

CYNDEE



“She’s a beauty; she’s one in a million girls.”

CURRENT HISTORY

Symon is the familiar term used for the current generation of Synthetic Humans. The Symon used by the Star Army are the pinnacle of Sym-Life technology and not found anywhere else in Gaea Prime space. The current version is the SYN-2. The SYN-2 is not a mindless fighting machine and has built-in survival instincts. They will fight and keep fighting long after many humans would give up but they will not fight to the death... unless necessary.

5150: STAR ARMY

“The Symon used by the Star Army are the pinnacle of Sym-Life technology and not found anywhere else in Gaea Prime space.”

Yeah right, not anymore. According to the authorities Cyndee (1) do not exist. They were designed to be the perfect operative. They were as close to perfect as any machine could ever be. The Cyndee was designed for Black Ops. Yes, they could fight, but they were to be used to infiltrate their opponent’s heart then rip it out.

To facilitate this, Cyndee were always in female form as close to perfect as they could be. Perfect: there’s that word again.

Their mission was to get close to and destroy those “untouchable” few who find themselves on the wrong side of the law. At least on the wrong side of whoever controlled the Cyndee and that was the problem. No one

could control them. Not their employers, not even their creators, the *Prosperity Corporation*; no one.

So that’s why they never made it into production. At least that’s what *everyone* wants you to believe.

(1) *Cyndee* is also the plural form of the word.

REPUTATION

Cyndee can be Rep 6 (1 - 4) or Rep 7 (5 - 6).

MOTIVATION

Cyndee are always Survival motivated.

ATTRIBUTES

Cyndee have the following Attribute Package.

CYNDEE

ATTRIBUTE PACKAGE

Ambidextrous: The character ignores the *shooter firing with Off Hand penalty* when shooting.

Armored: Will take Recover From Knock Down Test with 3d6 counting the best 2d6.

Heightened Senses: Whenever approached within 12" will immediately turn to face whether active or not. Counts +1d6 when taking the In Sight Test.

Ice Water in the Veins: Not affected by **Fear**. Counts a +1d6 when taking the Charge into Melee Test

Impervious: Any result of OOF or OD inflicted on the Cyndee converts into a Knock Down result.

Leap: Can leap onto single story buildings or 6" distance from a standing start by taking a Physical Challenge. Failure of the test does not result in injury but does end its activation.

Rapid: Normal move is now 12" and allowed to use 3d6 when taking the Fast Move Test counting all three.

Stunning: Counts a +2d6 when taking a People Challenge versus opposite sex Basics.

Targeting: When *fast moving* she does not suffer this penalty when firing.

Vicious: Counts a +2d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test. Note that the +1d6 is in addition to **Ice Water in the Veins**.

PROFESSIONS

Cyndee can be found in a wide variety of professions but they all share one common feature, they are non-descript. Cyndee just want to be left alone.

- BS1 - Culinary
- BS5 – Wait Staff
- CE2 - Escort
- D7 - Student
- E2 – Entertainer (1)
- E3 - Guide
- L1 - Farmer
- L3 - Manufacturing
- WS1 - Accounting
- WS3 - Brokers
- WS6 - Courier

(1) But only in clubs and bars off the beaten path.

WEAPONS

Cyndee are allowed to use any weapons available to Gangers and Mercenaries. See the Weapons Availability Section (*New Beginnings* page 17) for more info.

ARMOR

Cyndee have inherent armor blended into their skin allowing them to roll a special Recover from Knock Down Test (QRS).

COM-LINKS

Cyndee have access to all types of Com-Link.

SPECIAL RULES

Cyndee have the following special rules.

REACTION TESTS

Or should we say non-Reaction Tests, as Cyndee do not take the Man Down or Cohesion Tests.

NO NEEDS

Cyndee have no physical needs. They can go without food indefinitely but are programmed to eat and drink as a Basic so as not to raise questions.

Cyndee do not care for wealth and any accumulated in excess is casually discarded.

PERFECTION

Cyndee are “the perfect female” and only specially trained operatives can tell a Cyndee from a Basic. Here’s how we do it:

- The operative takes any People Challenge with the Cyndee. It can be for any reason and can even be initiated by the Cyndee.
- If the operative scores a Minor Success he realizes the character is a Cyndee. Bad news is that she realizes that the operative knows. Both sides take an In Sight and enter combat.
- If the operative scores a Major Success he realizes the character is a Cyndee. Good news is she doesn’t realize it. The operative will try and eliminate the Cyndee ASAP.

