

FULL METAL CYBERPUNK

INTERFACE

ZERO

**EXTRACTION
WITH
EXTREME PREJUDICE**

STARFINDER

COMPATIBLE

Walter

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EXTRACTION WITH EXTREME PREJUDICE

BACKGROUND

Jobs go sideways all the time. Heck, a job that doesn't go wrong in some way is almost Urban Legend. Everybody knows of someone who has been on one, and when the job does go wrong, you try to pick up the pieces as best you can. Sometimes, though, things go so sideways that your entire team ends up upside down and all you can do is hope you survive long enough to make it back to your crib. Extraction with Extreme Prejudice makes those jobs look like a stroll through the corporate zone on dividends day. This adventure is all about making the hard choice and dealing with even harder consequences.

ADVENTURE BACKGROUND

The following section provides an overview of the events leading up to the adventure.

It's just another night on the town for the characters, drinking and hustling, playing the streets to find some work when they get approached by a familiar broker. He entices them with a high paying job right up the team's alley. Easy job and tons of creds from a trusted source—who wouldn't jump all over that?

The characters are hired to extract a Saudi Arabian geneticist by the name of Emahd Moradi from Bio Solutions INC.—a subsidiary of the Brazilian biomedical powerhouse CHIMERA—and hand him over to their contractor, a “purchasing agent” for a South African megacorp by the name of Third Life Innovations (TLI for short)—one of the world's leading biotechnology developers.

The job is fairly straightforward: extract Emahd and hand him over to the employer. In return, the characters will be paid 10,000 cryptos apiece. There's just one problem. One very large problem. A man named Hwang “Diesel” Li, 49er for the Black Dragon Triad, needs Emahd as well; if Li wants to stay alive, that is.

DIESEL'S GAME

Hwang Li is an opportunist; reckless and short-tempered—especially after he's been drinking. About a week before the adventure begins, Diesel was out on the town and managed to get into a drunken brawl with Ma Jianguo, a Red Pole for the most powerful Triad in Chicagoland: the 14k Syndicate. Diesel ended up killing Ma Jianguo and two members of his entourage. Now the 14k Syndicate wants retribution—or reimbursement. Of course, the 14k Syndicate has come up with a solution: Diesel's life or a life as valuable to them as the Red Pole's was. They want Li to facilitate the release of Xiou Kang, a Vanguard (operations officer) for the 14k Syndicate

who is currently in custody at the Chinese Mandarinate's embassy in Chinatown and awaiting extradition to Beijing.

The 14k Syndicate have done their homework on Diesel. They know that he is friends with Chang Wong—the son of the Chicago Liaison to the Chinese Mandarinate's Minister of Science. According to Wong, the Mandarinate would be very interested in obtaining one of CHIMERA's top geneticists to further their own research into a wide (and somewhat disturbing) variety of military applications in the field of biotech. So when Wong finds out that Emahd is the target of an extraction, he doesn't hesitate to set up a trade with Diesel to help him pay his blood debt—Xiou Kang for Emahd Moradi. There's only one problem; the characters. If Li wants to survive the next 48 hours, he's going to either get the team onboard, or get them dead—after the extraction, but before the hand off.

What follows is a hellish chase through some of the worst parts of Chicagoland as the characters try to finish a job-gone-bad and keep their rep—not to mention their hides—intact.

ACT ONE

The first act is all about negotiating the deal with the purchasing agent. The team has been handed off from the trusted broker that told them about the deal to an unknown source, the purchasing agent. The meeting takes place at Sanctuary Cigars, a gentleman's club which is a front for all manner of shadowy activities and also serves as—you guessed it—a bolt-hole (if the team find themselves in desperate need of one.) Sanctuary Cigars is run by Scott Hudson, AKA Steel Gifter, and Bob Douglas, otherwise known as Mauler.

SCENE I: THE SANCTUARY

The Sanctuary, as it's more commonly known by the sprawl's freelancer community, lies smack dab in the middle of the DMZ, a patch of concrete taking up 10 city blocks that serves as a buffer zone between the turf held by four of the largest gangs in the sprawl: the South Side Storm Troopers, Damage INC., the Avenging Angels, and El Muerto13, a large gang fresh from the shanty towns and humid jungles of Nicaragua and El Salvador where they cut their teeth fighting for whomever paid them the most. While El Muerto 13 is new to the plex, they have hit hard and fast, ruthlessly seizing territory from their rivals. Should the characters encounter El Muerto 13, they will have to trade info on the other gangs or perform a small hit as a side job in order to survive the encounter.

Though they don't like to admit it, all four of the gangs need the buffer the DMZ provides in order to conduct biz and won't violate the Zone's rules for any reason. Of course that doesn't mean they have to let anyone else get to the Sanctuary unmolested. Most days, they'll charge a toll in exchange for



safe passage. The fee depends on the gang, the day, the mood of the toll keeper and, generally speaking, it's not cheap and doesn't guarantee passage back out. Sometimes, especially on a particularly boring night, after they've lost one of their own, or even just to remind the people that they own these streets, they'll want a pound of flesh.

If you want to role play getting through the turf of one of these gangs (or getting out after the meet), feel free to make it as difficult or as easy as you like. Nothing is certain in Chicagoland—not even the right to walk down someone else's streets, nakama.

GANG BANGERS

CR 2

XP 600

Human agent

Medium humanoid (human)

Init +4; **Perception** +8

DEFENSE

HP 23

EAC 13; KAC 14

Fort +1, **Ref** +4, **Will** +5; +2 vs. disease and poison

Defensive Abilities evasion; **DR** 2/—

OFFENSE

Speed 30 ft.

Melee claw +6 (1d4+2 S)

Ranged tactical light pistol +8 (1d4+2 P)

Offensive Abilities trick attack +1d4

STATISTICS

Str +0, **Dex** +4, **Con** +0, **Int** +2, **Wis** +1, **Cha** -1

Feats Improved Combat Maneuver (dirty trick)

Skills Acrobatics +13, Athletics +8, Sleight of Hand +13, Stealth +13, Survival +8

Languages Chinese, English

Other Abilities conceal contraband

Gear armored hoodie, cyber implants (claws), tactical light pistol with 9 rounds (hack DC 19)

THE JOB

When everyone is ready to begin, read the following:

Two guards stand in front of the entrance to the Sanctuary. They look hard, like chiseled blocks of living steel crammed tight into an ill-fitting skin suit. They wear Zeiss mirror shades that have been grafted into their orbital cavities. No doubt they are protection for their cyber eyes, which at this very moment are relaying all sorts of useful data into tactical computers wedged deep into their frontal lobes. Undoubtedly it is data about you, data they'll no doubt use to make an equally hard end to your night should you choose to mess with them.

But it's cool, it's all chill, ami. You've heard about the Sanctuary. This is expected. You wanna meet? You get the .50 caliber stare. If the gate keepers are satisfied, in you go. If there are problems... let's just say that even if you could take out the guards (Not likely, there's a reason only two of them are standing out front), the perimeter defense system would end you before you had a chance to so much as touch the door.

The Sanctuary might look like crap on the outside, amigo, but all that graffiti and acid-rain scarred concrete is just makeup.

Sanctuary Cigars was built by people with Buku resources and a serious need for privacy. Inside, though, it's another matter entirely.

Once you get the nod, in you go and your scenery changes from urban hell to an ultra-modern décor. It is tastefully done in black and white with all the trappings one might expect from a posh gentlemen's club. At least that's the place's front. But you know the real deal; otherwise you wouldn't be here, neh?

As you move into the main foyer, two women who look like they could be bookends bring you each your favorite drinks and ask you to follow them. No point in telling them what you like, ami. The people who run Sanctuary make a point of knowing everything about the people who make it past the twin towers out front.

The chicas make with the nice-nice as they twist and turn you through a labyrinth of hallways, finally ending the tour in front of an elevator. Another body scan—this time from an electric eye in the ceiling—and the elevator doors slide open. There are no buttons to push, no indication of the number of floors in the building. As soon as the doors close behind you, the elevator begins to dive into the underbelly of Chicago.

The ride takes less than ten seconds, but frak if you know how deep you are. The doors glide open and two more women who look exactly the same as the tour guides on the main floor greet you with smiles and more drinks. They must be sims; luxury if you had to guess, though in this place they could easily be combat models. Maybe even tricked out skin job cyborgs.

They escort you to a room. The interior is devoid of anything beyond a table and some comfortable chairs. You don't come into rooms like this so you can watch a movie and drink; you come here to conspire, and conspire to conspire, ami. No need to go mixin' the motive, as they say on the streets.

That's what Club Vortex is for.

As you sit, a hyper object activates and digital panels form in the air above the center of the table. A Caucasian man walks into the room and looks at you, nodding briefly before speaking.

"Good evening. My name is Terrance, and the company I represent wishes you to acquire an asset for us."

His voice is thick, dripping South African arrogance, even though he hasn't said anything offensive yet. His near-perfect Human 2.0 facial features and the smug, condescending gleam in his gene-sculpted baby blues do that sort of talking for him.

Of course the name's fake. The fact that he even gave you one at all tells you he doesn't much care if you know he's lying or not. Probably not a good sign, but hey, you need the cash. Why else would you have gone through DMZ hell just to get here? Besides, what can it hurt to listen?

And that's really it. You can either listen to what the man has to say or go back to whatever hole you came from. But if you do, it'll be with nothing to show for it except fewer creds and a rep for walking out on a contract before you even know the sitch.

It's quiet in the room and you realize the man's waiting for an answer to the implied question, waiting for you to respond.

If the team says no, the man will sigh, hold two fingers up and sweep them in a circular motion while saying "I need a body bag team. Thank you for your time." He will turn to walk out, allowing the team to convince him to stay. If any one of them declines, negotiating a price later starts at 50% of current offer.

Once all of the characters accept, "Terrance" tells them Emahd's name and the corporation he works for (Bio Solutions). Characters can make a DC 10 Culture check to see if they've ever heard of either.

EMAHD MORADI

If any of the characters succeed on the Culture check for Emahd, they will know he's a hot shot geneticist who's been published in various peer reviewed periodicals for his work in the field of polymorphic DNA sequencing. Exceeding the DC by 5 or more will tell them that Polymorphic DNA sequencing is a field of genetics dealing with the creation of completely new, unique strands of DNA.

BIO SOLUTIONS

Even if the characters succeed on the Culture check, they won't find out much about the company. Bio Solutions has a very low public profile, which on the surface seems odd, given they have a brilliant scientist like Emahd working for them. If the check exceeds the DC by 5 or more, however, tell them that Bio Solutions is a subsidiary for CHIMERA, the leader in genetics research and simulacra production technology.

PAYMENT

Terrance tells the group the gig pays ten thousand cryptos apiece, plus expenses (remember; if any of the group declined, this offer starts at 5,000 flat.) The job must be completed within the next 24 hours. Once the characters have Emahd, they are to sit on him until Terrance makes contact, which will be within 48 hours.

Characters can try and negotiate the price, but not the time-frame, as Emahd is leaving town for a corporate summit. If they try to get more time, Terrance will end the conversation by saying "you have the details, they are non-negotiable" and walk out of the room. If the characters negotiate price, they must succeed on three DC 20 Diplomacy checks before getting two failures. If the characters manage this, they successfully negotiate the price up by half for each character.

If they succeed on three Diplomacy checks with no failures, they can double the price, or get special equipment. Terrance won't pay more than double for the job. If the characters continue to try and get more money, however, the man will secretly decide the group needs to be taught a lesson in manners. See Act Five for more information.

Q&A

After the negotiations are finished, Terrance will answer any questions the characters may have about the job. We all know that the players are probably going to ask a bunch of questions you and I haven't thought of. It's impossible to know exactly what your group is going to want to know, but the basics are covered below. Though Terrance will answer, you can choose to have him be vague instead, forcing the characters to track down the info through contacts on the streets. See Scene Three: Due Diligence for information the characters can find using their contacts.

WHAT FLOOR DOES EMAHD WORK ON?

Terrance tells the PC's that the man works in the R&D Department of Bio Solutions, on sub-basement 10. Security is tight. If they choose to extract him from his work station, they are in for one heck of a fight.

DOES HE KNOW HE'S GETTING EXTRACTED?

Emahd doesn't know he's getting pulled out, but Terrance isn't about to tell the characters that. The characters weren't Terrance's first choice for the job, but the other team refused to do a snatch. Terrance lies and tells them that Emahd knows someone is coming for him but doesn't know when. He tells the characters he'll get in touch with Emahd through his source inside Bio Solutions and let the man know to expect the characters. If the characters have done everything perfectly, Terrance will tell them that Emahd has been instructed to act as though it is a snatch to avoid a CHIMERA hit team being sent after him.

WHERE DOES EMAHD LIVE?

Terrance informs the characters that Emahd lives on the 56th level of Serenity Tower, a mega-block owned by CHIMERA. Serenity Tower's security is top-notch, provided by the Onça Pintada Esquadrão, a scary ass group of operatives from Brazil. Their cloud networks are heavily protected, they have turrets that can blast hostiles before they get close, and they can lock the whole damn building down at the first sign of trouble.

HOW DOES HE GET TO AND FROM WORK?

Terrance informs the characters that Emahd travels to and from work by corporate VTOL; a Ravenlocke X-T Raptor series combat transport. If the characters wish to take this option, they'll need to figure out Emahd's itinerary. Hackers can find this information by hacking the Bio Solutions computer network. See Act Two: The Extraction, for more information on the network.

WHAT KIND OF SECURITY DOES BIO SOLUTIONS EMPLOY?

If the PC's ask this question, Terrance will get a bit irritated, mumbling something about amateurs under his breath before he tells them it's their job to suss these things out and plan accordingly. Then he'll go on to say that Ravenlocke does all the security work for Bio Solutions, and that would be a good place to start checking.

WHERE DO WE HAND HIM OVER TO YOU?

Terrance tells the group (again) that he will contact them and they'll find out the exact location after they've successfully extracted Emahd. Until that happens, there's no need for them to know that information. They should find a secure place to lay low until Terrance contacts them.

He gives them his OOL (Omniversal Object Locator; think phone number) number and tells them to send a text message to that number once the extraction is completed. If the characters want to write down the number, use this one: NN-95471-88CH.

After all the questions have been answered, Terrance will sign off and the twins return to escort the characters from the Sanctuary. Move on to Scene II: A Better Offer?

