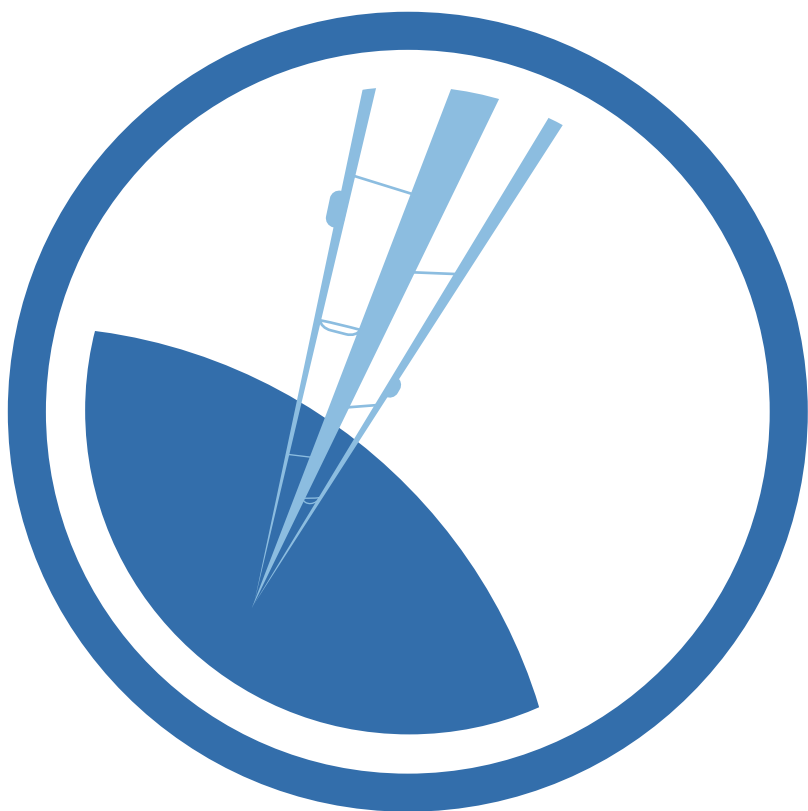


# KEPLER STATION



A  
**technor**  
TRANSMISSION

The Kepler Station 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.

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## Master Table

	1	2	3
<b>1 Connections</b>	Ashoka Dunai	Fahima Abujamal	Hanako Kerper
<b>2 Events</b>	Shore Leave	Turn-Around	Stowaways
<b>3 Factions</b>	Steiner Technology	Patthar Industries	Methuselah Families
<b>4 Locations</b>	Oxygen Processing	30k Mile High Club	2nd Stalk Constr. Zone
<b>5 Objects</b>	Oxygen Mask	Union Handshaker	Martian Data
<b>6 Threats</b>	Methuselah Bodyguards	Nirmalata Fragment	Over-Under Gang



# TECHNOLOGY

It takes just over a full day for one of the massive climbers to claw its way up the ‘stalk from the peaks of Kilimanjaro fifty thousand kilometers below. Steiner Technology keeps twelve of them in rotation, but you’ve got to space ‘em out to control the oscillations and with only one ‘stalk in operation they all have to arrive before you can turn them around. That means ten days of backbreaking labor for the orbitmen on Kepler Station, followed by two days off while Kilimanjaro does its turn-around.

# ENVIRONMENT

Kepler Station is more than just a highway to the solar system. It’s a city in space. A population of 20,000 lurks within its spheres and cylinders of plascrete, rock, and steel, with at least another 10,000 in transit through the station at any time. Conditions are crowded and the unwanted slip through the cracks into the crazy warrens left in the wake of the station’s aggressive, chaotic expansion (which has only accelerated in order to counterweight the new ‘stalk in its descent).

# SOCIETY

Out on the edge of Kepler’s rocks—in the ‘skirts, as they say, where the air leaks and the radiation is harder—you’ll find the orbitmen and the milling mass of the working class. Down in the core are the playgrounds of the rich and powerful; luxurious bubbles tucked safely away from the world. In between are the old tunnels, a buffer of the poor and desperate.

The multi-corps of the Beanstalk Project keep promising that things will get better when the second ‘stalk gets dropped. But there are plenty of people who remember that they said the same thing about the first ‘stalk getting finished and nothing’s gotten easier. It’s child’s play to stare up at the stars and imagine that things will be simpler up there, but once you’ve hit the void you’ll find all the same old problems.

