

# THE GREATER TRIANGLE OF NORTH CAROLINA



A

**technor**

**TRANSMISSION**

The Greater Triangle 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](http://TechnoirRPG.com) for more information and downloads.

# CREDITS

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## Special Thanks To:

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A **THOUGHT CRIME GAMES** Production

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# TECHNOLOGY

In the late 1900's, corporations took advantage of low taxation and many hundred acres of available land in the mid-eastern region of North Carolina to create Research Triangle Park. The goal of the development was to create an aesthetically attractive area in which large companies could perform their R&D with physical and political privacy. Though the original tenants were diverse, large pharmaceutical firms eventually dominated the region pushing out all commerce that did not support their functioning. These firms still stand, though most have branched out into related fields such as genetic engineering and mega-agriculture. The ever-looming influence of the Bible Belt plus good old Southern tradition prevented 'artificial' life technologies such as cybernetics or electronic subdermal implants from taking root in favor of more 'natural' or 'organic' methods. Attaching a bionic arm may be a social faux pas, but regrowing one using 'all-natural' and 'locally produced' pharmaceuticals (actually synthesized from various non-native plant and animal species raised in a lab or greenhouse) seems perfectly fine around these parts. In fact, it's quite amazing what folks will accept as "natural" sometimes.

# ENVIRONMENT

Residents of the Triangle take great pride in what they call their 'pristine wildernesses.' Most of the time these supposed 'preservations' are in fact built around megacorp headquarters or universities, both as a display of influence and a buffer against spies, protesters and the government. Stray too far and you will soon end up in what's now simply called the Interior – the former cities of Raleigh, Durham, Cary, Morrisville, Carrboro and Chapel Hill. This sprawling mass of haphazard urban planning houses most of the middle and lower class populations and service industries. While not terribly dirty, the Interior is vastly overcrowded and unpleasant to view since much of the original natural beauty was transplanted for 'protection.'

# SOCIETY

The relative affluence of the Triangle during the difficult economic times of the early 21st century attracted a wide variety of emigrants from across wildly different cultures and backgrounds. Unfortunately, some of these cultures did not mesh well together and racial tensions reignited, further aggravated by a new structure of ethnic social stratification. Well-educated immigrants from East Asia – particularly Chinese and Indian – took the lion's share of the high-paying technical pharmaceutical work. The "native" population, most of which had some combination of Caucasian, African and Hispanic heritage, failed to catch up to the rapidly progressing technology and were largely relegated to unskilled labor. Reaction to the Asian immigration influx created 'purist' groups among each of the various "native" ethnicities. The purist groups tend to be small due to the difficulty of proving single-ethnic heritage but the few that exist can be vicious.

# CONNECTIONS

## Muralikrishna Upasani

*A high-level research scientist at Nimbus Pharmaceuticals.*

COAX	■ ■ □ □ □	⊕ Snarky	_____	0
DETECT	■ ■ ■ □ □	⊕ Detail-Oriented	_____	0
FIGHT	■ □ □ □ □	⊕ Steady	_____	0
HACK	■ ■ □ □ □	⊕	_____	0
MOVE	■ □ □ □ □	⊕	_____	0
OPERATE	■ ■ ■ □ □			
PROWL	■ □ □ □ □	Objects: medkit, SkyRabbit, specs		
SHOOT	■ □ □ □ □	Favors: deal, ride shark		
TREAT	■ ■ ■ ■ □			

## Michele Pennington

*Former Navy Seal turned stay-at-home mom... supposedly.*

COAX	■ ■ □ □ □	⊕ Tenacious	_____	0
DETECT	■ ■ □ □ □	⊕ Protective	_____	0
FIGHT	■ ■ ■ □ □	⊕ Saucy	_____	0
HACK	■ □ □ □ □	⊕	_____	0
MOVE	■ ■ □ □ □	⊕	_____	0
OPERATE	■ □ □ □ □			
PROWL	■ ■ □ □ □	Objects: stealthsuit, stinger, baton		
SHOOT	■ ■ ■ □ □	Favors: fix (guns, weapons), fence		
TREAT	■ ■ □ □ □			