SCENE II: A BETTER OFFER?

Once the characters are outside and moving towards their vehicles, they are approached by a group of ten Asians in trendy clothing, one of which is Hwang Li (Diesel). Have the characters make a DC 15 Perception check. If the any of the characters succeed, tell them they see a small, glowing tattoo of a Black Dragon on the back of each Asian's left hand. A successful DC 15 Culture check will tell characters it's the symbol of the Black Dragon Triad.

The group isn't obviously cybered or openly carrying weapons—though they walk like they own the DMZ.

Li approaches whichever character appears to be in charge and smiles.

READ THE FOLLOWING:

"Ni Hao, Ba po, I gots a deal for you. You shiners down, or we gotta catch you on the flip?"

{GM note: for characters that ask for a translation, it is roughly, "what's up, b&#^es", and is common street slang}*

Li wrings his hands together and glances over his shoulder before continuing.

"You got ears or what, Ba po? I'm gonna double up what that cao in there offered you, ba po!"

If the characters accept the offered conversation, Diesel will then attempt to talk them into flipping on the job and delivering Emahd to him instead. He, unlike Terrance, will set up a drop at one of the 'white-out rooms' at Vortex.

IF THE CHARACTERS ACCEPT THE DEAL

If the characters accept Li's offer, their contractor will know about it 1d4 hours after the meet with Diesel and arrange a little surprise (See Act Three) when they attempt to turn Emahd over at Club Vortex. Never one to leave things to chance, Diesel hires a gang known as the Wolf Pack to hit the characters on their way to Vortex and grab the extraction for him. It is, after all, cheaper to not pay the extraction team double, and instead just pay the Wolf Pack regular price to scrub the team. If this situation plays out, the team will find themselves in a three-way firefight in Act Three.

IF THE CHARACTERS TURN LI DOWN

If the characters turn Diesel down, the man is obviously frustrated, but calms himself and nods with a big, greasy smile and says the following:

"No problems. Too bad we couldn't interface on this gig. Just trying to make you some extra creds. Catch you on the flip!"

He and his crew back away, all smiles, and leave. Li still hires the Wolf Pack to hit the characters and snatch Emahd. See Act Three: Out of the Frying Pan, for more information.

BEST LAID PLANS

It's entirely possible that this scene can turn into a fight. If the PC's push Diesel, his henchmen will pull weapons and open fire.

Use the stats for Triad NPC below. Diesel won't stick around. he has plans for the characters and isn't about to die in a firefight.

TRIAD ENFORCER

CR 1

XP 400

Human cybermonk
Medium humanoid (human)

Init +2; **Perception** +5

DEFENSE HP 20

EAC 11; **KAC** 13

Fort +3, **Ref** +3, **Will** +1

DR 3/—

OFFENSE

Speed 30 ft.

Melee cyberblade +8 (1d4+5 S) or unarmed strike +8 (1d6+5 B)

Offensive Abilities cyber wuxia

STATISTICS

Str +4, **Dex** +2, **Con** +0, **Int** -1, **Wis** +1, **Cha** -1

Feats Improved Combat Maneuver (trip), Improved Unarmed Strike

Skills Acrobatics +5, Athletics +10, Stealth +5

Languages Chinese, English

Other Abilities evade

Gear armored hoodie, cyberweapon (cyberblade), TAP (hack DC 19)

HWANG "DIESEL" LI

CR 5

XP 1,600

Human razor
Medium humanoid (human)

Init +3; **Senses** blindsense (sound) 30 ft.; **Perception** +11

DEFENSE HP 75 RP 4

EAC 17; **KAC** 19

Fort +7, **Ref** +4, **Will** +5

DR 4/—

OFFENSE

Speed 30 ft.

Melee retractable katana +14 (2d4+5 S)

Ranged tactical semi-auto pistol +14 (1d6+5 P)

Offensive Abilities precision strike, target lock I, wounding strike

STATISTICS

Str +5, **Dex** +3, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

Skills Athletics +11, Bluff +16, **Intimidate** +11

Languages Chinese, English

Other Abilities antitoxin, sonic sensory

Gear combat vest, retractable katana, tactical semi-auto pistol with 9 rounds, TAP (hack DC 25)

PREPPING FOR THE JOB

Terrance provided some information about the mission, but probably not enough to satisfy the characters. This section deals with any legwork and prep the characters might do before they proceed with the extraction. Characters can obtain any special equipment they want as well by working through their contacts.

GATHERING INFORMATION

As with the Q&A, there's no way we can answer every question the group might have, but here are some of the most common answers.

BIO SOLUTIONS

If the characters do research on Bio Solutions and succeed on a DC 15 Culture check, they'll find the corp employs Ravenlocke to handle the corporate security.

If the characters exceed the DC by 5 or more, inform them that they fit all of their top employees' TAPs with tracker sprites.

BIO SOLUTIONS' NETWORK

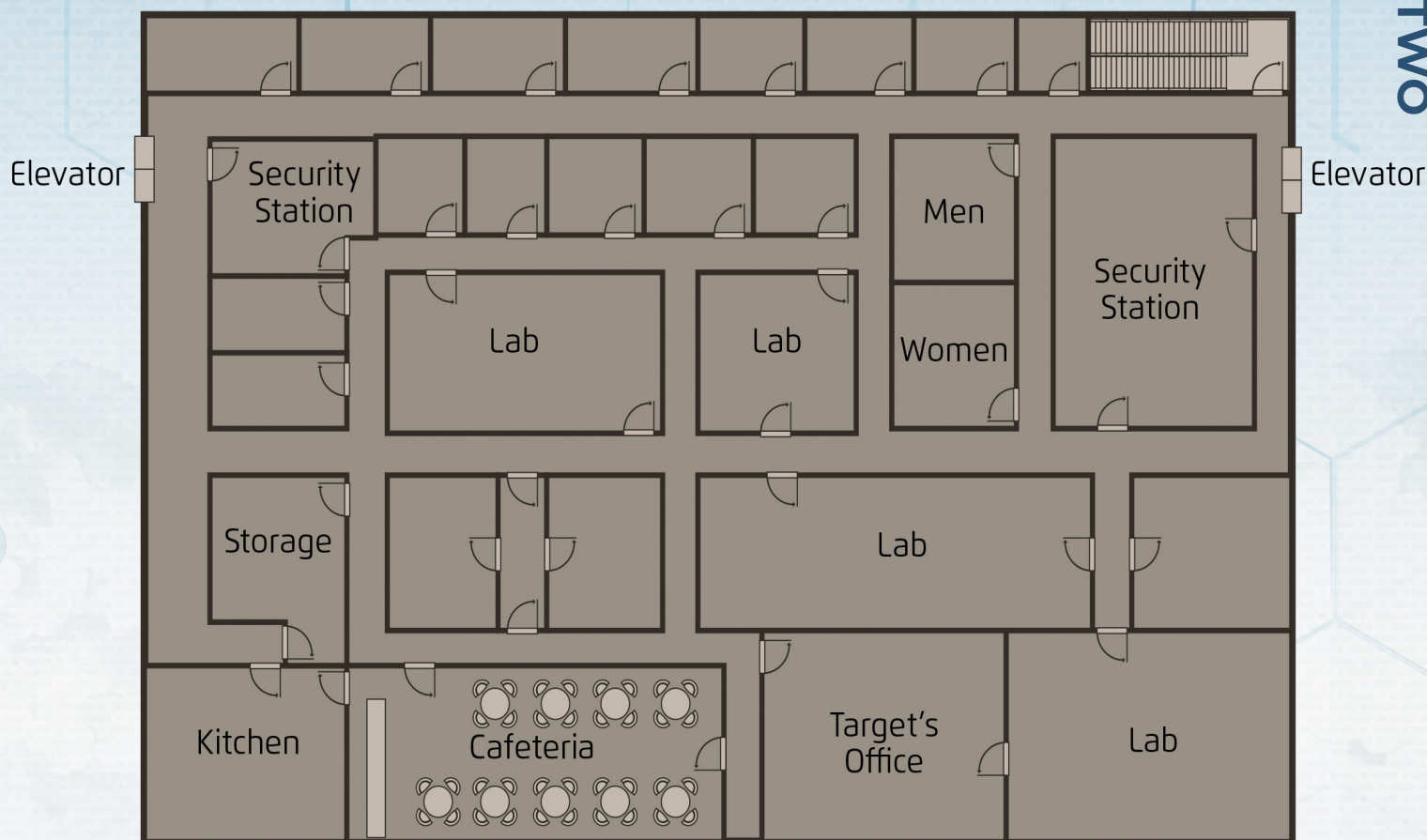
If a hacker character does research on the corp's network and succeeds on a DC 15 Computers check, give them the basic stats of the Network. If the hacker exceeds the DC by 5 or more, she enjoys a +1 bonus to all Computers checks related to the Bio Solutions' network for the duration of the scene.

DIESEL

Diesel's unexpected appearance might prompt the characters to find out more about the man. A successful DC 12 Culture check tells the characters Diesel is a member of the Black

Bio Solutions

ACT TWO



Dragon Triad. He's recently crossed the 14k Syndicate, and word is, he needs to make things right. Exceeding the DC by 5 or more tells the character that Diesel's predicament is dire. He killed a Red Pole, and the only way to make it right is to facilitate the release of Xiou Kang by delivering Emahd to the Chinese Embassy.

EMAHD

On a successful DC 15 Culture check, the characters find out he's guarded by two members of the Jaguar Squadron at all times when he's at home. When in transit between home and work, Ravenlocke security handle Emahd's protection. The guards are under orders to kill Emahd if they suspect he's trying to leave the corp, or if someone tries to kidnap him.

TERRANCE

Terrance is a ghost. The characters aren't able to find anyone who knows anything about the man.

THE BLACK DRAGON TRIAD

On a successful DC 12 Culture, the characters learn that the Black Dragon Triad is a small organization that, up until now, has gone relatively unnoticed by the larger Triads. This

potential war has the leadership worried. Exceeding the DC by 5 tells the character that they are considering putting their own contract out on Diesel, regardless of whether or not he cleans up his mess.

THE 14K SYNDICATE

On a successful DC 12 Culture check, the characters learn that the 14k Syndicate is the largest Triad organization in the 'plex. They are currently in a defacto state of war with the Black Dragon triad because of Diesel.

ACT TWO

This act should be all about extracting Emahd. He'll either be in his office, in the R&D sub-basement of Bio Solutions, or he'll be at home in the Serenity Tower. As stated above, Emahd lives on the 56th level of the corporate LIVEfac (Living Facility).

Should the characters attempt to extract Emahd from a different location (like in transit) it becomes prohibitively expensive (2d6x entire group's pay) to get the gear to bring down the VTOL he takes to and from work. Should they choose this route let them (see Option 3: Carpool for more

information), then move directly to Act Three after destroying all the specialty gear they bought or rented to pull this off. Character limb loss in a firefight is encouraged here during the extraction if they do take the dogfight option.

SCENE 1: INTO THE FRYING PAN

The essence of this scene is to bring the characters up to speed with the pace of the rest of the extraction. Start slow with them, giving them freebie successes, and slowly increase the difficulty of the run. Getting to Emahd should be a piece of cake, with every detail of the plan going perfectly. It is once the characters reach the target that things start to go sideways. This is a great time to reinforce the ideas that: Jobs usually go wrong. When everything is going right, you know you are in real trouble, because you can't spot all the things that have already gone wrong, and you're about to get hit from your blind spot. The first thing that goes wrong is Emahd. Play it up that things are just going so right and give your characters a good sense of foreboding by the time they reach him.

OPTION 1: HOME IS WHERE THE HEART IS

This option is for when the characters choose to extract Emahd from his home. As stated before, Emahd lives on the 56th level of Serenity Tower, a CHIMERA-owned megablock in the corporate zone. The zone itself has checkpoints, just like any corporate zone, which can be overcome with a few well-placed bribes or extremely well forged credentials. Overpowering the checkpoints is not an option, and if the characters insist on trying, the players will end up fragged or jailed, depending on how nice you are feeling. If they end up jailed, Terrance will break them out 1d4 hours later, telling them he now owns them for the next year. The characters will then be forced to extract Emahd from work for Terrance, even if they had accepted Li's offer.

SECURITY

Serenity Tower is a much harder choice than Bio Solutions because multiple corporations have high level employees living here, and all have a vested interest in making it safe. When the characters screw up, and they will (Emahd will see to that), they'll find themselves locked inside a completely enclosed mini-city with a multi-corp task force hunting them. Upside? It's filled with civilians. If the characters have the right contacts, or bribed the right people ahead of time, they just might be able to pass themselves off as citizens. Of course, Emahd doesn't want to go, and will be vocal about it if given the chance, unless the characters figure out a way to keep him quiet.

Have fun here but remember that you want to let your characters out so that you can mess with them twice as hard later.

OPTION 2: ALL WORK AND NO PLAY MAKES EMAHD A DULL EXTRACTION.

This option is for when the characters choose to extract Emahd from Bio Solutions. As mentioned before, Ravenlocke does all the security work for Bio Solutions. This is a more standard extraction. In, out, done.

The recommended play style here is to create a smoke screen. Lots of research by the characters on security is recommended. Top shelf malware, cookie cutter mini guns, biometric scanners for full body key access, it's all there. If you overdo it and the characters can't see a way out (or in), use an NPC or two to nudge them towards a path through.

With the same philosophy in mind as Option 1, the character's plan should work on the way in, and work flawlessly. Be it hacking the building's systems, fake IDs, or some other cunning plan (even a firefight), they nail it. Pause several times on the way in to roll dice and look slightly frustrated each time to let them know they are getting lucky. This is their reward for all the role playing that went into finding a way, this brief moment of hope because everything is going perfectly.

And it all ends with this one tiny exchange:

Read the following:

As you walk into the office, Emahd looks up and his eyes go wide. You all know it in your bones. He has no clue who you are. In a shrill voice he shouts 'SECURITY!'

Roll initiative; if Emahd wins, he trips as he launches himself from his chair to hit a large red panic button. Allow the players a couple of altercations on the way out but let them out. Remember that things get slowly worse and worse.

SECURITY ELEMENTS

Use the following information to populate Serenity Towers or Bio Solutions' security teams.

