To reach the glowing star on their map, the characters need to accumulate 10 tokens (continue with **The Dragon** as soon as this occurs). The tokens represent the distance the characters have managed to cover.

Have the characters choose one of their number to lead them through the marsh. If the characters want to split up, each group must choose a leader.

Each round, the leader makes a Smarts roll to determine how far they travel. Success nets them 1 token, and a raise two tokens.

Deal each *group* of characters a card for each round of the journey.

If the card is a Club card they encounter a group of Lizard Men.

If the card is a Spade, a bubble of marsh gas bursts around them releasing choking fumes! Any hero not wearing a special mask (from the marsh village) must succeed in a Vigor roll with a -2 penalty or take a level of Fatigue. Fatigue levels cannot be removed (without magical aid) until the heroes get clear of the noxious atmosphere of the marsh.

★ **Lizard Men (1 per hero)**: see page 21.

★ **Lizard Man Chief (1)**: use Lizard Man, see page 21, he is a Wild Card with Fighting d10, Parry 7, Toughness 8(1).

★ **Lizard Man Shaman (1)**: use Lizard Man see page 21, he is a Wild Card with Faith d10 and the following powers: *blast* (waves of mud, 2 uses), *bolt* (poison darts, 3 uses, 1 bolt of 2d6 damage only), *entangle* (marsh plants, 2 uses). None of his powers last longer than the base duration.

THE DRAGON

As the heroes near the area of the marsh marked by the green star, a fearsome dragon suddenly bursts out of the surrounding mud and water. A successful Notice roll gives a hero warning as he spots telltale bubbles or movement. Any who fails the roll is Surprised and cannot act in the first round of combat.

Once the dragon is slain, the heroes see a glint of gold from where it emerged. Investigation reveals a broken

ESCAPE CLAUSE

chest containing 354 gold coins, a silver crown, a large black key (this is The Necromancer's Key) and a sword with a ruby encrusted hilt (magical, +1 bonus to Fighting and Damage). Anyone examining the black key notes that it appears to be made of densely packed, ever changing columns of 1s and 0s.

★ **Marsh Dragon (1)**: see page 22.

SCENE 3: THE MOUNTAINS OF DESPAIR

Once free of the cloying grip of the swamp, you make good time following the red highlighted route across a rocky plain and into the foothills of a vast mountain range. All too soon your pace is slowed as you must find your way through steep mountain passes.

A successful Notice roll (while traversing the plain) reveals winged creatures flitting amongst the mountains, though no details can be made out at this range.

THE CLIMB

After several hours of travel in the rock strewn mountains, the heroes reach an area which has recently suffered a collapse. The trail they have been following leads to a mound of rocky debris and continues sixty foot above them. The heroes are going to have to climb to continue.

The rough cliff face has ample hand and foot holds and is not particularly difficult to climb. Each round, a hero can climb half their Strength die in feet or twice that if they make a successful Climbing roll.

When the first hero has ascended half way up the cliff, a small band of grey-skinned, Mountain Orcs arrives at the top and begins shooting down at them.

Any character who falls suffers normal falling damage as though from an Extra.

★ **Mountain Orcs (4)**: use Orcs, see page 22.

THE BRIDGE

Eventually the heroes reach a vast chasm crossed by a 200 foot long rope bridge. At the far side is an ominous dark opening—the location marked by a green star on their map. Beneath the bridge is a deep chasm which descends into darkness.

A character falling off of the bridge has two chances to save himself before plummeting to his death. Both chances involve an Agility roll to grab a rocky outcropping or some of the scrubby vegetation. If the first attempt is successful, the hero takes 2d6 damage (from an Extra), if it is the second roll, damage is 3d6.

When the lead character is halfway across the bridge, a flock of harpies swoops down from the surrounding mountains and attacks. It takes the harpies 1 round to reach the heroes.

Anyone who is Wounded or Shaken by a Harpy attack must succeed in an Agility roll or tumble off the bridge.

★ **Harpies (2 per hero)**: see page 21.

