

BAT OUT OF HELL - A BATTLELORDS SCENARIO

This module is designed for 6-8 characters with 10,000 experience points or less, and will take 4 hours maximum. The party should contain someone with computer skills.

Note: Flame damage ignores threshold. All flame damage listed destroys one point of absorption. When the front of character's chests are exposed to flame, grenades kept there may explode.

All locked doors are difficulty 2 to pick or a Python can smash them.

Gamemaster tip: Map out what the characters can see as they leave the trailer before the module starts, and map it for the characters as they go, marking where each character is, where grenades are going off, and so forth. It saves both the players' time and yours.

Introduction

You have been hired by SSDC, Space Systems Development Corporation, and have signed away 6 years of your life to their service. Your new boss, a Human by the name of Izeah Blackman, calls you in to the meeting room. He is a 6-foot tall black man, wearing a shirt and a tie-dyed tie with swirling yellow, red, and orange colors. He turns to your group.

Now mon, you may be havin' you qualms about me, but I be no brain dead company mon. I be just gettin' a check. But fo' you, I be here. Your job is to get one of us back. We sent in one o' you merc spy guys, Otto Von Helsing, and he no be reportin'. We know he be captured, and in 3 days, he be movin' to a more secure facility. So you be bustin' him out tomorrow. Got it mon? He be in a BioCyberdyne biological and chemical weapons production facility. We no care what you blow up, but you might. Got my drift mon? They be makin' some bad stuff there. We been arragin' fo you to be part of the next shipment. That is, you be goin' in the stock room door in the back of the big delivery truck. From there, you betta make like a bat out of hell, fo' that be one secure complex. We be makin' a diversion to stall the police for 3 hours or so. After that, the truck and your return trip be outta there, and the cops be in there.

He shakes his head. "Oooo. . .Bad karma.

Read the following only if the pre-generated characters are used.

This thing should go quick. If any decisions need to be made, Sanchi-Tan, the Eridani will lead. If Sanchi-Tan be out of the land o' the livin', the Python Lizard shall be rulin'. Got me?

Izeah hands the Eridani a folder. Inside is a picture of a human, along with some personnel information. Be you gottin' any questions mon?

Izeah's accent and dress are a bit of a ruse. He is actually a very intelligent and well educated man. Unfortunately, he does not have any more information. If the pre-made characters are not used, the folder goes to the character with the highest military leadership.

Ask where the characters want to be positioned in the 18-wheeler. The cab can hold a size 4 individual. The rest must go in the back. The rear is pitch black and is 8' by 36'. The characters share the back with various crates, of which they can arrange as they wish. The contents can be checked below.

Random Crates (roll d20):

1-2	thick yellow liquid (see below)
3-4	thin purple liquid (bursts into flame with contact with #1, doing 1-6 points of fire

	damage to anyone stupid enough to hit both). It burns for 1-6 minutes.
5-6	hydrogen gas (apparently empty cylinders, but next spark nearby causes 3-18 points of concussion damage and 1-4 points of fire damage as grenade fragments)
7	empty glass containers
8-9	hydrochloric acid (1-6 points of acid damage to AI per section it contacts)
10	water
11	clear and slippery lubricating oil (burns for 1-2 points of damage if ignited)
12	turpentine
13	paperwork (nothing important, just bureaucracy at work. Few figures are accurate.)
14	grenade subcomponents and machinery replacement parts
15-16	sealed metal cans that billow out smoke (treat as smoke grenade)
17	pressurized canisters of neutralizing foam
18	a clear, poisonous liquid
19	cans of white and yellow paint
20	a computer

Room 1: Where did you learn to drive? NEW JERSEY?

After a long highway trip, the 18 wheeler slows for city streets, then eventually stops, then backs to a halt.

At this point, anyone in the cab can get out and follow the driver.

You hear the cab door shut, and then some banging. You hear a nearby garage-style door open, but see nothing. Then your door starts to open. You can see two huge armored legs of whatever is opening it.

Any character smart enough can aim or fire at this point, getting a free action.

The door opens. In front of you is a loading dock, the floor nearby painted yellow. To your 10 o'clock is a forklift. Behind that are various crates. To your 1 o'clock is a baler, used for crushing cardboard. To your left looms a split-level storage area. Many doors lead away.

Needless to say, Garf will attack on sight. The second round, Frag will aid his workmate, picking up and aiming the Ioken. He will fire on the third round, closing to melee thereafter. Kimel is on the upper level, not visible from the lower level. On round two, she will rip open a crate of grenades. On round three, she will start tossing them indiscriminately into the work area. She couldn't care less if the Pythons get hit. The first will be acid, then biological, then acid from then on. If anyone tries climbing up the crates to attack her, Kimel will topple the boxes they are climbing on back into the work area. There are 6 bio grenades and 12 acid gas.

The forklift is something the characters can really have fun with. They keys are in it. It is a level 1 auto check to start it. Since forklifts turn their rear wheels rather than their front, all difficulty checks for any movement are made at a -25 penalty. The baler will crush anything put into it. The cages at the far end are empty. The double doors leading to room 8 will swing in or out. They are apparently battered, scratched, and scraped.

Room 2: Now my pet Python is only THIS big!

In this room is a large piece of machinery with three buttons: on, off and stop. There is a 3' x 3' steel door set up in the wall.

