

MUTANT

CHRONICLES



3RD EDITION

**STRAFFAR GATAN 39
& FALL OF VON HÖLLE**

MÖDIPHIUS™
ENTERTAINMENT

FFFG™



2D20 LEAD GAME DESIGN
JAY LITTLE

ADDITIONAL DESIGN AND DEVELOPMENT BY
NATHAN DOWDELL, CHRIS BIRCH, MICHAL E. CROSS, BENN BEATON, JOHN DUNN

WRITTEN BY
NATHAN DOWDELL

EDITED BY
LAURA HUTCHINSON

GRAPHIC DESIGN BY
MATTHEW COMBEN

LAYOUT BY
THOMAS SHOOK

COVER ARTWORK BY
PAUL BONNER

ARTWORK BY
TOMA FEIZO GAS, ALEX INNOCENTI, JEFF PORTER, RED SCAR PUBLISHING, CHRISTIAN QUINOT, WITOLD TRZCIONKA

CARTOGRAPHY BY
TOMA FEIZO GAS

MUTANT CHRONICLES 3RD
EDITION & UPDATED FACTIONS
LOGOS BY
ALEX BUND

PRODUCED BY
CHRIS BIRCH, MISCHA THOMAS

PROOFREADING BY
NATHAN DOWDELL, BENN BEATON, ARIC
WEIDER AND OUR BACKERS!

ART DIRECTED BY
MISCHA THOMAS

COMMUNITY MANAGERS
ZARINA KADYLBK, JOHN DODD

Published by: Modiphius Entertainment Ltd. 35 Turneville Road, London, W14 9PS. info@modiphius.com

Find out more about Mutant Chronicles at www.mutantchroniclesrpg.com,
www.facebook.com/mutantchroniclesrpg and www.modiphius.com

Modiphius Entertainment Product Number: [MUH050011](#). ISBN: [978-1-910132-33-3](#)

MODIPHIOUS™
ENTERTAINMENT

PARADOX

The 2d20 system and Modiphius Logos are copyright Modiphius Entertainment Ltd 2015. All 2d20 system text is copyright Modiphius Entertainment Ltd. Any unauthorised use of copyrighted material is illegal. Any trademarked names are used in a fictional manner; no infringement is intended.

This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

MUTANT CHRONICLES and related logos, characters, names, and distinctive

likenesses thereof are trademarks or registered trademarks of Mutant Chronicles International Inc. All rights reserved. Artwork and graphics © Mutant Chronicles International Inc, except the Modiphius Logo which is © Modiphius Entertainment Ltd. This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

STRAFFAR GATAN 39

BACKGROUND

The player characters are detectives from Luna PD 32nd Precinct Homicide Division sent to investigate a callout to Straffar Gatan 39.

The dark events that take place in *Straffar Gatan 39* serve as a prelude to the *Fall of Von Hölle* adventure, and occur one day after Imperial Conquistadors on Pluto discovered a strange tablet in ancient ruins that unleashed the force of the Dark Symmetry. Many of the story threads presented here link into the larger story, but we've seeded the plot with many threads that you can weave into your own *Mutant Chronicles* adventures.

The mission is ideal for the pre-generated Luna PD characters presented with this adventure: Detective Vance Ryder, Patrolman Vents, Paramedic 'Angel' Kramer, and Freelancers Nix, Tsuyoshi, and Arseni. Should your players want to generate their own characters, they should have some connection to Luna PD, or have some significant attachment that would enable them to be called in to investigate a case for Luna PD.

The adventure is written with a fairly open structure to give the GM control over pacing, as the mission needs to start with a sense of foreboding and build the levels of tension and paranoia, before finally resolving in a deadly confrontation that saves the day... or does it?



ADVENTURE STRUCTURE

The events of this adventure take place in Straffar Gatan 39 (the delightfully named "Punishment Street") the day after the Conquistadors broke the seals on Pluto, and released the Dark Symmetry. The players must battle a rising evil known as a Castigator before it can infect the entire city!

The adventure is built around the growing menace of an evil necrotechnological 'Twisted Marionette', a servant of the Dark Apostle Ilian. The creature is gathering power at the heart of the

tenement, and building a powerful Dark Symmetry antenna to cause fractures in our reality. This will allow dark spires to slip through the fractures and, via the psychokinetic images on the screens throughout the tenement, corrupt the remaining humans, creating additional Malignants and infecting Luna City. What caused the creation of the Twisted Marionette will remain a mystery for this adventure.

The plot of the adventure is loosely broken up into three phases, which represent the various levels of activity and response from the Twisted Marionette. There are four apartments on each of the lower floors. Until the Twisted Marionette is disturbed, the order that the characters visit the apartments is up to them.

As this is a starting game, the GM should start with only one Dark Symmetry point (DSP) for each player character. It is advisable for the GM to save about half of the DSP gained for Phase Three. You'll want five to ten Dark Symmetry points for the final scene if possible.

PHASE ONE: THE CREATURE OBSERVES!

Initially, the Twisted Marionette observes the investigators. They should feel as if they are constantly being watched. This phase is all about building tension – the players know something is going to happen, even if their characters do not yet. Whenever the investigators succeed on an Observation or Insight test, they also become aware that the eyes of the presenters on the TV programmes are following them across the room. They should notice the peep holes in the doors of the apartments they pass suddenly darken as if a face were pressed against them... *even for apartments they know to be empty!* Dark Symmetry points may be spent to distract, delay, or unnerve the investigators. Examples include:

- ◆ **1 DSP:** A deafening scream drowns out the Investigators when attempting to question someone. This increases the difficulty of any Persuade or Command tests by one step.
- ◆ **2 DSP:** Making the wind outside set the building swaying. Moving around the building becomes a slower, more cautious affair. In combat, all zones within the building for the remainder of the scene become difficult terrain, requiring an Average D1 Athletics or Acrobatics test to overcome.
- ◆ **1 DSP:** A deranged ganger starts accusing the investigators of spying on him. This should be used as a distraction at a dramatic moment.

WHAT YOU KNOW

- ◀ You have been sent to investigate an incident at **Straffar Gatan 39**, a rundown tenement in the Nines – a particularly nasty part of the Perimeters.
- ◀ Dispatch has received multiple calls from **residents reporting screaming on the third floor**. Dispatch receives calls like this all the time and they mostly go unanswered, but after the sixth call a Patrol unit was dispatched.
- ◀ The Patrol unit visited the tenement. Three adjacent apartments had their doors wide open. **Inside they found**

no signs of struggle or theft, but they did find blood stains in various rooms. They knocked on the doors of other residents but no one claims to have seen anything, though they did hear screaming. Before they could investigate, they had to leave to answer a high priority call in a nearby neighbourhood.

- ◀ Shit flows downhill – straight to you. Your squad is already in **Lieutenant Vordach's** bad books following a recent Officer Involved Shooting.
- ◀ Luna PD Criminal Intelligence suspects that **Sandrine Peterson**, missing

daughter of the senior Imperial executive François Peterson, may be hiding out in the building. The Lieutenant makes it very clear that it is in the best interests of your careers that she is found alive and well.

- ◀ Your assignment is simple: **investigate what happened in the tenement.**
- ◀ **The neighbourhood around the tenement is controlled by the Croaks**, a nasty street gang with a reputation for violence and having no fear of cops. They control the drug trade in the Nines.



Life is a cheap commodity in the Nines.

THE NINES

The Perimeters fringe the core of Luna City, deep in the shadows of the mighty corporate towers and downwind of the forges, furnaces and factories in the Industrial Districts. The Perimeters house the unfortunate masses who toil away in factories or eke out an existence on the miserable dole provided by the corporations, hunched up in front of second-rate TV screens that spoon-feed them corporate soaps offering the false dream of a better future. Many never leave their apartments, relying on fast food deliveries, food parcels from one of the charities fostered by The Brothers, and cheap booze to survive. Those lucky enough to have jobs must run the gauntlet of dangerous traffic and local gangs to get to the local Underground stations.

The shouts and noises of neighbours are just one more thing to drown out. When cops turn up it is usually enmasse in a raid on a gang drug den. The first thing you learn in the Nines is to keep your head down and look out for yourself, because if things go wrong, no one will help you.

The Nines is a typical district of the Perimeters. Jammed in with little thought, cheap and nasty, most of the buildings in the Nines were never designed to last this long and, over time, the once straight and clean concrete walls have been patched and filled, adapted and mangled as people do their best to turn them into homes.

One of Bauhaus' innumerable, faceless, subsidiaries is building a new freight train line straight through the Nines to the

ports. Somewhere within the Byzantine bureaucracy a finance executive vetoed the plan to tunnel as too expensive and insisted on the far cheaper, subsurface trench and –cover construction. Compulsory purchase orders were issued, and the residents in the buildings scheduled for demolition got insultingly-small pay-offs to move. But in many ways, they were the lucky ones. With no care for the lives of the remaining locals, Bauhaus bulldozers brutally hacked the proposed route through the tenements and streets to begin excavations. The neighbouring tenement to the scene of these events was one of those torn down.

STRAFFAR GATAN 39

Straffar Gatan 39, a ten-story tenement and location of the callout, is perched precariously at the edge of a deep excavation. Formerly a typical Nines tenement, a slice has been crudely hacked off – two apartments on each floor are now gone. It is braced with minimal rusting steelwork to protect the construction workers beneath, but this has not prevented subsidence from setting in, leaving it listing at a slight angle. The tenement is under tremendous stress, and entering requires nerves of steel.

Floorboards creak, new cracks appear, and plaster falls off the walls as each bulldozer passes beneath. It is only a matter of time before the whole building is torn down or collapses. Yet, despite this, Straffar Gatan 39 is still partially inhabited. The tenement is dying, dragging everything and everyone inside with it.



You are a detective in the Luna PD 32nd Precinct Investigations Division. It is your job to pick up the pieces and try to figure out what happened after the patrol cops have responded to an immediate crime.

The only law enforcement organisation with jurisdiction over the whole of Luna, Luna PD was founded by Capitol in an act of civic patronage, and brings together seconded investigators from each of the corporations with cops recruited directly from the population.

However, Luna PD is under-funded and subject to the conflicting will of the corporations, so your superiors are often forced to hire Freelancers to work with you. These Freelancers bring a willingness to take on dirty tasks and are preferable to the donated "corporate liaisons" you are regularly forced to work with, who are more meddlesome than helpful.

A sense of doing something that matters without tying yourself to any one corporation is what brought you to Luna PD. Even with all the bureaucracy, collapsed investigations, and corporate interference, most days you do feel like you make a difference. Unfortunately, you have a feeling this is not going to be one of the good days.



PHASE TWO: THE CREATURE GATHERS POWER!

This phase should begin when the investigators have visited one or two apartments, but before they've had a chance to make a clear assessment of the situation. Either once they've visited the crime scene or Abigail Baxter's apartment would be ideal.

Now the Twisted Marionette perceives the players as a potential threat, and makes the programmes on the TVs start to suffer from bursts of static and broadcast complex binaural tones on sub-audible frequencies. The corridors begin to fill with a mist that smells of burning plastic. The investigators must pass an Average D1 Resistance test to stomach the stench; those who fail the test suffer one Dread. This combination of the binaural tones and mists quickly start to have an effect on the investigators. They begin to detect movement in their peripheral vision. The important aspect to play up here is: *Can the players trust their own senses?* Dark Symmetry points may be spent to emphasise distractions and a feeling of paranoia. These are in addition to the Dark Symmetry spends from Phase One.

- ◆ **1 DSP:** An investigator separated from the group hears "Yeah, he's expendable" in a voice that sounds like a fellow investigator.
- ◆ **1 DSP:** An investigator catches a sudden movement behind him. Make an Average D1 Willpower test or suffer a mental assault, which will inflict **1** Mental Wounds on a failed test.
- ◆ **2 DSP:** An investigator sees a frightening face right behind him in a reflection. Make a Challenging D2 Willpower test or suffer a mental assault which will inflict **2** Mental Wounds on a failed test.
- ◆ **2 DSP:** The floor creaks, then gives way suddenly. One investigator must attempt a Challenging D2 Acrobatics or Athletics test to avoid falling through the floor to a lower level and taking **1+2** damage to a random location.
- ◆ **1-4 DSP:** Corrupt a piece of equipment that an investigator is using. Roll a number of **1** equal to the number of Dark Symmetry points spent as a Corruption roll (see page @ of the *Mutant Chronicles* rulebook).

This phase is about unnerving the players and preparing them while the creature builds its ability to manipulate them as it seeks to finish its mission.

The Twisted Marionette has created a Dark Symmetry-powered transmission antenna atop the tenement building, and it plans to incorporate both the tenants and the structure, feeding the signal with their pain and fear. This antenna is almost complete, and the link to the Dark Soul has already allowed a single Malignant spore to travel through and begin the process of merging with the Twisted Marionette.

If the investigators attempt to leave the tenement during this phase, they find the entrances and windows sealed by rubble. The only way out is from one of the higher levels (fourth floor or higher) where they can jump to a neighbouring tenement.

PHASE THREE: THE CASTIGATOR STRIKES!

This phase should begin once you feel the players have had their paranoia and fear ramped up, or as soon as the pace begins to slow. The Twisted Marionette merges with the Malignant to create something new and terrifying: a Castigator.

This final phase is the climax of the adventure, when the Castigator makes its move and strikes. The Castigator plans to infect the investigators and use them to infect others while it begins the final power-up of the antenna. When fully charged, the Castigator causes fractures in space via the TVs, radios, and other electrical devices in the surrounding blocks, allowing Malignants to pour through. To complete its plan, the creature needs to feed upon the fear, paranoia, and emotions of the investigators.

SETTING: STRAFFAR GATAN 39

Straffar Gatan 39 is more than just a location in the adventure. It is a character at the heart of the adventure, and its death sets the tone for the events that unfold. This precarious existence provides a number of interesting environmental elements and challenges for the GM to play with during the mission.

- ◆ **A SKELETAL VIEW:** formerly the tenement had six apartments on each floor, but the construction work has torn away a third of the building. From the outside, the investigators get an entire cutaway view of the tenement, including basement, foundations, and the sewers below, covered in places by translucent plastic sheeting. Thick, black rubber electrical cables are strung dangerously down the side of the building, passing in through windows and across corridors, providing an erratic source of additional power whilst creating a dangerous fire hazard. The skeleton of the building is bared to the whole world.
- ◆ **ALL ALONE:** any fire brigade support the investigators call for will gather outside and refuse to enter, or worse they get stuck on the other side of a man-made chasm as the street maps are years out of date. If the building is on fire, they might blast at the walls with high-pressure hoses, adding yet another environmental issue to the mix. This will cause the building to sway under the pressure. Characters moving around the building must move more slowly and more carefully than normal, treating all zones in the building as Difficult Terrain, requiring an Average D1 Acrobatics test to overcome.

DRAMATIS PERSONAE

According to Luna PD files, the following people live in Straffar Gatan 39, annotated by the patrolmen who passed by the building earlier.

- ◀▶ **BAXTER, Abigail** Religious old later, Apartment 202
- ◀▶ **BEEKS, Clarence and Mary** Apartment 301
- ◀▶ **DIATORRO, Lucius** Tenement Manager, Apartment 101
- ◀▶ **PETERSEN, Sandrine** Daughter of Imperial executive, François Peterson, Apartment 302
- ◀▶ **VON SAAR, Konrad** Freelancer, Apartment 303

These are the only tenants left in the building; all the other rooms are abandoned.

- ◀▶ **THE GROANS OF IMPENDING DEATH:** the rumbling and creaking of the building enhance the aura of menace and help conceal dark activities within the building.
- ◀▶ **A 'PEA-SOUPER':** pollution from a nearby industrial area, and the rain and humidity have created a thick, choking fog that hugs the streets to waist level, and makes crossing rough ground more challenging.
- ◀▶ **MOVEMENT OUT OF THE CORNER OF YOUR EYE:** because of the damage to local infrastructure, power brownouts and blackouts are frequent and all of the remaining lights in the tenement flicker, causing writhing shadows that are easily mistaken for movement.
- ◀▶ **UNSTABLE STRUCTURE:** any serious firefights, and especially explosions, can cause whole sections of the structure to fall away and drop into the canyon below. Misfortunate combatants may end up falling into the canyon with the masonry.
- ◀▶ **BRINGING THE HOUSE DOWN:** at the climax of the mission, the entire structure begins to come apart, making it a race for survival. Any thoughts of collecting evidence or taking prisoners will have to be abandoned.

- ◀▶ **BLARING TVS:** every apartment has the TV on with the sound turned up. The TVs have no off button, and don't stop even when the power to the building flickers.

The building is divided into numerous zones for the purposes of movement and combat. Each apartment – a single bedroom/living room, with a kitchen area to the side and a small bathroom at the back – is a distinct zone, with the corridor connecting the rooms as an additional zone. The corridors have no particular features, but the furniture in the apartments provides Light Cover (T2 Soak). The walls between, in addition to blocking line of sight, provide Hard Cover (T4 Soak) from any attacks originating on the other side (attacking a target out of line of sight increases the difficulty of the attack by two steps). The individual floors are identical in layout and features, and characters can move from one floor's corridor to another using the stairwell at one end – though this is Difficult Terrain, requiring an Average D1 Acrobatics or Athletics test to traverse quickly during combat, increasing to Challenging D2 if the character Sprints. The fourth floor differs from the others, and it is described later. Finally, during Phase Three, the entire building is plunged into darkness, increasing the difficulty of Ranged Attacks and Observation tests based on sight by one for any character not using portable lighting or night vision equipment.

THE INVESTIGATION BEGINS...

Read aloud or paraphrase the paragraph below to set the tone and orient the players.

"You weren't even sure it was possible, but the inside of the tenement is even grimmer than the outside. The worn carpet on the floor makes a wet sucking noise with each step, and you can smell the mould, thick in the air. Cracks run up the walls, and in many places chunks of plaster have fallen away, revealing cheap concrete behind, stained with rust from the rebar. Thick, rubber-clad cables are strung across the halls; this cabling lies on the floor in haphazard bundles. The lighting is patchy at best, and even those few bulbs that haven't yet burned out can be heard to fizzle and pop from time to time. Water gathers everywhere – the walls and floor are moist, and a persistent dripping sound accompanies the creaking and groaning of the building. Every so often, the sound of heavy construction – barely audible over the muffled sounds of the TVs in every apartment – makes the whole building shudder, and a shower of plaster dust rains down. Straffar Gatan 39 is a ten-storey tenement, with four remaining apartments on each floor, but only the first three floors are still inhabited. There was once a lift, but hazard tape is strung across the entrance. A single staircase corkscrews around the lift shaft. Worryingly, everything is tilted at a very slight angle. Next to the entrance is Apartment 101, which has a rusted sign affixed to it, the word "Manager" barely legible."



LUNA POLICE DEPARTMENT
INCIDENT REPORT DIAGRAM SHEET

REPORTING OFFICER **Stramm**

BADGE NO. **4473**

DIVISION **Patrol**

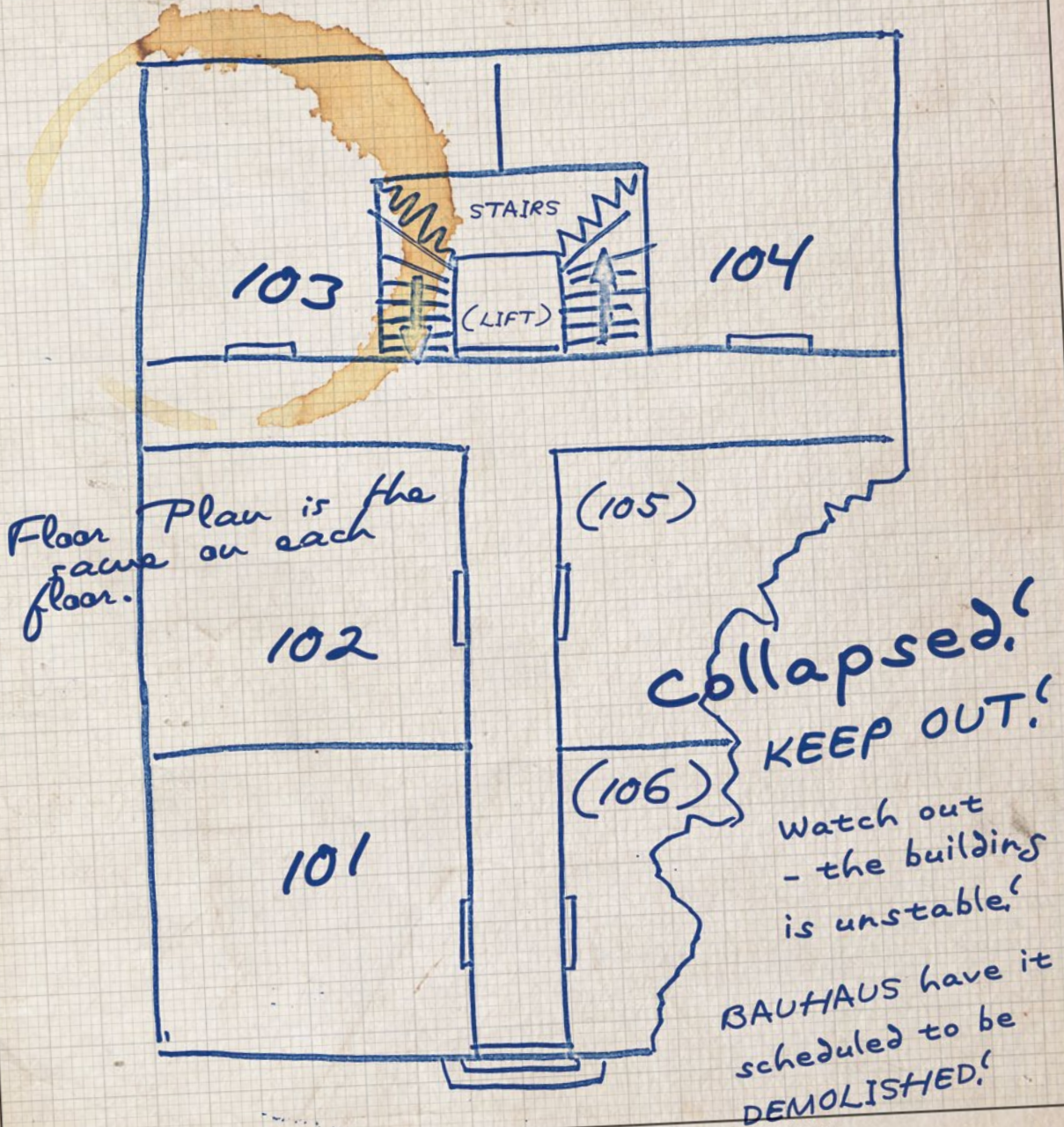
PRECINCT **32**

DESCRIPTION :

**STRAFFAR
GATAN 39**

EVENT CODE **5538-7**

REPORT SHEET
4072



APARTMENT 101: LUCIUS DIATORRO, TENEMENT MANAGER

Working as a building manager and superintendent in return for free rent, **Lucius Diatorro** is far from anyone's concept of a diligent manager. Though his official employer is a Bauhauser housing company, his real employers are the Croaks.