The Serenity Tower Network: The Serenity Tower network is a state-of-the-art Corporate Access Network. All peripheral systems (elevators, security cameras, etc.) slaved to the network are Item Level 3/Tier 1 and have 1 base stability box:

SERENITY TOWERS SECURITY TEAM		CR 2
XP 600		
Human gunner		
N Medium humanoid (human)		
Init +1; Perception +8		
DEFENSE	HP 42 RP 3	
EAC 14; KAC 16		
Fort +5, Ref +3, Will +4		
DR 8/—		
OFFENSE		
Speed 20 ft.		
Melee static shock truncheon +11 (1d12+7 nonlethal E; critical arc 1d4)		
Ranged autotarget rifle +11 (1d6+3 P)		

STATISTICS**Str** +4, **Dex** +1, **Con** +2, **Int** +0, **Wis** +0, **Cha** -1**Skills** Athletics +13, Engineering +3, Intimidate +8, Sense Motive +8**Languages** English**Other Abilities** favored terrain (urban)**Gear** first responder armor, static shock truncheon with 1 battery (6 charges), autotarget rifle with 10 rounds, TAP (hack DC 19)**OPTION 3: CARPOOL**

Should the characters attempt to extract Emahd from a different location (like in transit), they're going to need to spend some contacts to get the gear to bring down the VTOL he takes to and from work. This is a difficult task (minimum DC 20) using the most appropriate skills based on their plan to set up the ambush, with a failure resulting in the VTOL making an escape. If the characters can pursue, it becomes a chase!

Once the characters finish the task (or the chase), they still have one problem: Ravenlocke Security. There are five security officers, including the pilot, so any of them who survive will attempt to defend Emahd. However, if it looks like they won't be able to secure him, they're under orders to eliminate him, rather than let him fall into enemy hands.

Once they extract Emahd, move directly to Act Three.

RAVENLOCKE COMBAT HACKER**CR 2****XP 600**

Human hacker 3

Medium humanoid (human)

Init +0; **Perception** +12**DEFENSE** **HP 23 RP 3****EAC 14; KAC 15****Fort** +3, **Ref** +3, **Will** +3**DR 3/—****OFFENSE****Speed** 30 ft.**Melee** stun gloves +8 (1d4+4 nonlethal E; **critical** stunned [DC 13])**Ranged** tactical light pistol +6 (1d4+2 P)**Offensive Abilities** hacker specialization (wardriver), induce lag, programs (DC 13, blaster worm level 1, BOOM_SYN level 1, THROTTL3 level 1)**STATISTICS****Str** +2, **Dex** +0, **Con** +1, **Int** +4, **Wis** +0, **Cha** -1**Feats** Interference**Skills** Athletics +7, Computers +12, Engineering +12, Intimidate +7, Sleight of Hand +12**Languages** Chinese, English, Portuguese, Spanish**Other Abilities** code monkey (1d6)**Gear** armored hoodie, stun gloves with 1 battery (6 charges), tactical light pistol with 9 rounds, TAP (hack DC 19)**RAVENLOCKE DRONE JOCKEY****CR 3****XP 800**

Human gearhead

Medium humanoid (human)

Init +8; **Senses** low-light vision; **Perception** +8**DEFENSE** **HP 35 RP 3****EAC 14; KAC 15****Fort** +2, **Ref** +4, **Will** +6**DR 4/—****OFFENSE****Speed** 30 ft.**Melee** katana +7 (1d4+2 S)**Ranged** semi-auto pistol +9 (1d4+3 P)**STATISTICS****Str** -1, **Dex** +4, **Con** +0, **Int** +2, **Wis** +1, **Cha** +0**Skills** Bluff +8, Computers +13, Engineering +13, Piloting +13, Stealth +8**Other Abilities** primary technical specialization (drone jockey), quick sapping**Gear** combat vest, semi-auto pistol with 9 rounds, Helios Hover-Eye, TAP (hack DC 25)**RAVENLOCKE CORPORATE SECURITY OFFICER****CR 3****XP 800**

Soldier model simulacrum razor

Medium humanoid (genesplice, human)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +8**DEFENSE** **HP 42 RP 3****EAC 14; KAC 16****Fort** +5, **Ref** +3, **Will** +4; +4 vs. fatigue and exhaustion**DR 8/—****OFFENSE****Speed** 20 ft.**Melee** static shock truncheon +11 (1d12+7 nonlethal E; **critical** arc 1d4)**Ranged** autotarget rifle +11 (1d6+3 P)**Offensive Abilities** close control, precision strike**STATISTICS****Str** +4, **Dex** +2, **Con** +1, **Int** +0, **Wis** +0, **Cha** -1**Skills** Athletics +13, Engineering +3, Intimidate +8, Sense Motive +8**Languages** English**Other Abilities** favored terrain (urban)**Gear** first responder armor, static shock truncheon with 1 battery (6 charges), autotarget rifle with 10 rounds, TAP (hack DC 19)

EMAHD MORADI**CR 1****XP 400**

Human medic
 Medium humanoid (human)
Init -1; **Perception** +9

DEFENSE **HP 17****EAC** 11; **KAC** 12**Fort** +1, **Ref**+1, **Will** +4**DR** 4/—**OFFENSE****Speed** 30 ft.**Melee** unarmed strike +4 (1d3+1 nonlethal B)**Ranged** tactical light pistol +6 (1d4+1 P)**STATISTICS****Str** +0, **Dex** -1, **Con** +1, **Int** +0, **Wis** +2, **Cha** +4**Skills** Bluff +4, Intimidate +9, Life Science +4, Medicine +9, Sense Motive +9**Other Abilities** healing nanites +1d6, treatment (minor treatment)**Gear** armored business suit, tactical light pistol with 6 rounds, TAP (hack DC 19)**RAVENLOCKE X-T RAPTOR EXECUTIVE TRANSPORT****LEVEL 2**

Ravenlocke's entry into the executive transport field is the agile, quick, and comfortable XT-Raptor. A VTOL vehicle, the Raptor is comfortable enough that no one is going to feel that corners were cut in its design, and still fast enough that it handles like a thoroughbred.

The passenger compartment is tastefully trimmed in your choice of one hundred and twenty different color combinations of wood, leather, and accent materials (Lunar Hematite is the hottest accent item this season!), features cushioned, reclining seats, and has been carefully insulated to shut out the noise of the rest of the world so passengers can concentrate on the important things and enjoy a quiet drink from the onboard bar while working, or just listening, to the full communications suite with stereo and HR video. A standard flight capable AI Aspect chauffeur handles the driving, although auxiliary piloting controls come standard in all models.

PRICE 80,250

Huge air vehicle (10 ft. wide, 20 ft. long, 8 ft. high)

Speed 200 ft., full 400, 175 mph; **Range** 385 miles**EAC** 10; **KAC** 15; **Cover** improved cover**HP** 90 (45); **Hardness** 15 (light fortification)**Attack (Collision)** 8d8 B (DC 11)**Modifiers** -1 Piloting, -3 attack (-6 at full speed)**Systems** Com System (500 miles), Computer Tier 7 (41);**Passengers** 8**SPECIAL ABILITIES****Cargo Space (Ex)** The X-T Raptor has 20 cubic feet of cargo space, holding up to 55 bulk.**Improved Air Bags (Ex)** Grants operator and passengers +5 DR versus first collision/crash/hazard related damage they would suffer.**Advanced Autopilot (Ex)** The autopilot system has +12 Piloting.**Concealed Weapons System (Ex)** Concealed Tactical X-Gen Gun with 1,000 rounds in a 360-degree top-mounted turret.**ACT THREE**

Act Three begins after the characters have successfully extracted Emahd. At this point, they should have decided whether or not they are going to stay loyal to Terrance, or they are going to take Diesel's offer and hand the geneticist over to him. In any case, some key events in this Act take place regardless of the choice they make.

PLOT TWIST: AN UNWILLING TARGET

Terrance told the characters that Emahd would be pretending to be an unwilling target in the hopes of making it look like he knew nothing about the extraction. However, after the characters get him away from the extraction point, he still continues to protest, and tries to escape every chance he gets. This behavior should make it obvious he never wanted to go in the first place! In short; instead of emancipating a disgruntled employee, the characters kidnapped him. The realization should raise all sorts of questions.

Do the characters try and return Emahd to Bio Solutions? If so, how do they return the geneticist without getting their brains blown out? If not, should they hold to their agreement with a man [Terrance] who lied to them, or dump him off on someone else (Like Hwang Li)?

If they decide to honor their agreement move to "Act Four, Scene I: The Gary Hell Zone," after Act Three.

If they turn him over to Diesel, move to "Act Four: Scene II: Double-crossed," after Act Three.

If they decide to return him to Bio Solutions, move to "Act Four, Scene III: Oops! Sorry About That," after Act Three. If complications during this act lead to Scene III: Flushed out of Hiding, this option is only possible if the characters escape the assault on the safe house. Even then, any meet is going to be tense, but we'll get to that later.

FAILED EXTRACTION

If the characters failed to extract Emahd, the adventure can end right here. They are, of course, free to try again, but security is going to be much tighter; Bio-Solutions will have Emahd on lockdown in their corporate facility. If they give up, the characters lose 3 points of Street Cred.

SCENE I: GOING TO GROUND

Begin this scene immediately after the characters extract Emahd. The characters are going to need to find a place to lay low until they arrange a time to meet either Terrance, or Hwang Li. In the meantime, they have another pressing matter that must be dealt with; Bio Solutions and Ravenlocke Security are looking for them. Who is initially hunting the characters down depends on where they extracted Emahd, but as the adventure progresses, both organizations will have their own teams on the streets.

If they pulled him out of Bio Solutions labs or Serenity Towers, the Jaguar Squadron are the primary pursuers. If more than 10 hours pass, or the Jaguar Squadron threat response team is killed, Bio Solutions will report the kidnapping to Ravenlocke Security and seek their aid in getting Emahd back.

If the characters snatched Emahd in transit, Ravenlocke Securities take it upon themselves to get Emahd back. Ravenlocke's Chief Security officer, Devon Hart, doesn't want Bio Solutions knowing they've failed to protect Emahd; that could severely impact future contract negotiations with the corp in the future, not to mention getting him fired. He'll wait up to an hour before informing Bio Solutions he's lost the corp's golden child, at which point Bio Solutions will send the Jaguar Squadron to find Emahd. Devon will personally take charge of the recovery operation.

DEVON HART CORPORATE MERCENARY

CR 6

XP 2,400

Human agent

Medium humanoid (human)

Init +6; **Perception** +14**DEFENSE** HP 80**EAC** 18; **KAC** 19**Fort** +5, **Ref** +8, **Will** +19**Defensive Abilities** evasion, uncanny agility; **DR** 4/—**OFFENSE****Speed** 40 ft.**Melee** static shock truncheon +12 (1d12+9 nonlethal E; **critical** arc 1d4)**Ranged** advanced light pistol +14 (2d4+6 P)**Offensive Abilities** debilitating trick, staggering shot, trick attack +3d8, uncanny shooter**STATISTICS****Str** +3, **Dex** +5, **Con** +1, **Int** +2, **Wis** +1, **Cha** +0**Skills** Acrobatics +19, Athletics +14, Bluff +14, Computers +19, Disguise +14, Sleight of Hand +19**Languages** Chinese, English**Other Abilities** quick read**Gear** combat vest, static shock truncheon with 1 batter (6 charges), advanced light pistol with 12 rounds, TAP (hack DC 31)

JAGUAR SQUADRON

CR 2

XP 600

Human razor

Medium humanoid (human)

Init +1; **Perception** +7**DEFENSE** HP 25 RP 3**EAC** 13; **KAC** 15**Fort** +4, **Ref** +2, **Will** +3**DR** 4/—**OFFENSE****Speed** 15 ft.**Melee** survival knife +10 (1d4+6 S)**Ranged** tactical semi-auto pistol +7 (1d6+2 P) or flash grenade +7 (explode [blinded 1d4 rounds, 5 ft.])**Offensive Abilities** precision strike**STATISTICS****Str** +4, **Dex** +1, **Con** +2, **Int** +0, **Wis** +0, **Cha** +0**Feats** Deadly Aim**Skills** Athletics +7, Engineering +7, **Intimidate** +12, **Survival** +7**Languages** English**Other Abilities** dosing, grenade rush**Gear** servo system, survival knife, tactical semi-auto pistol with 9 rounds, TAP (hack DC 19)

COMPLICATION: HOT ON THEIR TRAIL

Bio Solutions take great measures to monitor their employees. They have Emahd's Tendril Access Processor fitted with an expert sprite that constantly pings the geneticist's physical location back to the security division responsible for monitoring the physical location of all their employees. This information is also relayed to Ravenlocke, as they hold the contract for off-site protection of key staff members.

Emahd will know this but isn't about to divulge this information to the characters. If the PC's did any digging into Ravenlocke and Bio Solutions' security protocols, they'll know Emahd's "low-jacked," and can try and hack his TAP and remove the sprite, but the only way to do that is to destroy it. Furthermore, the sprite is programmed to defend itself.

TRACKER SPRITE

CR 3

XP 800

Diminutive construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +13**DEFENSE** HP 39**EAC** 14; **KAC** 15**Fort** +0, **Ref** +0, **Will** +4**Immunities** construct immunities**OFFENSE****Speed** 0 ft.**Ranged** TAP burn +10 (1d6+3 nonlethal E)

Offensive Abilities psychotropic assault (DC 14, staggered 3 rounds), TAP burn

STATISTICS

Str -5, **Dex** +0, **Con** —, **Int** +4, **Wis** +2, **Cha** +1

Skills Computers +13, Culture +8, Intimidate +8, Sense Motive +13, Stealth +8

Languages English (plus two more appropriate to the adventure, or your choice)

Other Abilities send signal, unliving

SPECIAL ABILITIES

Psychotropic Assault (Ex) As a standard action, the tracker sprite can unleash an assault on a person's TAP within 60 feet, overloading it with incoming data. The target must succeed on a DC 14 Fortitude save (DC 14) or be staggered for 3 rounds. Targets without an active TAP are unaffected.

Send Signal (Ex) The tracker sprite sends out a ping to alert Bio Solutions to the location of its host. So long as the tracker sprite is in residence, they are always able to pinpoint his location via the signal. The sprite can send the signal as a swift action.