## Shan Chen

*Professional Escort - in every sense of both words.*

COAX	■ ■ ■ □ □	⊕ Smooth	_____	0
DETECT	■ ■ □ □ □	⊕ Alluring	_____	0
FIGHT	■ ■ □ □ □	⊕ Professional	_____	0
HACK	■ □ □ □ □	⊕	_____	0
MOVE	■ ■ ■ □ □	⊕	_____	0
OPERATE	■ □ □ □ □			
PROWL	■ □ □ □ □	Objects: ARX-21, reflex stimulators, switchblade motorcycle		
SHOOT	■ ■ ■ □ □	Favors: date, ride		
TREAT	■ ■ □ □ □			



## Muralikrishna Upasani's Leads

1d6	Un-connected	Connected
1	Shan Chen (connection)	Sandra San Jacinto (connection)
2	Sex Scandal (event)	Pharmaceutical Recall (event)
3	VistaBank (faction)	P.G. Cardinal Pharma (faction)
4	Moore Square (location)	Silver Finch Winery (location)
5	The Number (object)	Black Glove Orchid (object)
6	Intoxicated Revelers (threat)	T-Killers (threat)

## Michele Pennington's Leads

1d6	Un-connected	Connected
1	Rev. RubyAnn Rhodeen (connection)	"Demon" Stevie Jones (connection)
2	Poor Harvest (event)	A House Divided (event)
3	Triangle Chamber (faction)	CaroLiberation Party (faction)
4	The Beltline (location)	Umstead National Park (location)
5	Cacalackey BBQ Sauce (object)	Silent Consuela (object)
6	Furyies (threat)	Derrin Law Offices (threat)

## Shan Chen's Leads

1d6	Un-connected	Connected
1	Michele Pennington (connection)	Muralikrishna Upasani (connection)
2	Purist Riot (event)	Failed Experiment (event)
3	The Blue Committee (faction)	Gardeners of Eden (faction)
4	Franklin Street (location)	Erimus Stadium (location)
5	Stormy (object)	Ram's Horn (object)
6	CyberPak (threat)	Raging Bulls (threat)

## Sandra San Jacinto

*A body modifications artist operating out of the Orange sector of the Interior.*

COAX	■ □ □ □ □	■+ Particular	_____	0 □ □
DETECT	■ ■ □ □ □	■+ Discreet	_____	0 □ □
FIGHT	■ □ □ □ □	■+ Savvy	_____	0 □ □
HACK	■ ■ ■ □ □	■+ _____	_____	0 □ □
MOVE	■ ■ □ □ □	■+ _____	_____	0 □ □
OPERATE	■ ■ □ □ □			
PROWL	■ ■ ■ □ □			
SHOOT	■ □ □ □ □			
TREAT	■ ■ □ □ □			

**Objects:** medkit, knife, barker, Kevlar vest, cyberhand, headjack

**Favors:** fix (cybernetics), splice

## Rev. RubyAnn Rhodeen

*Shepherd of the First Fellowship of Victory – Yates Temple campus.*

COAX	■ ■ ■ □ □	■+ Spiritual	_____	0 □ □
DETECT	■ ■ ■ □ □	■+ Dauntless	_____	0 □ □
FIGHT	■ □ □ □ □	■+ Charismatic	_____	0 □ □
HACK	■ □ □ □ □	■+ _____	_____	0 □ □
MOVE	■ ■ □ □ □	■+ _____	_____	0 □ □
OPERATE	■ ■ □ □ □			
PROWL	■ ■ □ □ □			
SHOOT	■ □ □ □ □			
TREAT	■ ■ ■ □ □			

**Objects:** baton

**Favors:** shark, date, fence

## "Demon" Stevie Jones

*Technician at Lloyd's Auto and illegal street racing champion.*

COAX	■ □ □ □ □	■+ Daredevil	_____	0 □ □
DETECT	■ ■ □ □ □	■+ Dextrous	_____	0 □ □
FIGHT	■ ■ □ □ □	■+ Gearhead	_____	0 □ □
HACK	■ ■ ■ □ □	■+ _____	_____	0 □ □
MOVE	■ ■ □ □ □	■+ _____	_____	0 □ □
OPERATE	■ ■ ■ □ □			
PROWL	■ □ □ □ □			
SHOOT	■ ■ □ □ □			
TREAT	■ □ □ □ □			