The door leads to a chute leading down, and the buttons operate the compactor. Anything crushed by the compactor is absolutely demolished. This is not compatible with sustained life.

Room 3: Receiving office

This is an office. There are 2 desks, 2 chairs and a filing cabinet. A computer sits on one desk.

The computer is turned on. It only has ordering/shipping/receiving data. It is a level 1 operation check to read them.

Singet the Chatilian is in his bio suit, hiding under one of the desks. He can not be seen from the door. If taken hostage, he is willing to "help" the party. He will offer to use Strength on a character, preferably a Python. He will then claim to increase the duration of the matrix, but will instead Enrage them, hoping to disappear in the ensuing battle.

Room 4: Beaurocratic History 101

This two meter by four meter alcove is filled with filing cabinets, boxes, and piles of papers. It the final resting place for years of beaurocratic paperwork. It would take many years of questionable sanity to sort it all out.

Absolutely nothing of use will be found in a search.

Room 5: Keep the Goolas away!

This area is partially taken up by a motor of some sort. 2 other large boxes are attached to the wall. Smaller metal boxes attached to cables sit on the walls. A water heater sits in one corner, with pipes connecting it to the wall. There are many dials, indicator lights and gauges on the fixtures. There are five large objects that resemble . .blow up dolls.

Intelligent players will realize that this is the utility room. The large metal boxes are air condition and heating units, while the smaller are circuit breakers. The motor is an emergency generator, presently off. The dials and gauges show utility usage. The "blow up dolls" are bio suits.

Room 6: Supplies

Metal racks line the walls. Cardboard boxes fill them, each labeled with a tag filled with numbers only an inventory guy will understand.

If the boxes are opened, the characters will find such interesting items as pads of paper, pens, blank forms, toilet paper, paper towels, disposable gloves, and the like. Zens can find enough basic medical equipment, such as scalpels and clamps that will allow them to perform surgery.

The alcove contains a mop, a slop sink, and other cleaning supplies, as well as one bio suit per race. It is crammed.

Room 7: Mourn the passing of the bathroom.

This alcove apparently used to be a bathroom. There are boxes on the sink, the floor,

and the toilet.

Inside the boxes are more cleaning supplies. The bathroom is dirty, hasn't been used in years, but it works.

Room 8: The Gateway

Looking down the hall to where it comes to a T section, you see a concrete bunker 10-15 meters in front of you. There is a large bore projectile weapon sticking out a hole, pointed at you.

Eidi-Kamu will fire on sight. He can not see past the double doors if they are closed. The only reasonable way to wipe him out is to go for the basketball slam dunk with a grenade. Concussion damage is doubled. If a plas grenade is used, the bunker will collapse, killing Eidi-Kamu, and blowing a hole into the hospital, killing the Zen and their patient. See rooms 33 and 34, as they will affect the battle. If the characters manage not to use grenades in the battle, Eidi-Kamu's complete set of building keys can be recovered.

The first person to go through the double doors gets 500 experience points.

Room 9: AV

This room leads to a counter, one section of which flips up. Rows of Tri-V disks line the walls, behind the counter, with another shelf filled with them as well.

The Tri-V disks contain a lot of information. It will take at least 2 man year to sift through it all. The topics run from basic chemistry and biology to taped anarchist experiments in this facility and others.

Room 10: D-Con. The door to this room is labeled "D-Con"

This is a white tiled room with a drain in the center of the floor. There is a large green button on the wall. There is an access panel visible in one wall.

When the button is pushed, cleanser will flow from ports near the ceiling. All chemical impurities will be neutralized. The access panel leads to a keyboard which, with a successful decontaminate level 3 check will tell such information as type of impurities encountered, health hazards of them, and how much cleaner is left in the tanks.

Room 11: Where's the popcorn?

Seats fill this room, all pointing to a wooden platform in the middle of the room. It is raised 6 inches off the ground. A small black hemisphere sits above the platform. Set into the north wall is a tri-V player.

The Tri-V set works, showing a 3-D image on the platform. The present tape loaded is the making of a Haberdine's Warrior.

Room 12: AV storage/repair. A sign made of tape on the door reads "AV"

A whole mess of wiring and random metal pieces fill this room, in some sort of order. Lumber is in the back, barely in front of some gypsum board. Most of the metal pieces seem unidentifiable in nature.

While this used to be only for AV, it has since grown to be the repair of anything here, from the heating ducts to the machines, to the walls themselves.

Room 13: Chemical Testing. This thick metal door has a plate glass window in it.

Your view of this room is that of a mad scientist's mad dream. Inside this room is a plethora of beakers, tubes, burners, and a whole lot of equipment that must have use to chemists, but you have no clue. Beakers line the walls. Each one is labeled as to the contents.

The room has whatever common chemicals and compounds the players can think of within reason. Note: there are two cylinders, 1' long 6" diameter, that are marked "DyBrAt". The pre-rolled Tza is looking for these. Effects of DyBrAt - Exposure to this compound will raise temporarily raise aggression by d10 points per day. It also permanently weakens the body by 2 points of constitution per day. The effect lasts d10 days. In infected areas, firefights and fistfights becomes common. Death occurs through the inevitable violence.

Someone will have to enter the room and look around to notice the locker in the northwest corner.