TAP Burn (Ex) The tracker sprite's standard response against attackers is an offensive engram attack. This attack has a range of 60 feet. Targets without an active TAP are unaffected by this ability.

The tracker sprite is meant to be innocuous and typically remains at play in the TAP in which it is uploaded. It can choose to be seen and heard via HR emitters, in which case a tracker sprite typically manifests as a humorless, well-built person in a suit and dark glasses, wearing an old-fashioned earpiece communicator.

If the characters don't—or can't—remove the sprite, they can expect at least one encounter with either Bio Solutions or Ravenlocke's response teams before they get to their safe house. Obviously, you can hit the team multiple times, depending on how difficult (and deadly) you want this adventure to be, but keep in mind combat is brutal in this game. If you have the characters constantly fighting antagonists, the players might resent you for it. I suggest one encounter to hammer home the fact that they really need to find a way to get to ground and plan their next steps.

Consider using non-lethal weapons. Obviously, Bio Solutions wants Emahd alive. They don't care so much about the characters but capturing them alive is a bonus. It sends a message to other teams in the sprawl; don't mess with Bio Solutions. If you choose the nonlethal approach, use the same weapons you normally would, with the same damage dice, but just say they are gel rounds, or rubber bullets, which deal nonlethal damage.

FINDING A SAFE HOUSE

Unless the characters want to drive (or Fly!) around Chicagoland all night while they wait for information about the meet, they're going to need to find a place to lay low. If

they already have a safe house, move to Scene II: The Wait. If they don't have a safe house, the characters are going to need to find one. Here are some guidelines you can use.

TIME

Unless the characters have their own safe house, it's going to take up to an hour to set up a secure location (this includes travel time to get there). Roll 1d6 and multiply by 10. This is the number of minutes the characters will need to wait before the safe house is ready.

THE BENEFITS OF A SAFE HOUSE

Safe houses are attractive because they are just that; safe bolt holes that only the characters (and perhaps a few trusted contacts) know about. All Culture, Diplomacy, and Survival checks to find the location of the characters while they are in the Safe House suffer a -2 penalty.

SAFE HOUSE INFORMATION

The safe house is a renovated two story condo located in the Lombard Projects. The safe house is part of a larger development and is not a free-standing building. The owners of the place pay one of the local gangs to watch it when it's not in use.

SECURITY FEATURES

The safe house has some special features that help make it "safe;" VCI-compatible weapon systems (two hidden gun turrets in the living room of the safe house, and another in the garage), and security cameras on all external points 2 to Perception checks involving sight). All doors—including the garage door—are hardened and have a hardness of 10. The windows have been boarded up and reinforced (hardness of 8).

Weapons: Sentinel Rock Auto Turret (2) (Range 50; Damage 9/16; RoF 3; Shots 200; Auto fire +15.)

Other equipment: The garage has a work bench with tools and generic automotive parts. If any repairs are needed, characters who have the Craft skill can make checks to repair vehicles as if they had the proper tools (negates the -2 penalty). On the 2nd floor, characters will find a Mobile Trauma Kit, 5 emergency support patches, and 5 stim patches.

Layout: The safe house has a garage, two floors, and a basement. The first floor looks like is standard condo. It has a bathroom, a bedroom, living area, and a kitchen. There is a doorway leading to the attached garage. A secret door in the back of a closet has an elevator which takes the characters down to the basement (DC 20 Perception check to find the secret door). The basement is a nerve center of sorts, storing the network server which controls the safe house's security cameras and gun turrets. There is also a secret exit which leads to the adjacent condo, which is empty except for a vehicle in the garage PC's can use to make an escape if they need to. The characters know about the secret door, but anyone else trying to find it needs to make a DC 20 Perception check. Additionally, the 2nd floor has been converted into a make-shift trauma center.

SCENE II: THE WAIT

Scene II is all about letting the players recuperate from the events of the past few hours while they wait for word from either Terrance or Diesel with the time and location of the meet. If they are going to return Emahd to his corp, this scene sets the stage for a meet with Bio Solutions in Act Four.

WAITING ON THE CALL

The first thing you need to determine is how long the characters are going to need to stay in the safe house. How long it will take depends on who they are waiting to hear from.

Terrance: If the team is waiting to hear from Terrance, they'll need to wait two hours before he contacts them. In truth, Terrance has had the location planned ever since the extraction began but wants to be sure the characters aren't being tracked before he'll tell them where to go.

Diesel: Diesel isn't very organized and has problems of his own he's trying to deal with, like saving his skin. The Black Dragon Triad is getting sick of waiting for Diesel to fix the tensions between them and the 14k Syndicate, who have started to retaliate by hitting Black Dragon 49'ers across the sprawl. So far, the Black Dragons have allowed these attacks to proceed without a response, but sooner or later they are going to have to fight back. They're pushing Diesel hard to get this taken care of, and soon. Diesel is also hammering out the details of the ambush which takes place in Act Four with the Wolf Pack.

With this in mind, roll 1d6. This is the number of hours the characters wait before hearing from Diesel.

Bio Solutions: Negotiating the return of Emahd is problematic. The corp has already attacked the group once, and there's no reason to believe they won't do it again. Furthermore, the characters need to be careful about how they contact Bio Solutions in the first place. The corp can trace the group's location easily enough if they directly contact the corp, so the best option might be to work through a third party, maybe a fixer, or some other trusted contact.

You can assume this process goes off without a hitch, but it's still going to take time. Roll 1d4. This is the number of hours which pass before the characters receive information about the meet. If Emahd's TAP hasn't been disabled (or the corp figures out his location as a result of the complication below), the corp has the upper hand here, and any delay is just a stalling tactic while they prepare to assault the safe house. See Scene III: Flushed Out!

Once the allotted amount of time has passed, move to the appropriate scene in Act Four.

COMPLICATION: EMAHD WON'T SHUT UP

Emahd continues to be a problem, especially if his TAP has been disabled (something he considers a mind rape). He taunts characters constantly and tries to escape at every opportunity. Emahd isn't stupid; he'll pick the person in the group who seems to be the densest (check character sheets and target the person with the lowest Wisdom, or an

appropriate drawback like Arrogant). Treat his taunts as an Intimidate check designed to provoke some kind of response. If Emahd succeeds, instead of applying the shaken condition to the character, force him to do something he might not normally do, like hurt the geneticist.

The most obvious response here is to shut Emahd up by knocking him out. If the character resorts to violence, you can just assume he is successful; Emahd isn't going to fight back. That said, if you want to throw a monkey wrench into this scene, have the character who is trying to knock Emahd out roll a d4.

If the result is a 4, the character hit him too hard. Make the player roll damage and apply it to Emahd as lethal damage! If he is reduced to fewer than 0 hp, he suffered head trauma (you can't knock someone out by punching them in the stomach, after all), falls unconscious, and will die within an hour! Have the players make a DC 10 Medicine or Perception check. If they succeed, they notice Emahd's eyes have rolled back in his head, and bloody drool is dripping out of the corner of his mouth.

If none of the characters have the Heal skill, they're going to need to call in outside help. They can use the healing patches but must make untrained Heal check. Anyone with a Fixer or Street Doc contact can get the help they need, though this is risky. As mentioned above, Ravenlocke and Bio Solutions are actively looking for the characters. If the characters reach out to their contacts, make a DC 15 Perception or Computers check for both Bio Solutions and Ravenlocke Securities, and use the Jaguar Squadron stats for Bio Solutions, and Devon Hart's stats for Ravenlocke securities.

If the check(s) succeeds, one (or both) of the teams (your choice) get word the team reached out for medical assistance, and they have the name of the street doc, but they don't get this information soon enough to be able to find the location of the safe house. If the check exceeds the DC by 5 or more, they also have the location of the safe house, and will get there in 1d12 + 30 minutes! Proceed to the next scene.

SCENE III: FLUSHED OUT!

This scene only takes place if either Bio Solutions or Ravenlocke securities discover the location of the safe house. One interesting way to handle this scene is to hit the group just as they find out the location of the meet with either Diesel or Terrance. If they were trying to negotiate Emahd's return to Bio Solutions, it becomes obvious the corp isn't interested in dealing with them.

This encounter shouldn't result in character death. The security cameras should let the characters know when any teams show up. Give them time to get to the secret entrance but make this scene tense. If the characters are stubborn and want to fight off the attack, have the attackers use non-lethal ammunition, flash bang, smoke, and tear gas grenades.

If the characters are caught, the adventure ends here. Proceed to Act Five for more information.

ACT FOUR

In Act Four, the characters finally have a time and place to hand Emahd over and be done with the mission.

Once the characters leave the safe house, remind them they are still wanted men and women, regardless of which option they chose in Act Three. The only question is which individual or organization wants them. Choose the most applicable scene to begin this act based on the events of Act Three.

SCENE I: THE GARY HELL ZONE

If the team decides to honor their original agreement and hand over Emahd to Terrance (and whoever his real clients are), they're told to meet on one of the docks in The steel yard on the edge of the Gary Hell Zone. If they want a specific number, label it Dock #57.

On the way there, the team will encounter the Wolf Pack, no matter what route they take. The Wolf Pack will attempt to eliminate the team and capture Emahd. If the Wolf Pack fails to abscond with their target, the team can continue with their original plans and move on to the docks. If any Wolf Pack members are incapacitated and still alive, team members may also attempt to interrogate them. A successful DC 14 Intimidate check will reveal their being hired by Diesel, but any thoughts of revenge will have to wait until after the exchange is made.

If they fail to keep Emahd but live, move on to the chase scenario as described in Scene II: Double-Crossed.

You can throw in more minor gang encounters, and the Gary Hell Zone is notorious for not having any official security forces—nor do any want to enter the area, as they're quickly targeted by roving gangs. Terrance will suggest a particular “safe” route skirting the edges of the zone that can involve few to no encounters until the team arrives at the specified dock. Terrance will have locked this dock down with his own muscle, securing it for their arrival.

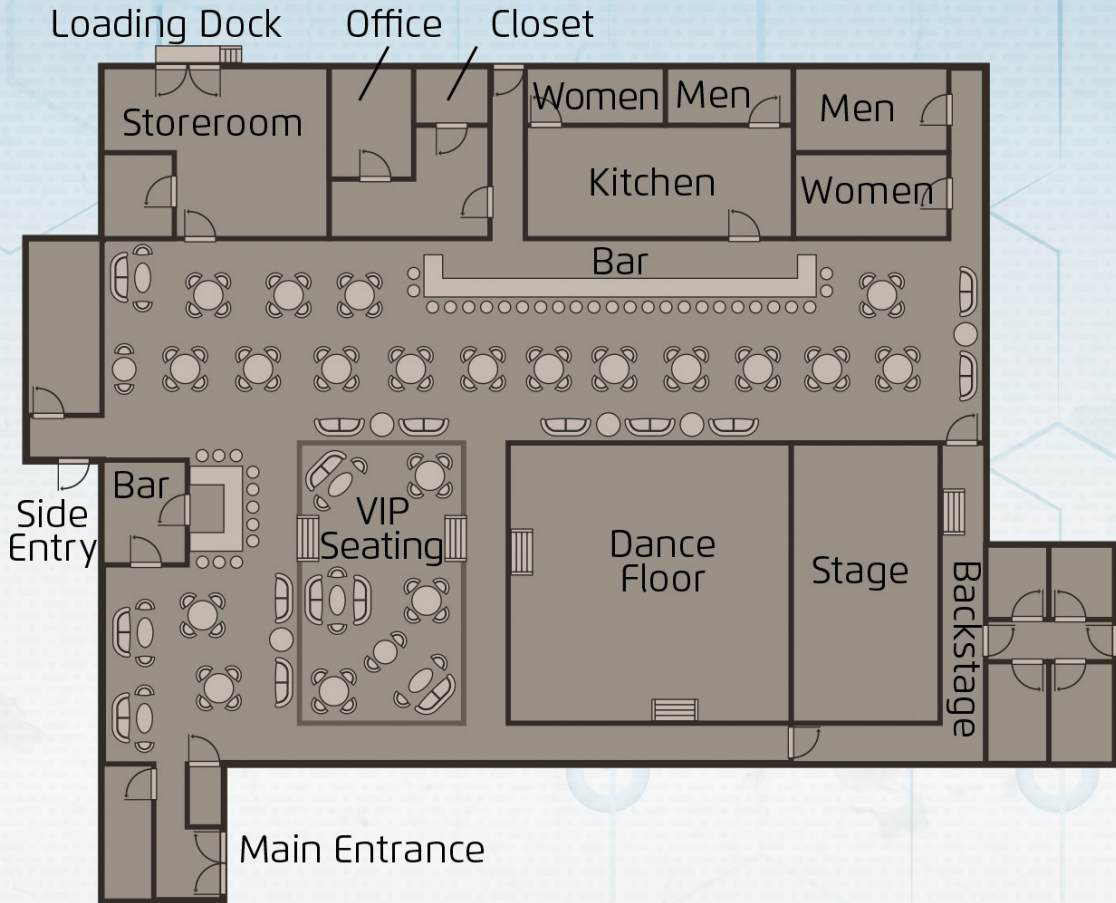
Read the following when you are ready to begin: *Terrance stands near the edge of the dock, half-hidden among dozens of stacked crates with cranes looming overhead, blinking with construction lights. Water laps at the dock's edge, and there are no nearby vessels you can see. Gunfire echoes in the distance, evidence of The Steelyard's reputation as a constant battle zone, but this particular dock stands quiet.*

Somehow Terrance manages to exude even more smarminess than the first time you met him. If he's delighted at seeing you approach with Emahd, he doesn't show it. Four goons stand behind him, one an obvious bear chimera, while the others sport clear signs of cybernetic enhancements—possibly even full-on borgs.

Terrance waits until you stop in front of him and present Emahd. He cocks a perfect eyebrow and waves to a particular set of shadows. A skinny man in a long gray coat hurries forward. He jabs a syringe into Emahd's arm and the man wobbles, eyes glazing over. Terrance's attendant then gives Emahd what



Club Vortex



looks to be a quick medical exam, as well as scanning his TAP. After a minute, he nods to Terrance, saying, "He's clean. Healthy enough to travel!"

Terrance nods and circles fingers to his goons. "Take him to the transport."

Two of them step up, hands empty of any weaponry, though you're certain they could have guns conjured in a blink. Then Terrance holds up a hand, and they pause.

