INDIANAPOLIS CONPLEX



The Indianapolis ConPlex transmission is intended for use with the core rules found in *Technoir*, a high-tech hard-boiled roleplaying game by Jeremy Keller.

Visit TechnoirRPG.com for more information and downloads.

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TECHNOIR

CONTENTS

Exposition	3
Connections	4
Events	8
Factions	8
Locations	9
Objects	9
Threats	10



Master Table

	1	2	3
1 Connections	Jess-E	Vice Pres. K. Lilly	Rummy
2 Events	Dust Storm Reggie	Geneva Convention	Montezuma's Tantrum
3 Factions	3B	The Anonymice	Crewtek
4 Locations	ConPlex Office	ConPlex Tunnels	The Ram
5 Objects	The Case	Con Passes	Formula 4 Racer
6 Threats	The Bros	Bunco, Inc.	Dead Droppers

TECHNOLOGY

Sitting at the confluence of Northeast, Southeast, and Midwest, Indy has become the *de facto* convention and conference center for the entire region. The Downtown ConPlex has grown to encompass over twenty square blocks, all connected via skyways, walkways, and tunnels. Indy has taken hospitality tech to new levels, from fully automated hotels and food services, leisure and pleasure (both legal and not), to bleeding-edge mobile business facilities for the eternal conference road warriors.

ENVIRONMENT

The effective arcology that is the Downtown ConPlex shields visitors from the harsh reality of Indianapolis. The ConPlex is the biggest employer in the city, and those not lucky enough to be working there are struggling to eke out a living in the oppressive heat and humidity of summer or the blinding snows of winter (not to mention the increasingly severe tornados threatening the city).

SOCIETY

From multinational mega-corps to independent fan gatherings, there is always one conference or another going on, making it the best place to find anything and everything for the right price. Economic differences between visitors and residents are vast and breed bitterness, though not nearly as much as those between ConPlex employees and the outside workforce.

[1D6 by 1D6]

4	5	6
Sam Skizzo	Val Torrino	A.J. "Tuerca" Velez
Nerdrage	Sabotage!	Wargames
Local 6134	Morlocks	Vintrinsic
The Regional	Stake and Shake	OmniCon
Mech Pod	Programmed Scooter	Stolen Loader
Hardheads	First!	Grendell



CONNECTIONS

Jess-E

A reprogrammed pleasure doll who can't keep secrets.

11,00,008,	Protect
Coax	
Detect	
Fight	
Наск	
Move	
Operate	\blacksquare 0000
Prowl	
Shoot	$\blacksquare 0000$
TREAT	\blacksquare 0000

00	E Sexy		8:
00	E Fast		8:
00	Clever		8:
	₽₽		8:
	Objects: headjack, knife, reflex	stimulators	
00	Favors: date, deal		
חר			

Vice President K. Lilly

ConPlex VP of Operations with a love of money and distaste for non-Hoosiers.

COAX		Smart	0
Detect		Description Ruthless	
Fight	0000	Diffuential	
Наск	0000	₽₽	0:
Move			
Operate		Objects: Conway scooter, specs	
Prowl		Favors: date, shark	
Shoot			
TREAT	0000		

Rummy

Master electrician and stage manager for shady gigs, reputation as a reliable fixer.

Coax Detect Fight Hack Move Operate Prowl Shoot	

D Technical	 0:	
D runk		
Besourceful	 0:	
₽₽	0:	

Objects: specs, 3 spyder drones, stinger pistol

Favors: date, deal, fix (computing, gear, drones)



1d6	Unconnected	Connected
1	Val Torrino (connection)	Vice Pres. K. Lilly (connection)
2	Sabotage! (event)	Geneva Convention (event)
3	3B (faction)	Vintrinsic (faction)
4	Stake and Shake (location)	OmniCon (location)
5	Stolen Loader (object)	Con Passes (object)
6	Dead Droppers (threat)	Bunco, Inc. (threat)