Hooked on cheap painkillers supplied to him by the Croaks, in return he keeps an eye out for their interests and lets them know if anything happens in or around the building that may concern them. A group of snooping investigators definitely fits the bill. He feigns disinterest and lethargy, but as soon as he is given a chance, he phones the Croaks.

PHASE ONE

The investigators have to bang loudly for some time, or kick down the door for Diatorro to bother responding.

Clad only in a stained t-shirt and threadbare boxer shorts, Diatorro slumps in a filthy lounge chair watching a reality TV show on the Capitol Entertainment Network called 'The Giant Eye'. If the investigators watch even a minute or so of the show they quickly realise that it's a comedy 'reality' show where a mysterious prankster called The Giant Eye misleads, befuddles, and confuses ordinary members of the public. At least, this is what it appears to be at first glance. Particularly sensitive or perceptive characters making an Average D1 Observation test will notice that the 'pranks' are mean and petty. Between sketches, the TV switches to an image of a giant unblinking eye while the prankster addresses his audience. Surrounding the large central TV screen are several smaller screens, but unlike the main TV, these are switched off when the investigators enter.

A discarded pile of fast food wrappers and empty, crushed beer cans surrounds the chair. Diatorro stinks of stale sweat and cheap booze.

If the investigators show their badges, or if they bribe him (1 Asset), Diatorro will hand over the master keys to the building. Otherwise, he's sullen and uncooperative.

What Diatorro knows:

- ▶ **IF ASKED ABOUT THE SMALLER SCREENS:** Diatorro says that they're for the CCTV cameras, but they're all out of order and have been broken since before he became building manager. This is a lie; a Challenging D2 Insight test will confirm this. Diatorro uses the cameras to spy on the tenants' movements and activities.
- ▶ **IF ASKED ABOUT THE REPORTED INCIDENTS:** Diatorro will look stressed and swallow a handful of pain pills with

a gulp of stale beer. He says that he can't remember what happened, the incidents must have happened while he was watching his favourite TV show. As a backhanded comment, he says that he respects the privacy of his tenants too much to ask questions.

- ▶ **IF ASKED WHO ENTERED THE BUILDING DURING THE PREVIOUS NIGHT:** Diatorro says that as far as he remembers, no one entered the building. If pressed, he admits that he's not 100% sure, and also that sometimes people get in through the broken windows in apartment 103, which has been empty since Mr MacAskill died.
- ▶ **IF ASKED ABOUT THE BEEKS:** Diatorro breaks wind loudly and simply says "Stuck up couple. Think they're better'n me, but at least they pay the rent on time. Got some relative in the pig – I mean Luna PD." It's obvious that he dislikes them.
- ▶ **IF ASKED ABOUT SANDRINE PETERSON:** Diatorro denies all knowledge – he doesn't know her name. If described, his face takes on a lascivious quality, and his eyes glint unpleasantly. He unconsciously licks his lips, and says that she's a cute girl with a boyfriend who's no good for her. She lives in 302.
- ▶ **IF ASKED ABOUT THE CROAKS:** Diatorro says that they're a local gang, just a bunch of misguided kids. He quickly, and obviously, tries to change the subject and asks why the investigators are here. After they leave, Diatorro calls the Croaks and, once the corridor is clear, he runs down to Apartment 104 and warns the gang members there.
- ▶ **IF ASKED TO LIST ALL THE RESIDENTS:**
Diatorro says "Since they tore out a chunk of the building, most people moved out. Only I live on this floor. That crazy old cat lady lives in 202. 204 is rented by that creep, Von Hölle – he's a scary bastard, something not right about him. 301 is the Beeks, couple of factory schmucks. 302 is that cute blonde and her no-good boyfriend. 303 is some meathead, guy called Konrad who keeps to himself. Fourth floor is empty, 'cept for some squatters. Nobody lives above fourth – most of it collapsed already."

PHASE TWO

As before, but this time the CCTV screens are all on and show looping footage of the investigators' activities so far. However, the images presented show dark figures stalking the group, characters making subtle insults behind each other's backs, and other actions intended to fuel paranoia. Every time they look directly at the screens, they go blank. If they question Diatorro about the images, he looks at the investigators strangely, as if they're going mad – the screens are turned off.

PHASE THREE

All semblance of reality has broken apart by now.

The Twisted Marionette has used necrotechnology and the Dark Symmetry to convert Diatorro into a psychic capacitor to amplify the signal from the antenna.

Diatorro appears to have been consumed by technology. Thick cables run into his eye sockets, mouth, nostrils, and ears. Thick, black, semi-congealed blood leaks out around the cables and drips from their length. The cables join him physically to the TV. The investigators can see the cables writhing and pulsing beneath Diatorro's flesh as they change him. His body is bloated and distorted; his skin is stretched tight and it has turned purple with bruising and swelling.

The TV screens show fragmentary images of violence and the sub-audible binaural tones have become piercing screams that make it hard to concentrate or talk – the GM may spend two Dark Symmetry points to inflict one Dread on all the investigators in the room.

If the investigators attempt to pull out the cables or attack Diatorro, he bursts like a ripe balloon, spraying everything and everyone in the room with thick, black gore that smells and tastes disturbingly sweet. Investigators who witness this should make a Challenging D2 Willpower test or suffer a mental assault, which inflicts $\uparrow 2$ mental damage. Investigators who were within Reach of Diatorro when he 'detonated' increase the difficulty of this test by one step, due to being covered in gore. The cables thrash about and then become still. The actions of the investigators have enraged the Twisted Marionette and the final confrontation becomes imminent.



APARTMENT 103: THE SECRET ENTRANCE

PHASES ONE & TWO

The apartment has remained unoccupied since Mr MacAskill, a factory supervisor for Imperial, died about a year ago. The door to the apartment has no lock, and it swings loosely in the breeze. There are very few cables in this apartment. Close examination shows that the apartment gets a lot of foot traffic, entering through a smashed window where the bars have been crudely cut away. Given that the apartment is next to the Building Manager's, it would be impossible for him not to have noticed the comings and goings. Everything of value has been stripped from the apartment, leaving only a couple of mouldy old chairs. There are remnants of drug paraphernalia in amongst the pigeon droppings.

ADVENTURE

PHASE THREE

The Twisted Marionette closes off the *ad-hoc* window entrance to this apartment. The windows are all sealed off by thick, pulsing cables. The choking mist is particularly thick here, reducing visibility to almost nothing, and disorienting anyone who tries to cross the room. Anyone within the at the start of their turn room should make a Challenging D2 Resistance test or suffer $\uparrow 2$ damage with the Stun quality to the Torso due to choking

APARTMENT 104: THE CROAKS' DRUG DEN

PHASE ONE

A local gang called 'The Croaks' uses this apartment to deal drugs in the local neighbourhood, and has co-opted Diatorro to warn them of any incoming police raids. This scene plays out almost identically whether Diatorro has warned them or not, the only difference is that they are ready to ambush the investigators if they have been warning, and conversely are easier to catch unawares if the investigators reach them first. There are a number of Croaks in the room equal to twice the number of investigators. If there are six or more Croaks, they should be split into two or more Hordes of at least three Croaks each.

If the Croaks attempt an ambush, use the surprise rules on page 122 of the *Mutant Chronicles* rulebook to resolve the attempt. Investigators who attempt to use Acrobatics to enter via the window should be rewarded by allowing them to re-roll one d20 during their first turn of combat, and by holding off on spending DSP to interrupt the investigators while they figure out what's happening. If the investigators treat entry as a raid, they should be rewarded with a chaotic scene against unprepared foes who cannot benefit from cover during the first round. Investigators who try and burst through the thin interior walls should attempt a Challenging D2 Athletics test to come crashing through as a standard action; two Momentum from this test could be spent on the Swift Strike Momentum spend to shoot or strike first.

The GM has a number of options for spending Dark Symmetry points during this encounter.

- ◆ **2 DSP:** At the start of the fight, spend two Dark Symmetry points to declare that the Croaks have set a fire to fill the room with smoke. They're wearing damp rags tied around their faces to protect them from this smoke. Any character not so protected starting his turn within the room must attempt an Average D1 Resistance test or suffer $\uparrow 2$ damage with the Stun quality to the Torso due to choking. The difficulty of this test increases by one step at the start of each consecutive round.

◆ **2 DSP:** If an investigator uses Reloads liberally, open the room to the elements as the wall crumbles and the wind tears into it. The building shudders, and each character in the room must attempt an Average D1 Acrobatics test; failure means that the character stumbles, increasing the difficulty of all Acrobatics and Athletics tests he attempts by one until the end of his next turn.

Either way, this is primarily a combat scene. The Croaks in the apartment fight until half their number are slain, and the remaining Croaks attempt to flee.

If the investigators manage to subdue and capture one or more of the Croaks, the ganger quickly breaks under interrogation (an Average D1 Persuade test is sufficient), revealing that the screams on the third floor had nothing to do with them, and the gang's been nervous about the building ever since. When the investigators arrived, they were in the middle of arguing about what to do, with the gang evenly split between leaving and staying. While the Croaks will not help the investigators, each Momentum spent allows the investigators to ask one more question about the building and its tenants. Their opinions are similar to those of Diatorro, but they're less biased against Abigail Baxter, who they say is "harmless, if preachy".

Searching the apartment reveals several bundles of cash in small bills, in several denominations, and a bag of blue pills. The TV, crackling with static and covered in dust, displays The Giant Eye programme, just like in Diatorro's apartment.

PHASES TWO & THREE

The Croaks – even if they'd been slain previously – have been transformed by the Twisted Marionette into hideous puppets, controlled from above by cables hanging from the ceiling. Their skin hangs loose from emaciated frames, as if their innards are slowly being sucked out. The puppet Croaks' movements are jerky and awkward, but their eyes burn with static and their expressions are pure fury. There are a number of Puppet Croaks equal to the number of investigators, the eviscerated bodies of the other Croaks laying around. When the Investigators first see this horrific sight, they must attempt a Challenging D2 Willpower test or suffer a mental assault, which inflicts $\uparrow 2$ mental damage. The Puppet Croaks attack on sight, lashing out with melee weapons only, and they fight on in spite of wounds – the only way to stop them is to sever the cables that bind them to the building, at which point they collapse lifelessly to the ground. An investigator may make a called shot to a cable by spending two Momentum on an attack. On a successful hit, the attack deals double damage to the connected ganger.

While this is going on, the TV screen shows looping images of violence, and periodically emits a piercing shriek that makes it hard to concentrate or talk. The GM may spend one Dark Symmetry point to inflict one Dread upon all investigators in the room because of

this shrieking. Any investigator who looks too closely at the violent images on the screen must attempt an Average D1 Willpower test or suffer a mental assault, which inflicts $\uparrow 1$ mental damage.

THE CROAKS ▲

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 8 | 7 | 7 | 6 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 6 | 6 | 6 | 6 |

| FIELDS OF EXPERTISE | | | | | | | | | | | |
|---------------------|-----|-----------|-----|----------|-----|--------|-----|--------|-----|-----------|-----|
| COMBAT | | FORTITUDE | | MOVEMENT | | SENSES | | SOCIAL | | TECHNICAL | |
| EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC |
| 2 | - | 1 | - | 1 | - | - | - | - | - | - | - |

WOUNDS: 3

SOAK: None

ATTACKS:

- ◆ **Cheap light pistol (ranged):** Range C, 1+ $\uparrow 3$, Semi-Automatic, 1H, Close Quarters
- ◆ **Cheap Switchblade (melee):** 1+ $\uparrow 3$, 1H, Armour Piercing 1, Hidden 2
- ◆ **Lead Pipe (melee):** 1+ $\uparrow 3$, 1H, Stun

SPECIAL RULES

- ◆ **Drugged-Up:** Street Gangers increase their Repercussion range to 19-20.

DARK SYMMETRY SPENDS

- ◆ **Reinforcements:** There may be other Croak gangers in the vicinity, on other floors or approaching the building. For each Dark Symmetry point spent, add a single Croak to the combat, who may join an existing Horde, fight alone, or start a new Horde (if more than one new arrival turns up). Reinforcements appear at the end of the turn, and cannot act in the turn they arrive.



PUPPET CROAKS


| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 9 | 8 | 7 | 6 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 6 | 4 | 4 | 4 |

| FIELDS OF EXPERTISE | | | | | | | | | | | |
|---------------------|-----|-----------|-----|----------|-----|--------|-----|--------|-----|-----------|-----|
| COMBAT | | FORTITUDE | | MOVEMENT | | SENSES | | SOCIAL | | TECHNICAL | |
| EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC |
| 2 | 1 | 1 | - | 1 | - | - | - | - | - | - | - |

WOUNDS: 6

SOAK: **Deadened Flesh:** (All 1)

ATTACKS:

- ◀▶ **Grasping Hands and Pummeling Fists (melee):** 1+3, 1H, Backlash 1, Stun, Vicious 1

SPECIAL RULES

- ◀▶ **Braindead**
- ◀▶ **Cable-Bound:** An attacker may make a called shot to the cable that binds a Puppet Croak by spending two Momentum on an attack. On a successful hit, the attack deals double damage to the creature.
- ◀▶ **Inured to Pain**
- ◀▶ **Grasping**
- ◀▶ **Slave to Symmetry (2)**
- ◀▶ **Unliving**

APARTMENT 202: THE RELIGIOUS OLD LADY

PHASE ONE

The apartment of Abigail Baxter – the ‘Old Lady’ – is remarkable in contrast to the rest of the building. Clean, tidy, and well-maintained, the apartment seems like another world. When the investigators knock on the door, she invites them in for tea. In her late seventies, Abigail is a retired school teacher from a Capitolian Public Academy.

Pink flower designs cover the flock wallpaper. Like the other apartments, her TV is on, though hers is switched to a channel displaying documentaries and interviews with the Durand Brothers. Abigail knows that sooner or later the building is going to be demolished, but it has been her home for so long that she cannot imagine moving elsewhere. She is one of the residents who called the police, and will immediately mention it when the investigators enter.

Weirdly, despite what Diatorro thinks, Abigail does not own a cat, but she talks to and pets an imaginary cat while conversing with the characters, and there are bowls for water and cat food in the kitchen area.

Abigail does her best to be helpful, and she’s easily encouraged to open up about her neighbours (an Average D1 Persuade test is sufficient for this). She flirts with the most attractive male character in a harmless and slightly sweet way.

What Abigail knows:

◀▶ IF ASKED ABOUT WHAT SHE HEARD OR WHY SHE CALLED THE POLICE:

“The noise was terrible. There was awful, awful screaming and banging. In all my years, I have never heard such a sound. All the lights flickered, and the whole building shook. I called the police several times, but no one seemed interested. Then suddenly, everything went quiet. I’m not afraid to admit that I was scared. Whatever happened up there was awful. Truly awful. More tea?”

◀▶ IF ASKED ABOUT DIATORRO:

“I was always raised to believe that if you don’t have something good to say about someone, then you shouldn’t say anything at all. I have nothing to say about Mr Diatorro.”

◀▶ IF ASKED ABOUT SANDRINE:

“Young love is so precious, don’t you think?” She gives one of the investigators a shy smile.

◀▶ IF ASKED ABOUT THE BEEKS:

“I don’t know Mary, but Clarence is lovely. He always brings my post and deliveries up. Uncle in the police, I think. Do you know him?”

◀▶ IF ASKED ABOUT VON HÖLLE OR APARTMENT 204:

“There is something very wrong with that man. Why is someone with wealth like him hanging around here? I don’t like the way he looks at us. I’m glad he isn’t around much.”

PHASE TWO

At first glance, the scene is identical, but it quickly becomes apparent that something is utterly wrong. From the front, Abigail appears normal, but as soon as she turns away, the investigators can see that the back half of her body is burned and blackened all the way down to the bone. Wherever she steps she leaves blackened, burning footprints. The burn marks slowly spread, blending into one another. Abigail is completely unaware of her transformation. The room itself is also subtly different. If any of the investigators look at the walls, they notice that the plants in the flock pattern wallpaper

ADVENTURE

are dying before their eyes. If spoke to, she answers the questions as above, though the subtle flirtation seems to take on a creepy, menacing quality.

The overall effect of this encounter should be to unnerve the players further. Should they seek to attack Abigail, she goes down without a fight and makes no effort to resist – she is, after all, a defenceless old lady.

When the investigators see Abigail turn around for the first time, each should attempt a Challenging D2 Willpower test or suffer a mental assault, which inflicts **↑2** mental damage.

PHASE THREE

The Dark Symmetry is unable to corrupt Abigail – she's a pleasant individual with few vices, and a strong will – so the Twisted Marionette has chosen simply to tear her asunder and use her flesh as raw materials for its machine. The entire apartment resembles an abattoir, and only tiny scraps of Abigail remain. Almost as disturbing is the fact that nothing else in the apartment appears to have been damaged – it is as if Abigail just exploded silently.

Spend one Dark Symmetry point for an investigator to see the plants in her flock pattern wallpaper dying and then reforming as his own face. He suffers **↑1** Mental Wounds, with a minimum of one. No one else will see anything.

APARTMENT 204: VON HÖLLE'S APARTMENT

Regardless of when the investigators look here, the room is the same. A single chair faces the TV and, disturbingly, all the windows have been sealed up and painted white. A single bare bulb hangs from the ceiling above the chair. There is a sense of static electricity here that causes the hair on the back of the investigators' necks to rise, and a slight acrid scent of ozone. It is hard to escape the feeling that there is something dreadfully wrong with whoever this Von Hölle man is.

The man himself, however, is not there. There's no sign that he's been home in several days, in fact.

APARTMENTS 301, 302, & 303: SCENE OF THE CRIME

Because all three apartments are the scene of the Twisted Marionette's first attack, they all offer largely the same information. The residents were **Mary** and **Clarence Beeks**, married factory workers in 301; **Sandrine Peterson**, missing daughter of François Peterson in 302; and **Konrad von Saar**, a Freelancer, in 303.

PHASE ONE

The apartments are identical to the others in the building, though the doors hang open, swinging slowly in the breeze. Police warning tape forms an 'X' over the doorways. The ever-present cables run into these apartments just like all the others. The TVs in each apartment are all tuned to the same channel – Capitol Entertainment Network, and reruns of *The Giant Eye*.

The apartments are marked with blood stains, but not enough to suggest that the residents were killed.

- ◆ In the Beeks' apartment (301), half-emptied shopping bags lie on the floor, their contents only partially put away.
- ◆ In Peterson's apartment (302), the bath has overflowed and flooded the apartments, through the Patrol officers turned the taps off. Her wardrobe contains a mix of ultra-fashionable clothes, and scruffy street wear. There's a note on the table saying, *"I very much enjoyed our tea and chat. Do come and visit me again soon", signed Abigail*.
- ◆ In Konrad von Saar's apartment (303), a Sherman.74 M13 'Bolter' handgun (**Mutant Chronicles** rulebook, page 212) lies in pieces on a table, apparently part-way through being cleaned and reassembled. It's clear, searching through von Saar's belongings, that he's an experienced Freelancer. A pair of light civilian shoulder pads hang in the wardrobe. A hidden stash at the base of the wardrobe (requires an Average D1 Observation test to locate), contains two knives (**Mutant Chronicles** rulebook, page 235), and two Reloads for the Bolter. It will take an Average D1 Ranged Weapons test to reassemble the Bolter.

It's clear to any investigator who assesses the crime scene (an Average D1 Observation test) that the residents are likely alive. Each Momentum spent on this test allows the players to ask one more question about the crime scene, which the GM must answer honestly. A few suggested answers are listed below.

- ◆ Close examination of the carpets indicates that the residents walked out of the apartments of their own free will.
- ◆ The blood stains, judging by the splatter and the quantity, only really indicate a severe nosebleed.
- ◆ There are literally no signs of a struggle or of any violence. Everything about the scene suggests that four people simply stopped what they were doing and walked out of their homes for no apparent reason.
- ◆ The blood drops are mostly within each apartment, but there are a few that lead down the corridor and up the stairs towards the fourth floor.