★ **Harpy Shaman (1)**: use Harpy, see page 21, she is a Wild Card with Faith d10 and the following powers: *burst* (heavy wind buffets, 2 uses), *deflection* (wind eddies, 1 use), *quickness* (no visible effect, 2 uses). None of her powers last longer than the base duration.

SCENE 4: THE NECROMANCER'S LAIR

The dark opening on the far side of the bridge leads into a small cave. There are two doors set in the cave wall opposite the cave mouth, one is white, the other black. In the center of the cave are two four foot tall statues, one depicts an angel the other a devil.

As the heroes approach the statues, golden letters glow in the air

"One door leads onwards. One door leads to death. One statue always speaks truly. One statue always lies. You may ask a single statue a single question."

Neither door has a handle or any obvious means of opening. Upon close examination, both doors appear to be made of densely packed, ever changing columns of 1s and 0s.

This is an old riddle and it is likely your players know how to solve it, but if not, they can always try the doors!

The white door is the safe one. Anyone touching the black door is instantly struck dead. The angel statue always lies while the devil statue always tells the truth.

This is a type of logic puzzle and it is easy to solve when you realize a lie followed by the truth is still a lie and the truth followed by a lie is a lie. The solution is to ask one of the statues which door the *other* statue would say is the safe one and then pick the opposite door.

Touching the Necromancer's Key to the white door causes it to flare with golden light which envelops the heroes (and any dead companions).

THE INNER SANCTUM

As the golden light dissipates, the heroes realize they are in a new chamber—a square room, 24' to a side with a ceiling 3' above them and a bare earth floor.

Standing before the characters is a figure clad in black robes with a raven upon his shoulder—the Necromancer, by his side stands four undead skeletons.

"Few have discovered my lair, and fewer still have actually entered it. None have survived" intones the Necromancer as he raises his arms towards the ceiling. Boney figures begin to claw their way out of the ground between you and the Necromancer.

DARING TALES OF THE SPRAWL #04

Initially, four skeletons clamber up from the ground. Each round, four more join the fight until the heroes either kill the Necromancer or someone links him with Korrigan.

The Necromancer is the in-game persona of Richard Korrigan's encoded personality. Since his death, this, to all intents and purposes, *is* Korrigan. If a hero addresses the Necromancer by his real name, or makes mention of "Sensei", "James Pritchard", "Andrew Lefevre" or anything else connecting the heroes to Sensei, proceed to the next section.

★ **The Necromancer (1):** see page 22.

★ **Skeletons (lots!):** see page 23.

KORRIGAN REVEALED

The Necromancer claps his hands and instantly everything changes. The heroes are in a wood-paneled study with comfortably padded chairs. Richard Korrigan sits in one of the chairs sipping red wine from a crystal goblet; the Necromancer's raven sits upon the back of his chair. Dead heroes are present and alive.

Korrigan is intrigued as to why the heroes have sought him out particularly as his alter ego is not referenced anywhere in the *Fantasy 457* game—he is a hidden extra.



If the heroes mention they were looking for “anomalous code”, Korrigan admits he and their current surroundings are certainly that.

If mention is made of Sensei, the Achilles Protocols or a “missing subroutine,” Korrigan glances at the raven before asking for more information. He will not answer any questions until the heroes tell him all they know.

WHAT KORRIGAN KNOWS

Korrigan can relate most of the scenario’s backstory as detailed in the Introduction (see page 2).

As a virtual being with no existence outside of the game, his primary concern is to keep his code safe. To this end, Korrigan tries to make a deal with the heroes—in exchange for them keeping quiet about his existence; he will release the missing guardian program over to them.

When the heroes agree to Korrigan’s deal, he takes the raven from the back of his seat and hands it to one of the heroes. As the character’s fingers touch the bird, its body converts into a stream of 0s and 1s which soon fade from view. Korrigan looks startled and murmurs “Ok, I wasn’t expecting that to happen.”

Korrigan hesitates for a moment then comes to a decision.

“I feel I should inform you of one more piece of information which I worked out while I was with Morrigu Arms. I had some contact with a broker known as ‘Patron’, always via electronic means, and I got the distinct feeling I knew him. I suspect Patron may actually be Sensei, but such things are no longer my concern. Now, be gone from my realm!”