Jess-E's Leads

Vice President K. Lilly's Leads

Unconnected	Connected
A.J. "Tuerca" Velez (connection)	Val Torrino (connection)
Geneva Convention (event)	Montezuma's Tantrum (event)
Crewtek (faction)	Morlocks (faction)
ConPlex Tunnels (location)	The Regional (location)
Mech Pod (object)	The Case (object)
The Bros (threat)	Hardheads (threat)
	A.J. "Tuerca" Velez (connection) Geneva Convention (event) Crewtek (faction) ConPlex Tunnels (location) Mech Pod (object)

Rummy's Leads

1d6	Unconnected	Connected
1	Sam Skizzo (connection)	Jess-E (connection)
2	Nerdrage (event)	Sabotage! (event)
3	Local 6134 (faction)	The Anonymice (faction)
4	The Ram (location)	ConPlex Office (location)
5	Programmed Scooter (object)	Stolen Loader (object)
6	Grendell (threat)	First! (threat)

Sam Skizzo

Cybertronic Systems demo guru who will install your new implant right in the booth.

COAX	
Detect	
Fight	■0000
Наск	
Move	■0000
Operate	■0000
Prowl	■0000
Shoot	
TREAT	

Charismatic
OB
Steady
OB
Quick
OB

Favors: fix (cybernetics), splice

Val Torrino

A former mob lawyer with a terminal illness and nothing to lose.

Coax		E Reckless	
Detect		Howledgeable	0
Fight		E Tough	0
Наск		Description Twitchy	0
Move		BO	0
Operate		Obieste Audi Trileau barken nistel an ese	
Prowl		Objects: Audi Trilogy, barker pistol, specs	
Shoot		Favors: fix (guns, weapons, armor), ride, shark	
Treat	0000		

A.J. "Tuerca" Velez

Formula 3 racecar mechanic extraordinaire, dreams of getting behind the wheel.

E Ace	
Cuick	
D Fearless	
₽₽	

0:

Objects: Formula 3 racer, specs

Favors: chop, ride



1d6	Unconnected	Connected
1	Jess-E (connection)	A.J. "Tuerca" Velez (connection)
2	Montezuma's Tantrum (event)	Wargames (event)
3	Vintrinsic (faction)	Crewtek (faction)
4	The Regional (location)	Stake and Shake (location)
5	The Case (object)	Mech Pod (object)
6	Bunco, Inc. (threat)	Grendell (threat)

Sam Skizzo's Leads

Val Torrino's Leads

1d6	Unconnected	Connected
1	Vice Pres. K. Lilly (connection)	Rummy (connection)
2	Dust Storm Reggie (event)	Nerdrage (event)
3	The Anonymice (faction)	3B (faction)
4	ConPlex Office (location)	The Ram (location)
5	Con Passes (object)	Formula 4 Racer (object)
6	Hardheads (threat)	Dead Droppers (threat)

A.J. "Tuerca" Velez's Leads

1d6	Unconnected	Connected
1	Rummy (connection)	Sam Skizzo (connection)
2	Wargames (event)	Dust Storm Reggie (event)
3	Morlocks (faction)	Local 6134 (faction)
4	OmniCon (location)	ConPlex Tunnels (location)
5	Formula 4 Racer (object)	Programmed Scooter (object)
6	First! (threat)	The Bros (threat)

EVENTS

Dust Storm Reggie

A stable tornado three miles across grinds its way towards downtown Indy.

The Geneva Convention

A sit-down summit between the major factions of the city.

Montezuma's Tantrum

A vicious viral infection strikes the ConPlex food courts.

Nerdrage

A synchronized set of explosions causes a city-wide interface outage.

Sabotage!

The Eli Lilly BioMedicals laboratory is attacked by corporate spies.

Wargames

An unannounced test of ConPlex security services turns into a downtown shootout.

FACTIONS

3B

Rapidly expanding media relations company.

The Anonymice

Costumed privacy protesters.