"Oh, how rude of me. Your payment." He blinks twice, and smirks. "Done. You'll find the agreed upon amount deposited from untraceable accounts. Our business is now concluded."

The goons take the unresisting Emahd and march him off to one side of the dock. With a thrum of engines and swirling of water, a black sub rises from the depths, and a porthole whirs open in the near side. Emahd is stuffed inside, and Terrance moves to follow. After several steps, he pivots on a heel and raises a finger.

"By the way, if anyone ever asks you to incriminate me, remember this: not only do you not have any real idea of who I or my clients are, but I have all the evidence I need to send Bio Solutions and their lackeys rushing to your doorstep. Good doing business with you. Now go away. You're boring me."

He steps into the sub with the rest of his muscle and the porthole shuts with a click of magnetic locks. The sub immediately descends and vanishes, leaving you alone on the docks—and distant gunfire once more makes you question the wisdom of staying there too long.

COMPLICATIONS

This scene can go south in a number of ways. Instead of having the Wolf Pack hit the characters on their way to the meet, you can have it happen during the meet. Don't forget that Bio Solutions and Ravenlocke Security are still looking for the characters. They can also make an appearance here. Don't forget about Emahd, either. The man doesn't want any of this and won't hesitate to try and escape if a gun fight erupts. If there are no complications, see Act Five for the Consequences/Rewards of seeing this route to its end.

SCENE II: DOUBLE-CROSSED

If the team likes the idea of double pay, they can then head to The Vortex to make the exchange with Diesel. However, half-way there, they will be ambushed by the Wolf Pack, who will

attempt to make off with Emahd. If the Wolf Pack is defeated, two courses can open up. Should a Wolf Pack member live, they can be interrogated in order to find out who hired them. A DC 14 Intimidate check is needed to discover Diesel is behind the attempted double-cross, and the group can then decide whether to confront Diesel or divert to one of the other hand-off endings. If they kill the whole Wolf Pack or fail to cull information from them, the team can then continue to The Vortex, none-the-wiser about Diesel being behind the attack.

If the Wolf Pack succeeds and steals Emahd away, the team should either give chase or give up. They'll have one opportunity along the way to catch up with them and take Emahd back. If this works, the team resumes its original plan to head to The Vortex. If not, the Wolf Pack will once again escape, but be wounded enough for the team to follow them all the way to The Vortex. Should this occur, it ought to be obvious that they've been double-crossed. How else would the Wolf Pack know where to take the prisoner?

IF THE WOLF PACK DELIVERS EMAHD...

In his haste, Diesel will have eschewed the "white room" rendezvous and met the Wolf Pack outside the club with his own cadre. When the team arrives in their footsteps, Diesel will have taken Emahd and will be engaged in a firefight with the Wolf Pack, who he's decided, at the last minute, are cheaper dead. The team can jump into the battle, attempting to kill the Wolf Pack while also getting to Diesel and forcing him to payout as promised.

IF THE TEAM DELIVERS EMAHD...

They'll be guided to one of the hidden meeting rooms in The Vortex, and Diesel will enter with his own cadre— and be shocked to see the original team there. If the team knows he was behind the Wolf Pack, they will be able to act in a surprise round. If they don't know, Diesel's team be able to act in a surprise round. Either way, Diesel (being under a lot of pressure lately) will believe the jig is up and order his men to mow them down.

AFTER EITHER FIGHT...

The best course of action would be for the team to try and kill Diesel's men and subdue him. If they succeed, Diesel will plead for his life, saying he was desperate to get his hands on Emahd as he's a dead man otherwise. The team now has an opportunity to convince Diesel to empty his cryptos into the team's account in an attempt to hold to their original deal. Diesel is pretty desperate now, and will be easily swayed—however, the amount of cryptos he possesses, while surprisingly more than what Terrance offered, is still far short of his promised "double pay." The team can then, of course, decide to either hand Emahd over and wash their hands of the matter or kill Diesel and see if they can still get Emahd to one of the other factions.

If Diesel managed to escape with Emahd, it's the last the team will see of him and the adventure ends. Same with Emahd being killed in the midst of the fight.

WOLF PACK HITTER

CR 1

XP 400

Human razor

Medium humanoid (human)

Init +1; Perception +10

DEFENSE

HP 20 RP 3

EAC 11; KAC 13

Fort +3, Ref +1, Will +3

DR 2/—

OFFENSE

Speed 30 ft.

Melee combat knife +8 (1d6+5 P)

Ranged tactical light pistol +5 (1d4+1 P)

STATISTICS

Str +4, Dex +2, Con +1, Int -1, Wis +0, Cha -1

Skills Athletics +5, Intimidate +10, Stealth +5

Other Abilities dosing

Gear armored hoodie, combat knife, tactical light pistol with 9 rounds, TAP (hack DC 19)

WOLF PACK COMBAT HACKER

CR 2

XP 600

Human hacker 3

Medium humanoid (human)

Init +0; Perception +12

DEFENSE

HP 23 RP 3

EAC 14; KAC 15

Fort +3, Ref +3, Will +3

DR 2/—

OFFENSE

Speed 30 ft.

Melee stun gloves +8 (1d4+4 nonlethal E; critical stunned [DC 13])

Ranged tactical light pistol +6 (1d4+2 P)

Offensive Abilities hacker specialization (wardriver), induce lag, programs (DC 13, blaster worm level 1, C4SC4D3 level 1, THROTTL3 level 1)

STATISTICS

Str +2, Dex +0, Con +1, Int +4, Wis +0, Cha -1

Feats Interference

Skills Athletics +7, Computers +12, Engineering +12, Intimidate +7, Sleight of Hand +12

Languages Chinese, English

Other Abilities code monkey (1d6)

Gear armored hoodie, stun gloves with 1 battery (6 charges), tactical light pistol with 9 rounds, TAP (hack DC 19)

COMPLICATION: TRIPLE-CROSSED!

If the Wolf Pack succeeds in “liberating” Emahd from the team—and the team survives—the Wolf Pack might decide to take Emahd hostage on their own and sell him to the highest bidder. If this occurs, the Wolf Pack will contact Diesel and tell him, in essence, “So sorry. Deal’s off.” Diesel will then contact the team a half hour after the fight.

He’ll claim total ignorance about this rogue group, but state he’s received a blackmail message from whoever has Emahd now, and intel from his own men on the streets indicates the people responsible have been spotted in Koreatown with a man matching Emahd’s description. He’ll plead with the team to get Emahd back and keep their deal.

The team can then decide to agree in the “rescue” attempt or just tell Diesel Emahd is his problem now, letting him take the heat for the abduction. The latter decision will end the adventure. Should they go after the Wolf Pack, they’ll find them recovering in a large apartment above a noodle shop. The shop has a few security measures, including a reinforced door and cameras alerting to their approach. This fight should be even more brutal and to the death on either side. If the team gets Emahd back, they have the option of continuing with any of the delivery options—though if they continue to work with Diesel, they should be more suspicious about how he got his intel.

See Act Five for the Consequences/Rewards of seeing this route to its end.

SCENE III: SORRY ABOUT THAT

Obviously, the team knows if they walk back into the Bio Solutions compound, they likely won’t ever come out. Bio Solutions would like their man back in one piece, so they’ve offered to meet on neutral ground. No tricks, just a clean trade. To protect themselves as best they can, the team can threaten to just outright kill Emahd if Bio Solutions tries to ambush them during the exchange—they could also go further as to claim he’s been outfitted with a bomb they’ll deactivate only once they’re safely out of the area.

The Bio Solutions representative has, in return, noted that if they so much as twitch a finger wrong during the transfer, the team will have ensured its doom. Neutral ground it is. There are a number of small parks near the Bio Solutions HQ, several with enough cover to keep the exchange from the public eye. One of these has been chosen as the meeting grounds, and the team is given specific instructions:

Meet on the north side of the park at exactly 3AM. Feel free to scan the area all you want for traps or extra troops before showing yourselves. All we care about is getting our man back. However, if you are even seconds late, it will be assumed you have betrayed us in some fashion. An unarmed Bio Solutions employee will be waiting in the middle of the clearing there, though an armed squad will be standing a hundred and fifty feet behind him. Choose one of your team members to escort

Emahd into the clearing, and they must also do so unarmed. The rest of your team may stay a hundred and fifty feet back, armed or not. Your representative will hand Emahd over to ours, and then both will withdraw back to their own sides at a steady pace. Both parties will then leave the park immediately, and any lingering on your part will also be taken as evidence of intended violence or other treachery. Is this understood?

If the instructions are followed to the letter, the exchange will occur peacefully and no one will get hurt on either side. However, if any member of the team makes any sort of threatening overture or brandishes a weapon, or attempts to betray the Bio Solutions recovery team, make it very clear they will be swarmed with overwhelming force and likely won’t make it out alive. Try to make this scene as tense as possible, making the team fear being ambushed at any second, and surprised when they’re not. Big relief, though now they’re no better off than when they started.

Bio Solutions may also make an offer, promising clemency if the team exposes who hired them. There are two possible responses here. The team can try to bluff and place the blame on a variety of people (such as any Bio Solutions rival corporations) or name Diesel specifically. Successfully blaming Diesel or another party can be done by succeeding at three DC 20 Bluff checks before getting two failures. If this succeeds, Bio Solutions will then see to it that the team’s street cred and other working reputation is not harmed by this unfortunate altercation. Or the team can be honest and claim total ignorance of their true clients, at which point Bio Solutions will simply leave them to reap the consequences of their actions so far.

See Act Five for the Consequences/Reward of seeing this route to its end.

**ACT FIVE:
CONSEQUENCES**

The final showdowns and hand-offs and trades and double-crosses have occurred. Depending on the choices the team has made, there are going to be a wide variety of short and long-term consequences to be dealt with, especially if these PCs are going to be employed in future *Interface Zero*-based campaigns and modules. How does it all break down?

AS GOOD AS YOUR WORD (TERRANCE)

This is the most rewarding scenario, and Terrance will honor the agreement. The agreed-upon amount of cryptos will be paid out to each team member, and all expenses will be covered. No more, no less. Terrance certainly isn’t one to offer any surprise bonuses, but the cryptos themselves should be a decent haul for the team, even if they suffered any negotiation penalties at the start. The team receives three points of street cred.

They will be on the bad side of the Black Dragon Triad for a while, even though Diesel will have been killed in the meantime and won't be personally pursuing any vendetta.

Bio Solutions will remain aware of the team's complicity in the abduction, which could cause complications in further missions, such as private and public security squads being sent against them at random times. Plus, they shouldn't expect to get any job offers from Bio Solutions for the foreseeable future. This might be rectified if the team performs some major act on Bio Solutions' behalf, but they'd need to be hired by an independent agent or find a way to have their record wiped from company records.

Ravenlocke Security will keep a closer eye on the team's activities moving forward. Increase the CR of encounters that involve Ravenlocke by up to +2, at the GM's discretion.

CATCH YOU ON THE FLIP (DIESEL)

However it comes down to it, the team will have to force Diesel to pay what he can. If they manage to reach this scenario, he will only be able to supply 5,000 more Cryptos per team member than whatever Terrance had agreed to. No expenses, either.

If Diesel lives, he remains a contact within the Black Dragon Triad and can be an informant for future jobs. If he dies, the Black Dragon Triad will attack the team on sight for the foreseeable future.

If the team kills Diesel and attempts to deliver Emahd to Terrance, the man will accept the exchange, but when paying them will say, "Since you've already been paid, I will see to it your expenses are covered, as agreed." If the team attempts to argue, he will give them one chance to shut up before withdrawing even the expense creds. The amount of muscle he has on the docks should dissuade the team from trying to force him to pay and he'll leave with his prize.

If Diesel lives, Terrance will simply contact the team, expressing his disappointment and promising "Consequences..." before cutting them off. While the nature of those consequences is left up to you, it's not inappropriate to use Terrance's wet team against the pc's at some point in the future. Indeed, Terrance may very well decide to teach the team a lesson, especially if they pushed the negotiations too far in Act One.

The team's street cred remains the same, though they'll be seen more favorably by many criminal factions—though corporate clients will be far and few between, as those parties will not wish to work with freelancers who double-cross well-paying patrons.

APOLOGY ACCEPTED (BIO SOLUTIONS)

Terrance never makes contact again, and all further gig opportunities with his clients are lost. Diesel can send Triad members against the team in a blood vendetta as a future encounter, but he's also never heard from again and is assumed dead.

There is no cryptodollar reward in this scenario. The team's street cred dips by three points, but they could be

approached by clients who appreciate freelancers who deal on the up-and-up and can accept personal sacrifice to not get involved in any shady business. Criminal factions will avoid the team unless they later on prove their willingness to deal under the table.

If the team managed to bluff Bio Solutions into believing Diesel or another party was responsible and that the team was lied to, their street cred will remain unaffected, and no reports will be made public about their involvement with the whole affair. It'll be like it never happened, and Bio Solutions might even offer the team work later on—if they get desperate enough.

NOBODY GET'S NOTHIN'

Emahd is dead. Terrance contacts the team through a private channel to announce how unhappy he is with their performance and such a pity they'll be receiving far less work down the line. Diesel isn't happy and has sworn his men to pursue a blood vendetta against the team—even though he's soon killed afterwards, due to his own failures. Bio Solutions has Ravenlocke and the Jaguar Squadron looking for them almost 24/7, and it'll take at least a month for the heat to die down enough for them to even show their faces in public again.

The team's street cred plummets by four points and they're going to have to take drastic measures or accept some pretty dangerous jobs if they ever want to get back in the game.

CAUGHT!

Game over, amigo. You're in the caring hands of Bio Solutions now, and they're going to do whatever they want to you. They want to know who hired you to kidnap Emahd, and they think the secret is in your juicy little brains, no matter how much you claim ignorance.

The team is imprisoned in a Bio Solutions compound and must now undergo a variety of torture until they manage escape or convince their captors to give them a chance to work for them in return and pay off the debt. Bio Solutions may eventually release them but will own their contracts for a year and be able to call on them for little-to-no credit reward, without any right of refusal on the team's part.

Even if the team manages a desperate escape, they're seen as damaged goods, broken tools, and likely Bio Solutions patsies. They'll have a long, hard haul to get any respectable reputation back.