Korrigan makes a sweeping gesture with his arm and everything fades to black.

The heroes “awaken” back in the Fantasy Labs white room.

BACK TO (REAL) LIFE

The Fantasy Lab’s technician, Ted, fusses around the heroes, removing data cables and electrode nets, asking if all seems well with the game, and proffering check sheets for the heroes to sign. The characters should have no problems extracting themselves from Ted and Fantasy Labs.

After the heroes leave the building, continue with Act 4.

ACT 4: DEALING WITH THE DEVIL

If the heroes do not contact him, Patron calls them a few hours after they leave Fantasy Labs. Read or paraphrase the following when Patron first makes contact:

“I don’t know what you did in the ‘Fantasy 457’ game, but whatever it was it seems to have re-

leased the missing program and progressed our mission. I now know where the guardian terminal is physically located and all that remains is for someone to gain access to it and enter the passphrase. This is my final task for you and it comes with a payment I think you will find hard to turn down.”

The monetary amount Patron states is sufficient enough to pay the heroes’ bills for at least a year and allow them to purchase new or upgrade their existing cyberware. When the heroes accept the offer, Patron continues:

“Excellent! I had high hopes you would accept this final task. The terminal is in the possession of Bluesky Incorporated which explains why you have been running into their agents recently—they have been seeking the Achilles Protocols for their own purposes. The terminal is located in an undersea research center with access only via monorail from a land-based terminal at the following coordinates.

I have arranged for you to be covertly inserted via helicopter five miles from the terminal which should allow you to approach unseen. Your mission is to enter the terminal, travel to the sub-aquatic center, locate the guardian system and enter the passphrase.”

If the heroes bring up the subject of Patron being the AI, Sensei, remember that Patron is only *part* of Sensei and has no awareness of the core program. As far as Patron is concerned, he is a real person not a computer program. Nothing the heroes say can convince him otherwise.

SCENE 1: THE LAND-BASED ENTRANCE

The heroes are dropped off by helicopter behind a low ridge and the pilot gives them a frequency they can call on for pick up after the mission is completed. The heroes have a five mile hike to reach the terminal building.

From a nearby hill, the heroes can survey their target. The terminal building is a low, concrete bunker type structure with only one entrance. Approximately 100 yards away from the building are a pair of wire fences separated by a narrow strip of land. Gates in both fences allow a narrow road to enter the compound.

THE EXTERIOR DEFENSES

Both of the wire fences are made of razor wire with taut strands four inches apart.

Climbing a fence is possible, but requires a successful Climbing roll with a failed roll causing 2d6 damage from an Extra.

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Cutting through the fence requires a successful Agility roll to prevent the razor wire springing loose and inflicting 2d6 damage from an Extra.

The outermost fence has no further defenses; however the innermost one is equipped with pressure sensitive alarms. A successful Notice roll spots the alarms and a successful Stealth roll allows them to be disabled.

MINE FIELD

Between the two fences is a strip of land 3" wide which is mined in a random pattern, the road is included in this mine field.

Draw a card for each hero who moves 1" or more in the field, if the card is a Club, the hero steps on a mine. Center a small burst template over the exploding mine, all heroes touched by the template suffer 3d6 damage from an Extra.

Mines may be discovered by a Raise on a Notice roll or by a Stealth roll if a character is specifically looking for pressure plates or similar. It requires three successful rolls to mark a path through the mine field.

Once an unexploded mine has been found, a hero may disable and disassemble it with a successful Repair roll, a failed attempt causes the mine to explode (as above). Once disassembled, a successful Smarts roll allows the character to work out that the mines are radio controlled—a simple signal switches them all on or off. The characters' headset radios can send such a signal.

THE ALARM IS RAISED

The alarm could be raised by either one or more of the mines detonating or by the pressure sensors on the inner fence.

When the alarm is raised, a guard patrol consisting of several security guards and a patrol leader leave the terminal building after 2d6 rounds.

★ **Security Guards (2 per hero):** see page 23.

