INDIANAPOLIS
CONPLEX

A

technoir
TRANSMISSION

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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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.

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

- ➕ Sexy
- ➕ Fast
- ➕ Clever
- ➕ _____

- ➖ _____
- ➖ _____
- ➖ _____
- ➖ _____

Objects: headjack, knife, reflex stimulators

Favors: date, deal

Vice President K. Lilly

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

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

- ➕ Smart
- ➕ Ruthless
- ➕ Influential
- ➕ _____

- ➖ _____
- ➖ _____
- ➖ _____
- ➖ _____

Objects: Conway scooter, specs

Favors: date, shark

Rummy

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

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

- ➕ Technical
- ➕ Drunk
- ➕ Resourceful
- ➕ _____

- ➖ _____
- ➖ _____
- ➖ _____
- ➖ _____

Objects: specs, 3 spyder drones, stinger pistol

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

Jess-E's Leads

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)

Vice President K. Lilly's Leads

1d6	Unconnected	Connected
1	A.J. "Tuerca" Velez (connection)	Val Torrino (connection)
2	Geneva Convention (event)	Montezuma's Tantrum (event)
3	Crewtek (faction)	Morlocks (faction)
4	ConPlex Tunnels (location)	The Regional (location)
5	Mech Pod (object)	The Case (object)
6	The Bros (threat)	Hardheads (threat)

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.

Verb		Adjectives
COAX	●●●●○	⊕ Charismatic
DETECT	●●○○○	⊕ Steady
FIGHT	●○○○○	⊕ Quick
HACK	●●●○○	⊕ _____
MOVE	●○○○○	
OPERATE	●○○○○	
PROWL	●○○○○	
SHOOT	●●○○○	
TREAT	●●●●○	

Objects: cybereyes, medkit, reflex stimulators

Favors: fix (cybernetics), splice

Val Torrino

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

Verb		Adjectives
COAX	●●●●○	⊕ Reckless
DETECT	●●○○○	⊕ Knowledgeable
FIGHT	●●●●○	⊕ Tough
HACK	●●○○○	⊕ Twitchy
MOVE	●●○○○	⊕ _____
OPERATE	●●●○○	
PROWL	●●○○○	
SHOOT	●●○○○	
TREAT	●○○○○	

Objects: Audi Trilogy, barker pistol, specs

Favors: fix (guns, weapons, armor), ride, shark

A.J. "Tuerca" Velez

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

Verb		Adjectives
COAX	●●○○○	⊕ Ace
DETECT	●●○○○	⊕ Quick
FIGHT	●●○○○	⊕ Fearless
HACK	●○○○○	⊕ _____
MOVE	●●○○○	
OPERATE	●●●●○	
PROWL	●●○○○	
SHOOT	●●○○○	
TREAT	●○○○○	

Objects: Formula 3 racer, specs

Favors: chop, ride

Sam Skizzo's Leads

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)

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.
⊕ linked, 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.
⊕ display, linked, manual input, sound

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

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

Derek
Skill	Rating
Coax	●●●○○○
Detect	●●●○○○
Fight	●●●○○○
Hack	●○○○○○
Move	●●●○○○
Operate	●●●●○○
Prowl	●●○○○○
Shoot	●●○○○○
Treat	●○○○○○

⊕ Loud   ⊖
⊕ Bossy   ⊖
⊕ Aggressive   ⊖
⊕ Cruel   ⊖
⊕ _____   _____ ⊖

Objects: grenade, lacrosse stick, specs, trug

Drew
Skill	Rating
Coax	●●○○○○
Detect	●●○○○○
Fight	●●●●○○
Hack	●○○○○○
Move	●●○○○○
Operate	●●○○○○
Prowl	●●●●○○
Shoot	●○○○○○
Treat	●○○○○○

⊕ Wiry   ⊖
⊕ Loyal   ⊖
⊕ Sneaky   ⊖
⊕ Reckless   ⊖
⊕ _____   _____ ⊖

Objects: knife, lacrosse stick, specs, trug

Henchmen

Cory
Skill	Rating
Coax	●○○○○
Detect	●●○○○
Fight	●●●○○
Hack	●○○○○
Move	●●○○○
Operate	●●○○○
Prowl	●●○○○
Shoot	●●●○○
Treat	●○○○○

⊕ High
_____ ⊖

Objs: grenade, lacrosse stick, specs, trug

Rudy
Skill	Rating
Coax	●○○○○
Detect	●●○○○
Fight	●●○○○
Hack	●●○○○
Move	●●○○○
Operate	●●○○○
Prowl	●●●○○
Shoot	●●●○○
Treat	●○○○○