**Objects:** goblin muscle car, switchblade motorcycle, spyder

**Favors:** chop, ride

# Sandra San Jacinto's Leads

1d6	Un-connected	Connected
1	Muralikrishna Upasani (connection)	Rev. RubyAnn Rhodeen (connection)
2	Pharmaceutical Recall (event)	Poor Harvest (event)
3	CaroLiberation Party (faction)	The Blue Committee (faction)
4	Erimus Stadium (location)	Moore Square (location)
5	Silent Consuela (object)	Cacalackey BBQ Sauce (object)
6	T-Killers (threat)	Furyies (threat)

# Rev. RubyAnn Rhodeen's Leads

1d6	Un-connected	Connected
1	"Demon" Stevie Jones (connection)	Shan Chen (connection)
2	A House Divided (event)	Sex Scandal (event)
3	P.G. Cardinal Pharma (faction)	Triangle Chamber (faction)
4	Silver Finch Winery (location)	Franklin Street (location)
5	Black Glove Orchid (object)	The Number (object)
6	Derrin Law Offices (threat)	Intoxicated Revelers (threat)

# "Demon" Stevie Jones' Leads

1d6	Un-connected	Connected
1	Sandra San Jacinto (connection)	Michele Pennington (connection)
2	Failed Experiment (event)	Purist Riot (event)
3	Gardeners of Eden (faction)	VistaBank (faction)
4	Umstead National Park (location)	The Beltline (location)
5	Ram's Horn (object)	Stormy (object)
6	Raging Bulls (threat)	CyberPak (threat)



# EVENTS

## **Pharmaceutical Recall**

*A lot of common drug is recalled when patients begin to experience bizarre side effects.*

## **A House Divided**

*UNC squares off against Duke in an ACC sporting event.*

## **Sex Scandal**

*A prominent regional figure is accused of crossing taboo moral or ethic lines.*

## **Purist Riot**

*A purist group attempts to lay claim to a certain section of the Interior.*

## **Failed Experiment**

*Genetic experimentation has gone awry; the results are about to be made public.*

## **Poor Harvest**

*Sporadic rainfall and a resistant insect invasion threatens the food and water supply.*

# FACTIONS

## **P.G. Cardinal Pharma**

*The largest pharmaceutical megacorp in the Triangle.*

## **VistaBank**

*Specializes in business and research loans. They own some small bit of nearly everything.*

## **Triangle Chamber**

*A formerly respected volunteer organization whose glory days seem well behind them.*

## **CaroLiberation Party**

*Fledgling political party insistent on the necessity of secession for survival.*

## **Gardeners of Eden**

*A religious organization dedicated to the purity of natural life. It manages to be remarkably cruel, yet non-violent.*

## **The Blue Committee**

*Composed of representatives from all the major universities, this informal network effectively controls the direction of education and research for the state.*





# LOCATIONS

## **Franklin Street**

*College hangout street, known for its seedy dives and colorful characters.*

## **Moore Square**

*The seat of the state government – whatever that's worth nowadays.*

## **The Beltline**

*Series of state multi-levelled freeways that circle the Interior.*

## **Silver Finch Winery**

*One of the last independent wineries in the Triangle.*

## **Erimus Stadium**

*Multi-purpose sports arena which hosts nearly all minor and major league events.*

## **Umstead National Park**

*One of the last remaining public forests. All manner of illicit dealings occur here.*

# OBJECTS

## **Ram's Horn**

*Blanked stem cells used to create organic prosthetics.*

⊕ delicate, small, organic

## **Stormy**

*Named for a local sports mascot, this genetically-engineered pig is worth big money.*