Crewtek

Highly automated event management consortium making a ConPlex takeover bid.

Local 6134

A group of local labor activists attempting to unionize ConPlex workers.

Morlocks

A loose-knit community of homeless living in the ConPlex tunnels and Indy sewers.

Vintrinsic

The shadowy corporate entity that owns the ConPlex.



LOCATIONS

ConPlex Office

The spacious, opulent executive offices of the Indianapolis ConPlex.

ConPlex Tunnels

Unused service tunnels under the ConPlex where black market fixers meet clients.

The Ram

Old sci-fi/fantasy-themed brewery pub.

The Regional

The only downtown hotel that refuses to be connected to the ConPlex.

Stake and Shake

Vampire-themed dance club on the seedy side of town.

OmniCon

Year-round fantasy/sci-fi/gaming con located in the former Convention Center.

OBJECTS

The Case

A locked briefcase rumored to contain the "new hotness" at the con. linked, locked

Con Passes

A pair of VIP passes to the largest convention in town. Dinked, tamper-proof

Formula 4 Racecar

Next-gen prototype racecar to be unveiled at the Indy Motor Speedway. **•** experimental, mag-spheels, turbo

Mech Pod

A VR mech simulation game pod secretly linked to a real mech. **(b)** display, linked, manual input, sound

Programmed Scooter

A tunnel/skyway transport on a mission to a secret location inside the ConPlex. automatic, linked, magtrack

INDIANAPOLIS

Stolen Loader

A power loader exoskeleton taken for a joyride. blunt, exoskeleton, linked, stolen, strong, tough

THREATS

The Bros

Former lacrosse team turned monster-truck gang.

Bunco, Inc.

Team of hustlers and thieves targeting tourists.

Dead Droppers

Local drug-dealing syndicate who never do business in person.

First!

Hackers notorious for leaking secrets and spoilers for geeky projects.

Grendell

Escaped experimental cyberorganic creature that roams the ConPlex tunnels.

Hardheads

A ConPlex physical security unit.



Threat: The Bros

Heavies

iioaiio	
Derek	
Coax	
Detect	
Fight	
Наск	
Move	
Operate	
Prowl	
Shoot	
TREAT	

E Loud	
Bossy	0:
• Aggressive	0:
Cruel	0:
80	0:

Objects: grenade, lacrosse stick, specs, trug

Drew

DICW	
COAX	
Detect	
Fight	
Наск	0000
Move	
Operate	
Prowl	
Shoot	0000
TREAT	0000

••• wiry
E Loyal
Sneaky
B Reckless
80
Objects: knife, lacrosse s

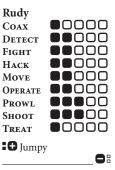
A 347:

stick, specs, fe, lacrosse trug

Henchmen

Cory	
COAX	0000
DETECT	
Fight	
Наск	0000
MOVE	
Operate	
PROWL	
Shoot	
TREAT	0000
:O High	

0:

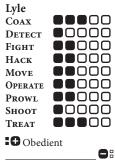


Objs: grenade, lacrosse stick, specs, trug



Objs: lacrosse stick, specs, trug

Objs: duster shotgun, knife, specs



Objs: knife, lacrosse stick, medkit, specs

Object Pool

Duster shotgun + loud, scattershot

Grenades explosive, linked, thrown

Knife 🕂 sharp, small

Lacrosse stick 🖶 blunt, extendable

Medkit 🕀 bandages, linked, stims

Specs

0:

0:

0:

0:

🖶 cam, display, gesture input, linked, mic, sound

Trug

+ cargo, cowcatcher, lifted, linked, loud, heavy, huge, spikes

Threat: Bunco, Inc.