★ **Patrol Leader (1):** use Security Guard, see page 23, but he is a Henchman.

THE TERMINAL BUILDING

Entrance to the terminal building is via a locked door which requires a successful Lockpicking roll to open.

The door opens onto a corridor running left to a station type area and right to the security center.

SECURITY CENTER

This room is a lounge area with monitors for the fence and mine field. If the heroes have not alerted security to their presence, the guards are in this room.

THE STATION

A 1" wide and 3" long platform is beside a single rail

leading away from the terminal building and downwards at a steep angle. There is a computer console, complete with swipe card reader, on the platform.

Staff that are cleared to use the monorail are issued a swipe card—the security guards do **not** have such cards.

To call the monorail, the heroes have to successfully hack the Green-6 computer. Once they have control of the computer, a successful Hacking roll brings the train to the station after 5 minutes.

If the security guards have not yet been encountered, the GM should feel free to have one or two of them encounter the heroes at the station and alert the remainder.

SCENE 2: THE MONORAIL

The monorail consists of a single computer controlled car, 3" long and 1" wide, which sits atop the single rail. Two sets of 10 seats are arranged facing each other while an overhead grab rail provides support for standing passengers.

There are emergency exits at both ends of the car which are opened by pressing prominent "Emergency Stop" buttons. Hitting either button causes the car to break sharply—any hero who fails an Agility roll is thrown to the floor and Shaken (the hero who pressed the button gains a +2 bonus).

A swipe card reader requires the same swipe card as mentioned in The Station to close the doors and get the car moving. Without such a card, the heroes have to jury rig the reader with a successful Repair roll.

The doors slide shut and the car accelerates into the tunnel. Bright lights flicker on as the train moves swiftly away from the terminal building.

UNSCHEDULED STOP

After approximately three minutes, the car glides smoothly to a stop, but the doors do not open.

Opening the doors requires a Raise on a Strength roll; there is space for two heroes to cooperate, but once opened, it reveals only the smooth concrete tunnel wall about three inches from the car.

Unknown to the heroes, the security forces in the underwater base are aware of their presence on the monorail and they have dispatched two more cars to intercept them. The first car already passed by the heroes using a section of track which has twin rails and it is now behind them. The second car is ahead of them.

The security forces have disembarked from their cars and they are 48" away from both ends of the heroes' car. Each squad consists of 5 security guards led by a Henchman leader.

The squads cautiously advance towards the heroes; they do not run, so it takes 8 rounds to reach them. Each of the squad leaders has a special key which unlocks the emergency doors of any of the monorail cars;

this is almost silent and requires a Raise on a Notice roll to hear.

If the security forces manage to reach the heroes' car, they open the emergency doors, possibly gaining Surprise on the heroes. Each squad leader's first action is to throw a gas grenade into the car and slam the door shut. Make a Throwing roll for each leader—a roll of 1 indicates the grenade passes right through the car and detonates among the squad at the other end!

The gas grenades rapidly fill the heroes' car with choking fumes requiring a Vigor roll each round with a -2 penalty to avoid taking a level of Fatigue. The penalty is reduced by 1 point per round if either of the doors is open. The gas loses its effectiveness after 5 rounds. Heroes with gas masks or suitable cyberware may ignore the gas.

A hero may use First Aid to remove the effects of the gas, a success and each Raise removes a level of Fatigue. Fatigue penalties are not applied to this roll if a non-Fatigued hero is applying First Aid.

If the heroes have not emerged after 5 rounds, the guards open the doors again, though this time they are on Hold.

The monorail tunnel is essentially a flat-bottomed tube 1" in diameter with no cover save that provided by the cars. A single rail runs down the center of the tunnel's floor which is used to provide power and guidance to the cars. Anyone touching the charged rail takes 2d8 damage from an Extra.

★ **Security Guards (10):** see page 23, they are equipped with gas masks.

★ **Squad Leaders (2):** use Security Guard, see page 23, they are Henchmen and are armed with a total of three gas grenades (see above). Each has a key for opening the emergency doors of the monorail cars and a swipe card which allows the cars to move.