Room 14: Healthrisks R Us

This locker contains 2 fire extinguishers, the equivalent of 3 first aid kits, 2 BRIs, 4 chem redox agents, 3 bio redox agents, and 6 liters of water.

Room 15: Chemical Production

This door is apparently soundproof, as once you open it, the hum of machinery fills your ears. There is a big piece of machinery taking up the middle of the room. You have no clue what it does, but it's running.

The machinery is an automatic laboratory on a production scale. Given the ingredients, it is capable of making almost any compound.

There is a Mutzachan in here making sure that everything is working. He didn't hear the commotion caused by the characters due to the noise of the machinery. Since he is a non-combatant, his life expectancy is not what he would hope for. He knows the layout of the building, but nothing about Otto Von Helsing.

Room 16: Where the minutes are kept, and the hours are lost.

This room has a fine carpet, and a mahogany table dominates the center of the room. It is surrounded by comfortable looking chairs, and the room is tastefully decorated.

This is the meeting room.

Room 17: Vice President of Manufacturing. There is a sign on the door: "Igna Irkid, Vice President of Manufacturing"

This is an office. A Mutzachan sized desk commands the room, with a computer on it.

This is an ordinary office. Igna left in a hurry with the first shots. The computer is on. A level 3 operations check will be able to tell production methods, production rates, how

overdue shipments are, and the like.

Room 18: The Anarchist's hideout. There is a sign on the door: "Louie Farrino, Treasurer". A level 10 detect concealment check or level 6 set traps will find the trap that Louie has left.

As you open the door, a burst of vapors envelops you!

Louie set the acid gas grenade to go off on the next person who opened the door. He then opened up the window and hopped out. The gas will spread 1 meter per second into the room, and 3 meters per second out. The gas will dissolve the monitor to the extent that any information that is displayed is illegible. No check is necessary to switch monitors from another office.

The room is almost identical to that of VP of Sales and Manufacturing, except for the information on the computer. Louie was BioCyberdyne's Anarchist contact. His computer has any information that the characters need. This is the one that Otto tapped into. It is also the most secure. It has a multi-level protection system. A level 1 operations check is needed to turn it on. If the code word "apocalypse" is not known, it is a level 6 bypass security to find any files. In order to get the files, it is a level 2 operations check. The files are also protected. If the code phrase "nature supreme" is not known, it is a level 4 bypass security check to read the files.

Room 19: President. There is a sign on the door: "James T Rook, President"

This room is identical to room 18, including the grenade trap. The grenade will likewise damage the computer monitor.

Room 20: The people who do the work, but lack the pay.

This area is broken into eight work cubicles by flimsy looking dividers. The four that are visible from the hall have computers and are not currently staffed.

The computers have the same information and security as room 21.

Room 21: Vice President of Sales. There is a sign on the door: "Michelle McNab, Vice President of Sales"

This is an office. A desk sized for a human is in the room along with a filing cabinet. A computer sits on the desk, along with neatly piled notes.

The computer is off. A level 1 check to turn it on, followed by a level 3 operations and a level 5 bypass security will be able to tell who their buyers are. Most are fake company names anyway. In the pile of notes is one noting that Michelle is on a business trip, and expected back next week.

Room 22: Public Relations. There is a sign on the door: Public Relations

This room apparently used to be an office. There is a desk, a phone, and a computer, but no chair. This office has been unused for some time.

The previous person was let go for the Otto spy incident. Note: let go from the top of a cliff. The police deemed it a suicide.

Room 23: The Guy's Room. There is a silhouette of a human on the door.

Inside is a functioning male bathroom. There is graffiti on one stall, reading "The computer must hold the key."

Room 24: The Janitor's Closet

Inside is more cleaning equipment. Have the player who opened the door roll percentile. Regardless of the result, tell him "OK, nothing happens."

Room 25: The Lady's Room. There is a picture of a human wearing a skirt on the door.

Inside is a bathroom. In one of the stalls, there is graffiti: "For a good time, call Garf. (493) 555-4823.

How do all those people get those 555 numbers anyway?

Room 26: The Hospital

If the hospital was not damaged from room 8:

Eight hospital style beds line the walls. One of them is occupied by an Eridani, who stares at you with a blank look in his eyes. A Zen in a white uniform turns to you and says "May I help you?" One door is on the opposite side of this 10 meter by 14 meter room.

The Zen can be convinced to heal the party with her medical bag, containing 3 massive BRIs, 3 standards, 6 bio redox agents, and 6 chem redox agents. All of her matrixes have been used for the day.

If the hospital has been blasted:

The remnants of eight beds line the walls. They have been shredded and scorched, apparently from a hole still smoking in the south of this 10 meter by 14 meter room. In front of the door on the opposite side of this room is the corpse of a Zen.

A search will easily find the Eridani corpse and the medical bag, with 33% of the stash destroyed.

Room 27: Can I help you?

This is an office. A window leads to the lobby. A telephone sits on the neat desk and a filing cabinet. The room is unoccupied.

The filing cabinet is neat, impeccable, and it is easy to find anything that is in it. It holds any official information, be it the most recent utility bills, appointments or other boring material. The bottom drawer is mechanically locked (level 2 check). In there are more sensitive information, such as payroll, where the sales go to, and even payments to the anarchists.