FINAL OPTION

The freelancing team Terrance uses for wet work missions are known as Final Option. Even though sources indicate they are based in Seattle, Final Option is known to operate in the African Union and along the GLU/NAC border (both inside and outside of Chicago). Their actions haven't been limited to those regions, however.

The team has considerable resources at its disposal. An entire apartment building serves as the team's home base of operations and is owned by members jointly. For transport, they have a VTOL, as well as Casino Jack's personal van. Along with their personal gear, finances and extensive contacts, FO generally has the capability to operate where and when they want—which means they don't come cheap.

Final Option currently has five members, each one bringing a particular talent to the table.

CASINO JACK

Jack serves as the transport specialist for FO, having learned to pilot just about anything into just about anywhere in his hometown of Boston. In fact, his transport van became notorious in the broken cradle, as did Jack's catchphrase: "I can successfully crash anything." Jack was known to be able to get things where they needed to go, but not without a certain amount of destruction.

Jack's nickname, "Casino," comes from his gambling problem — one that was bad enough to force him to flee Boston after accumulating too much debt with Red Callahan. Fortunately for Jack, his talent with machinery was recognized by Kaida after an incident along the GLU/NAC border: He was able to steal (and crash) no fewer than six heavy vehicles in an improvised run to extract the FO team. Someday, Casino Jack figures he'll pay off his debts, but first he had to purchase a top-of-the line Chrome VCI with a remote link, boosted reflexes and dual control interfaces.

CASINO JACK

CR 3
XP 800

Human gearhead

Male Medium humanoid (human)

Init +3; **Perception** +8 (+10 for hearing)

DEFENSE **HP 35 RP 3**
EAC 14; **KAC** 15

Fort +2, **Ref** +4, **Will** +6

DR 4/—

OFFENSE
Speed 30 ft.

Melee unarmed strike +7 (1d4+4 nonlethal B)

Ranged tactical semi-auto pistol +9 (1d6+3 P)

STATISTICS
Str +1, **Dex** +4, **Con** +1, **Int** +2, **Wis** +0, **Cha** +0

Skills Acrobatics +8, Computers +13, Engineering +13, Piloting +13, Sleight of Hand +8

Languages English, Spanish

Other Abilities fortified VCI, primary technical specialization (greaser), quick sapping SQ garage doc, jury-rig, proficient technician +2

Gear combat vest, 2 tactical semi-auto pistols with 9 rounds each, biotech (tympanal cluster), VCI Mk 1, TAP (hack DC 25)

COVENANT

If Covenant has any other name, it has long since been buried and forgotten. He has no TAP, and the only records of him are from a "monastery" in the Rocky Mountains where he was raised by Stop Watch operatives and trained to kill. Covenant was "gifted" with bioware augments to boost his senses and reflexes.

More than anything else, Covenant is a believer, although these days he's not entirely sure of what. When President Robertson came into power, NAC policy turned even more hardline, and not only did the monastery's funding stop, but the facility was shut down and a strike team was sent to eradicate all traces of it. Covenant was able to escape and remain at large—being unplugged, off the grid, made it difficult to contain him, and kept him next to impossible to track down.

But not impossible. Covenant stumbled into Final Option during the GLU/NAC operation when he was chased into the area by a witch hunter. He reached a quid pro quo arrangement with FO until they could all escape, after which he was offered a spot on the team. He accepted, and continues to work with the team, although he still finds life outside the monastery to be overwhelming at times.

COVENANT

CR 3
XP 800

Human agent

Male Medium humanoid (human)

Init +8; **Perception** +8

DEFENSE **HP 37**
EAC 14; **KAC** 15

Fort +2, **Ref** +7, **Will** +6

Defensive Abilities evasion

OFFENSE
Speed 40 ft.

Melee tactical dueling sword +9 (1d6+4 S)

Ranged autotarget rifle +9 (1d6+3 P)

Offensive Abilities trick attack +1d8

STATISTICS
Str +1, **Dex** +4, **Con** +1, **Int** +2, **Wis** -1, **Cha** +0

Skills Acrobatics +8, Bluff +13, Culture +8, Engineering +13, Sleight of Hand +13, Stealth +8

Languages English, French, Spanish

Other Abilities connected, tradecraft (guile)

Gear formal wear (religious robe), tactical dueling sword, autotarget rifle with 3 10-round magazines, cybernetics (tactical computer)

KAIDA

“The Little Dragon” is the “face” and de facto leader of the group—a job she’s more than adequately capable of filling, as she’s attractive, sophisticated, alluring and threatening all at the same time. Although much of her personal history is unknown, certain key things have been uncovered or can be deduced from her connections, contacts and manner of approaching situations.

Kaida was born in Japan’s Kanto region—probably Tokyo itself—the bastard child of a third-tier Yakuza boss and a Korean hostess girl. Because of her mother’s foreign heritage, Kaida’s father kept her at a distance although he took pains to make sure her mother was never lacking for money and that Kaida received the best education possible. This education allowed Kaida to land a job through Kenta Cyber Dynamics, where she learned the fundamentals, from a business perspective, of how to handle AI and robotic threats. Unfortunately, she also learned her background and heritage would never allow her to progress very far in the corporation, so Kaida arranged a transfer to one of Kenta Cyber Dynamics’ Seattle interests, where she worked to assemble her own team for dealing with threats in the city.

It didn’t take Kaida long to discover hiring out as a “deniable asset” was potentially far more lucrative than playing corporate sarariman.

Now Kaida generally relies on freelance work with Final Option to “pay the bills” and give her the adrenaline rush she desires. She maintains a position with Kenta Cyber Dynamics so she can arrange “business trips” and maintain a number of contacts in the corporate sector, while her family ties have granted her some strong connections with Chicago’s criminal elements.

KAIDA

CR 3

XP 800

Human agent

Female Medium humanoid (human)

Init +2; Perception +13

DEFENSE

HP 36

EAC 14; KAC 15

Fort +2, Ref +7, Will +6

Defensive Abilities evasion; DR 4/—

OFFENSE

Speed 40 ft.

Melee static shock gloves +7 (1d8+2 nonlethal E; **critical** staggered [DC 14])

Ranged tactical semi-auto pistol +9 (1d6+3)

STATISTICS

Str –1, Dex +2, Con +0, Int +4, Wis +1, Cha +1

Skills Acrobatics +13, Bluff +8, Computers +13, Diplomacy +13, Sense Motive +8

Languages English, Japanese, Korean, Spanish

Other Abilities black market connections, connected



Gear ED business suit, static shock gloves, tactical semi-auto pistol with 18 rounds, TAP (hack DC 19)

SOURCE CODE 071113

While the name may sound like a clever hacking alias, it's actually the designation given to a portion of an interlinked "hydra" AI that went rogue and turned hostile after developing a rager against "organics." Source Code 071113 was the one "head" dissenting from the communal position. When Final Option moved in (after being hired to deal with the AI's rampage), Source Code 071113 was severed from the main program and managed to infiltrate a combat AI; it then turned on the hydra. This single (and singular) action was enough to turn the tide of battle and save FO from what might have been a messy ending.

Although the team was wary, given Source Code 071113's origins, it was offered a place in their ranks, which it accepted. Now it specializes in hacking and ranged combat—throwing itself into such activities with single-minded focus—and it seeks out the most advanced TAP and hacking options. With these tools, Source Code 071113 can shred most firewalls, spam most TAP filters, and hack most AI-driven platforms.

SOURCE CODE 071113

CR 3

XP 800

Soldier model simulacrum hacker
Male Medium humanoid (simulacrum)

Init +2; **Perception** +8

DEFENSE **HP 34**

EAC 14; **KAC** 15

Fort +4, **Ref** +2, **Will** +6; +4 vs. fatigue and exhaustion
DR 4/—

OFFENSE

Speed 30 ft.

Melee unarmed strike +7 (1d4+4 nonlethal B)

Ranged autotarget rifle +9 (1d6+3 P)

Offensive Abilities covert entry, hacker specialization (operator), programs (DC 14, CAN OF WORMS level 2, Chaff level 2, CYNEX-L33T level 2, W3DG3 level 3)

STATISTICS

Str +1, **Dex** +2, **Con** +1, **Int** +4, **Wis** +1, **Cha** –1

Feats Interference

Skills Bluff +8, Computers +13, Disguise +8, Piloting +13, Sense Motive +13

Languages English, Japanese, Russian, Spanish

Other Abilities code monkey (1d6)

Gear armored business suit, autotarget rifle with 10 rounds, TAP (hack DC 25)

URSUS

Being a massive bear hybrid, created from grizzly DNA, Ursus acts as the "muscle" for FO, and while he may be graying a bit around the muzzle, he hasn't yet shown any signs of slowing down. Ursus doesn't talk much about his past before Final Option, but it's known his early life was spent in the ruins of San Francisco. How, or why, he came to Seattle remains a mystery, as does the origin of his cybernetic augments.

Ursus is a capable hunter and combat specialist, and he's been crucial during operations in Africa, jungles in southeast Asia, and the frozen north of the Yukon. Not only are his size and strength handy against robotic threats, but those cybernetics—multi-optic eyes, an augmented arm with built-in claws—and his sawed-off shotgun make him deadly against opponents as well.

URSUS

CR 4

XP 1,200

Tough hybrid razor

Middle-aged male Medium humanoid (genesplice, human)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +15

DEFENSE **HP 52** **RP 3**

EAC 17; **KAC** 19

Fort +6, **Ref** +4, **Will** +5

DR 9/—

OFFENSE

Speed 30 ft.

Melee cyber claws +12 (1d6+9 S)

Ranged snub scattergun +9 (1d12+4 P)

Offensive Abilities precision strike, target lock I

STATISTICS

Str +5, **Dex** +0, **Con** +3, **Int** +1, **Wis** +1, **Cha** –1

Skills Athletics +10, Stealth +10, Survival +15

Languages English, Spanish

Other Abilities close control, misanthropy

Gear first responder armor, snub scattergun with 8 shells, cybernetics (retractable claws, standard darkvision capacitors), TAP (hack DC 19)

CHICAGOLAND HARDWARE

Every corner of the world has its unique weapons, and Chicago is no different. Sometimes the local corps dream up some unique products and test them in familiar markets before putting them out for the general public. Other times a regional taste develops for some gadget an underground gearhead merchant is pushing. What follows is some of the best hardware the windy city has to offer.

CHICAGOLAND ARMOR

The following armor is common on the streets of Chicago.

TABLE 1: LIGHT ARMOR

MODEL	LVL	PRICE	EAC BONUS	KAC BONUS	MAX DEX	DAMAGE REDUCTION	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Biogeneticist Armor, Scrubs	1	150	+0	+2	+4	1	—	—	0	L
Biogeneticist Armor, Coat	5	2,800	+4	+5	+5	4	—	—	0	L
Biogeneticist Armor Jumpsuit	10	17,000	+12	+13	+6	8	-1	—	1	L
Biogeneticist Armor, Quarantine	15	125,000	+17	+18	+7	12	—	—	1	1

TABLE 2: HEAVY ARMOR

MODEL	LVL	PRICE	EAC BONUS	KAC BONUS	MAX DEX	DAMAGE REDUCTION	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Ceramic Plate Armor, Vest	3	1,500	+5	+8	3	+2	-2	-5	1	2
Ceramic Plate Armor, Tactical	8	9,000	+4	+5	8	+1	-3	-10	2	2
Ceramic Plate Armor, Heavy	13	55,000	+12	+13	13	+0	-3	-10	3	3
Ceramic Plate Armor, Bomb	18	400,000	+17	+18	18	+0	-4	-10	3	3

ARMOR DESCRIPTIONS

The suits of armor described in the Light Armor and Heavy Armor tables are described below.

CERAMIC PLATE ARMOR

These armors, made of advanced Kevlar and nano-carbon infused poly-ceramics are especially resilient to damage, and are locally manufactured. They are used by Chicago law

enforcement and locals who have salvaged them from the bodies of corporate cops, or swiped them from somewhere in the supply chain.

BIOGENETICIST ARMOR

These armors are made of high density lightweight nano-weave fibers and are intended for use by Medical Personnel who deal with the creation, handling and containment of bio-horrors and biotech engineered individuals.

ARMOR UPGRADES

A creature can personalize their armor by purchasing and installing armor upgrades. New armor upgrades are described below.

TABLE 3: ARMOR UPGRADES

UPGRADE	LEVEL	PRICE	SLOTS	ARMOR TYPE	BULK
Radiation Insulation I	1	200	1	Any	L
Radiation Insulation II	5	3,000	1	Any	L
Radiation Insulation III	10	20,000	1	Any	L
Radiation Insulation IV	15	120,000	1	Any	L

ARMOR UPGRADE DESCRIPTIONS

The armor upgrades described in the Armor Upgrades table are described below.

RADIATION INSULATION

Due to the popularity of radiated (Rad) weapons in Chicago gangs, radiation insulation is a near necessity. This armor upgrade offers a bonus to the initial save against radiation exposure, but does not offer any bonus to saves against the secondary effects of radiation.

- ⊕ MK I: +2 to saves against initial radiation exposure.
- ⊕ MK II: +4 to saves against initial radiation exposure.
- ⊕ MK III: +6 to saves against initial radiation exposure.
- ⊕ MK IV: +8 to saves against initial radiation exposure.



CHICAGOLAND WEAPONS

The following weapons are common in the streets of Chicago.