⊕ heavy, large, smart, linked

## **The Number**

*Electronic key to a major CEO's bank account, currently on a portable drive.*

⊕ encryption, firewall, tough

## **Silent Consuela**

*A top-secret energy weapon stolen from nearby Ft. Bragg.*

⊕ energy weapon, stolen, powerful, laser-sight, silencer

## **Cacalackey BBQ Sauce**

*The newest street drug. Rumor says it was leaked as a cheap way to do human testing.*

⊕ experimental, drug, quick, reflexive, popular

## **Black Glove Orchid**

*A rare plant specimen; its extract can be both poison and medicine.*

⊕ toxic, stims, organic, medicinal



# THREATS

## CyberPak

*A cabal of hackers based out of NC State University.*

## Derrin, Derrin and Derrin Law Offices

*Legal counsel for most megacorps in the Triangle. They have significant dirt on nearly all of the circuit judges.*

## T-Killers

*Corporate mercenaries specializing in pharma and biotech black ops.*

## Furyies

*Humans with animal-derived implants who now feel more beast than beauty.*

## Raging Bulls

*Violent ethnic purist street gang.*

## Intoxicated Revelers

*They're drunk or high or.. something. It's kind of hard to tell which.*

## Master Table [1d6 by 1d6]

	1	2	3
<b>1 Connections</b>	Muralikrishna Upasani	Michele Pennington	Shan Chen
<b>2 Events</b>	Pharmaceutical Recall	A House Divided	Sex Scandal
<b>3 Factions</b>	P.G. Cardinal Pharma	VistaBank	Triangle Chamber
<b>4 Locations</b>	Franklin Street	Moore Square	The Beltline
<b>5 Objects</b>	Ram's Horn	Stormy	The Number
<b>6 Threats</b>	CyberPak	Derrin Law	T-Killers
	4	5	6
<b>1 Connections</b>	Sandra San Jacinto	Rev. RubyAnn Rhodeen	"Demon" Stevie Jones
<b>2 Events</b>	Purist Riot	Failed Experiment	Poor Harvest
<b>3 Factions</b>	CaroLiberation Party	Gardeners of Eden	Blue Committee
<b>4 Locations</b>	Silver Finch Winery	Erimus Stadium	Umstead National Park
<b>5 Objects</b>	Silent Consuela	Cacalackey BBQ Sauce	Black Glove Orchid
<b>6 Threats</b>	Furyies	Raging Bulls	Intoxicated Revelers

# TAGS

Some of the objects in this Transmission use unique tags. The descriptions of these tags are found here. Some tags mention that they trump other tags. Remember that this means the trumped tag can't be used to defend against an action using the trumping tag.

**calming:** optimizes a sound for the most pleasant harmonics  
**chemical sensor:** detects trace amounts of airborne chemicals  
**coiling:** can be rolled up or tucked without hindering function  
**delicate:** subject to damage under even normal conditions  
**drug:** will apply the "high" negative tag as though given by a Dealer  
**energy weapon:** weapon utilizing electricity, photons or fire (trumps **ballistic** and **impact armors**)  
**fast-healing:** passively promotes rapid healing of wounds and injuries  
**fine-control:** can be used to mark a very specific target or relay a complex message  
**frequency modulation:** alter the tone and pitch of sounds to match a desired pattern  
**heightened balance:** augments the inner ear function for superior balance and spatial orientation  
**high-frequency:** receives and/or creates sound above normal human range  
**low-frequency:** received and/or creates sound below normal human range  
**medicinal:** useful for treating pathogens like bacteria or viruses  
**organic:** tissue indistinguishable from normal body tissue without surgical examination  
**plume-dispersion:** can be used to mark a wide area or multiple targets  
**popular:** in high demand across the population; as good as Kreds  
**prehensile:** another limb that articulates as well as an arm  
**smart:** an object or entity raised to human-level intelligence  
**toxic:** causes damage by ingestion, inhalation or absorption

Upgrades with the **organic** tag such as venom glands and tails are implanted using the *deal* favor instead of *splice*.