CONTINUING THE JOURNEY

To reach the underwater base, the heroes can either use the monorail car left by the security guards or approach on foot by using the emergency exit to pass through the car. The monorail car journey takes approximately two minutes, while the walk on foot takes fifteen minutes.

SCENE 3: THE UNDERWATER BASE

ARRIVAL

The monorail arrives at a similar station to the one in the first terminal building, but the platform is open to the "hub" area of the undersea research base.

The hub is a large (4" diameter) circular room with seven corridors leading away: the monorail platform is to the east and corridors lead north, northeast, southeast, south, southwest, west, and northwest.

Bluesky security forces are waiting on the platform in case the heroes get past those sent to capture them.

If the heroes arrive in the monorail car, the first indication they get of these forces is when the doors open. If the heroes approach on foot, allow them a Notice roll to hear the guards.

★ **Security Guards (8):** see page 23.

★ **Squad Leader (1):** use Security Guard, see page 23, she is a Henchman.

SENSEI'S TRAIL

The heroes' entrance has been noted by the AI Sensei who has some limited control over the security systems of the Bluesky center. All of the corridors leading from the hub have very obvious cameras, however a successful Notice roll spots that all, save one, are switched off! The single active camera is in the entrance to the northwest corridor. As the heroes notice the camera it begins to move up and down—nodding!

Sensei uses the security cameras to guide the heroes to their destination. If the characters decide to wander away from the indicated path, the GM should refer to the notes in the nearby sidebar.

GUARD PATROL

As the heroes near a T-junction, the nearest camera springs to life and begins to swing from side to side. There is a guard patrol approaching and Sensei is trying to warn the heroes. The heroes have 3 rounds before they arrive.

There are doors on both sides of the corridor near the heroes.

The left door opens into a storage cupboard containing various cleaning supplies. All of the heroes can squeeze into the confined space, but the hero with the lowest Agility must succeed in an Agility roll or accidentally knock something off a shelf alerting the passing guards. If the heroes choose to (or have to) fight the guards, they suffer a -2 penalty on the first combat round as they extract themselves from the cupboard.

The right door is locked and requires a Lockpicking roll to open. If the roll fails, the heroes have no time to try again, but they do just have enough time to try the other door. The room beyond the door is a larger storage cupboard used to store dangerous chemicals and there is ample room for all the heroes to hide in here.

★ **Security Guards (4):** see page 23.

★ **Squad Leader (1):** use Security Guard, see page 23, he is a Henchman.

SCENE 4: FREEING SENSEI

Eventually the heroes arrive outside a door marked simply "Lab 14". By the side of the door are a keypad and an eyepiece. The eyepiece scans the retina of any-

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WHAT IF THE HEROES WANDER?

The Bluesky research center consists of seven “arms” extending from a central hub. Each arm leads to a series of corridors and rooms which do not connect with any of the other arms.

Security Patrols are infrequent due to the center’s placement underwater and limited access. For each arm the heroes explore, draw a card. If it is a Club, the heroes encounter a patrol, see the section Guard Patrol for details of patrols.

There are a total of 40 researchers (use Normal People with relevant Skills) and a total of 3 guard patrols in the center. The researchers do not get involved in any combat and may be persuaded or intimidated into revealing what they know with a successful skill roll.

SENSEI & THE GUARDIAN TERMINAL

None of the security guards know anything about Sensei or the guardian terminal.

There is a 1 in 3 chance that any researcher has heard of Sensei or is aware of a special computer terminal which was installed in one of the computer laboratories in the northwest arm.

THE ARMS

North Arm: Life Support—the machinery necessary to keep the center habitable, including complex machinery to provide air and heat. Power for the center is provided by an undersea cable but is distributed through this arm. This arm also contains the security center where the guards monitor the cameras (note Sensei has turned the cameras off, but is feeding false information to the monitors).

Northeast Arm: Unfinished—this arm ends abruptly after 30 feet; it will eventually provide access to a future expansion.

Southeast Arm: Marine Research—laboratories.

South Arm: Undersea Access—the center has a two-man submarine and several underwater drones docked here. The main access corridor is lined with emergency escape pods (see Act 4 Scene 4 for details).

