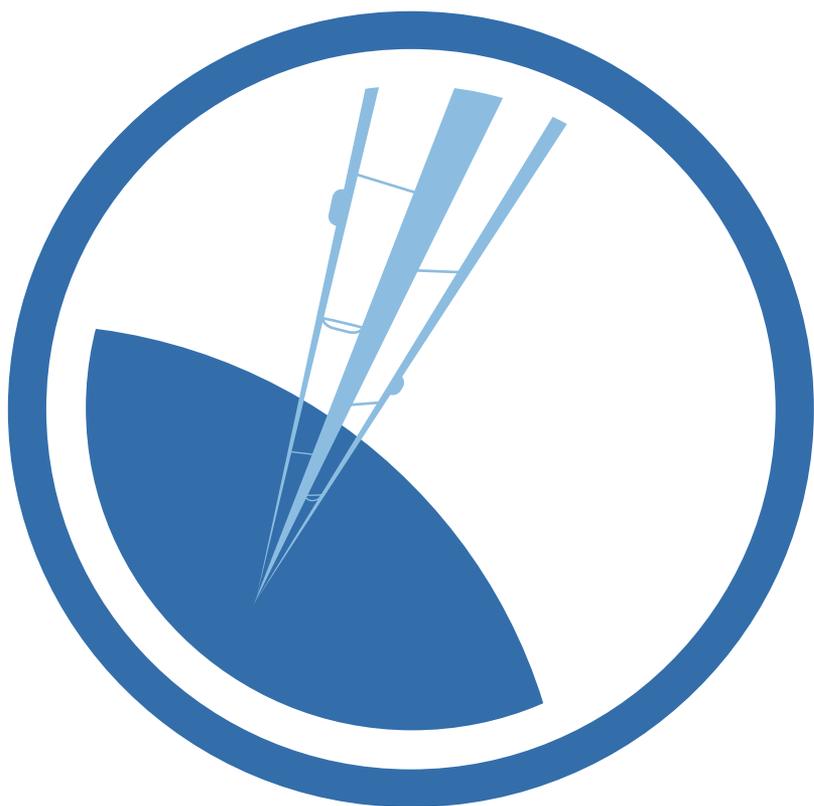


KEPLER STATION



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 for more information and downloads.

CREDITS

Writing, Design, Layout

Justin Alexander

Art

Sarah Holmberg

Editing

Colleen Riley

Playtesting

Mark Redacted, Karina Grimaldi, Sarah Holmberg, Cynthia Hornbeck, Katlin Walsh, Paul Steffens, Anne Wylder

CONTENTS

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



Master Table

	1	2	3
1 Connections	Ashoka Dunai	Fahima Abujamal	Hanako Kerper
2 Events	Shore Leave	Turn-Around	Stowaways
3 Factions	Steiner Technology	Patthar Industries	Methuselah Families
4 Locations	Oxygen Processing	30k Mile High Club	2nd Stalk Constr. Zone
5 Objects	Oxygen Mask	Union Handshaker	Martian Data
6 Threats	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 Nosipho
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	●●●●○	Objects: barker pistol, cybereye (infrared, sonar-imaging)		
SHOOT	●●○○○	Favors: 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	●●●●○	Objects: kevlar vest, specs, stinger, switchblade cycle (linked, spheel, turbo)		
SHOOT	●●○○○	Favors: 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	●○○○○	Objects: cybereyes (matched pair), headjack, Jaguar SMG (implant, laser sight, nerve-linked), reflex stimulators		
SHOOT	●●●●○	Favors: 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		
PROWL	●○○○○	armor, sonic screamer		
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		
PROWL	●○○○○	armor		
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

Crankpot

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

- ⊕ Clever _____ ⊖

Objs: descent line, specs

Roach

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

- ⊕ Runtzy _____ ⊖

Objs: descent line, knife

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

Ruprecht

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

- ⊕ Strong _____ ●□□

Objs: baton, slim kevlar

Margot

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

- ⊕ Keen _____ ●□□

Objs: DAR sniper rifle, stealthsuit

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	_____	●□□
------------	-------	-----

Helmi, HQ coordinator

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

⊕ Brainy	_____	●□□
----------	-------	-----

Objs: barker pistol, knife, specs Objs: buzzer drone, specs

Muhammad, lookout

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

⊕ Nervous	_____	●□□
-----------	-------	-----

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