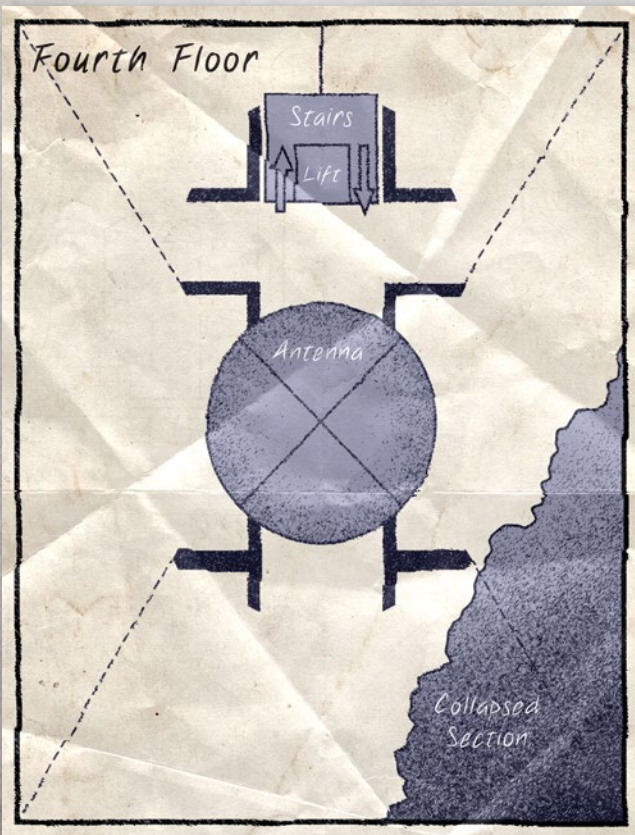
PHASES TWO & THREE

While largely identical to Phase One, above, the TV screens now show flashing images and snippets of photos of the residents going about their daily business. Pay two Dark Symmetry points to intersperse brief images of the investigators running and screaming through the corridors of the tenement. The scenes are unnerving to say the least. Anyone looking at the screens and seeing themselves running and screaming suffers one Dread.

FOURTH FLOOR AND ABOVE: THE CASTIGATOR

PHASES ONE & TWO

The Twisted Marionette seals off this floor with thick bundles of cables that arc worryingly large sparks between them to prevent anyone invading its inner sanctum until it is ready. Any investigator attempting to force their way past must attempt a Daunting D3 Athletics test. Failure means that the character either becomes entangled, requiring a Challenging D2 Acrobatics or Athletics test to break free, or he suffers 1+ \uparrow 3 damage with the Stun and Vicious 1 qualities from a nasty electric shock. Success allows the character to avoid these consequences, but doesn't allow him to push through the writhing mass of cables.



PHASE THREE: THE SHOWDOWN WITH THE CASTIGATOR!

The Twisted Marionette has marshalled its powers and it is ready for the final stage of its plans. It opens up a fracture to Pluto, where the Dark Symmetry is building its power. This allows the raw power of the Dark Symmetry to blast through, and convert a host body into a Malignant. The Twisted Marionette then merges with the Malignant to form something new: a Castigator.

The interior walls of the fourth floor have been torn down, and rubble lies everywhere. The area is split into four zones – four open spaces, arrayed around the base of the Twisted Marionette's antenna, as displayed on the map below.

The four zones around the edge are all essentially the same – rubble-strewn floors, which require an Average D1 Acrobatics or Athletics test to cross, and with enough protruding cover and remnants of the old interior walls to provide Light Cover (\uparrow 2 Cover Soak). The antenna in the middle is oddly-constructed, but sturdy enough to provide Heavy Cover (\uparrow 4 Cover Soak against any attacks that pass into or through the Antenna zone). The collapsed section is a particular hazard here, and a Complication may cause a creature or character to slip from the edge, while melee attackers may spend two Momentum to try and shove their target over, forcing a Challenging D2 Acrobatics test to avoid falling off the building.

The fifth floor and up are identical, but the antenna protrudes through a hole in the floor instead.

THE CASTIGATOR

When the players finally venture up to the abandoned levels of the tenement, they enter the heart of the lair, where the Twisted Marionette has dragged Konrad von Saar. It has merged with him to create an ideal vessel for Illian's Malignants and become the Castigator.

The internal walls of the floor have been torn down and big, thick, pulsing bundles of cables writhe in crude mockery of veins. The choking smog is thickest here, and everything drips with oily moisture. The stench of burning plastic and flesh fills the players' nostrils.

As they enter, pulses of a sickly, blue-green light at the heart of the level are distantly visible to the players. As they approach, they see a crackling energy field surrounding the twisted body of Konrad von Saar. The energy field is completely impervious to the attacks of the players, and any attempts to pierce it are fruitless. Konrad von Saar has been transformed into the Castigator. Convulsing cables pierce his body at his wrists, stomach, thighs, and elsewhere. He seems dead, but without warning, his eyes snap open and he emits a terrifying wail of misery. The Castigator is a horrific, hybrid of man, cables, and necrobionics, all powered by the corruption of the Dark Symmetry.

Standing taller than a man does, the Dark Symmetry has stretched and warped the body of the original host. Its grey-green skin is pierced in multiple places by rubbery cables that spark, and drip black mucus. The face of the Castigator is that of von Saar, but twisted into an unnatural, frozen, rictus grin of death and agony. Powerful bony claws have erupted from Konrad's ruined fingers and toes, and his jaw has become distended and unnaturally large.

Upon seeing the Castigator for the first time, each should make a Challenging D2 Willpower test or suffer a mental assault, which will inflict $\uparrow 2$ Mental Wounds on a failed test. At this point, the characters may have crossed off enough Mental Wound boxes to result in lingering consequences. See page @@ for details.

When the Castigator attacks, it screams aloud Konrad's last thoughts, now forever trapped in the moment of his death:

"Help me!", "The pain!", "Where am I?", "Why can't I see?", "Please, I don't want to die!"

Attempting to reply or talk to Konrad is fruitless. The barks are merely the repeated echoes of the dead. He is beyond saving, and the Castigator is simply revelling in his final torment.

With a wet, ripping noise, the Castigator tears free of the cables feeding it, and drops to the floor. Then, abruptly, the energy field and the lights go out, plunging the players into darkness. The hunt has begun.

The Castigator can travel with ease on two legs or on all fours, moving swiftly and silently through the tenement. It moves, hunter-like, to pounce on its target. When not attacking, the Castigator remains unnaturally still and silent, blending into the background of ruin in the tenement. The Castigator is an ambush predator, enjoying prolonging the suffering of its targets, and carefully choosing the moment to attack. When it does, it will dive in and out of the thick choking fog, using it as cover.



The Castigator is a horrific, hybrid of man, cables and necrobionics.

The Castigator's obvious attacks are its fearsome claws, bite, or sweep attacks with its long, whip-like cable appendages. However, the real danger from the Castigator is that of infection. Wounds caused by the Castigator infect its victims with necrobionic spores that will slowly consume the host, creating further Malignants.

If one or more Dark Symmetry are generated when the Castigator inflicts damage with its melee attack, the player character struck must pass a Resistance test, with a difficulty equal to the number of DSI generated. If they fail, just smile; it is up to the players to discover what has happened, or deduce the effects. The only way to destroy the spores is with fire. They can lay dormant indefinitely. If the players are infected, they will be lucky to survive if the spores take root (something for the next adventure). If the wound is in a limb, their best bet is to amputate immediately, or they face the same agonising death as Konrad von Saar.

The rules for a Castigator can be found on page @@ of the **Mutant Chronicles** rulebook.

As the player characters are facing the Castigator in its 'home', so to speak, it has a number of potent advantages it can call upon. Using the mystical connection it forged as a Cable Marionette, it still has control over the electronics in the building, and it knows the tenement's layout perfectly. As a result, it has access to the following Dark Symmetry point spends:

- ◆ **VANISH:** By spending one Dark Symmetry point, the Castigator can seem to vanish into the gloom and fog, travelling unseen. As a Standard Action, it makes an Average D1 Stealth test, opposed by the Observation tests of anyone else in the same zone. If it succeeds, its turn ends, and it may reappear in any zone in the building at the start of its next turn.
- ◆ **REINFORCEMENTS:** There are other entities of darkness in the building. A malign presence still lingers within the tenement's electrical systems, which can be summoned forth as minor Twisted Marionettes (Troopers) for one Dark Symmetry point each. Twisted Marionettes cannot leave the floor they appear within – the cables that form them do not stretch that far. Further, the squatters who had been living on the fourth floor can emerge as Malignants, who will arrive for two Dark Symmetry points each. As with all reinforcements, they will arrive at the end of a turn, and cannot act during the turn they arrive.
- ◆ **ENTANGLE:** Cables erupt from the walls and wrap themselves around a player character's limbs, increasing the difficulty of all tests by two steps. Actions that would require no test now require a Challenging D2 Athletics test to perform. By inflicting two damage to the cables, requiring a normal attack roll, the cable can be broken and the character freed.
- ◆ **DEATH THROES:** As the Castigator dies, it grabs the last character that inflicted damage against it, and hurls them out of a window. The Investigator must make an Acrobatics test to grab onto something or suffer falling damage, determined by what floor he was on when he departed the building.

ENDING THE ADVENTURE

If the investigators destroy the Castigator, its death triggers an overload in the antenna which starts a wildfire in the tenement. The only way out is to leap across a gap to a neighbouring tenement while the building collapses in fire and rubble – this requires a Challenging D2 Acrobatics or Athletics test, and failure means the character falls, suffering damage based on which floor they've jumped from (1+ \uparrow 2 for each floor above ground level).

Once clear of the building, all the events inside Straffar Gatan take on a nightmarish, unreal quality – nothing that strange and horrifying could actually have happened, right? Fire crews searching the rubble find no evidence of the Castigator, only the crushed remains of the residents, and toxic gases that would cause terrifying hallucinations. The remains of Sandrine Peterson, and of Clarence and Mary Beeks, cannot be found.

What really happened in Straffar Gatan 39 will be almost impossible to prove either way, and unless they work out a good cover story, the deaths of the residents will likely be the last nail in the coffin for the investigators' careers in Luna PD.

Of course, if any of the investigators were infected by the Castigator, things will go from bad to worse. They've been contaminated by the Malignant Change, described on page 295 of the *Mutant Chronicles* rulebook. However, because the power of the Dark Symmetry is still spreading, the disease does not take effect as quickly – the GM should make a note of any infected investigators; he may spend Dark Symmetry points equal to the disease's Virulence at any later stage to trigger the disease's effects.

Each investigator receives three hundred experience points for surviving the events of that night.

TO BE CONTINUED IN... "THE FALL OF VON HÖLLE"

THE FALL OF VON HÖLLE

OVERVIEW

The investigators are detectives from Luna PD 32nd Precinct Homicide Division who have just survived the terrifying events of *Straffar Gatan 39* are sent to investigate the disappearances of Imperial aristocrat, **Sandrine Peterson**, and Bauhaus executive **Fabien von Hölle**.

The dark events that take place in the '**Fall of von Hölle**' are set immediately after those of the adventure *Straffar Gatan 39* from the **Mutant Chronicles** core rule and occur two days after explorers on Pluto discovered a strange table in ancient ruins which unleashed the force of the Dark Symmetry. The adventure is written assuming that the investigators completed and survived the events of *Straffar Gatan 39*, and we recommend you start there, but if that is not possible there are a few options listed below if either the group did not play the previous adventure or took casualties.

The adventure should take two to three sessions to complete, though it could easily run to five sessions or more if you are having fun.

In the chaos that followed the collapse of *Straffar Gatan 39*, Bauhaus was quick to place the blame on the investigators and are demanding they face charges. Only two things have saved their badges so far: Luna PD are playing hard ball with Bauhaus, refusing to submit for now, and secondly the whole world is going to hell.

There has been an outbreak of malfunctioning machinery, the entire city is close to falling into chaos, and right now Luna PD needs every cop on the streets. All leave has been cancelled, retired officers are being drafted into active duty, and several small security corporations have been deputised. With everything that is going on, Luna PD has better things to do than punish the investigators for jumped up charges.

The Investigator's boss from Luna PD's 32nd Precinct, Lieutenant Vordach, has a hunch that the wider malfunctions are somehow related to the Investigator's case and – despite the heat is getting from on high to punish them – wants them to finish what they started. Vordach is enough of a pragmatist to know that it is unlikely to fix the situation, but he hates leaving loose ends, and besides he might be wrong.

Vordach gives the investigators carte blanche to see this through to the end. If nothing else, they might find enough dirt to shift the blame to Bauhaus rather than Luna PD.

NOTE TO YOU, THE MUTANT CHRONICLES GAME MASTERS

"The Fall of von Hölle" is set during the First Dark Legion war period, but can easily be adapted to work in the Second Dark Legion war period during a particularly heavy period of Dark Legion activity.

The adventure is ideal for the pre-generated Luna PD characters in the **Mutant Chronicles** rules: **Det. Connor MacKay**, **Det. Vance Ryder**, **Patrolman Julian Finch**, **Patrolman Athkar Moltan**, **Attaché Jurgen Ruf**, and **Attaché Michael Sinclair**. Should your investigators want to generate characters they need to either be in Luna PD or have some strong attachment that would enable them to be called into investigate a case for Luna PD, Imperial or Bauhaus.

The adventure is also laced with a number of plot threads that you can choose to expand into entire new adventures for your group and several of the characters such as Lt Vordach, Jenny Green, and Markus Peterson could become hooks for future adventures.

Also, and this gets said a lot but we really mean it: feel free to adapt this adventure to your own preferences and that of your **Mutant Chronicles** play group. If you do not like a scene, change it. If your players really get into events during Act 2 and go off on interesting side-tracks as they explore the city in chaos, encourage them. The golden rule is simple: have fun!

Remember, **Mutant Chronicles** is a cinematic game. The adventure should be fun and exciting and the investigators are the heroes, always getting into new and exciting scrapes as they resist the foul influence of the Dark Legion.

This adventure is split into three acts: the first is at the Old Town offices of Jaeger Corp, a struggling subsidiary of the Bauhaus Corporation that is one poor financial quarter away from being shut down. The second occurs as the investigators attempt to cross Luna City during the midst of the worst crisis seen by humanity since the exodus from Old Earth. The third part of the adventure takes place at the studios of the Giant Eye, a counterfeit television programme

produced from a hidden floor by a production company that does not exist within the Capitol Entertainment Network tower in the heart of the Ancient Quarters of Luna City.

Many of the story threads link up to the larger story, but we have seeded the plot with many threads that you can weave into your own **Mutant Chronicles** adventures. The adventure is written with a fairly open structure to give you, the GM, control over pacing, as the mission needs to start with a sense of foreboding and then build the levels of tension and paranoia before finally resolving in a deadly confrontation that saves the day... or does it?

THE BACKGROUND: THE FALL OF FABIEN VON HÖLLE

Obviously, key to this whole tragic tale of events is Fabien von Hölle. Von Hölle is a gifted, but emotionally unstable mathematician and physicist. He graduated top of his class at Luna University along with his best friend Erich Strauss. Erich came from good stock and had an excellent understanding of the realities of business, but he needed an ideas guy. That 'guy' was von Hölle. Erich understood von Hölle like no one else and helped him keep it together when things were difficult. When Erich founded the Jaeger Corporation he made von Hölle Chief Technical Officer, and von Hölle's ideas and inventions made them rich.

Jaeger quickly established themselves in the aerospace industry, with von Hölle's bleeding-edge new techniques for interplanetary communications revolutionising the whole industry. It was only a matter of time before they were acquired by one of the Big Four (Capitol, Bauhaus, Mishima or Imperial), but Strauss, ever business savvy CEO took the initiative and presented a merger deal to the Bauhaus board. Less than three years after founding Jaeger was absorbed into Bauhaus.



????

After this high point, things quickly came unstuck. On the outside Jaeger appears to be a prosperous, formerly freelancer corporation that was acquired twenty-two months ago by Bauhaus, but looks can be very deceiving. Jaeger are struggling and are haemorrhaging money. They have taken two body blows recently. The first was the mysterious death of Strauss, which many suspect was a professional hit, and secondly their most recent product launch for a new generation of communication satellites disappeared without trace.

Bauhaus have begun to seriously question the wisdom in their acquisition. If Jaeger cannot turn their situation around soon, Bauhaus is going to pull the plug, shut them down, and sell off any remaining assets. The vultures from Imperials Murders & Acquisitions Department are already circling...

When his best friend, mentor and business partner Erich Strauss died something snapped in Fabien von Hölle's mind. An interim CEO Markus Peterson (brother of François Peterson who is the father of the missing girl) was appointed, but he and von Hölle immediately clashed.

Von Hölle began working on a new communications system based on the most radical and extreme theories, theories that had been openly mocked in the academic community. The communications system was to allow him to break the ultimate communications barrier: time itself. His plan was simple, if insane: If he could get the system working, he could contact Erich and warn him of his impending death.

Unfortunately, for von Hölle, his research was discovered and the new CEO, Markus Peterson, had no choice but to fire him. Von Hölle swore vengeance, sneaked back in to the offices of Jaeger later one night and stole as much as he could. He set himself up in the tenement at Straffar Gatan 39 in the Nines and continued his research, building an initial prototype antenna on the roof of the building. He hired the mercenary Konrad von Saar to provide protection from the local gangs.

ADVENTURE

Von Hölle's prototype worked, and he was able to establish a communication with the now-dead Erich Strauss, though the stress caused him to black out. Unfortunately, it was not actually Strauss that von Hölle established contact with, but Ilian, the Dark Apostle of the Void. Using the psychic link and fascinated by this man's fragmented mental state and prodigious ability, Ilian took on the form of Erich Strauss in his mind and urged him to continue and improve his research. If he could establish communication to "Erich", then maybe he could make a gateway for "Erich" to travel through. Like a skilful surgeon, Ilian severed the mental connections between his genius and his humanity, flooding his mind with corrupting knowledge of the Dark Symmetry.

His mind stripped of human weakness, von Hölle turned his inhuman genius to the task at hand: he had to save Erich from his prison in the other dimension – he had melded Erich with Ilian in his mind.

With access to the impossible biotechnology of the Dark Symmetry, von Hölle realised that he could vastly increase the power through the use of organic components for his machinery. First to be used was the freelancer, Konrad, but when he discovered that his neighbour Sandrine was related to the bastard who had fired him, von Hölle realised that the universe himself wanted him to make use of her. At first he was going to simply use her organic material, but then he realised it would be so much better if she were a full participant so he kidnapped her and began to brainwash her while he worked on the project.

Quickly it became obvious to him that any antenna he could build would not have the capacity for the strength of the signal he needed to send to tear reality asunder. He needed something, so much bigger.

The answer came to him while watching an endless repeat of an insipid game show on the capitol Entertainment Network. All the apartments in the tenement – throughout most of Luna City – had televisions supplied by the corporations. Televisions that could not be turned off. Televisions that would give him access to the minds and bodies of the viewers. He realised that the Capitol Entertainment Network had the two things he needed: the powerful antennas and the host of living components. The only problem was that there was no way Capitol Entertainment Network would let him near their equipment. At least, not knowingly...

So he forged a cunning scheme for a station within a station, and if the investigators do not stop him he will tear open a whole in reality directly to the Dark Apostle, Ilian, in the very heart of Luna City.



FOR THE GM

ADVENTURE STRUCTURE

*The events of this adventure take place immediately following the conclusion of events in **Straffar Gatan 39**; two days after the explorers broke the seals on Pluto and released the Dark Legion. The investigators must stop the insane plans of a flawed genius driven mad by his connection to Ilian the Dark Mistress of the Void before he can tear a hole directly to the prison of the Dark Legion.*

The Fall of Von Hölle adventure is split into three acts each of which revolves around a distinct location:

- ◆ **ACT 1: Big Trouble in Old Town:** a former bleeding-edge freelancer corporation that has fallen on hard times now that it has been absorbed by Bauhaus. The investigators will have to comb through the remnants of the troubled genius Fabien von Hölle whilst surviving the catastrophic failure of equipment all around them that could spell their doom. If they survive, the information they have gathered – combined with that from **Straffar Gatan 39** – will reveal von Hölle's terrifying plan.
- ◆ **ACT 2: Luna City Chaos:** linking these two acts together is the chaos that is overtaking Luna City as the Dark Symmetry begins to take hold of the advanced technology whilst corrupting the minds of the weak or insane and leading to an explosion of violence. The investigators struggle to cross a city torn apart by the first arrive of the Dark Symmetry. Machines and even people behave dangerously and erratically and the very environment seems to turn against them.
- ◆ **ACT 3: The Giant Eye of Ilian:** a counterfeit television station hidden within a real television station hiding within plain sight inside the Capitol Entertainment Network tower in the Ancient Quarters. The investigators will have fight, sneak past or convince Capitol Security in order to raid the studios of a twisted fake prank show called "The Giant Eye" which is being used as the focus for the plans of von Hölle.

Following the creation of the Cable Marionette in **Straffar Gatan 39**, von Hölle intends to use the television programs of the Capitol Entertainment Network to allow the Malignants of Ilian to possess the viewers, turning vast swathes of the city into the servants of the Dark Legion

Each act should take a single session, so overall the adventure should take two to three sessions to complete, though it could easily run to five sessions or more if you are having fun.

Do not be afraid to take the adventure off in different directions. This adventure the way it is written is very action and goal-oriented, but

IF YOU HAVE NOT PLAYED THE ADVENTURE STRAFFAR GATAN 39:

◀ From what you can tell a simple missing person's case went badly wrong, a building collapsed and many people died. The Bauhaus Corporation is trying to pin the blame on your fellow detectives who died in when the building collapsed, but Luna PD is not playing ball. It sounds like an attempted political cover-up. You have been called in by Lieutenant Vordach of the 32nd Precinct of the Nines, a tough, no-nonsense detective who has spent his life on the streets to take over the case.

IF THE TEAM TOOK CASUALTIES DURING THE COURSE OF STRAFFAR GATAN 39 AND ONE OR MORE ARE NEW CHARACTERS:

◀ From what you can tell a simple missing person's case went badly wrong, a building collapsed and many people died. The Bauhaus Corporation is trying to pin the blame on your fellow detectives – not all of whom made it out alive – when the building collapsed, but Luna PD is not playing ball. It sounds like an attempted political cover-up. You have been called in by Lieutenant Vordach of the 32nd Precinct of the Nines, a tough, no-nonsense detective who has spent his life on the streets to assist.

IF YOU COMPLETED STRAFFAR GATAN 39:

◀ **THINGS WENT BAD IN THAT TENEMENT:** you saw things, things you would rather forget. When you put down that thing that had

consumed and changed Konrad von Saar, you knew the world would never look the same. As much as you would like to write the whole experience off as a nightmare, it felt more like a harbinger. Something much worse and it seemed to be controlling people through their televisions.