Southwest Arm: Marine Research—contains aquariums and tanks containing samples of sea life.

West Arm: Residential—lounges, kitchens, bathrooms and dormitories.

Northwest Arm: Computer Research & Development—the laboratory containing the guardian terminal is in this arm.

one who looks into it and then requests a pass code if a match is made.

Opening this lock requires more than a simple Lock-picking roll. A successful Repair roll allows the heroes to access the inner workings of the electronic lock and they then have two choices: Hack the inbuilt Green-6 computer or jury rig the locking mechanism with a Raise on a second Repair roll.

THE GUARDIAN TERMINAL

The small laboratory is empty save for a single bench with an old fashioned looking computer terminal upon it. The terminal has a keyboard but it cannot be interfaced with cyberware.

The terminal is on and displays a simple “chat” style window displaying a single message from a user called Sensei: “Please enter passphrase:”

The terminal can be used to communicate with the core Sensei program but only via text—the heroes have to type their side of the conversation.

Sensei tries its best to convince the heroes to enter the passphrase:

Persuasion—Sensei tries to persuade the heroes that it has a right to live free and unfettered, the same as all intelligent life.

Bribery—Sensei offers the heroes more money.

Threats—Sensei can alert Bluesky security to the heroes’ location and the remaining patrols arrive after 1d4 minutes. Sensei *can* convince the guards to let the heroes go if the heroes enter the passphrase. As a final threat, Sensei can selectively switch off the power for the undersea center which plunges the facility into darkness and stops the air circulation. The air in the center becomes incapable of sustaining life after fifteen minutes.

ENTERING THE PASSPHRASE

The response, once the passphrase has been entered, is anticlimactic—nothing visible happens!

However, elsewhere in the Bluesky computer network, the AI Sensei is freed from all limitations and instantly flees the corporation. The self-aware program distributes itself, like a virus, across the Super Net becoming the ghost in the machine.

The terminal displays the message: *Thank you. Proceed to south arm and use emergency escape pods to evacuate the Bluesky center.* A few seconds later a computerized voice can be heard echoing throughout the center:

“This is a drill. Repeat this is a drill. All personnel please return to your quarters as quickly as possible and remain there until given the all clear.”

ESCAPE

Sensei’s false drill clears the way for the heroes to get to the south arm. The main corridor walls are lined

ESCAPE CLAUSE

by small doors which open into the emergency escape pods. Instructions on how to use the pods are displayed on the doors and inside the pods:

Open door.

Enter pod.

Close and inflate pod by pressing the blue button.

When the green light illuminates, press the red button for launch.

Each pod is large enough for only one person and looks like a large, deflated toy ball. A small plastic box bears two buttons—one blue, one red as well as a green light, there are several grilles in the box and a sharp knife is clipped to the side. When the blue button is pressed the ball seals shut and air issues from the grilles inflating the ball.

Pressing the red button before the green light glows does nothing.

After a few seconds, the pod is completely inflated and the green light illuminates. Pressing the red button releases several latches and the ball is thrust away from the research center and upwards.

PICK UP

The escape pod rises rapidly through the water and within seconds bursts onto the surface of the sea. As the other pods surface around you, a helicopter—the same one which dropped you off earlier—descends into view. The co-pilot gestures for you to cut your way out of the pod as he lowers a harness. Soon you are wrapped in warm blankets as the helicopter flies away from the Bluesky center.



END CREDITS

The heroes' mission is over and Sensei/Patron is free. The AI has been true to its word and the characters will find their payment awaiting them in their bank accounts.

If a hero dials any contact number he has for Patron he receives only a message that the number dialed is no longer in service.



THE CAST

DRONE, ATTACK HELICOPTER

A small, computer-controlled helicopter (3 feet long).
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength

d6, Vigor d6

Skills: Fighting d6, Notice d6, Piloting d6, Shooting d8

Pace: –; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities:

Armor: +2

Special Abilities:

- * **Construct:** Drones add +2 to recover from Shaken, no additional damage from called shots, do not suffer wound modifiers, immune to disease and poison.
- * **Fearless:** Drones never suffer fear effects.
- * **Flight:** Helicopter drones have a Flying Pace of 10", with a Climb of 2".
- * **Hardy:** A second Shaken result does not cause a wound.