## [1D6 by 1D6]

4	5	6
Herberto Guerino	Lilibet Catalono	Nneka Nosiphó
Murder Scene	Shuttle Explosion	Cimmerian Orbits
Orbital Cartels	Kepler Busn. Bureau	Mazdoor Sangh
Copernicus Pod	Coffin Hostels	Lana’s HoloSuites
Polytitanium	Methuselah Cryo-Crypt	Jupiter Diamond
Patthar Black Baggers	Steiner Security	United Orbitmen

# CONNECTIONS

## Ashoka Dunai

*A friendly customs agent with shady contacts.*

COAX	●●●●○	⊕ Gregarious	_____	⊖
DETECT	●●●●○	⊕ Meticulous	_____	⊖
FIGHT	●●●●○	⊕ Cautious	_____	⊖
HACK	●○○○○	⊕ Sneaky	_____	⊖
MOVE	●●●●○	⊕ _____	_____	⊖
OPERATE	●●○○○			
PROWL	●●●●○	<b>Objects:</b> barker pistol, cybereye (infrared, sonar-imaging)		
SHOOT	●●○○○	<b>Favors:</b> fence, fix (drones, guns)		
TREAT	●○○○○			

## Fahima Abujamal

*An old-fashioned private detective with a reputed heart of gold.*

COAX	●●●●○	⊕ Connected	_____	⊖
DETECT	●●●●○	⊕ Paranoid	_____	⊖
FIGHT	●●○○○	⊕ Stylish	_____	⊖
HACK	●○○○○	⊕ Intuitive	_____	⊖
MOVE	●●○○○	⊕ _____	_____	⊖
OPERATE	●○○○○			
PROWL	●●●●○	<b>Objects:</b> kevlar vest, specs, stinger, switchblade cycle (linked, spheel, turbo)		
SHOOT	●●○○○	<b>Favors:</b> deal, ride		
TREAT	●●○○○			

## Hanako Kerper

*Japanese-German drug dealer, sliding between the station's ethnic communities.*

COAX	●●○○○	⊕ Ruthless	_____	⊖
DETECT	●●●●○	⊕ Precise	_____	⊖
FIGHT	●●●●○	⊕ Calm	_____	⊖
HACK	●●○○○	⊕ Ironic	_____	⊖
MOVE	●●○○○	⊕ _____	_____	⊖
OPERATE	●○○○○			
PROWL	●○○○○	<b>Objects:</b> cybereyes (matched pair), headjack, Jaguar SMG (implant, laser sight, nerve-linked), reflex stimulators		
SHOOT	●●○○○	<b>Favors:</b> deal, shark		
TREAT	●●○○○			

## Ashoka Dunai's Leads

1d6	Unconnected	Connected
1	Hanako Kerper (connection)	Nneka Nosipho (connection)
2	Shore Leave (event)	Stowaways (event)
3	Steiner Technology (faction)	Orbital Cartels (faction)
4	Copernicus Pod (location)	Coffin Hostels (location)
5	Martian Data (object)	Polytitanium Shipment (object)
6	Over-Under Gang (threat)	United Orbitmen Enforcers (threat)

## Fahima Abujamal's Leads

1d6	Unconnected	Connected
1	Herberto Guerino (connection)	Ashoka Dunai (connection)
2	Shuttle Explosion (event)	Cimmerian Orbits (event)
3	Mazdoor Sangh (faction)	Kepler Business Bureau (faction)
4	Oxygen Processing Plant (location)	30,000 Mile High Club (location)
5	Polytitanium Shipment (object)	Jupiter Diamond (object)
6	Nirmalata Fragment (threat)	Over-Under Gang (threat)

## Hanako Kerper's Leads

1d6	Unconnected	Connected
1	Ashoka Dunai (connection)	Lilibet Catalono (connection)
2	Cimmerian Orbits (event)	Turn-Around (event)
3	Kepler Business Bureau (faction)	Mazdoor Sangh (faction)
4	Lana's Porn HoloSuites (location)	Copernicus Pod (location)
5	Union Handshaker (object)	Oxygen Mask (object)
6	United Orbitmen Enforcers (threat)	Steiner Security (threat)

## Herberto Guerino

*High-priced escort with a long list of multi-corp clients.*

COAX	●●●●○	⊕ Sexy	_____	⊖
DETECT	●●○○○○	⊕ Savvy	_____	⊖
FIGHT	●○○○○○	⊕ Passionate	_____	⊖
HACK	●●●○○○	⊕ Gorgeous	_____	⊖
MOVE	●●●○○○	⊕ _____	_____	⊖
OPERATE	●●●○○○			
PROWL	●●○○○○	Objects: spyder drone		
SHOOT	●○○○○○	Favors: date, ride		
TREAT	●●○○○○			