◀ **BAUHAUS WANT BLOOD:** maybe it is to draw attention away from their own problems, but Bauhaus are looking to pin the blame for the collapsed tenement and loss of life on you. Surprisingly though, Luna PD has not thrown you to the wolves. Perhaps it is some sense of loyalty, or more simply that everything is going straight to hell and Luna PD command have bigger problems to deal with. However, you still have an ace up your sleeve: if you can find and bring Sandrine back alive, you would earn a major favour from her father, François Peterson who is a powerful aristocrat in the Imperial Clan Fieldhausen.

WHETHER NEW TO THE CASE OR NOT, YOU KNOW THE FOLLOWING:

◀ **LUNA CITY IS FALLING APART:** machinery is malfunctioning and no one knows why. The advanced designs of Bauhaus seem particularly susceptible and more worryingly, their equipment seems to be involved in ever more fatal 'accidents'. Incidents of violent crime have skyrocketed and riots have broken out in many areas of the city. The television stations are full of hysterical preachers proclaiming the "end times".

◀ **PEOPLE ARE MISSING:** when the bodies were pulled out of the rubble

of the collapsed tenement and were identified three people were missing: Sandrine Peterson, Fabien von Hölle, and Konrad von Saar. There was nothing left of Konrad after you killed the cable creature. However, as best you could tell neither Peterson nor von Hölle were in the building when it collapsed.

◀ **YOUR ASSIGNMENT HAS TWO-PARTS:** Lieutenant Vordach has assigned you the case of finding **Sandrine Peterson**, missing daughter of a senior Imperial executive, and renegade Jaeger executive **Fabien von Hölle**, who is a suspect in Peterson's disappearance. Lieutenant Vordach has made it very clear that it would be in the best interests of your careers that Sandrine should be found alive and well and that von Hölle gets nailed to the wall if his is responsible.

◀ **YOUR BEST CLUE:** von Hölle was a former executive with the Bauhaus subsidiary 'Jaeger Corp'. Their offices are in the Old Town district of Luna City. Maybe his offices can offer some clues.



that might not fit your group or their playstyle. If you need to slow things down to allow your team to take new avenues of investigation then do so, but remember that the investigators are all that stands between a madman and his plan to unleash a whole new wave of corruption on the city. Ultimately though, remember the mantra: Have fun! Prioritise what is fun over reality. If you need to shift events around to ensure that the investigators turn up just in time, then do so!

As this is a starting game, the GM should start with only two Dark Symmetry points (DSP) for each player character. It is advisable for the GM to save about half of the DSPs gained for Act 3. You will want no fewer than ten Dark Symmetry points by the start of Act 3 if possible, but no more than twenty.



ACT 1 ENVIRONMENT: THE FIRST SIGNS OF CORRUPTION

At the beginning of the adventure, the Dark Symmetry infection of Luna City is slight, but unfortunately, the investigators have become a magnet for its corruption. Maybe Ilian has taken an interest in their actions, or perhaps more worryingly, that they have become infected and they may have become unknowing Typhoid Marys...

During these scenes the effects of the Dark Symmetry should be disguised as plausible – if unlikely – malfunctions and accidents, with the focus constrained to the most advanced machinery and equipment. The malfunction of an elevator will be a major plot point, but you should not feel constrained to just that. The one hard limitation is that the malfunctioning device must have advanced circuitry, so no malfunctioning wrenches or other simple mechanical tools – advanced technology is the Dark Symmetry's first priority. Possible examples could include:

- ◆ Lights not working properly making things hard to see in the darkness.
- ◆ Computers crashing, fusing, or otherwise breaking.
- ◆ Radios and other advanced communication equipment malfunctioning producing nothing but static or strangely giving the investigators crossed-wires where they hear other people talking about them.
- ◆ Comical, but not dangerous, malfunctions of guns, stun weapons and cars.

This is a good phase for the GM to stock up on as many Dark Symmetry Points as they can to spend later in the adventure. The GM is encouraged to read up on the rules for Corrupting equipment, found on page @@ of the *Mutant Chronicles* rulebook, and to use them with increasing regularity as the adventure progresses.

ACT 2 ENVIRONMENT: THE DARK SYMMETRY TAKES HOLD

Once the investigators have left the offices of Jaeger Corp they should quickly realise that the strange events happening around them are spreading and becoming far more serious. Von Hölle begins bringing his plans online and begins his subversion of the CEN broadcasting systems, dramatically increasing the power and danger of the Dark Symmetry across Luna City.

- ◆ Televisions begin changing channel to the Capitol Entertainment Network "Giant Eye" program and people are unable to change back. **This is an important ambient clue for the investigators.**
- ◆ Complex electronics items become very unreliable, prone to dangerous accidents or malfunctions.
- ◆ Computers begin deleting or altering data in ways most likely to cause anger.
- ◆ Train signalling system malfunctions and cause several train crashes.
- ◆ Traffic lights problems cause massive traffic jams which generate anger and violence.
- ◆ Several aircraft fall out of the sky, crashing to the ground and causing carnage and panic.

The GM should be willing to spend some DSPs on mental damage in this phase as it becomes clear something terrible is happening.

ACT 3 ENVIRONMENT: REALITY TEARS APART

Once the investigators reach the Capitol Entertainment Network tower, the third stage kicks in. The investigators now only have less than an hour to stop von Hölle before he completes his terrible plan and the Dark Symmetry is pouring through into Luna City. The entire city takes on an apocalyptic tone and many fear the end times have come. Only the broadcast and sermons of the Brothers seem unaffected.

- ◆ Viewers – many unwilling – of the Giant Eye become unable to move or break their attention away from the television show and the increasingly horrific activities being shown. They are beginning the process of being transformed into bio-organic components for the Dark Symmetry and new vessels for Malignants. **This should terrify any investigators who completed *Straffar Gatan 39*.**
- ◆ A thick choking mist forms in the streets around the Capitol Entertainment Network and spreads. The mist reeks of burning plastic and ammonia.

- ◆ Aircraft begin falling out of the sky and high above Luna City spacecraft lose navigation control with many crashing into the surface of Luna as the Dark Symmetry corrupts their systems.
- ◆ Automatic security systems, such as sentry guns, and even regular electronic systems such as elevators become murderous. All across the city sentry guns open up on their people from their own organisation, elevator cables snap sending all the passengers to their deaths.
- ◆ The communication nets are all filled with misleading, dangerous communications, or an unearthly howl.
- ◆ Lunatics and others who have already been corrupted by Ilian, Muawijhe, and the other Dark Apostles go on killing sprees as they are infected by Malignants.

The GM should spend their DSPs freely in this third phase, as by this point the Dark Symmetry has a tighter grip upon the city, with devastating consequences.

SETTING: LUNA CITY

Luna City is more than just a location in the adventure. Just like Straffar Gatan 39 was, it is a character at the heart of the adventure and its death sets the tone for the events that unfold. The Luna City chapter in the *Mutant Chronicles* core rulebook and the Luna City Guidebook are full of details you can weave into the adventure. Luna City is in a moment of transformation, one that will forever change it as technology becomes unreliable and dangerous.

The investigators should feel empathy for Luna City as it attempts to fight off the infection of the Dark Symmetry. Places they know and are familiar with become subtly changed and altered and even the sky takes on a menacing greenish tone. Luna City may fall, but it is going to do so fighting.

Luna City provides a number of interesting environmental and social elements and challenges for the GM to play with during the mission as well as a place to spend your Dark Symmetry points. Themes you may wish to explore and possibly use to extend the adventure could include:

- ◆ **DIVISIONS TORN OPEN:** The division between the corporate elite and the disenfranchised masses as hoarding and protectionism kicks in, the roadblocks go up and the bulkheads come down. You can make this a little less blunt by recasting the conflict between Bauhaus and Luna PD, or even more troubling the breakdown of relations between Luna PD and their historical founder: Capitol. Dark Symmetry points spent to emphasise these decisions cause additional rioting, with corporate and class divisions causing hostilities to flare up between disparate

groups of anxious survivors. These disputes and hostilities may be an incidental background element, or it may result in battles the investigators may want to avoid, depending on how many Dark Symmetry points are spent.

- ◆ **THE BROTHERS:** the seeming oases of calm that are the charitable facilities of The Brothers and their broadcasts. They can become points of light that the investigators can use to catch their breath as they cross the city. The investigators are free to spend their Chronicle Points to establish a nearby shelter, hospice, or soup kitchen run by the Brothers' organisation. These locations allow the investigators to recover one Dread immediately, and gives them somewhere to rest free from the many threats and dangers of Luna City.
- ◆ **STREET LEVEL HEROICS:** In response to all the terrible events happening, heroes are emerging across the city. Ordinary corporate employees or freelancers are organising resistance, bringing peace to the chaos, and helping those who need it most, often while working with their traditional corporate rivals. Mishiman Samurai fighting side-by-side with Imperial Clansmen. Try and balance the rivalries and hostilities with these signs of heroism. In a world seemingly gone mad, where technology can't be trusted, simple human determination and common decency need to win out.
- ◆ **ALL ALONE:** if the investigators call for Luna PD or other kinds of support from central control they will receive auto-playing recordings informing them that all officers are currently busy, or even worse simply static. At its worst, the investigators receive disturbing or contradictory messages – the influence of the Dark Symmetry upon the communication systems. The GM may spend one Dark Symmetry point when the investigators attempt to use the radio in order to inflict one Dread, or to force an Average D1 Willpower test against a mental assault.
- ◆ **A 'PEA-SOUPER':** the pollution from the nearby Industrial zone and the rain and humidity have created a thick choking fog that hugs the streets to waist level and makes footing treacherous. The fog gets thicker the closer to the Capitol Entertainment Tower the investigator get and offers opportunities for getting lost or bumping into unexpected opposition, or even worse ending up in a confused firefight with other Luna PD cops! Whenever the player characters are outside, the GM may spend one Dark Symmetry point to make the fog rise up and become a particular obstacle. This increases the difficulty of all Observation and Insight tests made against a target at Medium or longer range by one.



ADVENTURE

THE INVESTIGATION BEGINS

PROLOGUE: ORDERS FROM THE RUINS

Read aloud or paraphrase to set the tone and orient the investigators:

"Standing beside the smoking rubble that is all that remains of Straffar Gatan 39, the grizzled, cigar –smoking Lieutenant Vordach briefs you: "Bauhaus are trying to bring the hammer down on Luna PD. They are blaming us for everything they can, but it smells like a fit up to me and I don't like it." His briefing is interrupted by a muffled explosion in the distance. It might be your imagination but you can hear far more sirens and alarms than normal in the city. Vordach grimaces and takes a puff of his cigar before continuing, "Look, things are going to hell in the city and I'm not about to waste time screwing anyone over some jumped up corporate BS. Get out there find the missing girl Sandrine Peterson and close the damned case. Also, some Bauhaus executive called von Hölle has gone missing..."

◆ IF THE INVESTIGATORS COMPLETED STRAFFAR GATAN 39:

"He pauses to study your faces, you remember well that strange, empty white room that von Hölle rented in the tenement. Devoid of any humanity it was unnerving"

◆ IF THEY ARE NEW TO THE CASE:

Lt Vordach hands you crime scene photos of a strange, empty white room with nothing but a television and a single bulb. "Von Hölle rented a room in the tenement across the hall from the missing girl."

"Yeah, I thought that might get your attention, and my gut tells me he is involved somehow and is our best lead on the girl." He hands you a manila folder with pictures and printouts. "That is everything we have on Sandrine Peterson and Fabien von Hölle. The way I figure it, the best way we have of getting out from under the spotlight is to get enough dirt on Bauhaus to put them in the firing line instead. Do what you got to do, but get it done. In the meantime I will stall the paperwork on the charges and specs." He turns to leave but pauses, "Oh, one last thing. Something big is going down and the city is going to hell so don't count on any backup – everyone is spread thin tonight, and I have a feeling this is only the start. Go talk to the CEO of Jaeger Corporation, Markus Peterson, and see if he can give you any leads for his niece and this von Hölle guy." He leaves you standing in the smoking ruins wandering just what the hell you have gotten yourself mixed up in."

The manila folder Vordach hands the investigators has the address and details for Jaeger Corporation as well as a short file on Fabien von Hölle.

Once the investigators have read the files it is time to start the investigation and the first place to start is the offices of Jaeger Corporation.

ACT I: THE BIG TROUBLE IN OLD TOWN

Jaeger Corporation is a former bleeding-edge freelancer corporation that has been absorbed by Bauhaus but with the loss of its two driving forces: former CEO Erich Strauss and CTO Fabien von Hölle is falling apart. The investigators will have to comb through the remnants of the troubled genius Fabien von Hölle whilst surviving the catastrophic failure of equipment all around them that could spell their doom. If they survive, the information they have gathered – combined with that from Straffar Gatan 39 – will reveal von Hölle's terrifying plan.

The key clues the investigators need to find from this scene is that von Hölle is up to something on floor 192 of the Capitol Entertainment Network and that is most likely where he is right now.

On the orders of Lieutenant Vordach, the investigators head over to the offices of Jaeger Corporation in Old Town to interview the new CEO and investigate the disappearance of Fabien von Hölle.



DRAMATIS PERSONAE

- ◆ **GREEN, JENNY:** Fabien von Hölle's former personal assistant.
- ◆ **PETERSON, FRANÇOIS:** Imperial executive and father of Sandrine Peterson
- ◆ **PETERSON, MARKUS:** New CEO of the Jaeger Corporation.
- ◆ **PETERSON, SANDRINE:** Daughter of Imperial executive François Peterson, Apartment 302
- ◆ **STRAUSS, ERICH:** Now deceased former CEO of Jaeger Corporation and close friend of Fabien von Hölle.
- ◆ **VON HOLLE, FABIEN:** Twisted genius and heretic of Ilian.
- ◆ **VORDACH, LT. PIERRE:** Investigator's superior in Luna PD.



LUNA POLICE DEPARTMENT CRIMINAL INTELLIGENCE FILE

FILED
15th Oct

SUBJECT LAST NAME: von Hölle, Dr.

SUBJECT FIRST NAME(S): Fabien

VITAL STATISTICS:

Height: 1.8m

Eye Colour: Blue

Weight: 80kg

Hair Colour: Brown (Receding)

CORPORATE CITIZENSHIP: Jaeger Corp (Former), Freelancer (Current)

EDUCATION HISTORY: First Class Bachelor of Science, Physics, Luna University;
Theoretical Mathematics Masters of Science (Distinction), University of Luna;
Doctorate of Philosophy (Advanced Quantum Tunnelling), Luan University;
Bauhaus Advancement of Science Fellowship.

EMPLOYMENT HISTORY: Chief Technical Officer, Jaeger Corporation (Fired),
currently unemployed.

RESIDENCE: Unknown.

KNOWN ASSOCIATIONS/ACCOMPLICES: Erich Strauss, CEO of Jaeger
Corporation (Deceased). No living family.

RAP SHEET: No criminal charges.

PROFILE: Dr von Hölle is an outstanding mathematician and theoretical physicist with a specialisation in quantum entanglement communications systems. Former co-founder of Jaeger Corporation who specialise in interplanetary communications systems, von Hölle was fired shortly after the death of his co-founder, CEO and close friend, Erich Strauss. Intelligence gathered indicates that von Hölle's behaviour became unstable and he was let go, swearing vengeance on the new corporate CEO Markus Peterson. After this time he dropped off the grid and not been seen since.

THREAT ASSESSMENT: Low. The security risk presented by Dr von Hölle is primarily focused on misuse of his technical expertise.

No photo on file

PHOTO/SKETCH

PAGE 1 OF 1

Rush per Capt. Harris hand deliver

REPORT TO BE:



FILED



ARCHIVED



DUPLICATED -
AUTHORISED BY:

REPORT ID

493-
2835





LUNA POLICE DEPARTMENT CRIMINAL INTELLIGENCE FILE

FILED
23rd May

SUBJECT LAST NAME: Peterson

SUBJECT FIRST NAME(S): Sandrine

VITAL STATISTICS:

Height: 1.9m

Weight: 65kg

Eye Colour: Blue

Hair Colour: Blonde

CORPORATE CITIZENSHIP: Bauhaus Corporation

EDUCATION HISTORY: Private Schooling.

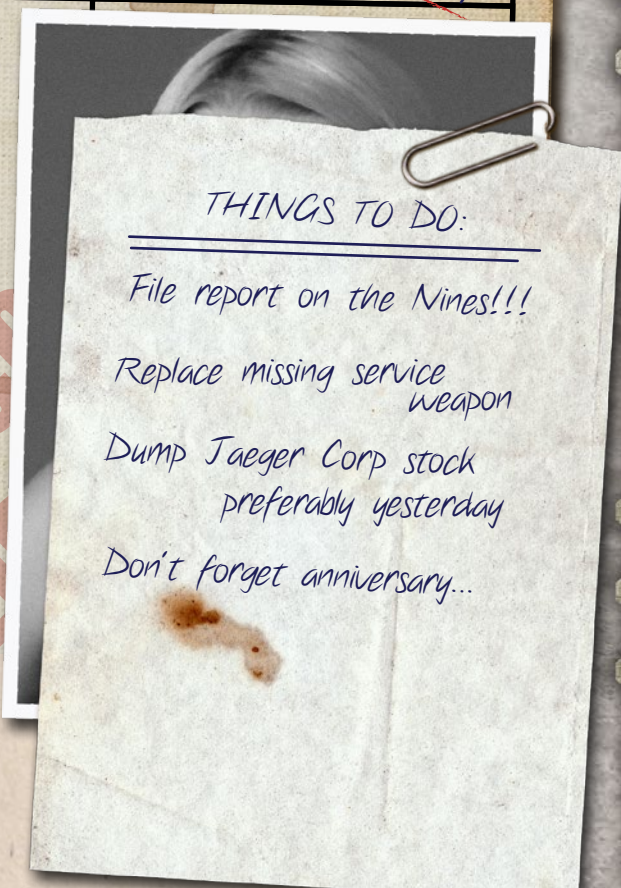
EMPLOYMENT HISTORY: Currently unemployed.

RESIDENCE: Straffar Gatan 39.

KNOWN ASSOCIATIONS/ACCOMPLICES: François Peterson (Father),
Mathilda Peterson (Mother: Deceased), Markus Peterson (Uncle)

RAP SHEET: No criminal charges.

PROFILE: Sandrine Peterson is a corporate aristocrat and high-flying socialite who recently dropped off the radar when she ran away with her boyfriend (unconfirmed).



THINGS TO DO:

File report on the Nines!!!

Replace missing service
weapon

Dump Jaeger Corp stock
preferably yesterday

Don't forget anniversary...

JAEGER CORPORATION

LISTING: JAGCORP

CEO: Markus Peterson

MAJOR SHAREHOLDERS: Bauhaus Corporation 56%, Fabien von Hölle 3.2%, Markus Peterson 2%

PRIMARY BUSINESS ACTIVITIES: Advanced Communication Systems

STOCK RATING: Junk (formerly B+)

BROKER'S ADVICE: Sell! Sell! Sell! Jaeger's recent launches have been failures and rumour has it Bauhaus is looking to cut its losses and call in the asset strippers. The current CEO Markus Peterson and the now-former CTO Fabien von Hölle did not get on. IT seems Jaeger's fortunes were built on the dream team of former-CEO Erich Strauss and von Hölle, but since Strauss's death by natural causes/accident the dream faded. The Murders & Acquisitions agents from Imperial Corporation have been seen asking questions about Jaeger Corp. If I were an employee there I would be very worried.

TO BE: FILED ARCHIVED DUPLICATED -
AUTHORISED BY:

493-
8741



Read aloud or paraphrase:

"The offices of Jaeger Corporation are situated in a comparatively pleasant part of the Old Town district of Luna City in an ageing office tower that has been home to the rise and fall of many freelance corporations. The tower is already ancient and it shows. Its once clean lines have been muddled by repeated alterations, extensions, renovations, and redesigns leaving the tower a hideous chimera of different architectural styles. A hundred and forty stories high it is the tallest tower in this part of Old Town.

"Approaching the front of the building you see that Jaeger only owns the top third of the tower, the remaining floors being let out to smaller corporations and even individual freelancers. You are slightly surprised their offices are here at all given that they are owned by Bauhaus now you would have expected Jaeger to be moved to one of their towers. You know from the file Vordach gave you that the offices of von Hölle and the new CEO Markus Peterson are on floor 140. The receptionist looks up at you as you approach."

If the investigators present their police badges they are shown to the lift and spend ten minutes rattling up to the top of the tower in a lift that feels more than a little precarious. Once they arrive on floor 140 they are met by Jenny Green, the former personal assistant to von Hölle. She asks if they have heard anything about Mr von Hölle and looks visibly upset by recent events.



THE GIANT EYE RETURNS

Behind Jenny is a television displaying the Capitol Entertainment Network television show **'The Giant Eye'**. If the investigators watch the show they quickly realise that it is a comedy show where a mysterious prankster called The Giant Eye who is only ever seen wearing a hooded cloak misleads, befuddles and confuses ordinary members of the public. At least that is what it appears to be on first glance. Emotionally sensitive or perceptive investigators – those who succeed on an Average D1 Observation or Insight test – will notice that the 'pranks' are mean and petty. In between sketches, the TV switches to an image of a giant unblinking eye while the prankster addresses his audience. The Investigators may spend one Momentum from this test to notice that behind the shadowed presenter they can see the numbers '192' and that the pranks seem heavily focussed on malfunctioning machinery and equipment.

192 is the floor number of the studio in the Capitol Entertainment Network tower, but the investigators will need to figure that out themselves.

INVESTIGATIONS, AND KEEPING THINGS MOVING

The first act of this adventure is primarily investigative, where the goal is to learn as much as possible about von Hölle and his insane plans. Investigative games can be somewhat tricky to run, particularly if the players miss particularly important clues.

When the characters find themselves in a situation where there are clues to uncover, the important part is to ensure that the characters find at least the most vital clues so that the game can continue moving. Particularly successful investigative work can be rewarded with more details, or better information, but there should always be a minimum level of information that the characters will uncover.