# Threat: CyberPak

## Heavies

### L33tPl4Ya, alpha 1

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

⊕ Trigger-Happy	_____	⊖
⊕ Suspicious	_____	⊖
⊕ Bombastic	_____	⊖
⊕ _____	_____	⊖
⊕ _____	_____	⊖

Objects: headjack, stinger, buzzer

### Gam3f13nd, alpha 2

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

⊕ Quick	_____	⊖
⊕ Thorough	_____	⊖
⊕ Confident	_____	⊖
⊕ _____	_____	⊖
⊕ _____	_____	⊖

Objects: cybereyes, flexisteel gloves  
router patch, goblin musculcar

## Henchmen

### Blac0ps76, beta 1

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

⊕ Loyal	_____	⊖
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Obj: medkit, stinger, specs

### R3n3gad3, beta 2

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

⊕ Wild	_____	⊖
--------	-------	---

Obj: knife, specs

### W1zzard, gamma

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

⊕ Keen	_____	⊖
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Obj: specs, stinger, vocaloid

### R0ut3r, gamma

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

⊕ Hyperactive	_____	⊖
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Obj: specs, spyder

## Object Pool

### Headjack

⊕ cerebral input, experimental, linked, nerve-linked

### Stinger

⊕ small

### Buzzer

⊕ camera, linked, mic, rotor-fan

### Cybereyes

⊕ cam, display, nerve-linked, matched-pair

### Flexisteel gloves

⊕ blunt, strong

### Goblin musculcar

⊕ linked, passengers, speels, turbo

### Medkit

⊕ bandages, linked, stims

### Specs

⊕ display, gesture input, linked, sound

### Knife

⊕ sharp, small, derma-linked

### Vocaloid

⊕ calming, frequency modulation, loud

### Spyder

⊕ camera, linked, adhesive legs, mic, small, thermal imaging, sonar imaging

# Threat: Derrin, Derrin and Derrin Law Offices

## Heavies

### Jaci Derrin, senior partner

COAX	■ ■ ■ ■ ■	⊕ Studious	_____	⊖
DETECT	■ ■ ■ ■ □	⊕ Stoic	_____	⊖
FIGHT	■ □ □ □ □	⊕ Comely	_____	⊖
HACK	■ ■ □ □ □	⊕ _____	_____	⊖
MOVE	■ ■ □ □ □	⊕ _____	_____	⊖
OPERATE	■ ■ ■ □ □			
PROWL	■ ■ □ □ □			
SHOOT	■ □ □ □ □			
TREAT	■ □ □ □ □			

Objects: specs, vocaloid, aCar

### Kelly Derrin, senior partner

COAX	■ ■ ■ ■ □	⊕ Dramatic	_____	⊖
DETECT	■ ■ ■ □ □	⊕ Sly	_____	⊖
FIGHT	■ ■ □ □ □	⊕ Sharp	_____	⊖
HACK	■ ■ ■ □ □	⊕ _____	_____	⊖
MOVE	■ ■ □ □ □	⊕ _____	_____	⊖
OPERATE	■ ■ □ □ □			
PROWL	■ ■ □ □ □			
SHOOT	■ ■ □ □ □			
TREAT	■ □ □ □ □			