## Lilibet Catalono

*A tunnel splicer performing cybersurgery for the underbelly of the station.*

COAX	●●●●○	⊕ Short	_____	⊖
DETECT	●●○○○○	⊕ Seductive	_____	⊖
FIGHT	●○○○○○	⊕ Clever	_____	⊖
HACK	●●○○○○	⊕ Technical	_____	⊖
MOVE	●●●○○○	⊕ _____	_____	⊖
OPERATE	●●●○○○			
PROWL	●○○○○○	Objects: cyberhands (detachable, dexterous, matched pair), headjack, medkit		
SHOOT	●○○○○○			
TREAT	●●●●○	Favors: deal, fix (cybernetic implants), splice		

## Nneka Nosipho

*Assistant to the multi-corp station master.*

COAX	●●●●○	⊕ Meticulous	_____	⊖
DETECT	●○○○○○	⊕ Predictive	_____	⊖
FIGHT	●●●○○○	⊕ Musical	_____	⊖
HACK	●●●○○○	⊕ Prepared	_____	⊖
MOVE	●●○○○○	⊕ _____	_____	⊖
OPERATE	●●○○○○			
PROWL	●●●○○○	Objects: cybears, specs		
SHOOT	●○○○○○	Favors: date, shark		
TREAT	●○○○○○			



## Herberto Guerino's Leads

1d6	Unconnected	Connected
1	Nneka Nosipho (connection)	Hanako Kerper (connection)
2	Murder Scene (event)	Shore Leave (event)
3	Orbital Cartels (faction)	Patthar Industries (faction)
4	Second Stalk Constr. Zone (location)	Oxygen Processing Plant (location)
5	Martian Data (object)	Methuselah Cryo-Crypt (object)
6	Methuselah Bodyguards (threat)	Patthar Black Baggers (threat)

## Lilibet Catalono's Leads

1d6	Unconnected	Connected
1	Fahima Abujamal (connection)	Herberto Guerino (connection)
2	Stowaways (event)	Murder Scene (event)
3	Patthar Industries (faction)	Methuselah Families (faction)
4	Coffin Hostels (location)	Lana's Porn Holosuites (location)
5	Methuselah Cryo-Crypt (object)	Oxygen Mask (object)
6	Steiner Security (threat)	Methuselah Bodyguards (threat)

## Nneka Nosipho's Leads

1d6	Unconnected	Connected
1	Lilibet Catalono (connection)	Fahima Abujamal (connection)
2	Turn-Around (event)	Shuttle Explosion (event)
3	Methuselah Families (faction)	Steiner Technology (faction)
4	30,000 Mile High Club (location)	Second Stalk Constr. Zone (location)
5	Jupiter Diamond (object)	Union Handshaker (object)
6	Patthar Black Baggers (threat)	Nirmalata Fragment (threat)

# EVENTS

## **Shore Leave**

*The colony cruiser SS New London docks, flooding the station with military grunts and greasy workers.*

## **Turn-Around**

*When the twelfth climber reaches Kepler, the workers brace for one last backbreaking shift as the cargo turns around to flow back down the 'stalk.*

## **Stowaways**

*Oxygen masks clinging to their faces, the daring or desperate have reached Kepler Station by hiding in storage containers.*

## **Murder Scene**

*Atmospheric sensors trigger and the environmental techs find a dead body jammed into the station ducts.*

## **Shuttle Explosion**

*A tour shuttle operated by Counterweight Adventures! explodes.*

## **Cimmerian Orbits**

*Kepler's power systems are compromised by hackers, triggering rolling brownouts.*

# FACTIONS

## **Steiner Technology**

*The German-based multi-corp who owns the majority of the Beanstalk Project.*

## **Patthar Industries**

*Indian multi-corp with ties to the Methuselahs. Brought onboard to help realize the stalled second 'stalk project.*

## **Methuselah Families**

*Cryo-preserved scions overseeing vast corporate wealth from beyond a frozen almost-grave.*

## **Orbital Cartels**

*Ironclad monopolies ruling over colonial trade, created by the corporate pioneers of lawless space.*

## **Kepler Business Bureau**

*An alliance of station proprietors trying not to be trampled by the multi-corps.*

## **Mazdoor Sangh**

*Illegal union struggling to crack the multi-corp lockout on orbital labor organization.*