In **Mutant Chronicles**, the ideas of 'failing forwards' and 'success at a cost' (as described on page @@ of the rulebook) are of particular value here – a stymied investigation can continue if the characters have alternative ways to find particular clues, or if they have a way of obtaining the absolute essentials at some greater cost to themselves. In particular, when searching a location or questioning a witness, 'success at a cost' can be used to provide the absolute minimum vital information, but the characters suffer a Repercussion in return – either complicating their lives, or adding points to the Dark Symmetry pool.

INTERVIEWING JENNY GREEN

Jenny knows all the information in the hand-outs on von Hölle and Jaeger and can answer questions for the investigators. She knows nothing about Sandrine Peterson. Adapt the following questions and answers to those asked by the investigators:

◆ **IF THEY ASK HER ABOUT VON HÖLLE:** "Fabien... uh Mr von Hölle, was devastated by the death of Mr Strauss – Erich Strauss. They founded the company together and I think Mr Strauss was the only person who really understood Mr von Hölle. Once he died, Mr von Hölle seemed confused and unable to accept he was gone. Then of course, once Mr Peterson, our new CEO, was appointed by Bauhaus things got quickly worse. Mr von Hölle and Mr Peterson don't see eye to eye on things." The investigators can make a Daunting D3 Observation test, or a Challenging D2 Insight test. A success lets them know that Jenny has feelings for von Hölle, though it is clear they were not reciprocated.

◆ **IF THEY ASK ABOUT THE DEATH OF ERICH STRAUSS:** “Oh! It was terrible! He was at his apartment; he had a heart attack and fell off his balcony. At least that’s what I heard. It was so surprising, because Mr Strauss was super fit. I had no idea he had a heart condition. Fabien, Mr von Hölle took the news so hard. He didn’t think it was an accident.”

◆ **IF THEY ASK WHERE VON HÖLLE IS NOW:** “I wish I knew. After he was... fired,” Jenny looks visibly upset recalling this, “he stormed off and I haven’t seen him since.” The Investigators may attempt an Average D1 Insight test, or a Challenging D2 Observation test. If either succeeds, they can tell that Jenny is not telling the whole truth.

◆ **IF THEY PUSH JENNY TO TELL THEM MORE:** This requires an Average D1 Command test, or a Challenging D2 Persuade test. If successful Jenny says the following: “I did see Mr von Hölle once more. I saw him in the office late one night, must have been a couple of weeks ago. He was loading up crates with equipment. When I asked him about it, he said he was just collecting the remainder of his things. There was one weird thing: he was wearing a Capitol suit and had an ID card for the Capitol Entertainment Network. I just assumed he had been headhunted and I didn’t think anything more of it.” She hands

them a lift key with 192 scratched on it. “I also found this. Do you think it is important?” **This is an important clue!**

◆ **IF THEY ASK ABOUT THE EQUIPMENT:** “I don’t know. One of the machines was Mr von Hölle’s new prototype, but I don’t really understand what it does.”

◆ **IF THEY ASK ABOUT VON HÖLLE’S MENTAL STATE:** “Mr von Hölle did begin acting quiet strangely after Mr Strauss’ death. He started talking to himself – I think he thought he was talking to Mr Strauss – and working really late nights on... something. He became obsessed with that horrible Capitol TV show “The Giant Eye”. He would turn up more and more dishevelled for work and he started arguing with everyone. Even me. Eventually Mr Peterson had no choice but to fire him.” **This is an important clue!**

◆ **IF THEY ASK HER ABOUT THE NEW CEO MARKUS PETERSON:** “Mr Peterson is a very good boss.” It is clear that she is in fear of her job and won’t say anything bad about the new CEO.

Once the investigators are done interviewing Jenny she shows them to von Hölle’s old office.



????

SEARCHING VON HÖLLE'S OFFICE

Read aloud or paraphrase:

"Von Hölle's office is a mess. It looks like a burglary has taken place here. It is going to take some digging to work your way through it all. Standing in the middle of the room, looking completely out of place with the chaos, is an executive in a sharp, Bauhaus suit. This must be Markus Peterson, the new CEO."

Immediately obvious to the investigators is that burned into the centre of the carpet is a huge eye! Mr Peterson has not realised it, but he is standing in the middle of it. Markus does not try and interfere with the investigators as they search the room, but does seem quite distracted.

A successful Average D1 Observation test discovers one of the following, and one more for each Momentum spent:

- ◆ A discarded memo pad is covered in highly complex mathematics with the word "Erich" at the centre of the web of equations. A Daunting D3 Sciences test reveals the equations to be highly advanced and unorthodox quantum theory.
- ◆ A printed requisition order signed by von Hölle in the bottom drawer of his desk (under some office supplies) for common electrical equipment, control systems, generators, heavy duty cabling, and assorted mechanical apparatus.
- ◆ A blueprint of office space on which someone has written "C.E.N. 192. Should be perfect for your requirements. You will not be disturbed, you have my guarantee." It is signed "A friend." **This is an important clue!**

A Challenging D2 Sciences test will discover one of the following items in von Hölle's communications log on his computer, and one additional item per Momentum spent:

- ◆ A rental agreement for an apartment in Straffar Gatan 39
- ◆ A photo of Erich Strauss and Fabien von Hölle at their university graduation ceremony.
- ◆ Messages from 'Operation Looking Glass', which confirm deliveries of surgical equipment to the Capitol Entertainment Network tower.
- ◆ A single diary log (all others have been deleted): "I can still hear Erich's voice in my head. He is full of wonderful new ideas, ideas that will change the entire universe. I must re-establish the link!"
- ◆ 192 is perfect! Those Capitol bastards will never even know I am there! **This is an important clue!**

INTERVIEWING MARKUS PETERSON

Unlike Jenny, Markus Peterson is not one to let others control the interview, and he will do his best to control the conversation by bombarding them with pointed questions:

- ◆ "My brother tells me that my niece, Sandrine is missing and that you think it is something to do with bloody von Hölle? If anything happens to her I will have your badges!"
- ◆ "What have you discovered so far? As CEO of this corporation and a Bauhaus citizen, I demand to know."
- ◆ "What are you going to do about our stolen equipment? Von Hölle stole some very valuable prototypes and we need them back."
- ◆ "I've formally requested that this case be turned over to Bauhaus Law Enforcement. They should be here any minute!"

Ask one or more of the investigators to attempt a Challenging D2 Observation test or an Average D1 Insight or Psychotherapy test. If they succeed, it is clear that Markus Peterson is an extremely stressed man. He is clearly worried about his job, worried about the company, and worried about his missing niece and so he is responding the way he was taught in business school: to go on the attack as aggressively as possible. They can use this information to get him to calm down and become more reasonable. An Average D1 Persuade test will get him to reveal one of the following items, plus one more per Momentum spent:

- ◆ Von Hölle was a loner, quirky and exceptionally intelligent, but completely unstable. Peterson has no idea how the former CEO Erich Strauss put up with him.
- ◆ Mr. Peterson has no idea what Operation Looking Glass is. It was a project that started before his tenure, and he has only just found out about it. All he knows is that it was apparently a cross-venture with someone the Capitol Entertainment Network, something that would be unacceptable to Bauhaus now that they own Jaeger Corp. However when he challenged them they denied all knowledge, and strangely he thinks they were telling the truth. **This is an important clue!**
- ◆ Jaeger Corporation's key products are specialist communications satellites that offer unparalleled communications. The systems are super-advanced, but unfortunately, the most recent generation have been prone to unexplained failures and faults. Peterson suspects corporate espionage.
- ◆ Jaeger's systems have been suffering from unexplained malfunctions, though he has noticed that Bauhaus in general has been having technical problems and is keen to jump on this detail to show it is not his – or Jaeger's – fault.

ADVENTURE

◆ Mr. Dawes, another Jaeger researcher, was sent to take over von Hölle's projects within Jaeger, but he has not shown up for work today.

At this point, the investigators should have acquired enough clues to know where they need to go next: Capitol Entertainment Network building, and may have even worked out that they need to go to Floor 192.

It sounds simple, but things are about to take a turn for the worse as they try to leave the offices of Jaeger!

LIFT GOING DOWN!

Once the investigators have completed their search and questioning in the offices of Jaeger it is time to head out. When the investigators enter the lift to leave, the GM may spend one or more Dark Symmetry points to make a Corruption Roll when they operate the lift. The lift mechanism has a Reliability of one, so a total of two or more on a Corruption roll will compromise the lift in some way. Depending on how much Corruption you inflict upon the lift, the effects will become increasingly severe.

If the lift becomes corrupted, the following happens: As the investigators descend in the lift, it suddenly lurches to a stop making a horrific grinding noise as it does so. The lift level indicator will incorrectly display the floor as 192, though it is actually stuck between floors 130 and 129 – indeed, there isn't a floor 192 in this

building. Von Hölle is manipulating the Dark Symmetry to attack the investigators but cannot help but reveal some information about his plan as he does so.

Investigators who succeed an Average D1 Observation test will notice a distant, small explosion in the lift control mechanism and the sound of a cascade of steel cabling towards the stalled lift. A rain of blown bolts and plating, smash into the top of the lift carriage creating ever larger and scarier dents that looks as if an animal is trying to break in.

The investigators will almost certainly want to escape and will try to prise open the doors. Doing so requires a Challenging D2 Athletics test and something sharp such as a dagger to pry the doors open. Unfortunately, when the doors are opened, they are faced with bare masonry and cannot get out that way! At this point, another explosion should sound above drawing their attention to the escape hatch in the ceiling.

In addition, one of the following events will occur based on the amount of Corruption inflicted (after reduction for the lift's Reliability:

ONE CORRUPTION:

◆ Everyone should be able to climb out the hatch easily, but more explosions and massive bursts of electrical overloads at the top of the shaft rain more debris down on the characters. The



????

130th floor is just above and shouldn't be too hard to climb. The investigators must make an Average D1 Athletics or Acrobatics test to get to the narrow ledges on the edge of the lift shaft without being struck by falling debris. Complications generated here can be spent to cause minor damage to characters – a single Complication inflicts 1+**T**2 damage with the Dreadful quality. The investigators escape through the 130th floor doors.

TWO OR THREE CORRUPTION:

- ◆ The emergency speakers in the lift suddenly blare deafening inhuman screaming. Every investigator must attempt an Average D1 Willpower test or suffer a mental assault. Any investigator who suffers one or more mental wounds is also Dazed until the end of his next action, due to the disorienting sound and the bewildering influence of the Dark Symmetry.
- ◆ The lift then suddenly tilts to one side. If anyone touches the control panel, it sparks, inflicting **T**2 damage to the character's arm with the Stun quality. The investigators should be able to climb out the top lift hatch easily, but more explosions and massive bursts of electrical overloads at the top of the shaft rain more debris down on the investigators.
- ◆ Investigators must make a Challenging D2 Athletics test to get to the narrow ledges on the edge of the lift shaft without being struck by falling debris. Complications generated here can be spent to cause minor damage to characters – a single Complication inflicts 1+**T**3 damage with the Dreadful quality. The investigators can then reach a maintenance hatch to escape the lift shaft.

FOUR CORRUPTION SUCCESSES OR MORE:

- ◆ The emergency speakers in the lift suddenly blare deafening inhuman screaming. Every investigator must attempt a Challenging D2 Willpower test or suffer a mental assault. Any investigator who suffers one or more mental wounds is also Dazed until the end of his next action, due to the disorienting sound and the bewildering influence of the Dark Symmetry.
- ◆ The lift then suddenly tilts to one side. If anyone touches the control panel, it sparks, inflicting **T**3 damage to the character's arm with the Stun quality. The investigators should be able to climb out the top lift hatch easily, but more explosions and massive bursts of electrical overloads at the top of the shaft rain more debris down on the investigators.
- ◆ Investigators must make a Daunting D3 Athletics test to get to the narrow ledges on the edge of the lift shaft without being struck by falling debris. Complications generated here can be spent to cause minor damage to characters – a single Complication inflicts

1+**T**4 damage with the Dreadful quality. The investigators can then reach a maintenance hatch to escape the lift shaft.

- ◆ Once the investigators successfully reach the lift shaft edges, there is a final explosion above and the bulk of the lift machinery falls from above and smashes into the lift, sending the twisted wreckage crashing 129 floors to ground level. When it hits, the entire building seems to shake! At this point, the last character to leave the lift must make a Daunting D3 Willpower test or suffer a mental assault – they've barely escaped with their life.

RUNNING THE SCENE

This is a hard scene for players without the Athletics skill. There is a very real potential that a lot of Symmetry dice will be in the GM's hands. This is a good opportunity to save some DSPs for Act 3 when they face off against von Hölle, so do not overspend. Remember that teamwork can be used to help investigators with low Strength and Co-Ordination.

If the investigators were nice to Jenny Green earlier, she comes looking to see if they are okay. If they're struggling, she opens the lift doors at the 130th floor with the help of a colleague and lets down a fire hose that they can climb. In this case, one investigator (the one who was nicest) gets one free success for one Skill roll.

If an investigator fails any roll rolls they slip and fall, and just manage to catch themselves on a ledge, but smash a body part on a girder as they do so. Spend a Dark Symmetry point to inflict 1+**T**2 damage to a random body part. Every subsequent round, the investigator may attempt an Average D1 Acrobatics or Athletics test to try and pull themselves back up onto the girder. If they fail, they remain dangling, and gain one Dread. Another investigator may walk across the girder to assist them by using Teamwork with an Athletics roll. A Repercussion generated on one of these tests may cause the character to fall at the GM's discretion.

Investigators that fall may pay the GM two Dark Symmetry points or spend a Chronicle Point to catch an exposed beam near a lift door as they tumble down the shaft but suffer 3+**T**6 damage from the 9 metre fall, to a random body location. If Jenny hasn't appeared to help yet, have her open a nearby lift door, and help the investigator who's fallen, no roll is required.

If the falling investigator isn't willing to pay the GM or spend any Chronicle points, they fall to their death 130 floors below. Start with a new pre-generated investigator, or alternatively start with the same investigator, with a different name sent by Lieutenant Vordach as extra backup, that joins the investigators at the bottom of the lift shaft as a member of the Luna PD called to the accident.

After a long trip down the stairwell with other workers being evacuated, the investigators finally reach the ground floor lobby.

If the lift crashed to the ground, the place is a broken mess after the lift shaft wreckage exploded outwards. Police, medics, and fire fighters are arriving to deal with the casualties and the body of the receptionist is being loaded into an ambulance. On-scene paramedics can provide basic first aid: they have Intelligence 10, Treatment Expertise +2, and an Automated with five doses of Coagulant. In addition, for their trouble, each player character should be awarded on Chronicle point – they've just struggled for their life against a malicious elevator, so a Chronicle point each is the least they can expect.

ACT 2: LUNA CITY CHAOS

Act 2 sees the investigators come face to face with a city falling apart under the malevolent influence of the Dark Symmetry as they travel across it and switches the tone from investigation to action!

The act places the investigators in mortal danger from catastrophes in three scenes but also gives them the opportunity to display heroism and become the heroes they have the potential to be.

Although the scenes suggested here can be completed in a single session, if the investigators are enjoying themselves and the epic nature of events then you could easily extend the act by a session or two making the journey a true test of endurance. Each of the scenes should be an environmental or human challenge, or better yet a mix of the two.

THE SKY IS FALLING DOWN

- ◆ Environmental challenge: wreckage from two spacecraft.
- ◆ Human challenge: a crowd of panicked civilians.

Two spacecraft collide over Luna City, raining fire and debris down on the metropolis below and setting off a chain reaction.

Read aloud or paraphrase:

"Your journey from the Old Town to the edge of the Ancient Quarters was far harder than it should have been. No Luna PD vehicles were available and you were forced to travel by bus to about a couple of kilometres from the Capitol Entertainment Network Tower. From here on you can see the traffic is jammed solid. You are going to have to travel the rest of the way on foot.

Several hundred metres above your heads you can hear the roar of huge engines. Looking up you see a huge Bauhaus freighter and what looks to be a Mishiman Attack Ship attempting to manoeuvre around each other, though what either ship is doing so low over this part of the city you don't know. You are riveted in place when it becomes clear they

are going to have a head-on collision. The pointed prow of the Attack Ship smashes into the skin of the Bauhaus freighter, piercing it like a blade. The impact triggers a series of explosions on both ships, causing cargo pods, escape pods, and huge chunks of spacecraft to be expelled from the freighter. With a sudden horrific revelation you realise that they are falling towards you!"

The investigators have to run for their lives, while all around them car and truck-sized pieces of the stricken space craft slam into the ground. The street around them transforms from a normal urban scene to that of catastrophe as debris rains down on the cars. The drivers abandon their vehicles and flee for cover along with the pedestrians.

The investigators will need to avoid the initial rain of debris then make it to the cover of the nearest subway station to escape the crash zone. Use this scene as a chance to stock up on extra DSPs. If any investigator falls another can go back for them.

This situation is time-sensitive – staying in the area longer than absolutely necessary is hazardous to the investigators' health. The characters have ten minutes before the situation starts becoming really dire, and each minute spent on the scene after this adds one point to the Dark Symmetry pool.

RAIN OF DEBRIS TO THE OVERPASS: This is a straight run for the first safe point and requires a Challenging D2 Athletics test while wreckage slams into the ground behind them. Any failed test inflicts 1+ \uparrow 3 damage with the Dreadful quality from sprays of shrapnel and rubble churned up by the crash. This test takes a minute, but all the investigators can attempt it simultaneously.

THE OVERPASS TO THE SUBWAY: The subway is packed with rubble and cars, and to get through the investigators will need to make either a Challenging D2 Acrobatics test or a Daunting D3 Athletics test. Characters must attempt this one at a time – there's not enough room for more than one person – and each test takes a minute to attempt. Failure means that the character makes no progress, and must try again, requiring another test and another minute. A Complication at this point could cause the character to become stuck, requiring a Difficult D2 Athletics test (his own, or someone behind him) to free him before he attempts to get through the tunnel, or may cause the tunnel to shift somewhat, increasing the difficulty of the tests by one for anyone who hasn't yet traversed the tunnel.

THE SUBWAY TO SAFETY: To escape through the subway requires navigating the crushed mass of people who have fled in here. The best way through is to calm or direct the crowd with a Challenging D2 Command test or a Daunting D3 Persuade test, taking a minute. Failure means the crowds remain ignorant of the character's

pleas, and another test is required. Alternately, a Challenging D2 Acrobatics test allows the character to slip and squeeze through the crowd. A Complication at this point could cause the crowd to panic, and the resultant crush to cause a Challenging D2 Willpower test or suffer a Mental Assault.

Once in the subway the investigators realise that the subway network is down – power has failed and they can safely travel down the tracks to the next stop where a stranded train blocks the tunnel going forward.

BLACK RAIN

◀ **ENVIRONMENTAL CHALLENGE:** a ruptured oil pipeline.

◀ **HUMAN CHALLENGE:** school children trapped on a bus.

Mutant Chronicles is a *dieselpunk* setting, but rarely as literally as this: an underground oil pipeline is ruptured in the damage caused by the impact of the spacecraft, spraying thick crude oil and fire everywhere.

Read aloud or paraphrase: “The ground under your feet buckles and you are hit by a hot shockwave as the street ahead of you ruptures. A geyser of fire and thick, black oil roars out. The stench of petrochemicals and burning rubber is overwhelming making you cough and choke. Flaming oil sets fire to anything combustible it lands on, while the unignited crude oil falls like a thick black rain making everything slippery and hazardous. You quickly realise that

you are not the only people caught in the disaster. You see a Luna Public School bus – number 192 – smashed against a lamppost. The driver’s cab is badly flattened, but you can see the panicking school children banging on the windows. They are trapped inside, but worse still the bus is covered in thick oil. If – when – it ignites it will turn the bus into a flaming inferno! There’s not much time.”

The investigators will have to act quickly, though the oil is difficult to ignite, it is beginning to develop a combustible mist of petrochemicals above it. One spark and the whole thing will blow.

The bus is badly damaged by the crash, but fortunately, the children were largely unharmed apart from a few scrapes and bruises, though they are all terrified. The bus driver was not so lucky. The lamp post snapped off, impaled him through the chest, and also warped the door making it unusable.

Warning: The scene is an opportunity for heroism but also for terrible trauma if the children die, so the aim with this scene is to keep the tension ratcheted it up, but without tipping over into disaster. At the end of the scene, regardless of the outcome, the characters need to make a Willpower test or suffer mental assault. The difficulty will be Average D1, unless the children die in which case it becomes Daunting D3 instead.

This situation is time-sensitive – staying in the area longer than absolutely necessary is hazardous to the investigators’ health. The



????

ADVENTURE

characters have ten minutes before the situation starts becoming really dire, and each minute spent on the scene after this adds one point to the Dark Symmetry pool.

At any point during this scene, the GM can spend one Dark Symmetry point to start a fire in the area, or to cause the fire to spread. The fire has no immediate effect other than to illustrate impending doom: once the fire has spread five times, it'll reach the bus. Beyond this, it also poses an impediment – Complications on any actions to move around the area inflict damage proportionate to the blaze – it inflicts 1+ \uparrow 1 damage, plus an additional \uparrow 1 for each time the fire has spread. This damage, naturally, has the Incendiary X quality, where X is the number of Dark Symmetry points spent to expand the fire.

There are two primary challenges in this scene:

GETTING INTO THE BUS: not an easy task as the crash has caused considerable damage, everything is slick with crude oil, and they cannot use any methods that will cause sparks. Each of the methods below requires a minute to attempt.

- ◆ Breaking open the windows is an obvious option, requiring an Average D1 Athletics, Mechanics, or Thievery test to remove the window cleanly and safely. A Complication attempting this inflicts either two Dread as broken glass showers the children inside the bus, or 1+ \uparrow 3 damage as the investigator cuts himself on the glass.
- ◆ Freeing the stuck door is a Challenging D2 Mechanics test, or a Daunting D3 Athletics test.
- ◆ Convincing a child onboard to release the emergency exit locks is a Challenging D2 Command task. A Complication here could result in the children becoming even more scared and confused, increasing the difficulty of all further Command, Persuade, or Psychotherapy test to interact with the children during this scene.