0:

0:

0:

Heavies

Frank	
COAX	
Detect	
Fight	
Наск	0000
Move	
Operate	0000
Prowl	
Shoot	
TREAT	0000

Dector	
Charming	0
Oldschool	_0:
Dinstinctive	_0
֥	0
Objects: briefcase, cellphone,	Colt
2911, nice suit	

Chris

CIIIIS	
COAX	
Detect	
Fight	■0000
Наск	
Move	
Operate	■0000
Prowl	
Shoot	
Treat	

D exterous	0:
D Forger	
• Meticulous	0:
G Subtle	
80	

Objects: Colt 2911, nice suit, pen, specs

Henchmen

Marty	
Coax	0000
Detect	
Fight	
Наск	0000
Move	
Operate	
Prowl	
Shoot	
Treat	0000
G Quick	

Objs: aCar, casualwear, Colt 2911, specs

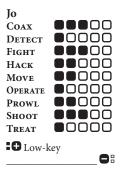
0:

Ruby	
COAX	
Detect	
Fight	
Наск	
Move	
Operate	
Prowl	
Shoot	$\bigcirc \bigcirc $
TREAT	$\bigcirc \bigcirc $
: O Sharp	

Objs: aCar, 4 buzzer drones, casualwear, knife, specs

Abby	
Coax	
Detect	
Fight	
Наск	0000
Move	
Operate	0000
Prowl	
Shoot	0000
Treat	$\blacksquare 00000$
D Sexy	•
	0:

Objs: knife, red dress, specs



Objs: casualwear, cellphone, Colt 2911, pen

Object Pool

aCar + automatic, linked, passengers, spheels

Briefcase 🕂 illegal, interface jammer

Buzzer drone cam, linked, mic, rotorfan, sonar-imaging

Casualwear **c**am, comfortable, compartment, mic

Cellphone encryption, linked, mic, sound

Colt 2911 🕂 loud, powerful

Knife 🕂 sharp, small

Nice suit cam, comfortable,

compartment, mic

Pen 🕀 syringe

Red dress distracting

Specs

🕂 cam, display, gesture input, linked, mic, sound

Threat: Dead Droppers

Heavies Koffer Coax Detect Fight Hack Move Operate PRowl Shoot Treat	Logical Clever Clever Paranoid Precise O Dijects: headjack, hauler, router patch, 10 spyder drones
Divvy COAX DETECT FIGHT HACK MOVE OPERATE PROWL SHOOT TREAT	Oce Oce Objects: 10 buzzer drones, headjack, router patch

Object Pool

Buzzer drone

🖶 cam, gun, linked, mic, rotor-fan, thermal-imaging

Hauler

et armored, cargo, heavy, huge, linked, treads

Headjack

• cerebral input, cochlear splice, derma-linked, experimental, gesture input, nerve-linked, olfactory splice, optical splice, somatic splice

Router patch 🕂 derma-linked, linked

Spyder drone

dhesive legs, cam, compartment, linked, mic, robotic arm, small

Threat: First!

Heavies

Wahid	
COAX	
Detect	
Fight	
Наск	
Move	
Operate	
Prowl	
Shoot	0000
Treat	0000

:0 E
:0 P:
:0 P
10 Sı
80_
Objec
spyde

0: ager 0: rotective 0: repared 0: ubtle

cts: nice suit, prototype specs, r drone

Eins

Ling	
Coax	
Detect	
Fight	
Наск	
Move	
Operate	
Prowl	
Shoot	
Treat	$\blacksquare 0000$

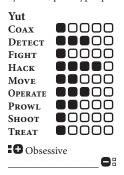
)	D Suave	
)	Observant	
)	Dersistent	
)	E Savvy	
)	80	
۱.		