⊕ Jumpy
_____ ⊖

Objs: duster shotgun, knife, specs

Troy
Skill	Rating
Coax	●●○○○
Detect	●○○○○
Fight	●●●○○
Hack	●○○○○
Move	●●●○○
Operate	●●●●○
Prowl	●●○○○
Shoot	●○○○○
Treat	●○○○○

⊕ Daredevil
_____ ⊖

Objs: lacrosse stick, specs, trug

Lyle
Skill	Rating
Coax	●●●○○
Detect	●○○○○
Fight	●●○○○
Hack	●●○○○
Move	●●○○○
Operate	●●○○○
Prowl	●●○○○
Shoot	●○○○○
Treat	●●●○○

⊕ Obedient
_____ ⊖

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

Trug
⊕ cargo, cowcatcher, lifted, linked, loud, heavy, huge, spikes

Threat: Bunco, Inc.

Heavies

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

⊕ Actor _____ ⊖
⊕ Charming _____ ⊖
⊕ Oldschool _____ ⊖
⊕ Instinctive _____ ⊖
⊕ _____ _____ ⊖

Objects: briefcase, cellphone, Colt 2911, nice suit

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

⊕ Dexterous _____ ⊖
⊕ Forger _____ ⊖
⊕ Meticulous _____ ⊖
⊕ Subtle _____ ⊖
⊕ _____ _____ ⊖

Objects: Colt 2911, nice suit, pen, specs

Henchmen

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

⊕ Quick
_____ ⊖

Objs: aCar, casualwear, Colt 2911, specs

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

⊕ Sexy
_____ ⊖

Objs: knife, red dress, specs

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

⊕ Sharp
_____ ⊖

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

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

⊕ Low-key
_____ ⊖

Objs: casualwear, cellphone, Colt 2911, pen

Object Pool

aCar
⊕ automatic, linked, passengers, spheels

Briefcase
⊕ illegal, interface jammer

Buzzer drone
⊕ cam, linked, mic, rotor-fan, sonar-imaging

Casualwear
⊕ cam, comfortable, compartment, mic

Cellphone
⊕ cam, 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 _____ ➖
- ➕ Paranoid _____ ➖
- ➕ Precise _____ ➖
- ➕ _____ _____ ➖

Objects: headjack, hauler, router patch, 10 spyder drones

Divvy

Coax	■■□□□□
Detect	■■■□□□
Fight	■■□□□□
Hack	■■□□□□
Move	■■□□□□
Operate	■■■■□
Prowl	■■□□□□
Shoot	■■■□□□
Treat	■□□□□□

- ➕ Ace _____ ➖
- ➕ Reflexive _____ ➖
- ➕ Efficient _____ ➖
- ➕ Impulsive _____ ➖
- ➕ _____ _____ ➖

Objects: 10 buzzer drones, headjack, router patch

Object Pool

Buzzer drone
➕ cam, gun, linked, mic, rotor-fan, thermal-imaging

Hauler
➕ 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
➕ adhesive legs, cam, compartment, linked, mic, robotic arm, small

Threat: First!