EVACUATING THE CHILDREN: the eighteen children on board are traumatised and many have minor injuries. They require gentle but firm help to get to safety. A particularly severe Complication here – requiring two or more Repercussions at once – may mean that one of the children is lost: they're irrevocably separated from the group, the investigators lose track of them, or they're caught in the spreading fire.

- ◆ Five of the children are unable to walk easily and will need to be carried free, each investigator can carry one child at a time, and they require a Challenging D2 Athletics test to carry them across the oil safely. Failed tests mean the character isn't completely across, requiring another minute and a further test, though this time with a difficulty of Average D1. Each test here takes one minute, though multiple characters can carry children simultaneously.

- ◆ The rest can be convinced to leave if they are first calmed down with an Average D1 Command or Psychotherapy test or a Challenging D2 Persuade test, taking a minute to convince the children to leave. It takes three minutes to lead the scared children safely from the bus. Succeeding a Challenging D2 Observation test reveals a reasonably safe path for them to follow, reducing the time taken to two minutes. A Complication here could result in a child getting lost and having to be recovered, adding an additional minute to the time taken.

All of the skill tests listed above are examples. If the investigators come up with alternative viable plans go with it.

Investigators who successfully save more than half of the children should receive a Chronicle Point each as a reward.

The investigators realise they are only a couple of blocks from the Capitol Entertainment Tower and should be able to make it the rest of the distance quickly.

PREDICTING A RIOT

- ◆ Environmental challenge: the thick smog from the fires
- ◆ Human challenge: stopping Imperial and Mishiman security forces opening up on panicked people

Having survived the crashed starships and saved the children, the investigators are almost at the Capitol Entertainment Tower, but they are battered, bruised, and covered in oil and blood looking almost unrecognisable.

Read aloud or paraphrase:

"The city has fallen into chaos, but you have survived everything it has to throw at you so far and your destination is finally within sight. The enormous Capitol Entertainment Network tower looms above you. Is it just your imagination or are the storm clouds converging on the tower? They seem to have a slightly greenish tinge and looking down you can see the small hairs on the back of your hands standing straight up. Now you have become aware of it, you can feel the static electricity in the air. It is not a good sign; time is running out.

"Unfortunately, ahead of you barely visible, through the increasingly choking smog, in what appears to be an attached shopping mall, you can see two groups of security forces facing off against each other. On one side, you see the colourful and eclectic uniforms of Imperial Gendarmes, and on the other what looks to be a group of Mishiman Samurai who are forming a human wall between the Gendarmes and a crashed lifepod from one of the two ships that crashed earlier. Presumably the Mishiman Attack Ship, though you can't tell for sure from here."

"You are tempted to try and go around and leave them to it, but given the time pressure, that is not an option. They are standing between you and the Capitol Entertainment Network Tower."

The Mishiman Samurai are not, as first expected, surrounding a lifepod from the Attack Ship – it did not have any. They are instead clustered around a lifepod from the Bauhaus ship which they believe contains the captain of the stricken vessel. Mishima are keen to pin the blame on the accident on Bauhaus so are attempting to take the captain and any other survivors into custody. Unfortunately, they were interrupted by forces from the Imperial Gendarmes before they could get in. The Gendarmes are also looking for survivors and also for answers as to what happened and are claiming jurisdiction as the mall contracts the Gendarmes to provide security. Neither side wants to back down, nor are they able to contact their superiors; unless the investigators intervene, things are going to turn violent fast.

Unfortunately for the investigators, both sides recognise them as Luna PD and demand they support their claims. If either – or both – of Tsuyoshi and Nix are present, their factions will call on and expect them to support their claim.

The investigators can try and negotiate, but time is pressing, and the tension is at an all-time high. As soon as they appear to make headway one of the Imperial Gendarmes, – who is being manipulated by the Dark Symmetry – spots a Mishiman Samurai attempting to circle round and opens fire. That one act causes it to kick off as both sides think they have been betrayed, with both sides firing on each other and the investigators!

The only thing that the investigators can realistically do is try and escape, but that means they are going to have to fight their way through a group of four Gendarmes and then three Samurai. Luckily, the thick fog makes sneaking far easier. If they keep their heads down and try to avoid unnecessary conflict, they should be able to escape with only those two fights.

IMPERIAL GENDARME ★

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 8 | 8 | 8 | 9 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 8 | 7 | 7 | 6 |

| FIELDS OF EXPERTISE | | | | | | | | | | | |
|---------------------|-----|-----------|-----|----------|-----|--------|-----|--------|-----|-----------|-----|
| COMBAT | | FORTITUDE | | MOVEMENT | | SENSES | | SOCIAL | | TECHNICAL | |
| EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC |
| 1 | 1 | 1 | - | 2 | - | 1 | 1 | 1 | - | 1 | 1 |

WOUNDS: 6

ADVENTURE

SOAK: None

ATTACKS:

- ◀ **"Negotiator" handgun (ranged):** Close, 1+↑5, Semi-Automatic, 1H, Close Quarters
- ◀ **Cudgel (melee):** 1+↑3, 1H, Stun

SPECIAL RULES

- ◀ **Call for Backup!** This group of Gendarmes is far from the only one in the area, and while their communications are intermittent, panicked calls for backup to a fight always seem to get through, oddly enough. A Gendarme may spend his Standard Action calling for backup, immediately adding two Dark Symmetry points to the pool. These should normally be used to bring in reinforcements – an additional Gendarme – within the next couple of turns.



MISHIMAN SAMURAI ★

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 9 | 9 | 9 | 7 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 8 | 7 | 8 | 6 |

| FIELDS OF EXPERTISE | | | | | | | | | | | |
|---------------------|-----|-----------|-----|----------|-----|--------|-----|--------|-----|-----------|-----|
| COMBAT | | FORTITUDE | | MOVEMENT | | SENSES | | SOCIAL | | TECHNICAL | |
| EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC |
| 2 | 1 | 2 | 1 | 1 | 1 | 1 | - | 1 | - | 1 | - |

WOUNDS: 6

SOAK: **Sode Battlesuit:** (Head 1, Arms 2, Torso 3, Legs 2)

ATTACKS:

- ◀ **No. 4 "Windrider" SMG (ranged):** Close, 1+↑3, Burst, Unbalanced
- ◀ **Katana (melee):** 1+↑6, Unbalanced, Parry 1
- ◀ **Wakizashi (melee):** 1+↑5, 1H, Parry 1

ACT 3: THE GIANT EYE OF ILIAN

Act three sees events come to a head as the investigators rush to the Capitol Entertainment Network Tower to stop von Hölle from tearing open a link to Ilian.

Under normal circumstances, it would be almost impossible to get to the CEN studios without high level Capitol clearance, but these are not normal circumstances. Things are chaotic in the Tower.

Read aloud or paraphrase:

"The scene that you are presented with as you enter the Capitol Entertainment Network Tower is not what you were expecting. Most of the lighting that normally makes the foyer as bright as day has burned out and that which remains flickers erratically. The huge screens that display the CEN's television shows are showing either static, or far more worryingly a giant eye that appears to be scanning the room. Thick, rubbery cables dangle from the suspended ceiling. An electronic howl fills the air that sounds uncomfortably like a scream.

"Capitol executives, security personnel, and staff are rushing back and forth in a state of confusion. If there is one good side to the evident chaos, it is that you should be able to bluff or bully your way past the nervous looking security who are guarding the lifts. On the downside, if you mess up they will likely start shooting. Outside you hear a series of explosions as wreckage from crashing air vehicles hits the ground."

The investigators have a number of options here to get past the scared security guards and into the lifts. A Challenging D2 Command or Stealth test seem like the most obvious solutions, but whatever approach the investigators decide to use, go with it. The key to this scene is to further ratchet up the tension. This is your last opportunity to stock up on Dark Symmetry Points for the showdown.

The investigators should by now know that they need to get to floor 192, but if not have them overhear an executive talking to a maintenance worker about how there the building is being overloaded by huge power spikes from somewhere between floor 191 and 193. If they mention floor 192, the executive looks at them weirdly and says, "What are you talking about? Everyone knows there is no floor 192 because the architects messed up."

Observant investigators who succeed an Average D1 Observation test notice maintenance worker's toolbox is standing unattended next to the elevator and looks packed with potentially useful tools.

The trickiest part here might be convincing the investigators to get in the lift at all: their last experience in Jaeger's offices might have left them very nervous about using any lift. It should be obvious, however, that running up 192 stories of staircases is... impractical, and given the rain of machinery falling out of the sky, flying vehicles are not a viable alternative.

When they do make it to the lift, they notice that it has buttons all the way to 200, but is missing floor 192. The lift is an older model,

unsophisticated and plain. Though the investigators do not know it, this makes it largely immune to the foul corruption of the Dark Symmetry.

To get to floor 192 it looks like they will need to push the Emergency Stop button between floors 191 and 193 and force the doors open. They should think of this solution themselves, but if they do not, have them make an Average D1 Education test.

The ride up is uneventful, though they should hear strange mechanical noises that are unsettling. Think of the sounds a submarine makes as it dives to the limits of its reach.

Once they have stopped the lift, the investigators can force the doors open which requires a Challenging D2 Athletics test and something sharp such as a dagger or a wrench from the toolbox they might have found in the previous scene.

Once they prise the doors open they get access to the hidden world of floor 192.

FLOOR 192: GIANT EYE STUDIOS OVERVIEW

Floor 192 is the secret studio of The Giant Eye and the nexus of von Hölle's crazed plan to bring back his dead friend. The Dark Symmetry is incredibly powerful here and the air is thick with its corrupting influence. Edges are razor sharp, the footing dangerous, the air heavy with toxins, and everywhere are piled thick, pulsing, rubber cables that fizz and crackle with the tremendous power they are carrying.

Preparations are complete and von Hölle has begun the steps required to tear open a whole in reality linking the studios with the prison of the Dark Legion! Only the investigators can stop him, and time is running out.

Read aloud or paraphrase:

"You have made it to the studio-within-the-studio of the Giant Eye, the show that does not exist, where Fabien von Hölle is carrying out his crazed plans, whatever they might be. Thick, tangled, rubbery cables lie everywhere, and you are reminded of the scenes you saw in Straffar Gatan. The memory is not a good one. The air is thick with static electricity and the stench of ozone and burning plastic that makes you want to gag. You brace yourself for what is to come and step out of the lift."

Let the investigators approach the studio as they choose, you can use the map below to guide you.

The Giant Eye studio is split over two levels, the lower being the studio floor itself – a big space walled space with an access corridor running around it, and the upper level housing the Production-Control room, the lighting rigs and gantries. The two floors are

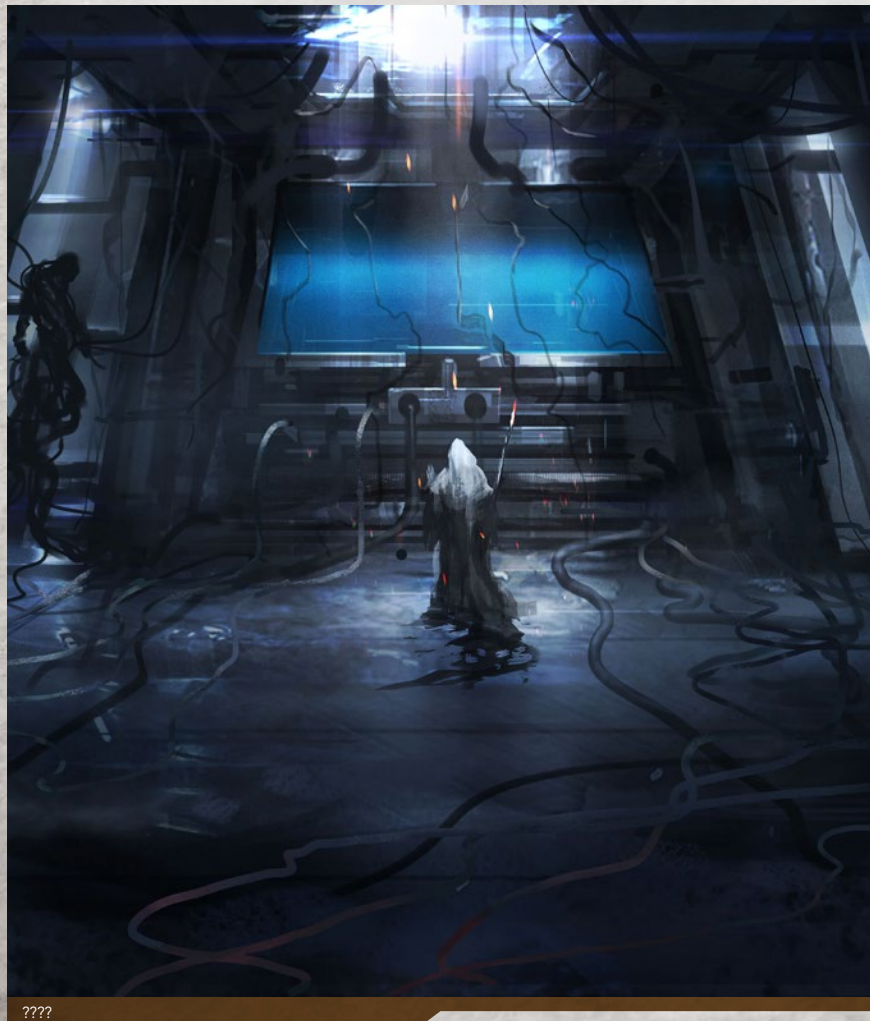
connected by a stairwell in the western-section of the outer corridor and another in the north-east corner of the main studio. The production-control room has two other doors that lead out onto the gantry suspended six metres above the studio, below.

THE GIANT EYE PRODUCTION-CONTROL ROOM

Inside it is filled with lighting and sound controls as well as monitors showing multiple feeds and a mixing desk. The monitors are currently all displaying a giant, inhuman, eye that follows the movements of the investigators in the room. The static charge in the atmosphere is strong and sparks arc across the unshielded equipment.

There are three occupants in the room, each of whom has been converted by the Dark Symmetry into obscene necrobionic machinery. Their bodies are pallid and the smell of decay is strong in the room. Thick, rubber cables puncture their flesh and run into their ruined eye sockets, nostrils, mouths, and ears. The cables pulse and throb as they pump the bodies with a mixture of electricity and necrobionic liquids. The few unconnected cables in the room writhe around, looking for new hosts to interface with.

The sight is horrifying and the investigators must make a Daunting D3 Willpower test or suffer a mental assault. The production crew are all beyond saving.



????

THE GIANT EYE STUDIO FLOOR

There are four main elements to this room:

1. Von Hölle in his control station.
2. Four Malignants of Ilian that possess the bodies of deceased Jaeger operatives.
3. Five Conduits – unwilling human vessels that von Hölle needs to complete his plan.
4. Von Hölle's machine.

The studio floor has huge metal cargo doors that access a cargo lift on the south side of the studio on the lower level that are locked and welded shut, except for the small door built in to the middle of one of the doors which is unlocked. Investigators will have to make a Challenging D2 Stealth test when they try to move out on to the gantry without being noticed, or start moving through the cargo door amongst the crates (an Average D1 Stealth test).

More of the thick, rubber cables snake into the room through every air vent, power conduit, drain and window, all tied into the terrifying machine in the centre of the studio floor. Everything is covered in a thin film of an oily, green liquid that irritates the skin of anyone who touches it, causing spots of necrotisation.

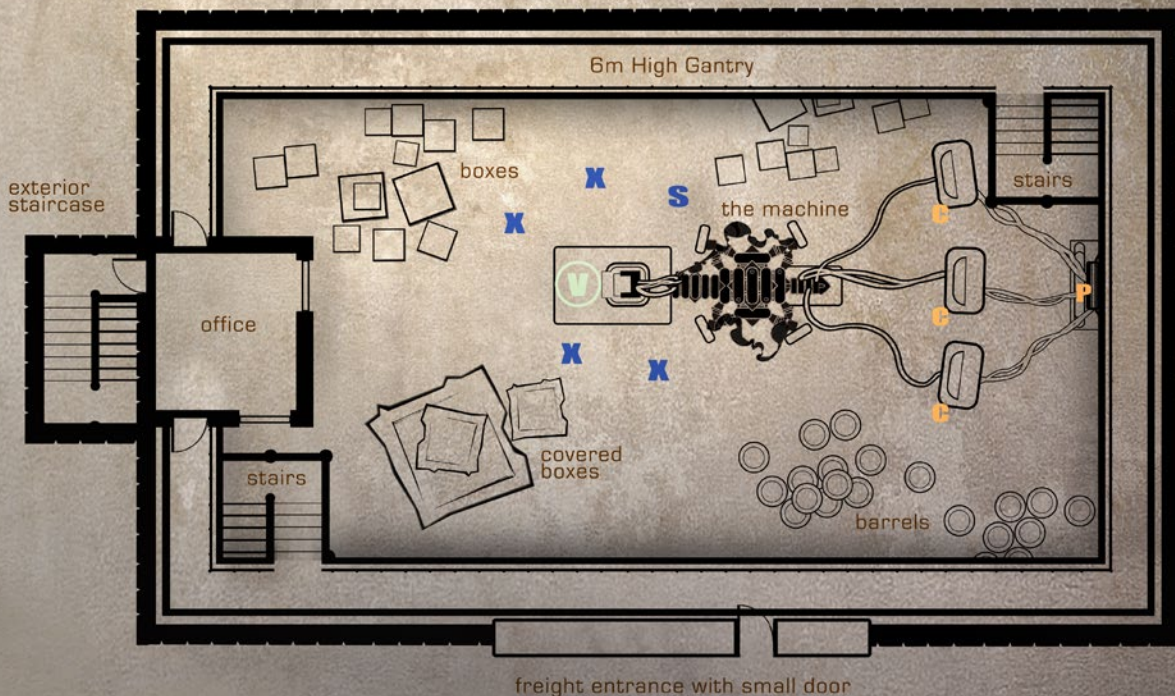
Von Hölle has set up his necrobionic communications machinery in the centre of the studio, from where he guides the arcane process like a twisted kind of conductor. He stands in a metal cage that is already crackling with energy and protects him from any direct attack.

THE CONDUIT PODS

Surrounding him and the central console are five people in vertical, clear, plastic tubes with antennas on top. These are his Conduits. The five people are Jenny Green, Markus Peterson, Clarence Beeks and his wife Mary Beeks (the missing residents from Straffar Gatan) and Sandrine Peterson.

THE STUDIO

- V – Von Hölle
- X – Conduit Pods (missing people)
- S – Sandrine
- C – Control Desk
- P – Power



Each of the five is unconscious; their eyes are rolled back into their heads, and they're strapped into what looks like some kind of cryopod. The cryopods are in turn linked to the main console by more of the thick, rubber cables and also by clear tubes that are full of a green liquid. The cryopods are slowly filling with the green liquid and it is clear that there is not much time left. Already the investigators can see the liquid eating away at the occupant's clothes.

Should the pods be smashed open (a Dire D4 Athletics test, or by inflicting damage – each pod has 10 Wounds and a Soak of 5) the occupant slowly regains consciousness, though they are woozy and have no idea how they got here.

THE MACHINE

The main console is in turn linked to four cameras, which have been altered almost beyond recognition. The machinery has fused with the bodies of the former cameramen. The faces of the cameramen have a melted, wax-like appearance, and their flesh is pierced and threaded with wiring. Rather than recording what they see, the cameras now seem to be emitting a sickly green light that bathes a massive screen on the wall. On the screen a giant, inhuman, eye surveys the scene. If the investigators make an attempt to destroy a cameraman-camera

hybrid they can do so, but when each cameraman-camera hybrid is killed they detonate with a force of a grenade.

The machinery is building in power, and when this is complete, it will tear open a gateway directly to Ilian via the screen. This will also turn the five unfortunate Conduits into the tube into a greater form of Malignant, one reshaped by foul necrobionics, forged to serve the Dark Mistress, and powered by the Dark Symmetry and the endless torment of their human hosts. Dedicated to the destruction of humanity and capable of infecting all they touch with the Dark Symmetry, they would be true weapons of terror.

Scattered around the room are the remains of a twenty people, most appear to be in Capitolian suits, while four are wearing black, unmarked jumpsuits. Their faces have the melted wax look of the cameramen, but they also look drained and shrunken, like empty husks. They were the unfortunates conned into working on the Giant Eye or were forces sent by Jaeger to find and eliminated von Hölle. When he first powered up the machine the Dark Symmetry roared through him, and he lashed out with his mind killing the Capitol personnel and turning the four Jaeger operatives into Malignants.

If the investigators succeed a Challenging D2 Observation test they will notice the four bodies of the men in black jumpsuits are twitching, even though they are clearly deceased. Their bodies are being reanimated by the Dark Symmetry.

The investigators can ascend or descend to the gantry using one of the two stairwells. One is situated next to the Production-Control Room and the other is diagonally opposite at the other end of the main studio floor. The gantry and lighting rig has an Armour Soak of 2, and each section has 2 Wounds. If suitably damaged it falls to the ground damaging anyone underneath for 1+**T**3. If an investigator is on the section when it breaks, they must attempt an Average D1 Acrobatics test to grab the next nearest intact section of gantry. Failing means they fall to the floor, suffering 2+**T**4 damage.

If an investigator tries to jump from the gantry to one of the piles of boxes, or the remains of the set below, it is a six metre drop. They should attempt a Challenging D2 Acrobatics or Athletics test; if they fail, the fall inflicts 2+**T**4 damage and they end up prone on the floor below. If they succeed, then they have safely landed on the boxes and can continue with their turn unimpeded.

Scattered across the studio floor are piles of supply crates containing scenery and set elements for The Giant Eye and equipment and cabling for von Hölle's machine. The investigators can use these to attempt to sneak up on von Hölle, and can use them to take cover in the vicious fighting that will follow. The supply crates and barrels all provide Heavy Cover (**T**4 cover Soak). The cabling snaking across the floor makes for difficult terrain, requiring a Challenging D2 Acrobatics or Athletics test to cross successfully (increasing the difficulty by one if sprinting) – this is more difficult than normal, as the cables are shifting and twitching with dark energies and malevolent intent.