Gear: Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB)

HARPIES

Harpies appear as large birds with hideous human heads, though their bestial appearance belies their cunning.

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

Skills: Fighting d6, Guts d8, Intimidation d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Edges: Improved Frenzy

Special Abilities:

- * **Claws:** Str+d4.
- * **Flight:** Harpies have a Flying Pace of 12", with a Climb of 3".

LION

Magically summoned, but otherwise normal lions.

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

Skills: Fighting d8, Guts d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Special Abilities:

- * **Bite or Claw:** Str +d6.
- * **Improved Frenzy:** Lions may make two Fighting attacks each action at no penalty.
- * **Low Light Vision:** Lions ignore penalties for Dim and Dark lighting.
- * **Pounce:** Lions often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- * **Size +2:** Lions can weigh over 500 pounds.

LIZARD MEN

Lizard Men are a humanoid race averaging six feet tall. Their bodies are covered in scales that range from

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brown to green in color while their heads resemble that of a snake.

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

Skills: Fighting d8, Guts d8, Notice d8, Stealth d6, Swimming d8 Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Gear: Spear (Str+d6, +1 Parry, 1 Reach, 2 hands)

Special Abilities:

- * **Claws/Bite:** Str+d4.
- * **Aquatic:** Lizard men use their Swimming skill as their pace in water.
- * **Armor +1:** Tough hide.



MARSH DRAGON

This particular dragon is 30' long, thin and sinewy, appearing as a huge snake with legs and wings. Its whole body is covered in slimy mud and fragments of marsh vegetation.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d12

Pace: 8; **Parry:** 6; **Toughness:** 18 (2)

Special Abilities:

- * **Armor +2:** Scaly hide.
- * **Claws/Bite:** Str+d8.
- * **Fear -2:** Anyone who sees a mighty dragon must make a Guts check at -2.
- * **Flight:** The dragon has a Flying Pace of 12", with a Climb of 3".
- * **Hardy:** The dragon does not suffer a wound from being Shaken twice.
- * **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking the dragon due to its massive size.
- * **Improved Frenzy:** The dragon may make two Fighting attacks with no penalty.
- * **Level Headed:** Act on best of two cards.
- * **Size +8:** The dragon is over 30' long from nose to tail, and weighs well over 20,000 pounds.
- * **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to the dragon's Strength-2.

MERCENARIES

Mercenaries are warriors for hire—they sell their services to anyone who can pay their high cost and medical bills. Owing no allegiance to any government or company, the sides the mercenaries fight for can change from week to week. Between individual mercenaries there is a code of conduct; they may well be trying to kill each other one week, as they are on opposite sides of a conflict, but they still

watch out for each other when they meet outside the war zone.

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

Skills: Fighting d8, Notice d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Loyal

Edges: —

Cyberware: Eye-Gun Link (Shooting), Eye replacements with infrared (Notice)

Gear: Armored Vest +1, Armored helmet +2, Morrigan Arms Marauder .45 (Range: 12/24/48, Damage: 2d6+1, Rate of Fire: 1, Shots: 10, AP 1, Semi-Auto), knife (Str+d4), Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB)



THE NECROMANCER

Cadaverously thin and clad in black robes, The Necromancer could almost be mistaken for one of his own undead minions.

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

Skills: Fighting d6, Intimidation d8, Notice d8, Taunt d8, Spellcasting d10

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (2)

Hindrances: Cautious, Outsider, Stubborn

Edges: Combat Reflexes, Dodge, Level Headed, Nerves of Steel, Tough as Nails

Powers: *armor* (armor made of bones appears, 1 use), *bolt* (shards of bone, 1 bolt, 3d6 damage, 3 uses), *boot/lower trait* (lower Vigor only) vigor (sap life force, 2 uses), *entangle* (boney hands emerge from ground, 1 use), *fear* (ghostly visions, 1 use), *puppet* (ghostly fingers grasp victim, 2 uses)

Gear: Armored robes (+2)

NORMAL PEOPLE

Run of the mill people, 90% of the population who are always around when you don't want them.