Objects: nice suit, prototype specs

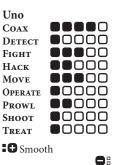
Henchmen

Ichi Coax Detect Fight Hack Move Operate Prowl Shoot	
1 10 11 2	
C Pretty	

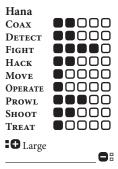
Objs: bishonen costume, cyberears, prototype specs



Objs: cleansuit, prototype specs, spyder drone



Objs: bishonen costume, cybereyes, prototype specs



Objs: Hardhead uniform, helmet

Object Pool Bishonen costume

H distracting, fan service

Cleansuit replica

Cyberears

high-frequency, lowfrequency, matched pair, mic, nerve-linked, sound

Cybereves

0:

0:

0:

0: 🕀 cam, display, infrared, matched pair, nerve-linked, thermal imaging

Hardhead uniform

🕀 replica

Helmet

🖶 cam, display, gesture input, impact armor, linked, mic, sound, stolen

Nice suit

cam, comfortable, compartment, mic

Prototype specs

🖯 cam, derma-linked, display, experimental, linked, mic, predictive gesture input, sound

Spyder drone

• adhesive legs, cam, linked, mic, small

Threat: Grendell

Heavy Grendell **0**000 COAX Detect Fight Наск 0000 Move OPERATE Prowl Shoot 0000 TREAT

D Strong	08
C Tough	
E Fast	0:
🔁 Brutal	
HC	

Objects: cyberarms, cyberears, cybereyes, cyberlegs, reflex stimulators

Objects

Cyberarms

 agile, claws, large, matched pair, nerve-linked, strong, tough

Cyberears

➡ high-frequency, matched pair, mic, nerve-linked, sound

Cybereyes

• cam, display, matched pair, nerve-linked, thermalimaging

Cyberlegs

● agile, large, matched pair, nerve-linked, spring-loaded, strong, tough

Reflex stimulators

nerve-linked, reflexive, quick

Threat: Hardheads

0:

0:

0:

Heavies

Overseer Baldwin

Coax	
Detect	
Fight	
Наск	
Move	
Operate	
Prowl	
Shoot	
TREAT	

DO	🕀 Harsh	0
סכ	C Loud	0
סכ	D Tactical	0
סכ	D Zealous	0
סכ	80	0
	,	pistol, kevlar vest,
	medkit, specs, s	tun baton

Monitor	Garcia
Coax	
Detect	
Fight	\blacksquare 0000
Наск	
Move	
Operate	
Prowl	0000
Shoot	
TREAT	0000

D Intuitive	
Hethodical	
Detient	0
D Trained	
•	

Objects: specs, 5 buzzer drones, 5 griller drones

Henchmen

Rover Jon	nes
Coax	0000
Detect	
Fight	
Наск	0000
Move	
Operate	
Prowl	
Shoot	
Treat	0000
: O Jumpy	0:

Rover Williams

Coax	
Detect	\blacksquare 0000
Fight	
Наск	$\blacksquare 0000$
Move	
Operate	
Prowl	
Shoot	$\blacksquare 0000$
Treat	0000
: D Large	_

Objs: Conway scooter, helmet, kevlar vest, stun baton

Sentry Davis COAX DETECT Fight 0000 Наск Move OPERATE PROWL 0000 Shoot TREAT 0000 **G**Careful

Objs: barker pistol, Conway scooter, helmet, kevlar vest, stun baton

Objs: Conway scooter, helmet, kevlar vest, stun baton

Sentry Clark

Coax	
Detect	
Fight	\blacksquare 0000
Наск	0000
Move	
Operate	0000
Prowl	
Shoot	
Treat	0000
C Wiry	•

Objs: barker pistol, helmet, kevlar vest, stun baton

Object Pool

Barker pistol 🕂 linked, loud, powerful

Buzzer drone

• burst fire, cam, infrared, gun, linked, mic, rotor-fan, thermal imaging

Conway scooter

et automatic, cam, linked, magtrack, mic

Griller drone

et armored, burst fire, cam, gun, linked, mic, robot arm, treads

Helmet

cam, display, gesture input, impact armor, linked, mic, sound

Kevlar vest

• ballistic armor, condition monitor, linked

Medkit

• bandages, linked, stims

Specs

cam, display, gesture input, linked, mic, sound

Stun baton

🔁 blunt, stunning