ENGAGING VON HÖLLE

Von Hölle is engrossed, but should any of the investigators fail a Stealth test, or damage any of the cables or necrobionic equipment von Hölle will immediately be alerted. If the characters can disconnect one or more of the Conduits before von Hölle becomes aware of them, they earn a Chronicle Point each – they'll need it if they hope to survive the encounter.



Once von Hölle detects the investigators, they have only limited time to free the Conduits or stop von Hölle before the gate is torn open. Opening the gate costs fifty Dark Symmetry points in total – a massive expenditure, but an attainable one given the number of points contributed by the Conduits – if none of the Conduits is freed, and von Hölle isn't distracted, this will take eight rounds at most, though the intervention of the player characters can slow or halt this progress. If they are unsuccessful, the machine makes contact with the Dark Legion and the five Conduits also become possessed by Dark Legion entities. They gain the same powers as von Hölle, and quickly overpower the investigators. It is recommended that you end the game if this occurs as these new enemies can easily overpower and kill the investigators (or worse). Alternatively, heavily armed Bauhaus security arrives, kill anyone possessed, and smash the machine. However, von Hölle is nowhere to be seen.

When von Hölle notices the investigators, the Malignants immediately move to attack them, their broken bodies standing up, moving with a strange skittering across the floor, walls and ceiling with lightning speed.

Von Hölle will pull a knife from his cloak, slash his hand, and point at the nearest investigator, mumbling words that cannot be heard above the noise of the turbine, invoking the dark powers he needs to achieve his aims.

Von Hölle attacks the investigators with his Dark Gifts whilst also attempting to focus on controlling the machine. Unless distracted each round, von Hölle will use his Action in an attempt to open the micro-tear to the Dark Soul. He needs ten actions doing this to open the micro-tear.

If one or more of the pods containing the Conduits are broken and their occupant freed, von Hölle becomes enraged and leaves his electrified cage, to move around the studio attacking investigators with his Dark Lance Dark Gift. He will attempt to take them out, one-by-one starting with the investigator who freed a Conduit.

If the investigators managed to free all five Conduits, the experiment is destroyed and von Hölle is sucked through a micro-tear in reality to face judgement from Ilian herself.

Von Hölle has become a local instance of Dark Symmetry manifestation, acting as both a conduit and amplifier of its effect. This means that any sensitive equipment carried by the investigators in the studio is more likely to malfunction, both as a result of the ambient power of the Dark Symmetry, and through Von Hölle's knowledge of the True Corruption Dark Gift. This should include grenades, heavy automatics, communications equipment, and other high tech gear. The experimental apparatus is completely unaffected by this as the Dark Symmetry itself is controlling it.

DEFEATING VON HÖLLE

The investigators may attempt one or more the following whilst the Malignants attack:

1. Kill or free three or more conduits, reduces von Hölle's power. Note that one of them is the missing girl Sandrine and killing her is not an option if they want to have fruitful careers ahead!
2. Destroying all three cameraman-hybrids or severing the three heavy duty cables leading to or from the control desk will cut the power completely.
3. Destroying the power breaker on the wall will cut the power completely
4. Cutting power to the machine will sever the connection with the entity controlling von Hölle.

Should one of these occur, von Hölle will lose his Chosen of the Machine and Conduits special abilities, and his Dark Gate and Dark Lance Dark Symmetry spends – they are drawn from his connection to the machine. He will then run for it through the passageways underneath the studio.

NPC STATS

3x CAMERAMAN-HYBRIDS ★

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 7 | 11 | 6 | 12 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 7 | 6 | 5 | 4 |

| FIELDS OF EXPERTISE | | | | | | | | | | | |
|---------------------|-----|-----------|-----|----------|-----|--------|-----|--------|-----|-----------|-----|
| COMBAT | | FORTITUDE | | MOVEMENT | | SENSES | | SOCIAL | | TECHNICAL | |
| EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC |
| - | - | 2 | - | - | - | 3 | 1-2 | 1 | - | 2 | 1 |

WOUNDS: 7

SOAK: Unfeeling, corrupted flesh: (All 4)

ATTACKS:

◀ **Flailing cable-tendrils (melee):** 1+[†]3, 1H, Reach, Stun, Vicious 1

SPECIAL RULES

◀ **Death Throes:** When reduced to 0 wounds, a Cameraman-Hybrid's power supply detonates, showering corrupt meat and shrapnel everywhere. This kills the hybrid, and inflicts 2+[†]4 damage with the Spread 1 quality to every creature within Close range.

POWER BREAKER

While seemingly inanimate, the massive junction box is charged with the power of the Dark Symmetry, and it will fight to defend itself.



| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | ABILITY | AWARENESS |
| 2 | 14(+3) | 6 | 4 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 4 | 3 | 4 | 2 |

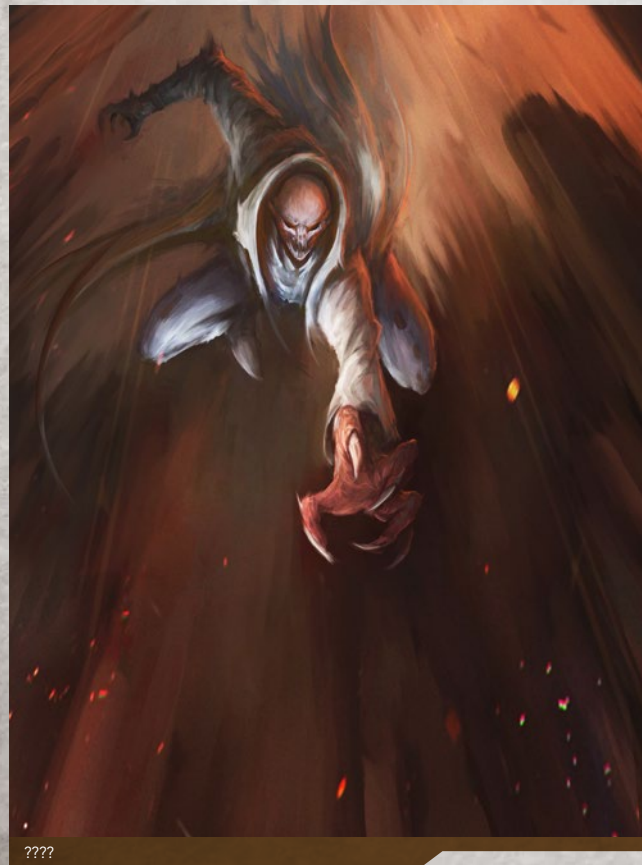
| FIELDS OF EXPERTISE | | | | | | | | | | | |
|---------------------|-----|-----------|-----|----------|-----|--------|-----|--------|-----|-----------|-----|
| COMBAT | | FORTITUDE | | MOVEMENT | | SENSES | | SOCIAL | | TECHNICAL | |
| EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC |
| 3 | 1-2 | 2 | 1 | 1 | - | - | - | - | - | 1 | 1 |

WOUNDS: 9

SOAK: **Metal Casing:** (All 4)

ATTACKS:

- ◀ **Electrical Discharge (melee):** 2+3, Incendiary 3, Stun, Vicious 1
- ◀ **Symmetry-Charged Cables (melee):** 1+5, Corrupting, Dreadful, Vicious 2



????


SPECIAL RULES

- ◀ **Braindead**
- ◀ **Grasping**
- ◀ **Immobile:** the power breaker is fixed to the wall, and it is unable to take any movement actions. It is unable to take the Dodge response action.
- ◀ **Personal Dark Symmetry 2**
- ◀ **Supernatural Physique (3)**
- ◀ **Unliving**

DARK SYMMETRY SPEND

- ◀ **Corrupt Machine:** As a machine sustained by the power of the Dark Symmetry, the power breaker has the True Corruption Dark Gift, which it will use to create Cable Marionettes to fend off attackers.

VON HÖLLE'S METAL CAGE

At the beginning of the scene, Von Hölle is stood within a metal cage wreathed in electrical and sorcerous energies. This provides him with total protection from all external attacks – bullets melt to nothing in the face of the energies surrounding the cage. Attempting to approach the cage require a Daunting D3 Acrobatics test, as energy lashes out towards any to stray too close. Failing this test causes a character to suffer 1+4 damage with the Incendiary 3 and Vile qualities.

Once Von Hölle departs the cage, it no longer poses this threat – the energy settles down when Von Hölle steps outside.

4x MALIGNANTS

Rules for Malignants can be found on page @@ of the *Mutant Chronicles* core rulebook.

The extraordinary power of direct contact with the Dark Legion is able to transform sapient beings into vessels of pure evil known as Malignants. A brief moment of contact during the experiment was enough to affect the technical team in the studio in this way. Metal spores emerged from the fracture in the space time. These burrow into the spine and necrobionics begin to convert from the inside out. Waves of madness corrupt the mind and a virulent pox warps the skin causing facial features to droop as if melted under intense sudden heat. They remain frozen in place, as still as statues, until a threat is perceived and then spring to action to destroy and render. Once any threats are removed, they remain locked in place like horrendous leaking gargoyles. If required elsewhere, they must be carried, transported, or goaded to new locations.

Malignants gain dislocated joints, and move spider-like along walls and ceilings at incredible speed. They do not use weapons, but tear and bite with sharpened teeth and nails. They are ferocious, lightning fast and use the fear they cause and their numbers to great effect. Additionally, their teeth and claws are laced with spores

ADVENTURE

similar to those that transformed them. Burrowing under the skin, they slowly kill anyone they bite over the course of a week. As the victim dies a painful death being eaten from within they themselves become Malignants.

There are four Malignants occupying the corpses of the former Jaeger operatives, and they will run straight for targets without hesitation, picking those who are most a threat.

CONDUITS (EXTRAS)

Each conduit has been tortured by von Hölle and are now possessed by the entity in a trance-like state within the cryopod. Each one supplies a small amount of energy to von Hölle. By killing or freeing them, the investigators reduce von Hölle's power. If any of the conduits survive, their mental and physical wounds may be treated over time by skilled investigators. However, each conduit must be subdued beforehand, as they resist all attempts to help them. Occasional wisps of ghostly bubbling purple fluid escape the conduits obviously linking them to Von Hölle.

The Conduits do not move nor do they attempt to avoid attacks or resist any attempt to attack or move them. If they suffer any kind of damage, they will scream and come out of their trance in a panic and will attempt to run to cover.

VON HÖLLE, ARCH-HERETIC ☹️

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 4 | 7 | 7 | 9 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 8 | 12 | 10 | 7 |

| FIELDS OF EXPERTISE | | | | | | | | | | | |
|---------------------|-----|-----------|-----|----------|-----|--------|-----|--------|-----|-----------|-----|
| COMBAT | | FORTITUDE | | MOVEMENT | | SENSES | | SOCIAL | | TECHNICAL | |
| EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC | EXP | FOC |
| - | - | 1 | - | 1 | - | 1 | - | 1 | 1 | 2 | 1 |

WOUNDS:

- ◀▶ **Head 2** ▶◀ **Torso 6**
- ◀▶ **Arms 2** ▶◀ **Legs 4**
- ◀▶ **Serious Wounds 4** ▶◀ **Critical Wounds 2**
- ◀▶ **Mental Wounds 10**

SOAK: Dark Protection: (All 5)

ATTACKS:

- ◀▶ **Rune-etched Sword (melee):** 1+⚡4, Unbalanced, Parry 1, Vile
- ◀▶ **Sacrificial Dagger (melee):** 1+⚡3, 1H, Armour-Piercing 1, Corrupted
- ◀▶ **Bauforce K-110 Carbine (ranged):** Range C, 1+⚡5, Burst, Unbalanced, Armour Piercing 1

SPECIAL ABILITIES

- ◀▶ **Chosen of the Machine:** While the machine is active, and von Hölle is within the metal cage, he adds two points to the Dark Symmetry Pool at the start of each of his turns.
- ◀▶ **Conduits:** If there are one or more conduits present in the scene, Von Hölle adds an additional point to the Dark Symmetry Pool at the start of each of his turns. Further, whenever Von Hölle is injured by an attack when there are one or more conduits within Close range, one of the conduits receives the damage instead.
- ◀▶ **Personal Dark Symmetry 2**
- ◀▶ **Sacrifice:** Von Hölle understands the rites and rituals necessary to draw power from human sacrifice. A sacrifice takes a Standard Action to perform, and adds a single point to the Dark Symmetry pool.

DARK SYMMETRY SPEND

- ◀▶ **Dark Science:** Von Hölle may spend one Dark Symmetry Point to add 2d20 to a single test using the Technical Field of Expertise.
- ◀▶ **Dark Gate:** Von Hölle has been granted dark secrets into the nature of the universe, and he has the power to sunder the walls between dimensions. It costs three or more Dark Symmetry Points to conjure a Gate, which may be used for a variety of purposes. Conjuring a Gate takes a physical toll, inflicting a level of Dread on Von Hölle each time it is used.
 - ◀▶ **Defensive:** A Gate can be conjured momentarily as a Response Action to divert an incoming attack into another place. This costs three Dark Symmetry Points, and the normal cost of a Response Action is included in the cost of this ability. If this purpose is used, a single attack is completely negated.
 - ◀▶ **Transposition:** A Gate can be opened to connect two points – one of which is within Reach of Von Hölle. The other location can be anywhere within Long Range and line of sight, costing three Dark Symmetry Points. Instead, it can be any Corrupted location Von Hölle knows of on the same planet, costing four Dark Symmetry Points or any Corrupted location Von Hölle knows in the system for five Dark Symmetry Points. In order to count a location as "known", Von Hölle must have spent at least an hour in that location. The portal can allow one person to enter from either end at a time, moving instantly to the other side, and will remain open for one turn, plus an additional turn for every additional Dark Symmetry point spent.
 - ◀▶ **Disruptive:** A Gate can be created around another living creature, transporting them instantly to any other location within Long Range and line of sight of Von Hölle. One additional living creature within close range of the original target may be transported to the same location for each additional Dark Symmetry Point spent. The targets can avoid this with a Challenging D2 Acrobatics test as a Response Action.
 - ◀▶ **Temporal:** A Gate can be created that extends a short distance forward or backward through time. For six Dark

Symmetry Points, Von Hölle may take an additional turn, as a result of travelling back in time momentarily. For six Dark Symmetry Points as a response action, Von Hölle may automatically succeed, with six successes, on any test made as part of a Response action – altering the recent past to spare himself. For three Dark Symmetry Points per turn, Von Hölle may ‘skip’ one or more turns, travelling instantaneously from the present to the immediate future – he vanishes from reality, and cannot be targeted, attacked, or otherwise harmed until he reappears.

- ◆ **Dark Gifts:** Von Hölle has been blessed with the power of the Dark Symmetry, and can employ the following Dark Gifts: Dark Curse, Obfuscation, Symmetry Burst, True Corruption
- ◆ **Dark Lance:** Von Hölle has been granted the power to turn the ravaging power of the Dark Symmetry into a bolt of darkness. When using this ability, spend one or more Dark Symmetry Points. The Dark Lance automatically hits a single target within Close range, inflicting 1+**↑**3 damage, plus one additional **↑** per Dark Symmetry Point spent. This attack may be avoided with an Acrobatics test as a Response action, with a difficulty equal to the number of Dark Symmetry points spent.

ENDING THE ADVENTURE

At the end of each session of play during this adventure, the GM should award 400 experience points. If they successfully defeat von Hölle, this is worth an additional 200 experience points at the conclusion of the adventure. Saving Sandrine or Markus are worth an additional 100 experience points each.

- ◆ If the investigators finally defeat von Hölle, they have foiled Ilian’s plans for now and saved the lives of tens of thousands of Luna citizens. They started on the road to greatness, and they have attracted the attention of the Dark Apostle. Ilian now considers them a threat and will likely make their lives far more difficult in future.

- ◆ If they fail, Luna is overtaken by a wave of corruption and new Malignants. Many thousands die, but eventually they are brought under control, but they probably do not mind as they are now dead.

- ◆ If the investigators have saved Sandrine they earn the gratitude of her father Francois, doubly so if they also save Markus. Those favours within Imperial and Bauhaus could come in very useful to them down the line. They will be commended to Lieutenant Vordach, who is, frankly, rather surprised and impressed that they succeeded.

- ◆ If Sandrine or Markus die, the investigators will find their lives become far harder. They will receive an official reprimand from Lieutenant Vordach, and will find themselves transferred to a more dangerous precinct, or if both die, the investigators are brought up on charges and eventually fired from Luna PD leaving them with no choice other than to take up the life of a freelancer. Lieutenant Vordach does take pity on them though, and will provide a useful source of future “off-the-books” opportunities.

- ◆ If they save Jenny Green and/or the Beeks, they earn their gratitude but unfortunately not much else. There is a potential for future romantic storylines involving Jenny, and with her skill set, whatever happens to Jaeger she is likely to find herself a new role most likely within Bauhaus.

- ◆ The actions of the investigators have attracted the attention of powerful movers and shakers behind the scenes. As they have proven themselves in the fire of combat against the evil forces of the Dark Symmetry, they may find themselves being offered interesting new opportunities.



VENTS

VENTS – LUNA P.D. ROOKIE (BAUHAUS)

Mikhail “Vents” de Vent is a Luna-born Bauhauser, and a relative newcomer to Luna P.D. He isn’t, however, quite the ‘rookie’ his colleagues imply – before joining Luna P.D., he spent seven years in Bauhaus’s own civic security forces, the BLEUs, learning the trade. His transfer to Luna City’s neutral police department, and his continual push for a chance at the detective’s exam, have led to “Vents” being partnered with Detective Ryder, to either ‘show him the ropes’ or knock the enthusiasm out of him. Keen-eyed and good with people, Vents is a good cop and a promising recruit, but a little too principled and proactive for some.

Bauhaus, Working Middle, Luna City, Technical “On The Job” Training, Police (Beat Cop) ×3

CHRONICLE POINTS: @@

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 7 | 8 | 8 | 9 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 8 | 9 | 7 | 8 |

SKILLS:

- ◀▶ **Athletics Expertise** 2, Focus 1
- ◀▶ **Close Combat Expertise** 1, Focus —
- ◀▶ **Education Expertise** 1, Focus —
- ◀▶ **Lifestyle Expertise** 2, Focus —
- ◀▶ **Mechanics* Expertise** 1, Focus 1
- ◀▶ **Observation* Expertise** 3, Focus 3
- ◀▶ **Persuade* Expertise** 2, Focus 2
- ◀▶ **Pilot Expertise** 1, Focus 1
- ◀▶ **Ranged Combat Expertise** 2, Focus 1
- ◀▶ **Thievery Expertise** 1, Focus 1
- ◀▶ **Treatment Expertise** 1, Focus 1
- ◀▶ **Willpower Expertise** 1, Focus —

DAMAGE BONUSES: Ranged (+↑1)

WOUNDS:

- ◀▶ **Head** 3
- ◀▶ **Arms** 4
- ◀▶ **Serious** 6
- ◀▶ **Mental** 8
- ◀▶ **Torso** 7
- ◀▶ **Legs** 5
- ◀▶ **Critical** 3

SOAK: Luna PD Reinforced Jacket: (Torso 1, Arms 1)

ATTACKS:

- ◀▶ **M13 “Bolter” (ranged):** Range C, 1+↑5, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters, Reliability 2
- ◀▶ **Baton (melee):** 1+↑3, 1H, Stun

TALENTS

- ◀▶ **Citizen/Subject of Bauhaus**
- ◀▶ **Natural Engineer:** The character may re-roll any dice that did not generate a success on the initial roll when making a Mechanics test, but must accept the new result.
- ◀▶ **Charismatic:** The character’s Influence bonus is increased by ↑1
- ◀▶ **Naturally Charming 1:** A successful Persuade test yields one additional point of Momentum.
- ◀▶ **Sharp Senses:** The character may re-roll one d20 when making an Observation test, but must accept the new result.
- ◀▶ **Toss the Room:** The character can identify all the important clues in an area quickly, requiring a D1 test to search within Reach, or a D2 test to search within Close range.

EQUIPMENT (Earnings 3, Influence +↑1)

Basic urban survival kit, basic repair kit, modest wardrobe of respectable clothing, small apartment in the centre of the city, mini-torch, uniform, heavy civilian shoulder pad, Piranha Handgun (+2 Reloads), leather jacket, baton, Medkit, 10 assets.



VANCE RYDER

VANCE RYDER – LUNA P.D. DETECTIVE (CAPITOL)

Ryder is tough. That's the first thing that most people say about Vance Ryder. A veteran detective, his gut instincts, determination, and resilience have kept him in the service for longer than most. He often refers to an "old war wound" that plays up when danger's close – an injury picked up during his youth when a training exercise gone catastrophically wrong cost the lives of six of his fellow draftees. He dropped out of the military before completing boot camp, and he still carries around the tags of friends lost that day.