Room 28: Waiting for the right time. . .

Three pairs of comfortable looking seats line the walls. Each pair has a table with a few magazines on it. A sedate picture of a sailboat sits on the wall. A glass door leads outside.

There is no reason for the characters to explore this room. It is more boring and sedate than the picture.

Room 29: The Haberdine's Warrior lives! Have all characters roll percentile dice. This is to check for a hidden trap in the west wall of the 6 meter long corridor. It is a level 3 detect concealment check.

As you open the door, flame engulfs you from the rear! As the flames clear, you see a row of cages to your left, a few crates straight ahead, and . . . oops. A surprised Chatilian hitting a button on the wall. An electronic buzzing sound echoes through the room.

There is a hidden tube in the west wall connected to a flamethrower. It is a level 5 detect concealment check if not checked for, level 3 if it is. Once the characters open up the door, a burst of flame will hit them from the west wall. It will hit the rear row of characters for 1-12 points of flame damage in each of 3 sections. The next row will get hit in 1-8 in 2 sections, and the third row will be hit for 1-6 in one section.

The buzzing sound was the Chatilian opening up the middle of the larger cages. It contains a Haberdine's Warrior. The next round, the Chatilian will hop on the crates. The warrior will first attack the party. If then, if it survives, the Chatilian will be a snack.

The Chatilian is a non-empath, non-combatant, and is thus an easy kill.

1000 experience to a character that finds the trap without setting it off.

Room 30: Meet the new Mr. and Mrs. Haberdine!

This room contains a few different sizes of clear plastic boxes and cages. In most of them, there are small humanoids. One that bears a slight resemblance to a Python Lizard infant picks up its head and makes a tiny growl at you.

These are immature Bandar Ogres and Haberdine's Warriors. All of the creatures here are less than one year old and in cribs and incubators, they do not have the combat experience to penetrate armors, so killing them is easy. Treat the ten of them as if they have 10 body points. Killing these creatures gains 1,000 experience points split between those involved in the slaughter. The points are not for battle experience, but for the thought of not leaving loose ends.

Room 31: I can see you!

There is a large, clear window in front of you. Through it, you see a pair of Zens operating on a large reptilian creature. A human sized creature lays on a nearby table. Under the window is a pair of seats, and a table with a few buttons, lights, and a microphone.

Matarieron and Zagla will start generating on sight, delirium and fear respectively, followed by reverse peristalsis and calcify. One good suggestion for the delirium is a Zen in the same room as the delirious character. The window a durable plastic, with threshold 5, and 20 points of integrity. The small intermediate chamber (in case of biological weapon containment problems) has hydraulic doors that take 3 seconds each to open.

Room 32: X marks the spot. See room 31.

The large reptilian creature is a Haberdine's Warrior. Zagla-Yira and Matarieron, the Zens, were doing an autopsy to determine why the creation went awry. Next in line is Otto. He is

held down with locked leather straps (level 2 pick locks check if they don't feel like cutting the straps). Otto has been given some anesthesia (not enough to knock him out, but enough so that he wouldn't pass out so easily under interrogation). He is woozy and must be helped in order to walk. Otto will mumble "President's office. All memos. All info. On computer. Apocalypse. Nature Supreme. Got to get it. . ."

Room 33: Just Hangin' Out. The following description may need to be modified due to the unavoidable battle.

This is the cafeteria. Two large tables with benches sit in the room. A door leads away from the opposite side. Snack machines line the south wall.

Two Eridani guards, Iri-Dak and Emna-San start in room 34, but take up positions in here at the first sign of trouble. It takes them four rounds after the pulse cannon in area 7 is fired to get into position. Emna-San will take a position in the north east corner of the room behind an overturned table, and will fire his juicer until an opponent passes Iri-Dak. There is plenty of steel in here to provide reload ammo. Iri-Dak stands to the side of the door, slicing any bold enough to charge an armed Eridani. Both of them carry keys to all locks in the building.

Room 34: Coppin' out

This is an office. Despite the three desks with chairs and miscellaneous scattered notices and paperwork, you get the feeling that no work is done here.

This is the guard's office from which Iri-Dak and Emna-San arrive.

Room 35: The cache.

This is the armory. There are gun racks on the walls. Although most of the slots are empty, there are 4 M-16L's with Eridani sized grips, 4 spare batteries, and 2 sets of AKMB, with AKMH helmets, sized for Eridani. There are also a dozen gas grenades: four black, four yellow, and four white.

The yellow grenades are speed biological, the black are acid gas, and the white are standard smoke. The suits of AKMB have corrosive protection, environmental containment, and oxygen supply. There is a port on the wall that can be used to re-charge laser weapons at the rate of one shot every two minutes.

Leaving:

The leader of the guards, Feini-Caen-Reina, is patrolling the complex, looking for the party. If the party has at least 4 remaining party members, he will find them. If not, they managed to slip by. He will hide on the second level of the stockroom, realizing that the truck is their way out. He will take cover behind crates of water and paperwork. If an Eridani is fit for combat, Feini will step out and challenge the Eridani to an honorable duel. If no combatable Eridani is present, Feini will attack with the LOSN on full auto. It will be a partial surprise (roll initiative - if the characters win, they go after Feini. If Feini wins, the character does not get to respond the first round.)