# LOCATIONS

## Oxygen Processing Plant

*Tightly packed racks of genomed grass, waving softly in the breath of the station.*

## 30,000 Mile High Club

*A swank night club catering to the local elite and the better sort of tourists.*

## Second Stalk Construction Zone

*The massive carbon-spindles must keep rolling at the center of vast new infrastructure.*

## Copernicus Shipping Pod

*A huge shipping pod from Copernicus Station above Panama, docked at lock SA-06.*

## Coffin Hostels

*Thousands of two-square-meter capsules. Intended for short stays; now serving as long-term housing.*

## Lana's Immersion Porn HoloSuites

*When augmented reality isn't enough, these metamorphic chambers provide a sensual touch. Home of the Gyration Station.*

# OBJECTS

## Oxygen Mask

*Standard-issue oxygen mask suitable for emergency situations.*

⊕ condition monitor, derma-linked, toxin filter; broken

## Union Handshaker

*Cheap transmitter that can exchange encrypted transmissions via touch.*

⊕ derma-linked, encrypted, firewall

## Martian Data

*A solid-state chip containing mysterious data from a Martian satellite.*

⊕ encrypted, stolen

## Polytitanium Shipment

*A pallet of smart nanoconstruction material.*

⊕ heavy, huge

## Methuselah Cryo-Crypt

*Sophisticated cryogenic chamber preserving the wealthy of yesterday to rule over the corporate fiefdoms of tomorrow.*

⊕ armored, condition monitor, protective

## Jupiter Diamond

*An invaluable scientific sample retrieved from the impossible depths of the gas giant.*

⊕ huge



# THREATS

## **Methuselah Bodyguards**

*Elite protectors of their cryogenic masters, whether serving those who have awakened or safeguarding those who sleep through the cold years.*

## **Nirmalata Fragment**

*An experimental AI program conducted on Kepler to avoid Earth-bound regulation. The researchers don't realize that a fragment of Nirmalata has escaped data containment and used station nano-constructors to begin building bodies for itself.*

## **Over-Under Gang**

*Orphan kids turned pickpockets.*

## **Patthar Black Baggers**

*Infiltrators and hackers specialized in corporate intelligence and the disruption of those acting against corporate interests.*

## **Steiner Security Team**

*Serving corporate interests, protecting corporate property, and busting the heads of wannabe unionists.*

## **United Orbitmen Enforcers**

*Illegal union skull-crackers, disrupting corporate interests, protecting union members, and applying pressure on orbitmen who won't sign up.*



# Threat: Methuselah Bodyguards

## Heavies

### Chandra

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

- + Professional \_\_\_\_\_ ●
- + Omnipresent \_\_\_\_\_ ●
- + Muscular \_\_\_\_\_ ●
- + Wary \_\_\_\_\_ ●
- + \_\_\_\_\_ ●

**Objects:** ARX-21, emergency beacon, subdermal armor

### Taj

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

- + Slim \_\_\_\_\_ ●
- + Suave \_\_\_\_\_ ●
- + Deceptive \_\_\_\_\_ ●
- + Deadly \_\_\_\_\_ ●
- + \_\_\_\_\_ ●

**Objects:** barker pistol, emergency beacon, reflex stimulators, shuriken, specs

## Object Pool

### ARX-21

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

### Barker pistol

+ loud, powerful

### Emergency beacon

+ implant, linked, signal

### Reflex stimulators

+ implant, nerve-linked, reflexive, quick

### Shuriken

+ sharp, small, thrown

### Specs

+ display, firewall, gesture input, linked, mic, sound

### Subdermal armor

+ ballistic armor, impact armor, implant

# Threat: Nirmalata Fragments

## Heavies

### Arabasutā

A frail humanoid figure, its translucent, porcelain-like panels molded to resemble smooth, artistic muscles. Almost insectile in its movements.

COAX	●○○○○	⊕ Graceful	_____	⊖
DETECT	●●●○○	⊕ Inhuman	_____	⊖
FIGHT	●●●○○	⊕ Fast	_____	⊖
HACK	●●●○○	⊕ Calculating	_____	⊖
MOVE	●●●○○	⊕ _____	_____	⊖
OPERATE	●●●○○	Objects: cyberbrain, porcelain armor, sonic screamer		
PROWL	●○○○○			
SHOOT	●●○○○			
TREAT	●○○○○			

### Kokutan

A squat, heavyset figure framed like the action figure of a boxer. Its black, metallic skin glitters like starlight.