Capitol, Working Lower, Luna City, Teenage Draft, Police (Beat Cop), Luna PD Detective

CHRONICLE POINTS: @@

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | ABILITY | AWARENESS |
| 9 | 9 | 8 | 8 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 8 | 7 | 9 | 6 |

SKILLS:

- ◆ **Athletics** Expertise 1, Focus 1
- ◆ **Close Combat** Expertise 1, Focus 1
- ◆ **Education*** Expertise 2, Focus 2
- ◆ **Observation*** Expertise 2, Focus 2
- ◆ **Persuade** Expertise 3, Focus 1
- ◆ **Pilot** Expertise 1, Focus —
- ◆ **Ranged Combat*** Expertise 3, Focus 2
- ◆ **Resistance** Expertise 2, Focus —
- ◆ **Survival** Expertise 1, Focus —
- ◆ **Thievery** Expertise 1, Focus 1
- ◆ **Treatment** Expertise 1, Focus 1
- ◆ **Willpower** Expertise 1, Focus —

DAMAGE BONUSES: Melee (+↑1)

WOUNDS:

- ◆ **Head 4**
- ◆ **Arms 5**
- ◆ **Serious 7**
- ◆ **Mental 10**
- ◆ **Torso 8**
- ◆ **Legs 6**
- ◆ **Critical 4**

SOAK: **Ballistic Nylon Trenchcoat, Heavy Civilian Shoulder Pad:** (Torso 1, Left Arm 2, Right Arm 1, Legs 1)

ATTACKS:

- ◆ **Piranha Handgun (ranged):** Range C, 1+↑3, Semi-Automatic, 1H, Close Quarters, Hidden 1
- ◆ **Dagger (melee):** 1+↑4, 1H, Armour Piercing 1, Hidden 1

TALENTS

- ◆ **Citizen/Shareholder of Capitol**
- ◆ **Sniper:** When making an attack with a ranged weapon, re-roll 1 ↑. The new result must be accepted.
- ◆ **Sharp Senses:** The character may re-roll one d20 when making an Observation test, but must accept the new result.
- ◆ **Quick Survey:** The character may spend one Momentum from an Observation test to recognise the reason the test was made. If this occurs immediately prior to combat, the character may add +1d20 to any skill test made during his first turn.
- ◆ **Disciplined Student:** If the character generates at least one success when attempting an Education test, he may immediately roll an additional 1d20 and add the result to the skill test.
- ◆ **Hardy:** The character may re-roll any dice that did not generate a success on the initial roll when making a Resistance test, but must accept the new result.

EQUIPMENT (Earnings 3)

Several sets of military dog tags, basic well-worn clothing, a small suburban apartment, basic urban survival kit, heavy military shoulder pad, armoured trench coat, radio, Piranha Handgun (+2 reloads), dagger, 7 assets.



ADVENTURE

TSUYOSHI

TSUYOSHI – FREELANCE BODYGUARD (MISHIMA)

Sato Tsuyoshi is, if the rumours are correct, a very dangerous man. A towering, broad figure, Tsuyoshi has spent his life beneath the heel of men claiming themselves his better. Years spent in the service of monolithic Keiretsu and vainglorious Samurai, have made him bitter, and ill-disposed to those who flaunt their power over others. Several years working as an enforcer for a criminal empire – once perceived as a way to escape the injustices of the social order – gave him a reputation as a criminal thug, which he has tried to escape by emigrating to Luna.

Mishima, Unemployed Underclass, Heritage Foothold, Grew Up On The Streets, Military (Basic), Triad Enforcer

CHRONICLE POINTS: @@

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 11 | 9 | 9 | 7 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 8 | 7 | 8 | 5 |

SKILLS:

- ◀▶ **Acrobatics*** Expertise 3, Focus 2
- ◀▶ **Athletics+** Expertise 2, Focus 1
- ◀▶ **Close Combat*** Expertise 3, Focus 3
- ◀▶ **Observation** Expertise 1, Focus —
- ◀▶ **Persuade** Expertise 2, Focus —
- ◀▶ **Ranged Combat** Expertise 2, Focus 1
- ◀▶ **Resistance** Expertise 1, Focus 1
- ◀▶ **Stealth** Expertise 1, Focus —
- ◀▶ **Survival*** Expertise 2, Focus 1
- ◀▶ **Thievery** Expertise 1, Focus 1
- ◀▶ **Unarmed Combat** Expertise 1, Focus 1
- ◀▶ **Willpower** Expertise 1, Focus 1

DAMAGE BONUSES: Melee (+↑2)

WOUNDS:

- ◀▶ **Head 4**
- ◀▶ **Arms 5**
- ◀▶ **Serious 7**
- ◀▶ **Mental 8**
- ◀▶ **Torso 8**
- ◀▶ **Legs 6**
- ◀▶ **Critical 4**

SOAK: Bulletproof Vest: (Torso 2)

ATTACKS:

- ◀▶ **Tambu "Airbrush" (ranged):** Range C, 1+↑5, Semi-Automatic, 2H, Knockdown, Spread 1
- ◀▶ **Two Daggers (melee):** 1+↑5, 1H, Armour Piercing 1, Hidden 1
- ◀▶ **Unarmed Strike (melee):** 1+↑4, 1H
- ◀▶ **Brass Knuckles (melee):** 1+↑5, 1H, Vicious 1

TALENTS

- ◀▶ **Citizen/Vassal of Mishima**
- ◀▶ **Hardy:** The character may re-roll any dice that did not generate a success on the initial roll when making a Resistance test, but must accept the new result.
- ◀▶ **No Mercy:** When making a close combat attack, a character may re-roll up to 3 ↑. The new results must be accepted.
- ◀▶ **Deflection:** The character does not need to pay a Dark Symmetry point in order to take a Parry Response Action.
- ◀▶ **Riposte:** After successfully executing a Parry Response Action, the character may immediately pay a Dark Symmetry point to make a melee attack against the foe he parried.

EQUIPMENT (Earnings 3)

Battered hip flask, basic threadbare and dirty clothing, a single room in a dilapidated tenement in the slums, basic Medkit, Tambu "Airbrush" Shotgun, two daggers, brass knuckles, 5 assets



NIX

NIX – FREELANCE MARKSMAN (IMPERIAL)

Nicholas “Nix” Cullen is a myth, but a convincing one. Whatever the truth of him, he is a deadly shot and quiet as a ghost when he wants to be. He does not have the build or physical stature to be military – he is too slight, too slender – but his skills are clearly Special Forces level. Regardless, Luna P.D. is not too picky when it comes to freelancer support, so he is a regular associate.

TRAITS: Imperial, Working Middle, Heritage Hotspot, Military Academy, Intelligence Operative, Blood Beret

CHRONICLE POINTS: @@

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | ABILITY | AWARENESS |
| 6 | 7 | 8 | 10 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 9 | 7 | 10 | 8 |

SKILLS:

- ◀▶ **Acrobatics** Expertise 2, Focus 1
- ◀▶ **Athletics** Expertise 2, Focus 1
- ◀▶ **Close Combat** Expertise 2, Focus 1
- ◀▶ **Education** Expertise 1, Focus 1
- ◀▶ **Heavy Weapons** Expertise 1, Focus —
- ◀▶ **Insight** Expertise 1, Focus —
- ◀▶ **Linguistics** Expertise 1, Focus —
- ◀▶ **Mechanics** Expertise 1, Focus 1
- ◀▶ **Observation** Expertise 2, Focus 1
- ◀▶ **Pilot*** Expertise 1, Focus 1
- ◀▶ **Ranged Combat*** Expertise 3, Focus 3
- ◀▶ **Stealth*** Expertise 3, Focus 1
- ◀▶ **Thievery** Expertise 1, Focus 1
- ◀▶ **Willpower** Expertise 1, Focus —

DAMAGE BONUS: Ranged (+↑2)

WOUNDS:

- ◀▶ **Head 2**
- ◀▶ **Arms 3**
- ◀▶ **Serious 5**
- ◀▶ **Mental 10**
- ◀▶ **Torso 6**
- ◀▶ **Legs 4**
- ◀▶ **Critical 3**

SOAK: Reinforced leather jacket: (Torso 1, Arms 1)

ATTACKS:

- ◀▶ **Aggressor Pistol (ranged):** Range C, 1+↑6, Burst, Unbalanced, Close Quarters
- ◀▶ **SR-50 Sniper Rifle (ranged):** Range L, 2+↑7, Semi-Automatic, Unwieldy, Unforgiving 3
- ◀▶ **Dagger (melee):** 1+↑3, 1H, Armour Piercing 1, Hidden 1

TALENTS

- ◀▶ **Citizen/Kinsman of Imperial**
- ◀▶ **Sniper:** When making an attack with a ranged weapon, the character may re-roll up to 3 ↑. The new result must be accepted.
- ◀▶ **Clear Shot:** The character reduces the penalty for firing at range other than the weapon’s optimal range by one, to a minimum of zero.
- ◀▶ **Precise Targeting:** When spending Momentum for the Called Shot benefit on an attack made with the Ranged Weapons skill, each point of Momentum shifts the hit location roll by up to two points.
- ◀▶ **Scout:** The character may re-roll one d20 when making a Stealth test, but must accept the new result.
- ◀▶ **Sharp Senses:** The character may re-roll one d20 when making an Observation test, but must accept the new result.

EQUIPMENT (Earnings 3)

Mini-torch, modest wardrobe, small apartment in the centre of the city, Aggressor handgun (+2 Reloads), fake ID, disguise kit, SR-50 Sniper Rifle (+2 Reloads), dagger, reinforced leather jacket, 9 assets



ADVENTURE

ARSENI

ARSENI – FREELANCE TECH (BAUHAUS)

Daniela Arseni was an up-and-coming mechanical engineer for a small Bauhauser off-shoot, until the Homebuilders decided to reclaim the little splinter company. Destitution loomed, and crime was the only way out. Tool-making and engineering work for hire brought her into contact with numerous criminals across the city, and a few years in prison only confirmed that there was no way back. In an effort to redeem herself, she has taken to contracting for Luna P.D., her criminal record giving her few alternatives when it comes to honest work.

Microcorp (Bauhaus), Working Middle, Luna City, Technical Pre-Career Training, Technical (Repairman), Criminal (x2)

CHRONICLE POINTS: @@

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 7 | 9 | 8 | 10 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 8 | 10 | 6 | 8 |

SKILLS:

- ◀▶ **Acrobatics** Expertise 1, Focus —
- ◀▶ **Close Combat** Expertise 2, Focus 1
- ◀▶ **Education** Expertise 1, Focus —
- ◀▶ **Lifestyle*** Expertise 2, Focus —
- ◀▶ **Mechanics*** Expertise 2, Focus 3
- ◀▶ **Observation*** Expertise 3, Focus 2
- ◀▶ **Pilot** Expertise 2, Focus 1
- ◀▶ **Ranged Combat** Expertise 1, Focus 1
- ◀▶ **Space** Expertise 1, Focus —
- ◀▶ **Stealth** Expertise 1, Focus 1
- ◀▶ **Survival** Expertise 1, Focus —
- ◀▶ **Thievery** Expertise 2, Focus 1
- ◀▶ **Willpower** Expertise 1, Focus 1

DAMAGE BONUSES: Ranged (+↑2)

WOUNDS:

- ◀▶ **Head 3**
- ◀▶ **Arms 4**
- ◀▶ **Serious 6**
- ◀▶ **Mental 6**
- ◀▶ **Torso 7**
- ◀▶ **Legs 5**
- ◀▶ **Critical 3**

SOAK: None

ATTACKS:

- ◀▶ **Ronin Pistol (ranged):** Range C, 1+↑5, Semi-Automatic, 1H, Close Quarters
- ◀▶ **Pocket Knife (melee):** 1+↑3, 1H, Armour Piercing 1, Hidden 2

TALENTS

- ◀▶ **Under the Radar**
- ◀▶ **Natural Engineer:** The character may re-roll any dice that did not generate a success on the initial roll when making a Mechanics test, but must accept the new result.
- ◀▶ **Greasemonkey:** When attempting a repair, each point of Momentum spent to reduce the repair time divides the time taken by four, rather than halving it as normal.
- ◀▶ **Sharp Senses:** The character may re-roll one d20 when making an Observation test, but must accept the new result.
- ◀▶ **Life of Crime:** When the character generates at least one success on a Persuade or Education test to relate to or interact with the criminal element, she may immediately roll one additional d20 and add the result to the skill test.
- ◀▶ **No Mercy:** When making a close combat attack, the character may re-roll 1 ↑. The new result must be accepted.

EQUIPMENT (Earnings 3)

Basic urban survival kit, mini-torch, modest wardrobe of respectable clothing, small city-centre apartment, basic tool kit, breaking and entering kit, "Ronin" pistol, pocket knife (slicer), 7 assets.



'ANGEL' KRAMER

'ANGEL' KRAMER – LUNA P.D. MEDIC (CAPITOL)

Angelica 'Angel' Kramer is overqualified. Medical school was better than Kramer's parents could have hoped for her, but the price of it was beyond their ability to sustain. Years of training collapsed from under her as her and her parents' ability to pay for tuition faltered, then failed. So, rather than becoming a doctor, Kramer became a paramedic – she had more medical training than most first responders did, and working 'on the front lines' inspired her more than the few other medical fields still available to her. Joining Luna P.D. as a field medic was a logical extension of that, and she maintains the highest patient survival rate of any medic in the force.

Capitol, Working Lower, Luna City, Post-Graduate Technical/Scientific, Medical (first responder) (x2), Police (Beat Cop)

CHRONICLE POINTS: @@

| ATTRIBUTES | | | |
|--------------|--------------|-----------------|-------------|
| STRENGTH | PHYSIQUE | AGILITY | AWARENESS |
| 6 | 7 | 7 | 9 |
| COORDINATION | INTELLIGENCE | MENTAL STRENGTH | PERSONALITY |
| 7 | 11 | 10 | 8 |

SKILLS:

- ◆ **Athletics** Expertise 3, Focus —
- ◆ **Education** Expertise 1, Focus —
- ◆ **Lifestyle** Expertise 1, Focus —
- ◆ **Mechanics** Expertise 1, Focus —
- ◆ **Medicine*** Expertise 2, Focus 2
- ◆ **Observation** Expertise 1, Focus —
- ◆ **Persuade*** Expertise 2, Focus —
- ◆ **Pilot** Expertise 2, Focus —
- ◆ **Psychotherapy** Expertise 1, Focus 1
- ◆ **Ranged Combat** Expertise 2, Focus —
- ◆ **Resistance** Expertise 1, Focus —
- ◆ **Science** Expertise 1, Focus —
- ◆ **Survival** Expertise 1, Focus 1
- ◆ **Treatment*** Expertise 3, Focus 2

DAMAGE BONUS: Ranged (+↑1)

WOUNDS:

- ◆ **Head 2**
- ◆ **Arms 3**
- ◆ **Serious 5**
- ◆ **Mental 10**
- ◆ **Torso 6**
- ◆ **Legs 4**
- ◆ **Critical 3**

SOAK: Ballistic nylon work uniform: (Torso 1, Arms 1, Legs 1)

ATTACKS:

- ◆ **Punisher Handgun (ranged):** Range C, 1+↑4, Semi-Automatic, 1H, Close Quarters, Knockback

TALENTS

- ◆ **Citizen/Shareholder of Capitol**
- ◆ **First Responder:** The character may re-roll one d20 when making a Treatment test, but must accept the new result.
- ◆ **Ration Meds:** When using a dose of Coagulant from a Medkit or Automed, each load adds two Momentum to the Treatment test, instead of the usual one.
- ◆ **Empathic Healer:** When the character passes a Treatment test, each Momentum spent allows the target to recover two Light Wounds to the hit location of the healer's choice.
- ◆ **Physician:** The character may re-roll any dice that did not generate a success on the initial roll when making a Medicine test, but must accept the new result.
- ◆ **Sharp Senses:** The character may re-roll one d20 when making an Observation test, but must accept the new result.

EQUIPMENT (Earnings 3)

Work goggles with one cracked lens, well-worn clothing, a small suburban apartment, basic urban survival kit, Laboratory (personal), ballistic nylon work uniform, hospital-grade medical kit, Punisher Handgun.



ADVENTURE

CHARACTER SHEET

NAME

FACTION

RANGED MELEE
DAMAGE BONUS DAMAGE BONUS

CHRONICLE POINTS

DREAD

| | | | | | | | | | |
|-------|--|--|--|--|--|--|--|--|--|
| 20 | | | | | | | | | |
| 19-20 | | | | | | | | | |
| 18-20 | | | | | | | | | |
| 17-20 | | | | | | | | | |
| 16-20 | | | | | | | | | |

CRITICAL INJURY

LOCATION 1-2
HEAD

SOAK

LOCATION 3-5
RIGHT ARM

SOAK

LOCATION 9-14
TORSO

SOAK

LOCATION 15-17
RIGHT LEG

SOAK

CRITICAL WOUNDS

STATUS

MENTAL WOUNDS

LOCATION 6-8
LEFT ARM

SOAK

LOCATION 18-20
LEFT LEG

SOAK

SERIOUS WOUNDS

ATTRIBUTES & SKILLS

AGILITY:

SIGNATURE EXPERTISE / FOCUS

SKILL

- ACROBATICS
- CLOSE COMBAT
- UNARMED COMBAT
- STEALTH

AWARENESS:

SIGNATURE EXPERTISE / FOCUS

SKILL

- OBSERVATION
- INSIGHT
- THEVERY

COORDINATION:

SIGNATURE EXPERTISE / FOCUS

SKILL

- RANGED WEAPONS
- HEAVY WEAPONS
- GUNNERY
- PILOT
- SPACE

INTELLIGENCE:

SIGNATURE EXPERTISE / FOCUS

SKILL

- EDUCATION
- LINGUISTICS
- SCIENCE
- MECHANICS
- SURVIVAL
- VACUUM
- TREATMENT
- MEDICINE
- PSYCHOTHERAPY

MENTAL:

SIGNATURE EXPERTISE / FOCUS

SKILL

- WILLPOWER
- MYSTICISM

PERSONALITY:

SIGNATURE EXPERTISE / FOCUS

SKILL

- ANIMAL HANDLING
- LIFESTYLE
- PERSUASION
- COMMAND

PHYSIQUE:

SIGNATURE EXPERTISE / FOCUS

SKILL

- RESISTANCE

STRENGTH:

SIGNATURE EXPERTISE / FOCUS

SKILL

- ATHLETICS



TALENTS

NAME

EFFECT:

SKILL:

NAME

EFFECT:

SKILL:

NAME

EFFECT:

SKILL:

NAME

EFFECT:

SKILL:

NAME

EFFECT:

SKILL:

WEAPONS

NAME

| RANGE | DAMAGE | MODE | ENC | SIZE | RELIABILITY | RELOADS |
|-------|--------|------|-----|------|-------------|---------|
| | | | | | | |

QUALITIES

NAME

| RANGE | DAMAGE | MODE | ENC | SIZE | RELIABILITY | RELOADS |
|-------|--------|------|-----|------|-------------|---------|
| | | | | | | |

QUALITIES

NAME

| RANGE | DAMAGE | MODE | ENC | SIZE | RELIABILITY | RELOADS |
|-------|--------|------|-----|------|-------------|---------|
| | | | | | | |

QUALITIES

NAME

| RANGE | DAMAGE | MODE | ENC | SIZE | RELIABILITY | RELOADS |
|-------|--------|------|-----|------|-------------|---------|
| | | | | | | |

QUALITIES

SPELLS

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

SPELL NAME

SPELL / DARK GIFT / MUTATION

DIFFICULTY

TARGET

DURATION

EFFECT:

LIFE PATH WORKSHEET

BIRTH FACTION _____

FAMILY HERITAGE _____

AGE _____

LIFE POINTS _____

CHRONICLE POINTS _____

EDUCATION _____

FREE CAREER CHOICE

CAREER 1

CAREER 2

CAREER 3

CAREER 4

TRAITS & EVENTS

| | AGILITY | AWARENESS | COORDINATION | INTELLIGENCE | MENTAL | PERSONALITY | PHYSIQUE | STRENGTH |
|-----------------|---------|-----------|--------------|--------------|--------|-------------|----------|----------|
| STARTING STATUS | | | | | | | | |
| ENVIRONMENT | | | | | | | | |
| EDUCATION | | | | | | | | |
| CAREER 1 | | | | | | | | |
| CUSTOMISATION | | | | | | | | |
| TOTAL | | | | | | | | |

| SKILL | SIGNATURE SKILL | EXPERTISE | FOCUS | BIRTH FACTION | STATUS | ENVIRONMENT | EDUCATION | CAREER 1 | CAREER 2 | CAREER 3 | CAREER 4 | CUSTOMISATION (LIFEPOINTS) | CUSTOMISATION (2 SKILLS) |
|-------------------|--------------------------|-----------|-------|---------------|--------|-------------|-----------|----------|----------|----------|----------|----------------------------|--------------------------|
| ■ AEROBATICS | <input type="checkbox"/> | | | | | | | | | | | | |
| ■ CLOSE COMBAT | <input type="checkbox"/> | | | | | | | | | | | | |
| — UNARMED COMBAT | | | | | | | | | | | | | |
| ■ STEALTH | <input type="checkbox"/> | | | | | | | | | | | | |
| ■ OBSERVATION | <input type="checkbox"/> | | | | | | | | | | | | |
| — INSIGHT | | | | | | | | | | | | | |
| ■ THEVERY | <input type="checkbox"/> | | | | | | | | | | | | |
| ■ RANGED WEAPONS | <input type="checkbox"/> | | | | | | | | | | | | |
| — HEAVY WEAPONS | | | | | | | | | | | | | |
| — GUNNERY | | | | | | | | | | | | | |
| ■ PILOT | <input type="checkbox"/> | | | | | | | | | | | | |
| — SPACE | | | | | | | | | | | | | |
| ■ EDUCATION | <input type="checkbox"/> | | | | | | | | | | | | |
| — LINGUISTICS | | | | | | | | | | | | | |
| — SCIENCE | | | | | | | | | | | | | |
| ■ MECHANICS | <input type="checkbox"/> | | | | | | | | | | | | |
| ■ SURVIVAL | <input type="checkbox"/> | | | | | | | | | | | | |
| — VACUUM | | | | | | | | | | | | | |
| ■ TREATMENT | <input type="checkbox"/> | | | | | | | | | | | | |
| — MEDICINE | | | | | | | | | | | | | |
| — PSYCHOTHERAPY | | | | | | | | | | | | | |
| — WILLPOWER | | | | | | | | | | | | | |
| ■ MYSTICISM | <input type="checkbox"/> | | | | | | | | | | | | |
| ■ ANIMAL HANDLING | <input type="checkbox"/> | | | | | | | | | | | | |
| ■ LIFESTYLE | <input type="checkbox"/> | | | | | | | | | | | | |
| ■ PERSUADE | <input type="checkbox"/> | | | | | | | | | | | | |
| — COMMAND | | | | | | | | | | | | | |
| — RESISTANCE | | | | | | | | | | | | | |
| ■ ATHLETICS | <input type="checkbox"/> | | | | | | | | | | | | |

TALENTS

BELONGINGS