New Items:

Bio Suit: This suit is a pale blue plastic suit. Treat it as the corrosive protection and environmental containment armor options. Due to the filtration mask, this suit will not fit under a helmet. Any hit will make this suit useless.

Acid Gas Grenade: Explodes as a smoke grenade, but the gas is sulfuric acid. The grenade does no damage to armor absorption, but does 4 points of AI damage to each armor section, except 2 points to each arm and to the helmet. If the armor has corrosive protection, the damage is reduced to 1 point per section.

Speed Bio Grenade: Initially this grenade is seen as a blessing. Victim's metabolism goes into overdrive immediately. They gain d8 points of agility and aggression, and get an additional -1 to initiative. The down side is that the energy is gained at the loss of the body eating itself. The victims lose 1 point of constitution every hour, and a point of strength every other hour. This continues until the victim dies. Half of the losses are permanent, half come back at 1 point per day after cure. Given access to a medical facility, it can be cured by a poison level 10 check.

Non-Player Characters:

Frag and Garf: Ram Pythons, age 36

Strength:	143	TK	02
Manual Dexterity:	46	Military Leadership:	59
IQ:	57	Persuasion:	19
Agility:	95	Bargaining:	04
Constitution:	123	IM:	-3
Aggression:	71	Body Points:	40
Intuition:	27	Applicable Skills:	Ioken (3)
Charisma:	13		Hand-to-Hand (2)
			Alertness

Items:

AKMB with: corrosive protection, environmental containment, 2 hours oxygen supply; AKMH; Ioken (Garf only)

Ioken:	80/65/35/05/-15	ROF:	3/12	Damage:	2-12
Claw/Claw/Tail:	68/68/68			Damage:	1-3/1-3/1-2 (+12)

Kimel: Cizerack Female, age 43

Strength:	105	TK	39
Manual Dexterity:	70	Military Leadership:	76
IQ:	82	Persuasion:	66
Agility:	135	Bargaining:	51
Constitution:	103	IM:	-7
Aggression:	102	Body Points:	15
Intuition:	81	Applicable Skills:	Throwing
Charisma:	104		Hand-to-Hand (2)
			Alertness (2)

Items: AKMB with: corrosive protection, environmental containment, 2 hours oxygen supply ; AKMH

Grenades:	99/89/69/49/39/29/19/9	Damage:	as per grenade
Claw/Claw:	80/80	Damage:	1-3 + 3

Singet: Male Chatilian, age 42

Strength:	65	TK	38
Manual Dexterity:	23	Military Leadership:	55
IQ:	126	Persuasion:	43
Agility:	71	Bargaining:	23
Constitution:	63	IM:	0
Aggression:	23	Body Points:	4
Intuition:	97	Applicable Skills:	Matrix Manip (95%)
Charisma:	12		

Matrixes: 7 power points

Clairvoyance, Comprehend Languages, Enrage, Psycho-Kinesis, Strength

Items: Bio Suit

Eidi-Kamu, Iri-Dak, and Emna-San: Male Eridani, age 42

Strength:	89	TK	20
Manual Dexterity:	73	Military Leadership:	83
IQ:	87	Persuasion:	38
Agility:	120	Bargaining:	23
Constitution:	67	IM:	-3
Aggression:	112	Body Points:	11
Intuition:	50	Applicable Skills:	Pulse (3)
Charisma:	35		Beam (3)
			Catir (6)
			Sword (6)
			Juicer (3)

Items:

AKMB with: corrosive protection, environmental containment, oxygen supply (Emna-San and Iri-Dak only); AKMH

Protecon armor with : corrosive protection, environmental, containment, oxygen supply (Eidi-Kamu only)

Shalkon helmet (Eidi-Kamu only)

Ironside Juicer (Emna-San only)

Short Sword (Eidi-Kamu and Emna-San only)

Catir (Iri-Dak only)

Mentar Pulse Cannon (Eidi-Kamu only)

Short Sword: 100 ROF: 3, Dam: 1-6 +4

Catir: 120 ROF: 3/3, Dam: 3-9 +4

Ironside: 93/68/48/30, MN: 95, ROF: 1, Q: 10, DAM: 3-12

Mentar: 107/85/40/20/-10, MN: 97, ROF: 2, Q: 25, Dam: 5-30 (includes braced + aimed)

Zagla Tira and Matarieron: Female Tza Zen, age 35ish

Strength:	37	TK	14
Manual Dexterity:	98	Military Leadership:	56
IQ:	118	Persuasion:	78
Agility:	59	Bargaining:	63

Constitution:	71	IM:	0
Aggression:	71	Body Points:	7
Intuition:	73	Applicable Skills:	Matrix Manip.
Charisma:	64		

Matrixes:

Matarieron: 7 power points - Cramps, Reverse Peristalsis, Delirium, Fear, Slow poison, Awaken, Calcify

Zagla Tira: 4 power points - Calcify, Fear

Item: Bio Suit

Fini-Caen-Reina: Male Eridani, age 45ish

Strength:	101	TK	43
Manual Dexterity:	54	Military Leadership:	80
IQ:	94	Persuasion:	41
Agility:	99	Bargaining:	26
Constitution:	62	IM:	-2
Aggression:	102	Body Points:	17
Intuition:	62	Applicable Skills:	Sword (9)
Charisma:	30		Beam (6)

Items: Combat 2 armor with: environmental containment, oxygen supply, corrosive protection, 15 points ablative liner, rad liner, shield

Shalkon helmet

Arrow LOSN (broken, will work only on full auto), 119/114/109/104/99/94/67/49, MN:100, ROF:1, Dam:3-12

Long Sword: 120, ROF: 4/3, Damage: 1-8 + 6

Unless his opponent has taken major damage to another part, Fini-Caen-Reina will always do a called shot to the chest.