Objects: spyder, specs, stinger switchblade motorcycle

## Henchmen

### Trisha Derrin, junior partner

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

⊕ Ambitious

\_\_\_\_\_ ⊖

Obj: specs

### Rajesh Sawant, associate

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

⊕ Unassuming

\_\_\_\_\_ ⊖

Obj: specs, router patch subdermal memory

### Rosa Vargas, paralegal

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

⊕ Ruthless

\_\_\_\_\_ ⊖

Obj: Jacobson's organ, pinna musculature

### Leif Gundersson, intern

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

⊕ Solid

\_\_\_\_\_ ⊖

Obj: specs, manual-drive car, baton

## Object Pool

### Jacobson's organ

⊕ organic, chemical sensor

### Stinger

⊕ small

### Switchblade motorcycle

⊕ 3-d shocks, linked, spheel, turbo

### Pinna musculature

⊕ organic, mic, high-frequency, low-frequency

### Router patch

⊕ derma-linked, linked, encryption, firewall

### Manual-drive car

⊕ passengers, spheels, turbo

### Subdermal memory

⊕ small, nerve-linked, derma-linked, cerebral input

### Specs

⊕ display, gesture input, linked, sound

### Vocaloid

⊕ calming, frequency modulation, loud

### Spyder

⊕ camera, linked, adhesive legs, mic, small, thermal imaging, sonar imaging

# Threat: T-Killers

## Heavies

Mbalia, squad leader

COAX	■ ■ ■ □ □	⊕ Deadeye	_____	⊖ □ □
DETECT	■ ■ ■ □ □	⊕ Calculating	_____	⊖ □ □
FIGHT	■ ■ ■ □ □	⊕ Intimidating	_____	⊖ □ □
HACK	■ ■ □ □ □	⊕ _____	_____	⊖ □ □
MOVE	■ ■ □ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ □ □ □ □			
PROWL	■ □ □ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

**Objects:** ARX-21, duster shotgun  
Kevlar vest, synthscales, medkit

Ghanta, second-in-command

COAX	■ ■ □ □ □	⊕ Quick	_____	⊖ □ □
DETECT	■ ■ ■ □ □	⊕ Thorough	_____	⊖ □ □
FIGHT	■ ■ ■ □ □	⊕ Confident	_____	⊖ □ □
HACK	■ ■ □ □ □	⊕ _____	_____	⊖ □ □
MOVE	■ ■ ■ □ □	⊕ _____	_____	⊖ □ □
OPERATE	■ □ □ □ □			
PROWL	■ ■ □ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

**Objects:** jaguar submachine gun, sonic grenade, Kevlar vest, synthscales

## Henchmen

Velazquez, reconnaissance

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

⊕ Stealthy \_\_\_\_\_ ⊖ □ □

**Obj:** Jacobson's organ, pinna musculature, stinger, synthscales

Sutter, sniper

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

⊕ Calm \_\_\_\_\_ ⊖ □ □

**Obj:** sniper rifle, cybereyes stealthsuit

Nonoyama, pilot

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

⊕ Ace \_\_\_\_\_ ⊖ □ □

**Obj:** SkyRabbit, duster shotgun

das Choudri, support

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

⊕ Intuitive \_\_\_\_\_ ⊖ □ □

**Obj:** medkit, duster shotgun

## Object Pool

ARX-21

⊕ burst fire, long-range, loud, large, stock

Jaguar smg

⊕ burst fire

Duster shotgun

⊕ loud, scattershot

Sonic grenade

⊕ loud, thrown

Kevlar vest

⊕ ballistic armor, condition-monitor

Synthscales

⊕ organic, impact armor

Pinna musculature

⊕ organic, mic, high-frequency, low-frequency

Jacobson's organ

⊕ organic, chem sensor

SkyRabbit

⊕ cam, linked, rotorfan, thrusters, passengers, gun, burst fire

Medkit

⊕ organic, bandages, stims, fast-healing

Cybereyes

⊕ cam, nerve-linked, sonar-imaging, thermal-imaging, infrared

Sniper rifle

⊕ large, long-range, silencer, stock, powerful

Stealthsuit

⊕ linked, thermal dampeners

# Threat: Furyies

## Heavies

### Tigress, den mother

COAX	■ ■ ■ □ □	⊕ Stocky	_____	⊖
DETECT	■ ■ ■ □ □	⊕ Territorial	_____	⊖
FIGHT	■ ■ ■ □ □	⊕ Maternal	_____	⊖
HACK	■ □ □ □ □	⊕	_____	⊖
MOVE	■ ■ ■ □ □	⊕	_____	⊖
OPERATE	■ □ □ □ □	Objects: Jacobson's organ, pinna		
PROWL	■ ■ ■ □ □	musculature, heightened pheromones,		
SHOOT	■ □ □ □ □	claws, tail, nictitating membrane		
TREAT	■ □ □ □ □			