HEAD STRONG

Cyndee are head strong and self-confident. Consequently they will always act as the Leader of a group they are with but do not provide or benefit from Leader Die.

SURVIVAL

Cyndee have Survival as their sole Motivator. As such they will behave in the following ways:

- If confronted by one or two opponents and there’s a reasonable chance that they can be killed without exposing her identity the Cyndee will attack.
- If confronted by three or more opponents the Cyndee will attempt to fight her way off the table. See the section called Death Wish later in this document (page 2).

NP CYNDEE

Cyndee are *usually* played as Non-Player Grunts and can be encountered as the goal of the Encounter or during any Encounter when a non-Military female Basic is encountered. Here's how we do it:

- **Goal:** If the Cyndee is the goal you are an operative or bounty hunter trying to kill or capture the Cyndee. Your bounty will be 100 Items.
- **Randomly:** You have run into the Cyndee totally at random. She will not be revealed as anything other than female Basic and can only be met in a Chillin' Encounter.

MEETING THE CYNDEE

Whenever you run into any non-Military female Basic, roll 3d6. If the results are three "ones" you have suspicions that you may have met a Cyndee. Here's how we do it:

- *If you are an operative* you can try to confirm her status by taking the People Challenge as outlined in the Perfection section.
- *If you are not an operative* you will not know she is a Cyndee unless she enters combat of any sort. When this occurs she will behave like a Cyndee. You will only think that she's a "bad ass" and probably Enhanced.
- *If you are an operative* and see the Cyndee in combat you still do not know if she is a Cyndee until a People Challenge is taken. In this case you are allowed to count 2 automatic successes.

Cyndee can only be Encountered singly and never more than one per Encounter.

GENERATING CYNDEE

When you have met a Cyndee it is time to learn more about her. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Consult the Cyndee Generator Table for specifics.

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CYNDEE GENERATOR

(Read the result as rolled)

#	REP	FIT	PEP	SAV	SCI
1	6	6	5	4	2
2	6	6	5	3	4
3	6	6	4	5	2
4	6	6	5	4	2
5	7	7	6	4	3
6	7	7	6	5	2

DEATH WISH

Although Cyndee do not exist there are rumors that on rare occasions they will attempt to kill as many armed enemies as possible before being themselves killed. This *murder by police* may occur in the following situations:

- First confirm that the character is a Cyndee.
- Surround the Cyndee or block any escape route.
- Have her outnumbered by at least six to one.
- If these requirements are met the Cyndee will fight to the death, hers or theirs.

CALLING FOR BACK UPS

If confronting a verified Cyndee there is a chance that there are operatives in the area. Here's how we do it:

- *After the first police officers* have arrived as per the *Calling the Cops* section (*New Beginnings* page 86) further respondents can be operatives.
- Roll 1d6 for each time the cops are to arrive. On a score of 4-6 replace the police with operatives.

OPERATIVES

So let's learn more about these operatives that specialize in neutralizing Cyndee. Here's how we do it:

- Operatives can be male (1 - 5) or female Basics.
- Operatives can be Rep 5(1 - 4) or Rep 6 (5 -6).
- Operatives are armed with a BAP. If called as back Ups this is replaced with an Assault Rifle (1 - 3) or BA Submachine Gun (4 - 6).
- Operatives are always considered to be wearing an armored jacket (*New Beginnings* page 18).

Operatives always refer to a Cyndee as Mary Jane.

2 CYNDEE REACTION TESTS

SURVIVAL MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED FIRE * <i>Any roll of a "6" counts as a failure.</i>	Retrieving wounded: • Carry On. Outgunned: • Never Outgunned. Others: • Carry On.	Retrieving wounded: • Carry On. Outgunned: • Never Outgunned. Others: • Carry On.	All: • Duck Back.
RECOVER FROM KNOCK DOWN <i>Any roll of a "6" counts as a failure. Takes test with 3d6 counting the best 2d6.</i>	All: • Knocked prone but will still Carry On.	All: • Knocked prone but will still Carry On but at 2 Reps lower until next active.	All: • Obviously Dead
DRIVER DISABLED	All: • Vehicle moves forward 3" and comes to stop.	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 12" (1-2), veers left (3-4) or right (5-6) and comes to stop.

CYNDEE

ATTRIBUTE PACKAGE
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Armored: Will take Recover From Knock Down Test with 3d6 counting the best 2d6.
Heightened Senses: Whenever approached within 12" will immediately turn to face whether active or not. Counts +1d6 when taking the In Sight Test.
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