Pre-generated Characters

Slappenhauser (Aeodronian)

Strength:	85	TK	01
Manual Dexterity:	46	Military Leadership:	46
IQ:	79	Persuasion:	16
Agility:	100	Bargaining:	01
Constitution:	94	IM:	-3
Aggression:	51	Body Points:	10
Intuition:	24	Height:	49"
Charisma:	-2	Weight:	50lbs

Skill	Level	Chance	Skill	Level	Chance
Stealth	3	90	Camouflage	3	90
Detect Concealment	3	90	Beam	3	
Tieaz	3		Swimming	2	
ID Vessel		70	Automobile		55
Basic Medical	2	80	Paramedic		55
Botany		70	Espionage:		70

			Intelligence		
Swamp Survival	2	55	Street Smarts	2	55
Infiltration	3	90	Alertness		

Equipment:

Bear Armor TH:5 with: thermometer, rad liner, drop bag

Rangemaster helmet TH:12

tieaz, 87% chance to hit, 2-8+3 damage

M-18L, 87/85/81/75/70/35/10/-5, MN:95, ROF:2, Q:30, Dam:2-8

Spare M-18L battery

BS-2, 88/78/70/55/30, MN:98, ROF:2, Q:10, Dam:2-8

plasmore mine with timer

Slappenhauser (Aeodronian)

Ok, so you're ugly. Real ugly. That doesn't mean you're not the nastiest S.O.B. in the Agathu clan. You held this philosophy even when the spacecraft you were a passenger on was hijacked. You attacked the pirates (Orions and Phentari). You almost got them when one of them blasted you with molten iron in the face, leaving you for dead. But you're back. Butt ugly, but nasty as all *%^@! You have the best armor in the party. Just watch your low armor integrity. There's not much armor there to shoot away. . .

You are an environmental militant. As BioCyberdyne is creating weapons that destroy the environment, it is your civic duty to remove whatever equipment you can get your hands on, then eliminate this abomination. Plant the plasmore somewhere special. It will be great honor to your clan if the whole plant goes up in flames!

Primary concern - Blow up this ecological disaster production facility.

Secondary concern - Get the spy out first.

Cassius Flavium, Race: Kizanti (Gen Human #3,069,842), Gender: M

Strength:	104	TK	02
Manual Dexterity:	50	Military Leadership:	73
IQ:	61	Persuasion:	36
Agility:	96	Bargaining:	21
Constitution:	83	IM:	0
Aggression:	83	Body Points:	8
Intuition:	60	Height:	5' 2"
Charisma:	50	Weight:	160lbs

ITEMS:

Protecon Armor TH: 4 (thermite AP gear, rad liner, corrosive protection)

Absorbix Helmet TH: 6

MC-6, 95/92/84/77/57/32/7

Broad Sword 99%, Dam: 2-8+4

Knife 64% Dam: 4-7

Aspirin equivalent laced with arsenic

2 smoke grenades

Skill	Level	Skill	Level
Laser	6	Sword	4
Hand-to-Hand	1	Swimming	1
Poison	5	Spelunking	5
Demolition	3	Concealment	3
Climbing	2	Stealth	3
Agility	2	Camouflage	1
Displacement	3	Throwing	2
Archaic Powder	1		

Cassius Flavium Kizanti/Gen Human

You are a Kizanti pretending to be a Gen Human. You have fake ears, and wear contact lenses to appear human. You've even used a marker to print a fake serial number on the back of your head to appear like a Gen Human. Since you still want to carry your broad sword, you pretend to be suffering from the delusion that you are a Roman Legionnaire from about 20 BC, during the reign of Julius Caesar.

Your race has the ability to displace from one place to another within 40 meters twice per day. You have a 32% chance to come out where you want. Even if unsuccessful, you will not come out in a solid object.

BioCyberdyne has found out about SSDC's plan to rescue the spy. Unfortunately, the manager of the facility is overconfident, and will not allow additional security. So they have hired you as a double agent to sabotage the party. You have accepted the mission at 6,000 credits per character that you kill, and an additional 10,000 if the mission fails. Despite assurances that you can stay when the police arrive, you are unsure of the reliability of that information.

Due to the training that his race has given you, you don't think that it is worth the money to kill Sanchi-Tan, the Eridani. If it's unavoidable, business is business. On the other hand, Phessissious Phentari will be a pleasure to slay.

Do not try to take the party on head on, and above all, do not let it be known that you are an assassin.

Primary mission - Kill other player characters, and survive.

Secondary mission - Make sure that the mission fails.