### Wolf, den father

COAX	■ ■ ■ □ □	⊕ Lithe	_____	⊖
DETECT	■ ■ □ □ □	⊕ Dominant	_____	⊖
FIGHT	■ ■ ■ □ □	⊕ Paternal	_____	⊖
HACK	■ ■ □ □ □	⊕	_____	⊖
MOVE	■ ■ ■ □ □	⊕	_____	⊖
OPERATE	■ □ □ □ □	Objects: Jacobson's organ, pinna		
PROWL	■ ■ □ □ □	musculature, heightened pheromones,		
SHOOT	■ □ □ □ □	claws, tail, facilitated appendix		
TREAT	■ ■ □ □ □			

## Henchmen

### Jackal, comic relief

COAX	■ ■ ■ □ □			
DETECT	■ □ □ □ □			
FIGHT	■ ■ □ □ □			
HACK	■ ■ ■ □ □			
MOVE	■ ■ ■ □ □			
OPERATE	■ □ □ □ □			
PROWL	■ ■ ■ □ □			
SHOOT	■ □ □ □ □			
TREAT	■ □ □ □ □			
		⊕ Witty	_____	⊖

Obj: Jacobson's organ, specs, claws

### Viper, enforcement

COAX	■ □ □ □ □			
DETECT	■ ■ ■ □ □			
FIGHT	■ ■ ■ □ □			
HACK	■ □ □ □ □			
MOVE	■ ■ □ □ □			
OPERATE	■ □ □ □ □			
PROWL	■ ■ ■ □ □			
SHOOT	■ □ □ □ □			
TREAT	■ ■ □ □ □			
		⊕ Calm	_____	⊖

Obj: Jacobson's organ, fangs, synthscales, venom gland

### Fox, public relations

COAX	■ ■ ■ □ □			
DETECT	■ ■ ■ □ □			
FIGHT	■ □ □ □ □			
HACK	■ ■ □ □ □			
MOVE	■ ■ □ □ □			
OPERATE	■ □ □ □ □			
PROWL	■ ■ ■ □ □			
SHOOT	■ □ □ □ □			
TREAT	■ □ □ □ □			
		⊕ Clever	_____	⊖

Obj: Jacobson's organ, vocaloid, pinna musculature, tail

### Binturong, quartermaster

COAX	■ ■ ■ □ □			
DETECT	■ ■ □ □ □			
FIGHT	■ ■ □ □ □			
HACK	■ □ □ □ □			
MOVE	■ ■ ■ □ □			
OPERATE	■ ■ □ □ □			
PROWL	■ □ □ □ □			
SHOOT	■ □ □ □ □			
TREAT	■ ■ ■ □ □			
		⊕ Intuitive	_____	⊖

Obj: Jacobson's organ, prehensile tail

## Object Pool

### Heightened pheromones

⊕ organic, fine-control, plume dispersion

### Claws or Fangs

⊕ organic, sharp

### Tail

⊕ organic, heightened balance

### Nictitating membrane

⊕ organic, protective, toxin-filter (eyes only)

### Facilitated appendix

⊕ organic, toxin-filter

### Synthscales

⊕ organic, impact armor

### Pinna musculature

⊕ organic, mic, high-frequency, low-frequency

### Jacobson's organ

⊕ organic, chem sensor

### Specs

⊕ display, gesture input, linked, sound

### Vocaloid

⊕ calming, frequency modulation, loud

### Venom gland

⊕ organic, toxic, bite-delivery

### Prehensile tail

⊕ organic, heightened balance, coiling, prehensile

# Threat: Raging Bulls

## Heavies

### Beast, disciplinarian

COAX	■ □ □ □ □	⚡ Brutal	_____	⊖
DETECT	■ ■ □ □ □	⚡ Sadistic	_____	⊖
FIGHT	■ ■ ■ □ □	⚡ Bulky	_____	⊖
HACK	■ ■ □ □ □	⚡	_____	⊖
MOVE	■ ■ ■ □ □	⚡	_____	⊖
OPERATE	■ ■ ■ □ □			
PROWL	■ ■ □ □ □			
SHOOT	■ ■ □ □ □			
TREAT	■ ■ □ □ □			