Heavies

Wahid

Skill	Rating
COAX	●●●○○
DETECT	●●●○○
FIGHT	●●○○○
HACK	●●●●○
MOVE	●●○○○
OPERATE	●●●○○
PROWL	●●○○○
SHOOT	●○○○○
TREAT	●○○○○

- ⊕ Eager — ⊖
- ⊕ Protective — ⊖
- ⊕ Prepared — ⊖
- ⊕ Subtle — ⊖
- ⊕ _____ — ⊖

Objects: nice suit, prototype specs, spyder drone

Eins

Skill	Rating
COAX	●●●●○
DETECT	●●●●○
FIGHT	●●○○○
HACK	●●●○○
MOVE	●●●○○
OPERATE	●○○○○
PROWL	●●○○○
SHOOT	●○○○○
TREAT	●○○○○

- ⊕ Suave — ⊖
- ⊕ Observant — ⊖
- ⊕ Persistent — ⊖
- ⊕ Savvy — ⊖
- ⊕ _____ — ⊖

Objects: nice suit, prototype specs

Henchmen

Ichi

Skill	Rating
COAX	●●●○○
DETECT	●●○○○
FIGHT	●●○○○
HACK	●●○○○
MOVE	●●●○○
OPERATE	●○○○○
PROWL	●●●○○
SHOOT	●○○○○
TREAT	●○○○○

⊕ Pretty

_____ ⊖

Objs: bishōnen costume, cyberears, prototype specs

Uno

Skill	Rating
COAX	●●●●○
DETECT	●○○○○
FIGHT	●●●○○
HACK	●●○○○
MOVE	●●●○○
OPERATE	●○○○○
PROWL	●●○○○
SHOOT	●○○○○
TREAT	●○○○○

⊕ Smooth

_____ ⊖

Objs: bishōnen costume, cybereyes, prototype specs

Yut

Skill	Rating
COAX	●○○○○
DETECT	●●●○○
FIGHT	●○○○○
HACK	●●●●○
MOVE	●●○○○
OPERATE	●●●○○
PROWL	●●○○○
SHOOT	●○○○○
TREAT	●○○○○

⊕ Obsessive

_____ ⊖

Objs: cleansuit, prototype specs, spyder drone

Hana

Skill	Rating
COAX	●●○○○
DETECT	●●○○○
FIGHT	●●●●○
HACK	●●○○○
MOVE	●○○○○
OPERATE	●○○○○
PROWL	●●●○○
SHOOT	●○○○○
TREAT	●○○○○

⊕ Large

_____ ⊖

Objs: Hardhead uniform, helmet

Object Pool

Bishōnen costume
⊕ distracting, fan service

Cleansuit
⊕ replica

Cyberears
⊕ high-frequency, low-frequency, matched pair, mic, nerve-linked, sound

Cybereyes
⊕ 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

Skill	Rating
Coax	■□□□□
Detect	■■■□□
Fight	■■■■■
Hack	■□□□□
Move	■■■■□
Operate	■□□□□
Prowl	■■■□□
Shoot	■■□□□
Treat	■□□□□

⊟⊕ Strong _____ ⊟
⊟⊕ Tough _____ ⊟
⊟⊕ Fast _____ ⊟
⊟⊕ Brutal _____ ⊟
⊟⊕ _____ _____ ⊟

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, thermal-imaging

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

Reflex stimulators
⊕ nerve-linked, reflexive, quick

Threat: Hardheads

Heavies

Overseer Baldwin

Skill	Rating
COAX	●●●○○
DETECT	●●●○○
FIGHT	●●●○○
HACK	●○○○○
MOVE	●●○○○
OPERATE	●○○○○
PROWL	●●○○○
SHOOT	●●●○○
TREAT	●●●○○

⊕ Harsh
⊕ Loud
⊕ Tactical
⊕ Zealous
⊕ _____

Objects: barker pistol, kevlar vest, medkit, specs, stun baton

Monitor Garcia

Skill	Rating
COAX	●●○○○
DETECT	●●●●●
FIGHT	●○○○○
HACK	●●●○○
MOVE	●●○○○
OPERATE	●●●●●
PROWL	●○○○○
SHOOT	●●●○○
TREAT	●○○○○

⊕ Intuitive
⊕ Methodical
⊕ Patient
⊕ Trained
⊕ _____

Objects: specs, 5 buzzer drones, 5 griller drones

Henchmen

Rover Jones

Skill	Rating
COAX	●○○○○
DETECT	●●●○○
FIGHT	●●●○○
HACK	●○○○○
MOVE	●●○○○
OPERATE	●●●○○
PROWL	●●●○○
SHOOT	●●●○○
TREAT	●○○○○

⊕ Jumpy

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

Rover Williams

Skill	Rating
COAX	●●●○○
DETECT	●○○○○
FIGHT	●●●●○
HACK	●○○○○
MOVE	●●●○○
OPERATE	●●●○○
PROWL	●●○○○
SHOOT	●○○○○
TREAT	●○○○○

⊕ Large

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

Sentry Davis

Skill	Rating
COAX	●●○○○
DETECT	●●●●○
FIGHT	●●○○○
HACK	●○○○○
MOVE	●●○○○
OPERATE	●○○○○
PROWL	●○○○○
SHOOT	●●●●○
TREAT	●○○○○

⊕ Careful

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

Sentry Clark

Skill	Rating
COAX	●●●○○
DETECT	●●○○○
FIGHT	●○○○○
HACK	●○○○○
MOVE	●●●○○
OPERATE	●○○○○
PROWL	●●●○○
SHOOT	●●○○○
TREAT	●○○○○

⊕ 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
⊕ automatic, cam, linked, magtrack, mic

Griller drone
⊕ 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