COAX	●○○○○	⊕ Strong	_____	⊖
DETECT	●●●○○	⊕ Heavy	_____	⊖
FIGHT	●●●○○	⊕ Mute	_____	⊖
HACK	●●○○○	⊕ Obstinate	_____	⊖
MOVE	●●○○○	⊕ _____	_____	⊖
OPERATE	●●○○○	Objects: cyberbrain, duster, ebon armor		
PROWL	●○○○○			
SHOOT	●●○○○			
TREAT	●●○○○			

## Henchmen

### Jiki

A large ellipsoid with a translucent, porcelain-like surface and discrete hover-jets.

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

⊕ Hover \_\_\_\_\_ ⊖

Objs: cyberbrain, porcelain armor, sonic screamer, Tiger 9

### Yōsei

A collective of small, white globes which roll in formation.

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

⊕ Small \_\_\_\_\_ ⊖

Objs: cyberbrain, holographic face, porcelain armor, wasp shocker

## Object Pool

### Cyberbrain

⊕ cerebral input, encryption, firewall, linked, nerve-linked

### Duster

⊕ implant, loud, nerve-linked, scattershot

### Ebon armor

⊕ protective, stealthy, thermal dampeners, tough

### Holographic face

⊕ 3D, lifelike

### Porcelain armor

⊕ deflective, frictionless, protective

### Sonic screamer

⊕ deafening, disruptive

### Tiger 9

⊕ burst fire, implant, laser sight, nerve-linked

### Wasp shocker

⊕ electric, touch

# Threat: Over-Under Gang

## Heavies

### Camilo, the Leader

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

- ⊕ Reckless \_\_\_\_\_ ⊖
- ⊕ Charming \_\_\_\_\_ ⊖
- ⊕ Rough \_\_\_\_\_ ⊖
- ⊕ Honest \_\_\_\_\_ ⊖
- ⊕ \_\_\_\_\_ ⊖

Objects: burner-com, descent line, katana, knife

### Doug, the Vice President

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

- ⊕ Loyal \_\_\_\_\_ ⊖
- ⊕ Scrappy \_\_\_\_\_ ⊖
- ⊕ Optimistic \_\_\_\_\_ ⊖
- ⊕ Filthy \_\_\_\_\_ ⊖
- ⊕ \_\_\_\_\_ ⊖

Objects: burner-com, descent line, Fleabit (the Robo-Dog)

## Henchmen

### Butch

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

- ⊕ Scarred \_\_\_\_\_ ⊖

Objs: burner-com, descent line, knife

### Roach

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

- ⊕ Runtly \_\_\_\_\_ ⊖

Objs: descent line, knife

### Crankpot

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

- ⊕ Clever \_\_\_\_\_ ⊖

Objs: descent line, specs

### Woim

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

- ⊕ Loyal \_\_\_\_\_ ⊖

Objs: crude medkit, descent line, sling shot

## Object Pool

### Burner-com

- ⊕ display, disposable, gesture input, linked

### Crude medkit

- ⊕ bandages, stims

### Descent line

- ⊕ harness, linked, retractable cable

### Fleabit (the Robo-Dog)

- ⊕ cam, compartment, condition monitor, fast, linked

### Katana

- ⊕ deadly, sharp

### Knife

- ⊕ sharp, small

### Slingshot

- ⊕ blunt, small

### Specs

- ⊕ display, gesture input, linked, sound

# Threat: Patthar Black Baggers

## Heavies

### Tamal, the Hacker

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

- ⊕ Gifted \_\_\_\_\_ ⊖
- ⊕ Focused \_\_\_\_\_ ⊖
- ⊕ Prepared \_\_\_\_\_ ⊖
- ⊕ Frigid \_\_\_\_\_ ⊖
- ⊕ \_\_\_\_\_ ⊖

Objects: external processor, headjack, SkyRabbit

### Agneya, the Infiltrator

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

- ⊕ Stealthy \_\_\_\_\_ ⊖
- ⊕ Short \_\_\_\_\_ ⊖
- ⊕ Charismatic \_\_\_\_\_ ⊖
- ⊕ Philosophical \_\_\_\_\_ ⊖
- ⊕ \_\_\_\_\_ ⊖