**Objects:** goblin muscicar, nail bat, duster shotgun, riot shield

### Blaze, communications

COAX	■ ■ ■ □ □	⚡ Flamboyant	_____	⊖
DETECT	■ ■ □ □ □	⚡ Hot-headed	_____	⊖
FIGHT	■ ■ □ □ □	⚡ Destructive	_____	⊖
HACK	■ □ □ □ □	⚡	_____	⊖
MOVE	■ ■ ■ □ □	⚡	_____	⊖
OPERATE	■ ■ ■ □ □			
PROWL	■ ■ ■ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

**Objects:** flamethrower, goblin muscicar, flexisteel gloves, cybereyes

## Henchmen

### War, instigator

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

⚡ Impetuous ⊖

**Obj:** barker pistol, knife, aCar

### Famine, saboteur

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

⚡ Eager ⊖

**Obj:** vocaloid, aCar, knife

### Pestilence, infiltration

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

⚡ Deceptive ⊖

**Obj:** aCar, tail, specs, barker pistol

### Plague, clean-up

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

⚡ Heartless ⊖

**Obj:** ARX-21, aCar, cybereyes

## Object Pool

### Goblin muscicar

⚡ linked, passengers, spheels, turbo

### Nail bat

⚡ blunt, large, sharp

### Tail

⚡ organic, heightened balance, coiling

### Duster shotgun

⚡ loud, scattershot

### Riot shield

⚡ protective

### Flamethrower

⚡ energy weapon

### Flexisteel gloves

⚡ blunt, strong

### Cybereyes

⚡ cam, display, nerve-liked, ocular screen, matched pair

### Specs

⚡ display, gesture input, linked, sound

### Vocaloid

⚡ calming, frequency modulation, loud

### Barker pistol

⚡ loud, powerful

### aCar

⚡ automatic, linked, passengers, spheels

### Knife

⚡ sharp, small

### ARX-21

⚡ burst fire, long-range, loud, large, stock



# Threat: Intoxicated Revelers

## Heavies

### Waseem

COAX	■ ■ □ □ □	⚡ Angry	_____	⊖
DETECT	■ ■ □ □ □	⚡ Proud	_____	⊖
FIGHT	■ ■ ■ □ □	⚡ Obnoxious	_____	⊖
HACK	■ □ □ □ □	⚡	_____	⊖
MOVE	■ ■ ■ □ □	⚡	_____	⊖
OPERATE	■ ■ ■ □ □			
PROWL	■ ■ □ □ □			
SHOOT	■ ■ □ □ □			
TREAT	■ ■ ■ □ □			

Objects: aCar, bat

### Raul

COAX	■ ■ ■ □ □	⚡ Mischievous	_____	⊖
DETECT	■ ■ □ □ □	⚡ Mouthy	_____	⊖
FIGHT	■ ■ □ □ □	⚡ Educated	_____	⊖
HACK	■ ■ ■ ■ □	⚡	_____	⊖
MOVE	■ ■ □ □ □	⚡	_____	⊖
OPERATE	■ ■ □ □ □			
PROWL	■ ■ □ □ □			
SHOOT	■ ■ ■ □ □			
TREAT	■ □ □ □ □			

Objects: specs, bat

## Henchmen

### Kelsay

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

⚡ Stalwart

Obj: aCar, medkit

### Jordan

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

⚡ Cool

Obj: specs, cyberhand

### Jemel

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

⚡ Competitive

Obj: subdermal memory, router patch, specs, aCar

### Evgeny

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

⚡ Fit

Obj: tail, synthscapes, claws

## Object Pool

### aCar

⚡ automatic, linked passengers, speels

### Claws

⚡ organic, sharp

### Tail

⚡ organic, heightened balance

### Bat

⚡ blunt

### Medkit

⚡ bandages, linked, stims

### Synthscapes

⚡ organic, impact armor

### Cyberhand

⚡ nerve-linked, dextrous, detachable

### Subdermal memory

⚡ small, nerve-linked, derma-linked, cerebral input

### Specs

⚡ display, gesture input, linked, sound

### Router patch

⚡ derma-linked, linked, encryption, firewall