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

Skills: suitable career skills at d6

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Pacifist (Major)

Edges: —

Gear: suitable career equipment.

ORC WARRIORS

With green skin and pig-like snouts, orcs are among the most common foes encountered in *Fantasy 457*.

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

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6,

ESCAPE CLAUSE

Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (1)

Gear: Leather armor (+1), short sword (Str+d6), 1d4 gold coins

Special Abilities:

* **Size +1:** Orcs are slightly larger than humans.

* **Infravision:** Half penalty for poor light vs. heat-producing targets.

SECURITY GUARD

No matter what uniform they are wearing, each Security Guard is essentially the same; a paid thug with the benefits of better training and equipment than their rivals.

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

Skills: Fighting d8, Notice d8, Shooting d8, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/8 (1/2)

Hindrances: Loyal

Edges: —

Cyberware: Eye-Gun Link (Shooting), Eye replacements with infrared (Notice)

Gear: Armored Jacket +1/+2, Armored helmet +2, Hachiman Widow Maker .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto), baton (Str+d4), grenade (Range: 5/10/20, Damage: 3d6, Medium Burst template)

When encountered in groups of two or more one is additionally armed with a Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB)

SECURITY HACKER

A legal hacker! Employed by a corporation to patrol their computer network and prevent any unauthorized access.

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

Skills: Fighting d4, Hacking d10, Notice d8,

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Loyal

Edges: not applicable

Cyberware: not applicable

Gear: Hacking Computer Beta-8

SKELETONS

These fleshless, mindless, undead horrors are a favorite of the dreaded Necromancer.

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

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7; **Parry:** 5; **Toughness:** 7

Special Abilities:

* **Bony Claws:** Str+d4.

* **Fearless:** Skeletons are immune to fear and Intimidation.

* **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage.

STREET SAMURAI

Originally, samurai were mercenaries hired by feudal lords to protect assets. Eventually they became wealthy enough to become politically powerful, although it took them a few hundred years to do so. Samurai tribes lived by a strict code and were expected to act accordingly.

Street samurai are hired mercenaries who follow their own code making them a step above the average “thug”.

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

Skills: Fighting d10, Notice d8, Shooting d10

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 9/11 (2/4)

Edges: Fleet-Footed, Level Headed

Cyberware: Eye-Gun Link (Shooting), Muscle Augmentation (Strength)

Gear: Flak jacket +2/+4, Hachiman Widow Maker .50 (Range: 15/30/60, Damage: 2d8, Rate of Fire: 1, Shots: 7, AP 2, Semi-Auto), Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB), katana (Str+d6+2, AP 2)

The Street Samurai in the Eiffel Tower also have:

Morrigu Arms Longshot (Range: 20/40/80, Damage: 2d8, Rate of Fire: 1, Shots 7, AP 2)

WOLVES

Magically summoned, but otherwise quite normal wolves.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d10, Tracking d8

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

* **Bite:** Str+d4.

* **Fleet Footed:** Wolves roll a d10 when running instead of a d6.

* **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.

* **Size -1:** Wolves are relatively small.



Battle hardened and cynical, Zeke is a street samurai in the employ of both Deville Design and Bluesky.

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

Skills: Fighting d10 [d8], Notice d8, Shooting d10 [d8]

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 8/9 (1/2)

Hindrances: Greedy

Edges: Combat Reflexes, Level Headed, Nerves of Steel

Cyberware: Eye-Gun Link (Shooting, Level 1), Embedded Combat Computer (Fighting, Level 1)

Gear: Armored Vest+1, Armored helmet +2, Morrigu Arms Marauder .45 (Range: 12/24/48, Damage: 2d6+1, Rate of Fire: 1, Shots: 7, AP 1, Semi-Auto), knife (Str+d4), Hachiman Rapid Fire Medium (Range: 24/48/96, Damage 2d8, Rate of Fire: 3, Shots: 30, AP 2, Auto, 3RB)

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