Objects: cybereyes, pheromone glands, stinger

## Henchmen

### Durvasas

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

- ⊕ Paranoid \_\_\_\_\_ ⊖

Objs: router patch, secure headjack

### Penkar Twins

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

- ⊕ Synced \_\_\_\_\_ ⊖

Objs: duster shotgun, stealthsuit, stinger, white duster jacket

### “Doc” Kalkin

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

- ⊕ Intense \_\_\_\_\_ ⊖

Objs: brass knuckles, medkit

## Object Pool

### Cybereyes

⊕ cam, display, infrared, matched pair, nerve-linked, sonar-imaging, thermal-imaging

### Duster shotgun

⊕ loud, scattershot

### External processor

⊕ encrypted, fast, firewall, linked

### Headjack

⊕ cerebral input, cochlear splice, encryption, experimental, firewall, linked, nerve-linked, optical splice

### Medkit

⊕ bandages, linked, stims

### Pheromone glands

⊕ emotion control, implant, nerve-linked

### Router patch

⊕ derma-linked, encryption, firewall, linked

### Secure headjack

⊕ cerebral input, derma-linked, encryption, experimental, nerve-linked

### SkyRabbit

⊕ cam, linked, rotor-fans, stealth mode, thrusters

### Stealthsuit

⊕ derma-linked, linked, thermal dampeners

### Stinger

⊕ silencer, small

### White duster jacket

⊕ distinctive, impact armor

# Threat: Steiner Security Team

## Heavies

### Erik Pelzer

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

- + Inscrutable \_\_\_\_\_ ●
- + Confident \_\_\_\_\_ ●
- + Poetic \_\_\_\_\_ ●
- + Sudden \_\_\_\_\_ ●
- + \_\_\_\_\_ ●

Objects: collapsible Jaguar SMG, slim kevlar, specs

### Kara Schor

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

- + Impressive \_\_\_\_\_ ●
- + Beautiful \_\_\_\_\_ ●
- + Icy \_\_\_\_\_ ●
- + Brutal \_\_\_\_\_ ●
- + \_\_\_\_\_ ●

Objects: ARX-21, slim kevlar

## Henchmen

### Catharina

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

- + Voluptuous \_\_\_\_\_ ●

Objs: barker pistols, slim kevlar, Monorunner

### Margot

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

- + Keen \_\_\_\_\_ ●

Objs: DAR sniper rifle, stealthsuit

### Ruprecht

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

- + Strong \_\_\_\_\_ ●

Objs: baton, slim kevlar

### Sophia

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

- + Dexterous \_\_\_\_\_ ●

Objs: griller, operator specs

## Objects

### ARX-21

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

### Barker pistols

+ loud, matched pair, powerful

### Baton

+ blunt

### Collapsible Jaguar SMG

+ burst fire, collapsible, linked, scope, silencer

### DAR sniper rifle

+ cam, large, laser sight, linked, long-range, scope, silencer

### Griller

+ armored, burst fire, cam, gun, linked, mic, rubber bullets, treads

### Monorunner

#### (spheelcycle)

+ 3D-shocks, linked, spheel, turbo

### Operator specs

+ cam, display, gesture input, linked, performance monitor, sound, tactical overlay

### Slim kevlar

+ ballistic armor, concealed

### Specs

+ display, gesture input, linked, sound

### Stealthsuit

+ linked, thermal dampeners

# Threat: United Orbitmen Enforcers

## Heavies

### Brygida

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

⊕ Acidic	_____	●
⊕ Ruthless	_____	●
⊕ Convincing	_____	●
⊕ Logical	_____	●
⊕ _____	_____	●

Objects: knife, specs, 3 spyder drones

### Carolus

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

⊕ Gruff	_____	●
⊕ Angry	_____	●
⊕ Vicious	_____	●
⊕ Heavy	_____	●
⊕ _____	_____	●

Objects: baseball bat, iPatch

## Henchmen

### Bryan, rookie

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

⊕ Trusting	_____	●
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### Helmi, HQ coordinator

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

⊕ Brainy	_____	●
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Objs: barker pistol, knife, specs    Objs: buzzer drone, specs

### Muhammad, lookout

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

⊕ Nervous	_____	●
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Objs: barker pistol, cyberleg, specs

## Object Pool

### Barker pistol

⊕ loud, powerful

### Baseball bat

⊕ blunt

### Buzzer drone

⊕ cam, gun, linked, mic, rotor-fan

### Cyberleg

⊕ nerve-linked, strong

### Knife

⊕ sharp, small

### iPatch

⊕ derma-linked, display, gesture input, implant, linked, sound

### Specs

⊕ display, gesture input, linked, sound

### Spyder drone

⊕ adhesive legs, cam, linked, mic, small