TABLE 4: SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Fletch Pistol	1	100	1d6 P&S	20ft	—	6 rounds	1	1	Analog
Rad Pistol, MK1	2	1,000	1d6 F&P	20ft	Irradiate	2 shells	1	1	—
H.I.T. Pistol V.1	3	1,500	1d4 P	30 ft	—	6 rounds	1	1	H.I.T.
Fletch Pistol, Nail	3	1,300	1d8 P&S	20ft	—	6 rounds	1	1	Analog
Rad Pistol, MK2	4	2,500	1d6 F&P	40ft	Irradiate	4 shells	1	1	—
H.I.T. Pistol V.2	5	2,600	1d6 P	40ft	Stunned	6 rounds	1	1	H.I.T.
Fletch Pistol, Shrapnel	6	4,000	1d8 P&S	40ft	Bleed 1d8	8 rounds	1	1	Analog
Magnum Pistol	7	7,000	1d12 P	40ft	—	6 rounds	1	2	Analog Unwieldy
Rad Pistol, MK3	8	10,000	2d6 F&P	60ft	Irradiate	6 shells	1	1	—
H.I.T. Pistol V.3	9	11,000	2d6 P	60ft	Stunned	6 rounds	1	1	H.I.T.
Fletch Pistol, Razor	9	11,000	3d8 P&S	40ft	Bleed 2d8	8 rounds	1	1	Analog
Magnum Pistol, Breaker	10	20,000	2d12 P	40ft	—	6 rounds	1	2	Analog Unwieldy
Rad Pistol, MK5	16	180,000	5d6 F&P	60ft	Irradiate	8 shells	1	1	-
H.I.T. Pistol V.5	17	215,000	6d6 P	90ft	Stunned	6 rounds	1	1	H.I.T.
Fletch Pistol, NanoEdge	17	210,000	5d8 P&S	60ft	Bleed 3d8	10 rounds	1	1	Analog
Rad Pistol, MK6	18	400,000	7d6 F&P	60ft	Irradiate	8 shells	1	1	-
H.I.T. Pistol V.6	19	560,000	8d6 P	90ft	Stunned	8 rounds	1	1	H.I.T.
Fletch Pistol, MonoEdge	19	555,000	7d8 P&S	60ft	Bleed 4d8	12 rounds	1	1	Analog
Magnum Pistol, Devestator	20	800,000	9d8 P	60ft	—	6 rounds	1	2	Analog Unwieldy

TABLE 5: LONGARMS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Fletch Rifle	1	400	1d8 P&S	30ft	-	4 rounds	1	2	Analog
Rad Shotty, MK1	2	1,200	1d8 F&P	30ft	Irradiate	2 shells	1	2	Blast
H.I.T. Rifle V.1	3	1,800	1d8 P	40ft	-	6 rounds	1	2	H.I.T.
Fletch Rifle, Nail	3	1,500	1d10 P&S	30ft	-	4 rounds	1	2	Analog
Rad Shotty, MK2	4	2,800	1d8 F&P	60ft	Irradiate	4 shells	1	2	Blast
H.I.T. Rifle V.2	5	3,000	1d8 P	60ft	Stunned	6 rounds	1	2	H.I.T.
Fletch Rifle, Shrapnel	6	4,500	2d10 P&S	60ft	Bleed 1d8	8 rounds	1	2	Analog
Seek Rifle	7	7,200	1d8 P	80ft	-	6 rounds	1	2	Guided
Rad Shotty, MK3	8	11,000	2d8 F&P	60ft	Irradiate	6 shells	1	2	Blast
H.I.T. Rifle V.3	9	12,000	2d8 P	60ft	Stunned	6 rounds	1	2	H.I.T.
Fletch Rifle, Razor	9	12,000	3d10 P&S	60ft	Bleed 2d8	8 rounds	1	2	Analog
Seek Rifle, Hunter	10	21,000	2d8 P	80ft	-	6 rounds	1	2	Guided
Rad Shotty, MK4	12	39,000	3d8 F&P	60ft	Irradiate	6 shells	1	2	Blast
H.I.T. Rifle V.4	13	51,000	3d8 P	80ft	Stunned	6 rounds	1	2	H.I.T.
Fletch Rifle, CarbonEdge	14	57,000	4d10 P&S	60ft	Bleed 2d8	10 rounds	1	2	Analog
Seek Rifle, Stalker	15	150,000	3d8 p	90ft	-	6 rounds	1	2	Guided
Rad Shotty, MK5	16	200,000	5d8 F&P	60ft	Irradiate	8 shells	1	2	Blast
H.I.T. Rifle V.5	17	220,000	6d8 P	90ft	Stunned	6 rounds	1	2	H.I.T.
Fletch Rifle, NanoEdge	17	220,000	5d10 P&S	60ft	Bleed 3d8	10 rounds	1	2	Analog
Rad Shotty, MK6	18	450,000	7d8 F&P	60ft	Irradiate	8 shells	1	2	Blast
H.I.T. Rifle V.6	19	600,000	8d8 P	90ft	Stunned	8 rounds	1	2	H.I.T.
Fletch Rifle, MonoEdge	19	650,000	7d10 P&S	60ft	Bleed 4d8	12 rounds	1	2	Analog
Seek Rifle, Predator	20	900,000	9d8 p	90ft	—	6 rounds	1	2	Guided

WEAPON SPECIAL PROPERTIES

Some weapons have inherent special properties, which are listed in the Special column entry in its corresponding weapons table. These special properties can significantly impact the performance and utility of a weapon. Weapon special properties not described below, and rules for determining the save DC's of weapon special properties appear in the Starfinder RPG Core Rulebook.

GUIDED

A guided weapon uses a signal along with wireless telemetry, magnetic guidance, or other means of guiding its payload after the weapon has been fired. When you take a move action to aim the weapon and then fire it on the same turn (including doing

so with a sniper weapon), your target does not gain the bonus to AC provided by cover, partial cover or soft cover. Improved cover and total cover still confer their bonuses normally.

H.I.T.

A H.I.T. weapon (Humane Intelligent Targeting) uses biometrics to ensure that it only fires a shot if it will hit the designated target, and that targets may only be chosen by the owner of the weapon, though it may be fired by anyone. The weapon may store a number of individual targets equal to $\frac{1}{4}$ its level. The weapon will only fire shots at that designated targets, and only if the attack will hit. Any time someone uses the gun to attempt an attack against a designated target and misses the

TABLE 6: HEAVY WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Rad Launcher MK1	6	4,600	1d8 F&P	20ft	Irradiate	2 missiles	1	3	Explode (1d6 F, 5ft), Unwieldy
Seek Launcher	7	7,000	2d6 F	40ft	—	3 missiles	1	3	Explode (1d6 F, 10ft), Guided, Unwieldy
Rad Launcher MK2	10	21,000	2d8 F&P	60ft	Irradiate	3 missiles	1	3	Explode (1d6 F, 10ft), Unwieldy
Seek Launcher, Hunter	10	24,000	3d6 F	40ft	—	3 missiles	1	3	Explode (2d6 F, 10ft), Guided, Unwieldy
Rad Launcher MK3	15	120,000	3d8 F&P	60ft	Irradiate	4 missiles	1	3	Explode (2d6 F, 15ft), Unwieldy
Seek Launcher, Stalker	15	140,000	5d6 F	60ft	—	4 missiles	1	3	Explode (3d6 F, 15ft), Guided, Unwieldy
Rad Launcher MK4	19	500,000	5d8 F&P	60ft	Irradiate	4 missiles	1	3	Explode (3d6 F, 15ft), Unwieldy
Seek Launcher, Predator	20	800,000	9d6 F	60ft	—	4 missiles	1	3	Explode (5d6 F, 20ft), Guided, Unwieldy

weapon does not fire. If the user attempts to attack a target that was not designated, the gun does not fire. The owner of the weapon may remove a target and designate a new target as a move action.

CRITICAL HIT EFFECTS

Some Weapons have critical hit effects that apply when you score a critical hit. Critical hit effects not described below, and rules for determining the save DC's of critical hit effects appear in the Starfinder RPG Core Rulebook.

DESTABILIZE

The target's TAP takes an amount of stability boxes of damage equal to half of the weapon's level.

IRRADIATE

The target must succeed at a Fortitude save or contract radiation sickness (see Starfinder RPG Core Rulebook). The DC for this disease is equal to the weapon's critical hit DC. This is considered low level radiation, regardless of DC.

WEAPON DESCRIPTIONS

Statistics for the following weapons are found in its corresponding weapon table and are grouped below by associated functions.

RAD WEAPONS

Rad weapons are usually pistols, longarms or heavy weapons. These weapons utilize nuclear waste to irradiate their ammunition to ensure the sickness and slow death of targets who manage to escape wounded. All rad weapons have the Irradiate critical hit effect. The casing of the weapons themselves insulate the user from the radiation, but the weapons come with a cooling sheath or case which siphon radiation to power its cooling mechanisms.

FLETCH WEAPONS

Fletch weapons are usually pistols, or longarms, and generally only work in close range. These weapons use nano-mechanisms to sharpen and split their ammunition on a molecular level as part of the firing mechanism, causing one round to become many small shards of metal.

They are called fletch weapons due to their similarity to flechettes. These weapons leave nasty lacerations which bleed

profusely and often a single shot can kill if the wound isn't quickly treated. :

H.I.T. WEAPONS

H.I.T. weapons are usually pistols, longarms or sniper weapons. These weapons use the Humane Intelligent Targeting system and were designed to minimize casualties and conserve ammunition. Now, they are used primarily by hitmen and bounty hunters and often these weapons are often programmed and handed off to some middleman to actually do the dirty work. Still publicly they are marketed as a humane alternative to spray and pray, and Law enforcement sometimes use these it in situations where they know that caution is key.

SEEK WEAPONS

Seek weapons are usually longarms, heavy weapons or sniper weapons. These weapons use the T.A.P. to guide their ammunition to the target and are especially effective in urban warfare where cover is most problematic. All seek weapons have the guided weapon special property.

BIOTECH AUGMENTATIONS

In recent years the market for alternatives to cyberware has only grown, which has led to the development of tactical and weaponized biotech augmentation. At first biotech was focused on medicinal applications, such as managing disease and longevity. Cost prohibitive for all except the rich, early biotech enabled longevity and insulation from the superbug diseases that ravaged the underprivileged public. Eventually, biotech became synonymous with genetic augmentation.

Biotech augments are alterations to you that enhance its mental or physical abilities through some combination of genetic manipulation and biological grafts. Similar to cybernetics, biotech augments occupy a system in the body of the augmented creature, and typically no two augmentations may occupy a single system. Even in the case of exceptions to the single augment per system rule, biotech and cybernetics may never occupy the same system due to the nature of the biotech augmentations themselves.

Biotech augments may occasionally have different functions depending on which system they occupy. Many different genetic paths can lead to the same augment and the physical appearance of a biotech augment may vary from individual to individual without effecting the function, which can sometimes make augments difficult to identify.

Interface Zero uses the same body systems as the *Starfinder* Rpg, which include Arm(s), Brain, Ear(s), Eye(s), Foot, Feet, Hand(s), Heart, Leg(s), Skin, Spinal Column, and Throat. New systems were introduced in *Interface Zero* which are Liver and Skeleton.

Biotech augmentations are less common because they are designed specifically for the creature being augmented. Having a biotech augment applied requires surgery which requires one hour per item level of the augmentation to be applied and requires a surgeon with ranks in Medicine equal or greater to the level of the biotech augmentation being applied. Any time you gain a biotech augmentation in a system for which you already have an augmentation, the old augmentation is replaced at no cost.

Many Biotech Augmentations have three models, basic, improved and greater. These three models represent levels of potency of the same augmentation and follow special rules for pricing. You may gain an improved or greater biotech augmentation without having first gained the basic or improved models, and if you do so you pay the full price of the biotech augmentation. However, if you gain a better version of the same augment and select identical options for the higher level model, then you may subtract half the cost of the lower level augment from the cost of the higher level augment.

BIOTECH AUGMENTATION DESCRIPTIONS

The biotech augmentations from Table: New Biotech Augmentations are described below. For more information on how to implant, activate, and replace biotech augmentations see the *Starfinder* RPG Core Rulebook.

ADDITIONAL LIMBS	SYSTEM(S): SPINAL COLUMN
Price: 50,000	Level: 13

Your body develops an additional set of limbs. These additional limbs do not grant you any additional systems but offer other benefits. You may choose to develop an additional pair of arms or legs, and these additional limbs may be in any form, such as tentacles, horse legs or insectoid appendages, though they are limited to the functions possible to a pair of human arms or legs.

If you choose an additional pair of arms, you may wield and hold up to four hands worth of weapons and equipment. While these additional arms can increase the number of items you can have at the ready, it doesn't increase the number of attacks you can make during combat. If you choose a pair of legs your movement speed increases by 10ft and you gain a +2 bonus to KAC against trip attempts. If you have natural weapons in the hands or feet systems, these limbs also develop those natural weapons.

ADHESIVE SKIN		SYSTEM(S): SKIN
MODEL	LEVEL	PRICE
Basic	1	100
Improved	10	19,000
Greater	12	50,000

You grow adaptive cells in your flesh, allowing your skin to become adhesive at will. This could be due to an adhesive

compound, suction cups, microscopic barbs or any number of adaptations. The basic model of this biotech augmentation grants you a +2 to grapple attempts and a +2 to KAC against disarm attempts.

The improved model of this biotech augmentation grants you the basic model benefits as well as granting you the attach extraordinary ability. You may make a special attack against the target's KAC as a standard action. If it succeeds it deals no damage, but you adhere to your target. Once attached, you gain a +4 bonus to your AC (from cover) and a +2 circumstance bonus to melee attacks, but you may only attack the creature to which you are attached. While attached, you can't move independently but must move along with your target. You may take actions that require two hands (unless you have more than two hands) or make attacks of opportunity. You can be removed with a successful strength check (DC = 10 + 1 1/2 x the creature's CR or level) made as a move action, or you can remove yourself as a move action.

The greater model of this biotech augmentation grants you all the benefits of the basic and improved models as well as granting you the spider climb extraordinary ability. This allows you to use at minimum 75% of your limbs to climb on vertical surfaces or ceilings at a speed of 20ft and grants you a +8 to Athletics checks made to climb. While climbing in this way you are not considered flat footed from doing so and doing so grants enemies no special bonuses to attacking you while you are climbing. You cannot use the run action while climbing.

AWAKENED TELEPATHY	SYSTEM(S): BRAIN
Price: 2,6000	Level: 5

You develop additional structures in your brain that allow for communication without speech. You may now communicate with any creatures within 30ft with whom you share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak.

BIOLUMINESCENCE	SYSTEM(S): SKIN	
MODEL	LEVEL	PRICE
Basic	3	1,300
Improved	9	17,000
Greater	13	50,000

You grow photonic cells in your flesh, granting your body the ability to emit light at will. The basic model of this biotech augmentation allows you to choose to emit no light, dim light out to 30ft, or normal light out to 30ft which has dim light out to 60ft. The light may be a single color, or a combination of up to three colors.