Name: Grunt (He forgot.), Race: Ram Python, Gender: M

Strength:	141	TK	01
Manual Dexterity:	49	Military Leadership:	65
IQ:	51	Persuasion:	15
Agility:	93	Bargaining:	1
Constitution:	109	IM:	0
Aggression:	104	Body Points:	43
Intuition:	40	Height:	10'
Charisma:	4	Weight:	880lbs

ITEMS:

AKMB Armor TH:4

Tri-lar Helmet (open face) TH: 5

PC-6 Pulse Cannon, 71/58/26/-4, Dam:3-18, ROF:1, Q:25

Necklace made of tin foil balls

Pieces of broken glass shoddily glued together to make a medal

Skill	Level	Skill	Level
Archaic Powder	3	Pulse	3
Hand-to-Hand	3	Throwing	2
Jungle Survival	2	Strength	2
Body Points	3	Alertness	3
Stealth	3	Climbing	2
Camouflage	2	Street Smarts	2
Urban Survival	1	Asteroid Mining	2
Swimming	1		

Grunt Ram Python

Duh. . . What? You are big. You are strong. You are green. You like to smash things. Oh yeah. You're big. You like shiny things. Never mind that people think that you are dumber than rocks and would get lost in a phone booth if you would fit.

You think that you have a name. Too bad that you forgot what it is. You might have it written down somewhere. Too bad you can't read. If anyone asks, you make some vague grunt, or mumble something (very loudly) That seems to satisfy them often enough. You got a gun, and you got . . . more than one fist. You also have a helmet that does not cover the face. You can use your bite as an attack.

Primary concern - Battle Good.

Name: Lizard, Race: Python Lizard, Gender: M

Strength:	127	TK	01
Manual Dexterity:	54	Military Leadership:	66
IQ:	56	Persuasion:	25
Agility:	91	Bargaining:	10
Constitution:	122	IM:	0
Aggression:	109	Body Points:	41
Intuition:	37	Height:	8' 10"
Charisma:	-5	Weight:	500 lbs

ITEMS:

Cub Armor, TH: 3

AHMH Helmet, H: 6

MP-5 (impact), 87/77/67/52/32/17/-8, MN: 96, ROF: 4, Q: 30, Dam: 2-7

Plas grenade

M-75 grenade

Skill	Level	Skill	Level
Archaic Powder	3	Omega Weaponry	1
Pulse Weaponry	1	Body Points	3
Alertness	3	Swim	6

Hunting	5	Throwing	2
Hand-to-Hand	3		

Lizard Python Lizard

People will always compare you to the Ram. Ok, you are not as big as the Ram. You are not as strong as the Ram. You do not have as big of a gun as the Ram. You do have some things that the Ram does not. You have a helmet that covers your whole head. You also have a plas grenade (big boom!) You have scales which give you a 2 point body threshold. It comes in useful. Whenever you are about to take body damage, subtract 2 from the damage. (0 minimum) This does not protect your armor, only your body.

You often think out loud. You seem to always say the wrong thing at the wrong time, and just can't understand why people don't like you.

Primary concern - I like battle. Battle Good.

Name: Phessissious Phentari, Race: Phentari, Gender: M

Strength:	86	TK	29
Manual Dexterity:	121	Military Leadership:	54
IQ:	97	Persuasion:	8
Agility:	71	Bargaining:	1
Constitution:	73	IM:	0
Aggression:	63	Body Points:	10
Intuition:	56	Height:	6' 10"
Charisma:	56	Weight:	290 lbs

ITEMS:

Flex Armor, TH: 5

Absorbix Helmet, TH: 6

FN-FAL, 102/97/87/67/42/27/12/-8, MN: 100, Dam: 3-12 (mercur+1 body/5 rounds), ROF: 3, Q: 20

M16A3, 102/92/82/62/52/27/2, MN: 97, Dam: 2-8+1 (incendiary -1 TH), Q: 30+1, ROF: 3

2 chain saws, 91%, ROF: 2/3, Dam: 3-12+4

2 molotov cocktails w/ cigarette lighter

M-90 grenade (concussion)

smoke grenade

Skill	Level	Skill	Level
Chain Saw	3	Archaic Powder	3
Alertness	1	Climbing	1
Camouflage	2	Detect Concealment	3
Infiltration	2	Mapping	1
Basic Medical	1	Automobile	2

Phessissious Phentari Phentari

Phessissious is in a bit of legal trouble. He took out a loan for 1500 credits before leaving, hoping to reap a large profit. Unfortunately, he has not the money to pay the 1500 (plus 2000

interest). The collection agency has been after him to repay the loan, so Phessissious decided to skip town, heading to space.

You have 4 tentacles. As such, you are able to fire off your FN-FAL and your M16A3 at the same time, even at different targets. What? Some Human making a comment about you being ugly? So what? He's lunch! Phentari are (in general) cold-hearted, ruthless, cruel, brutal, vicious, human eating killers. Be the best you can be. You don't need to shoot the Human immediately. He might have his uses. Live food doesn't spoil.

The ERIDANI? In charge? Yeah. Right. His kind are too caught up in rules and regulations to do anything right. You are a battle freak. Fire first, ask questions later. In battle, live for the moment, explosions, massive amounts of firing, the whole bit. You can fire full automatic (just hold down the trigger) with only a -20 to hit (3 times the shots!). Incendiary ammo does +1 damage, -1 to their threshold, and causes nasty third degree burns.

Primary concern - Prove your natural superiority against all foes.

Secondary concern - Get paid for it.

