

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 for more information and downloads.

CREDITS

Writing, Layout

Ryven Cedrylle

Design

Jeremy Keller

Art

Kaitlynn Peavler

Internal Playtesting

Kyrinn Eis, Seth Blevins, Casey Peavler, John Mauney, Lexton Collins

Special Thanks To:

Jeremy Keller

A **THOUGHTCRIME** 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	■	■	□	□	□
DETECT	■	■	■	□	□
FIGHT	■	□	□	□	□
HACK	■	■	□	□	□
MOVE	■	□	□	□	□
OPERATE	■	■	■	□	□
PROWL	■	□	□	□	□
SHOOT	■	□	□	□	□
TREAT	■	■	■	■	□

⚡+ Snarky

⚡+ Detail-Oriented

⚡+ Steady

⚡+

⚡+

Objects: medkit, SkyRabbit, specs

Favors: deal, ride shark

0	□
0	□
0	□
0	□
0	□

Michele Pennington

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

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

⚡+ Tenacious

⚡+ Protective

⚡+ Saucy

⚡+

⚡+

Objects: stealthsuit, stinger, baton

Favors: fix (guns, weapons), fence

0	□
0	□
0	□
0	□
0	□

Shan Chen

Professional Escort - in every sense of both words.

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

⚡+ Smooth

⚡+ Alluring

⚡+ Professional

⚡+

⚡+

Objects: ARX-21, reflex stimulators, switchblade motorcycle

Favors: date, ride

0	□
0	□
0	□
0	□
0	□

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	■ ■ □ □ □	Objects: medkit, knife, barker, Kevlar vest, cyberhand, headjack		
PROWL	■ ■ ■ □ □	Favors: fix (cybernetics), splice		
SHOOT	■ □ □ □ □			
TREAT	■ ■ □ □ □			

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	■ ■ □ □ □	Objects: baton		
PROWL	■ ■ □ □ □	Favors: shark, date, fence		
SHOOT	■ □ □ □ □			
TREAT	■ ■ ■ □ □			

"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	■ ■ ■ ■ □	Objects: goblin muscle car, switchblade motorcycle, spyder		
PROWL	■ □ □ □ □	Favors: chop, ride		
SHOOT	■ ■ □ □ □			
TREAT	■ □ □ □ □			

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 mercernaries 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
1 Connections	Muralikrishna Upasani	Michele Pennington	Shan Chen
2 Events	Pharmaceutical Recall	A House Divided	Sex Scandal
3 Factions	P.G. Cardinal Pharma	VistaBank	Triangle Chamber
4 Locations	Franklin Street	Moore Square	The Beltline
5 Objects	Ram's Horn	Stormy	The Number
6 Threats	CyberPak	Derrin Law	T-Killers

	4	5	6
1 Connections	Sandra San Jacinto	Rev. RubyAnn Rhodeen	"Demon" Stevie Jones
2 Events	Purist Riot	Failed Experiment	Poor Harvest
3 Factions	CaroLiberation Party	Gardeners of Eden	Blue Committee
4 Locations	Silver Finch Winery	Erimus Stadium	Umstead National Park
5 Objects	Silent Consuela	Cacalackey BBQ Sauce	Black Glove Orchid
6 Threats	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	■	■	■	□	□	■⊕ Trigger-Happy	_____	■	■
DETECT	■	■	□	□	□	■⊕ Suspicious	_____	■	■
FIGHT	■	■	□	□	□	■⊕ Bombastic	_____	■	■
HACK	■	■	■	■	□	■⊕	_____	■	■
MOVE	■	■	□	□	□	■⊕	_____	■	■
OPERATE	■	■	□	□	□				
PROWL	■	□	□	□	□				
SHOOT	■	■	■	■	□				
TREAT	■	□	□	□	□				

Objects: headjack, stinger, buzzer

Gam3f13nd, alpha 2

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

Objects: cybereyes, flexisteel gloves
router patch, goblin muscicar

Henchmen

Blac0ps76, beta 1

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

■⊕ Loyal

Obj: medkit, stinger, specs

R3n3gad3, beta 2

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

■⊕ Wild

Obj: knife, specs

Wlizzard, gamma

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

■⊕ Keen

Obj: specs, stinger, vocaloid

R0ut3r, gamma

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

■⊕ Hyperactive

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 muscicar

⊕ 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	■	□	□	□	□	Objects: ARX-21, duster shotgun Kevlar vest, synthscales, medkit			
PROWL	■	□	□	□	□				
SHOOT	■	■	■	■	□				
TREAT	■	□	□	□	□				

Ghanta, second-in-command

COAX	■	■	□	□	□	■+ Quick	_____	■	■
DETECT	■	■	■	■	□	■+ Thorough	_____	■	■
FIGHT	■	■	■	□	□	■+ Confident	_____	■	■
HACK	■	■	□	□	□	■+ _____	_____	■	■
MOVE	■	■	■	□	□	■+ _____	_____	■	■
OPERATE	■	□	□	□	□	Objects: jaguar submachine gun, sonic grenade, Kevlar vest, synthscales			
PROWL	■	■	□	□	□				
SHOOT	■	■	■	□	□				
TREAT	■	□	□	□	□				

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	■	□	□	□	□					
PROWL	■	■	■	■	□					
SHOOT	■	□	□	□	□					
TREAT	■	□	□	□	□					

Objects: Jacobson's organ, pinna musculature, heightened pheromones, claws, tail, nictitating membrane

Wolf, den father

COAX	■	■	■	■	□	⚡+	Lithe	_____	■	■
DETECT	■	■	□	□	□	⚡+	Dominant	_____	■	■
FIGHT	■	■	■	■	□	⚡+	Paternal	_____	■	■
HACK	■	■	□	□	□	⚡+		_____	■	■
MOVE	■	■	■	□	□	⚡+		_____	■	■
OPERATE	■	□	□	□	□					
PROWL	■	■	□	□	□					
SHOOT	■	□	□	□	□					
TREAT	■	■	□	□	□					

Objects: Jacobson's organ, pinna musculature, heightened pheromones, claws, tail, facilitated appendix

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, synthscales, claws

Object Pool

aCar

⊕ automatic, linked
passengers, speels

Claws

⊕ organic, sharp

Tail

⊕ organic, heightened
balance

Bat

⊕ blunt

Medkit

⊕ bandages, linked, stims

Synthscales

⊕ 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