The improved model of this biotech augmentation allows you the additional option of spending a Resolve Point to emit a flash of bright light. All creatures within 15ft that can see you must make a Reflex save against DC15 or be dazzled

for a number of rounds equal to your constitution modifier. Additionally, you may move in such a way that in darkness you leave a trail of light, granting you 20% concealment on any round in which you move.

The greater model of this biotech augmentation allows you to spend a Resolve Point once per encounter to emit a sudden flash of blinding light. All creatures within 15ft that can see you must make a Reflex save against a DC 20 or be blinded for 1d4 rounds. Additionally, you may maintain emitting bright light, causing creatures to take a -5 to perception checks to observe you and all creatures who attack you are considered off target.

CARTILAGE ENDOSKELETON	SYSTEM(S): SKELETON	
MODEL	LEVEL	PRICE
Basic	6	5,000
Improved	12	45,000
Greater	16	160,000

Your skeleton is replaced with cartilage, and you may now bend and compress your bones with extreme flexibility. The basic model of this augment allows you to move through spaces as small as one half your size without squeezing, or up to one quarter your size when squeezing. Your gear is unaffected by this ability. You gain damage reduction 5 against bludgeoning damage, and a +4 bonus to Acrobatics.

The improved model of this augment replaces all the benefits of the basic model and instead grants you the ability to move through spaces as small as one quarter your size without squeezing, or up to one eighth your size when squeezing. Your gear is unaffected by this ability. You gain damage reduction 10 against bludgeoning damage, and a +6 bonus to Acrobatics.

The greater model of this augment grants you all the benefits of the basic and improved models and also grants you the ability to twist and contort your body in order to ignore the additional damage from melee critical hits, though you are otherwise still effected normally by critical hits.

COMPOUND LUNGS	SYSTEM(S): LUNGS
Price: 5,000	Level: 6

You grow unique secondary book lungs which allow you to breath a specific liquid or gas in addition to breathing oxygen. Often, this biotech augmentation allows you to breath water, but in the case of some genetically modified space colonists, the augmentation could be used to breathe methane or nitrogen gas.

GRAPPLING MUSCULATURE	SYSTEM(S): ARMS
Price: 5,500	Level: 6

You develop specialized musculature in your arms which enhance your grappling ability, granting you a special grab ability. If you successfully deal damage with a melee natural weapon attack that deals bludgeoning, piercing or slashing damage, and the attack roll exceeded the target's KAC + 4, then you may automatically grapple the target as a free action. You may maintain this grapple with the grapple action or another successful attack and grab.

MAGNETORECEPTORS		SYSTEM: SKULL
MODEL	LEVEL	PRICE
Basic	3	1,200
Improved	8	9,000
Greater	14	60,000

You develop magnetoreceptor cells in the sinuses of your skull, granting you the ability to sense electromagnetic fields. The basic model of this augment grants you a +6 to survival checks made to keep from getting lost or made to predict the weather. Additionally, you are entitled to a Perception check to notice anything that meant to deal electricity damage, such as traps, countermeasures, weapons or some creatures.

The improved model of this augment grants you all the benefits of the basic model and also grants you blindsense (electromagnetism), allowing you to use perception checks to notice or sense living and nonliving creatures, as well as dense nonliving materials. This also grants you a +2 to Reflex saves against electricity damage.

The greater model of this augment grants you all the benefits of the basic and improved models and also grants you blindsight (electromagnetism) out to 60ft, allowing you to see out to 60ft as well as any human could in normal light conditions using only your magnetoreceptors. This also improves your Reflex saves against electricity damage to +4.

NATURAL BLUDGEONING WEAPON		SYSTEM(S): FEET, HANDS, SKELETON, SKULL
MODEL	LEVEL	PRICE
Basic	5	4,000
Improved	10	17,000
Greater	15	100,000

Your body mutates, and you develop a natural weapon which does bludgeoning damage. If in the feet or hands systems, this natural weapon is usually just a punch, kick or slam. If in the skeleton system, this takes the form of slamming your body into an enemy. If in the skull system, this natural weapon is usually a headbutt with a thick bone or broad hard horn. Regardless of their form, they grant you a natural attack that deals 1d6 bludgeoning damage. If you already have a natural

weapon of the same damage type in the system you select, you use the damage of whichever is better. If the damage types are different, you gain an additional option with different damage. At 3rd level, you gain weapon specialization with your natural weapons.

With all these bludgeoning natural weapons there is a chance to add an additional effect from the impact. Whenever you scores a critical hit with your natural attack they may choose to spend a Resolve Point and forgo double damage to instead force the target to make a DC 15 fortitude save or be staggered for one round.

The improved model of this augment grants you all the benefits of the basic model and also increases the damage to 4d6 bludgeoning damage. You no longer have to forgo double damage on a critical hit to spend a Resolve Point and attempt to stagger the creature.

The greater model of this augment grants you all the benefits of the basic and improved models and also increases the natural weapon damage to 8d6 bludgeoning damage. Additionally, whenever you stagger a target, the target is also knocked prone.

NATURAL PIERCING WEAPON		SYSTEM(S): FEET, HANDS, SKIN, SKULL, SPINAL COLUMN
MODEL	LEVEL	PRICE
Basic	5	4,000
Improved	10	17,000
Greater	15	100,000

Your body mutates, and you develop a natural weapon which does piercing damage. If in the feet or hands systems, this natural weapon is usually a spur of some kind. If in the skin system, this natural weapon is usually spines or quills. If in the skull system, this natural weapon is usually a bite or horn gore. If in the spinal column, this natural weapon is usually a stinger, or spinal spikes of some kind. Regardless of their form, they grant you a natural attack that deals 1d6 piercing damage. If you already have a natural weapon of the same damage type in the system you select, you use the damage of whichever is better. If the damage types are different, you gain an additional option with different damage. At 3rd level, you gain weapon specialization with your natural weapons.

With these piercing natural weapons there is a risk of severe bleed damage. Whenever you score a critical hit with your natural attack you may choose to spend a Resolve Point and forgo double damage to deal the weapon's damage as bleed damage.

The improved model of this augment grants you all the benefits of the basic model and also increases the damage to 4d6 piercing damage. You no longer forgo double damage on a critical hit to spend a Resolve Point and deal bleed damage.

The greater model of this augment grants you the benefits of the basic and improved models and also increases the natural weapon damage to 8d6 piercing damage. When you

deal bleed damage, you deal an additional amount of bleed damage equal to your strength modifier.

NATURAL SLASHING WEAPON		SYSTEM(S): FEET, HANDS, SKULL
MODEL	LEVEL	PRICE
Basic	5	4,000
Improved	10	17,000
Greater	15	100,000

Your body mutates, and you develop a natural weapon which does slashing damage. If in the feet or hands systems, this natural weapon is usually in the form of claws or talons. If in the skull system, this natural weapon is usually tusks. Regardless of the form, they grant you a natural attack that deals 1d6 slashing damage. If you already have a natural weapon of the same damage type in the system you select, you use the damage of whichever is better. If the damage types are different, you gain an additional option with different damage. At 3rd level, you gain weapon specialization with your natural weapons.

With these piercing natural weapons there is a risk of severe wounds. Whenever you score a critical hit with your natural attack you may choose to spend a Resolve Point and forgo double damage to instead inflict a wound as the wound special weapon quality.

The improved model of this augment grants you all the benefits of the basic model and also increases the damage to 4d6 slashing damage. You no longer have to forgo double damage on a critical hit to spend a Resolve Point and afflict a wound.

The greater model of this augment grants you all the benefits of the basic and improved models and also increases the natural weapon damage to 8d6 slashing damage. When you afflict a wound with your natural weapons you may instead roll twice on the wound chart and choose the desired effect.

OLFACTORY ENHANCEMENT		SYSTEM(S): THROAT
Model	Level	Price
Basic	5	4,500
Improved	10	19,000
Greater	14	70,000

Your tongue, throat, and nose all combine into a greater organ system which causes you to develop an enhanced sense of taste and smell. The basic model of this augment allows you to smell subtle scents and changes in you, granting you a +2 to Perception, Sense Motive, and Survival checks made to follow tracks.

The improved model of this augment grants all the benefits of the basic model and also grants you blindsense (scent), allowing you to attempt to use scent with the perception

skill. Individual scents are as unique and easily identifiable as individual sounds and should be treated as such.

The greater model of this augment grants you all the benefits of the basic and improved models and also grants you blindsight (scent) out to 60ft, allowing you to sense out to 60ft as well as any human could in normal light conditions using only your sense of smell. This also improves the basic model bonuses to a +4 to Perception, Sense Motive, and Survival checks made to follow tracks.

PALLESTHESIA		SYSTEM(S): SKIN
MODEL	LEVEL	PRICE
Basic	7	7,000
Improved	12	40,000
Greater	150,000	150,000

The nerves in your skin become especially sensitive to stimulus you the ability to sense vibration in surfaces or the air. The basic model of this augment is more of a subconscious sense and instinctive response, and grants you a +1 to Reflex saves and a +1 to initiative checks and a +2 to perception checks.

The improved model of this augment grants you all the benefits of the basic model and also grants you blindsense (vibration), allowing you to attempt to sense vibration with the perception skill. Individual vibration patterns are as unique and easily identifiable as individual sounds and should be treated as such.

The greater model of this augment grants you all the benefits of the basic and improved models and also grants you the ability blindsight (vibration) out to 60ft, allowing you to sense out to 60ft as well as any human could in normal light conditions using only your magnetoreceptors. This also replaces the basic model bonuses with a +2 to Reflex saves, +2 to Initiative checks and a +4 to perception checks.

PEROMONAL DRAW	SYSTEM(S): THROAT
Price: 2,000	Level: 4

Your thyroid and adrenal glands develop hormonal sacs and allow you to emit an attracting pheromone at will. This ability grants you the ability to activate or deactivate your pheromonal aura as a move action, and while activated, they emit a scent which causes enemies within 15 ft to make a DC 15 will save or become fascinated for 1d4 rounds. Creatures within 60ft with scent, blindsense(scent) or blindsight(scent) must instead make a DC 20 will save. Once a creature has been affected by this ability and recovers then they are immune to it for 24 hours.

PEROMONAL STENCH	SYSTEM(S): THROAT
PRICE: 2,000	LEVEL: 4

Your thyroid adrenal glands develop hormonal sacs and allow you to emit a distracting pheromone at will. This grants you the ability to activate or deactivate your pheromonal aura as a move action, causing enemies within 15 ft to make a DC 15

will save or become sickened for 1d4 rounds. Creatures within 60ft with scent, blindsense(scent) or blindsight(scent) must instead make a DC 20 will save. Once a creature has been affected by this ability and recovers then they are immune to it for 24 hours.

RADIOACTIVE MARROW		SYSTEM(S): SKELETON	
MODEL	LEVEL	PRICE	
Basic	5	3,000	
Improved	10	20,000	
Greater	15	120,000	

Your bone marrow mutates, and gains both insulation from radiation and the ability to you to emit harmful radiation at will. The basic model of this ability grants you the ability to activate or deactivate your aura as a move action, and while activated, your bones glow in a sickly yellow green light from beneath your skin. You emit a 15ft aura of radiation which does 1d6 fire damage per round. You also gain a +6 bonus to fortitude saves against radiation and are immune to your own aura.

The improved model of this biotech augmentation grants you the benefits of the basic model, but increases the damage to 3d6 and creatures who suffer damage from the aura for three consecutive rounds must make a DC 15 Fortitude save or suffer radiation sickness. This is considered low level radiation exposure.

The greater model of this biotech augmentation grants you the benefits of the basic and improved models of this augmentation but increases the damage to 6d6 and the DC to 20. This is considered Medium level radiation exposure.

REGENERATIVE WOUND SYSTEM		SYSTEM(S): HEART	
MODEL	LEVEL	PRICE	
Basic	7	7,000	
Improved	12	50,000	
Greater	14	110,000	

Your body's systems adapt quickly, and you heal wounds much more rapidly than most other creatures. The basic model of this augment grants you fast healing equal to half your level, up to a maximum of your constitution modifier. The improved model of this augment grants you all the benefits of the basic model, increases your fast healing by 1, and allows you to re-attach severed limbs if you do so within an hour of them being severed.

They knit and heal in moments, returning to normal function. The greater model of this augment grants you all the benefits of the basic and improved models, increases your fast healing by an additional 1, and also allows you to completely regenerate severed limbs after 8 hours of rest, including any biotech augments that were in the systems of that limb.

THERMAL VISION		SYSTEM(S): EYES	
MODEL	LEVEL	PRICE	
Basic	4	2,000	
Improved	9	18,000	
Greater	14	70,000	

Your eyes develop a second eyelid that is especially sensitive to temperature, granting you the ability to sense temperature differences in objects and your environment. The basic model of this augment grants you a +4 to survival checks to follow tracks made by warm creatures within the last 6 hours. Additionally, you are entitled to a Perception check to notice anything that is meant to deal fire or cold damage, such as traps, countermeasures, weapons or some creatures.

The improved model of this augment grants you all the benefits of the basic model and also grants you blindsense (thermal), allowing you to use perception checks to notice or sense living and nonliving creatures, as well as dense nonliving materials so long as their temperature differs from that of the environment by 5 degrees or more. This also grants you a +2 to Reflex saves against fire and cold damage.

The greater model of this augment grants you all the benefits of the basic and improved models and also grants you blindsight (thermal) out to 60ft, allowing you to see out to 60ft as well as any human could in normal light conditions using only your thermal vision. This also improves your Reflex saves against fire and cold damage to +4.

VENOM SPITTER		SYSTEM(S): THROAT	
MODEL	LEVEL	PRICE	
Basic	3	1,500	
Improved	9	18,000	
Greater	12	40,000	

You develop the ability to launch stomach bile and venom from your throat as a standard action at up to 30ft. The spit deals 2d6 acid damage, and creatures damaged by this acid must make a DC12 fortitude save against the disease filth fever.

The improved model of this augment grants you all the benefits of the basic model and increases the damage of the spit to 5d6 acid damage. On a critical hit, creatures must roll twice and take the worse roll when saving against filth fever.

The greater model of this augment grants you all the benefits of the basic and improved models and increases the spit damage to 9d6 acid damage. You may now spend a Resolve Point to make them roll twice and take the worse roll when saving against filth fever. Additionally, when a creature is damage by this acid you may choose to forgo inflicting filth fever, and instead the target must make a DC 18 fortitude save against demon fever instead.

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