Name: Sliakyn, Race: Tza Zen (Zen Rigel), Gender: M

Strength:	65	TK	15
Manual Dexterity:	91	Military Leadership:	64
IQ:	113	Persuasion:	77
Agility:	76	Bargaining:	62
Constitution:	91	IM:	0
Aggression:	65	Body Points:	9
Intuition:	113	Height:	7' 4"
Charisma:	86	Weight:	180 lbs

ITEMS:

Cub armor, TH: 3 (search light, IR dampener, 2 protection absorption)

AKMH, TH: 7

48 Plus pistol, 73/63/43/28/18/-12, MN: 100, SS: 96, ROF: 1, Q: 13+1 (30), Dam: 4-10

First Aid Kit with scalpel

10 syringes: 2 BRI (standard), Bio Redox Agent, White Count Injection, Rage Injection,

5 Syringes with bleach and other random cleaning liquids

Skill	Level	Skill	Level
Archaic Powder	1	Basic Medical	6
Paramedic	5	Surgery	1
Disease Diagnosis	3	Disease Control	3
Poison	3	Infection	2
Chemistry	1	Swimming	1
Climbing	1		

Power Points: 4 - Awaken, Calcify, Pain, Slow Poison, Mend Bones (compound) (2 power points)

Sliakyn Tza Zen

You are a peaceful creature (everything is relative). You like to heal things (more or less). You feel good inside when you heal broken bones (often into new and interesting shapes). You may want to take it easy on the party, as they are there to protect you, but feel free to indulge on anyone else. . .

One more thing. Almost everyone loathe Tza Zens. If anyone except for Phessissious Phentari find out, they will NOT like you anymore. Play the meek kind Zen Rigel'n whenever anyone is watching.

You are in a competition with another student (who is not in this adventure) of your mentor. Mentors are the Tza who teaches you level advancement. The competition to be your mentor's disciple is close, and fierce. Your mentor told you that you would gain many new powers if you safely bring him a new contagious neuro-toxin called DyBrAt (Dysprosious Bromoastatide). The product is under development at the BioCyberdyne plant.

Primary concern - Get as much DyBrAt as possible to your mentor.

Secondary concern - Complete the mission.

Tertiary concern - Get some on the job training in surgical experimentation.

Name: Kipper McNab, Race: Orion Rogue, Gender: M

Strength:	60	TK	55
Manual Dexterity:	119	Military Leadership:	46
IQ:	62	Persuasion:	71
Agility:	86	Bargaining:	76
Constitution:	64	IM:	0
Aggression:	65	Body Points:	7
Intuition:	57	Height:	6'
Charisma:	108	Weight:	123lbs

ITEMS:

Absorbix Helmet, TH: 6 (gills, search light, 1 ablative liner)

Guisarme Armor, TH: 4 (20 protection absorption, 6 ablative liner, QSU, corrosive protection, rad liner, altimeter, thermometer, thermite AP gear, skalers, smoke generator)

AK-57, 82/70/60/35/10/0/-15/-, MF: 96, SS: 97, ROF: 3, Q: 31 (100), Dam: 3-9 (incendiary ammo) plas, P4 grenade

decent fake ID; Grappling hook, 20 m rope; lock picks, padlock; harmonica; Koosh; 2 packs of smokes.

Some are even legal!; Shades; cigarette lighter; fuzzy handcuffs; backpack with hidden pockets

Skill	Level	Skill	Level
Archaic Powder	3	Cook	3
Auto	3	Demolitions	5
Stealth	4	Singing	3
Pick Pockets	4	Harmonica	5
Escape	5	Swimming	1
Street Smarts	3	Throwing	2
Set Traps	3	Detect Concealment	3
Urban Survival	2	Pick Mechanical Locks	2

Kipper McNab

Orion Rogue

Kipper was the lead singer in The Dead And The Restless with their hit single "Jackie" off of Goodbye Dad. (The cover art was Kipper about to blow the head off of a beer guzzling guy watching a flickering 3D TV set. Way cool art.) Jackie is a folk rock song about a drug induced hallucination of a meeting with Jaquassarious Phentari (famous mass-murderer), who says to drop by again. The singer then actively seeks him out (by using more drugs of course) but to no avail. Jaquassarious is looking for Kipper with regard to this matter.

Following the lead guitarist's on stage OD, Kipper served some time for drug possession, a habit that he keeps.

Your armor is mechanized for speed - it goes about 60 miles per hour. You've got 2 grenades, and plenty of incendiary ammo (+1 damage has been counted, but opponent's threshold is counted as one less.

Primary Mission - Have yourself a blast!!!

Secondary Mission - Do the mission to pick up some drinking money

Sanchi-Tan, Race: Eridani, Gender: M

Strength:	89	TK	22
Manual Dexterity:	77	Military Leadership:	84
IQ:	87	Persuasion:	38
Agility:	120	Bargaining:	23
Constitution:	69	IM:	0
Aggression:	115	Body Points:	11
Intuition:	50	Height:	6' 8"
Charisma:	35	Weight:	340lbs

ITEMS:

AKMH Helmet, TH: 7 (1 point ablative liner)

AKMB Armor, TH: 4 (rad liner, corrosive protection, environmental containment, O2 supply)
spiked club, 117%, ROF: 3/2, Dam: 1-6+6

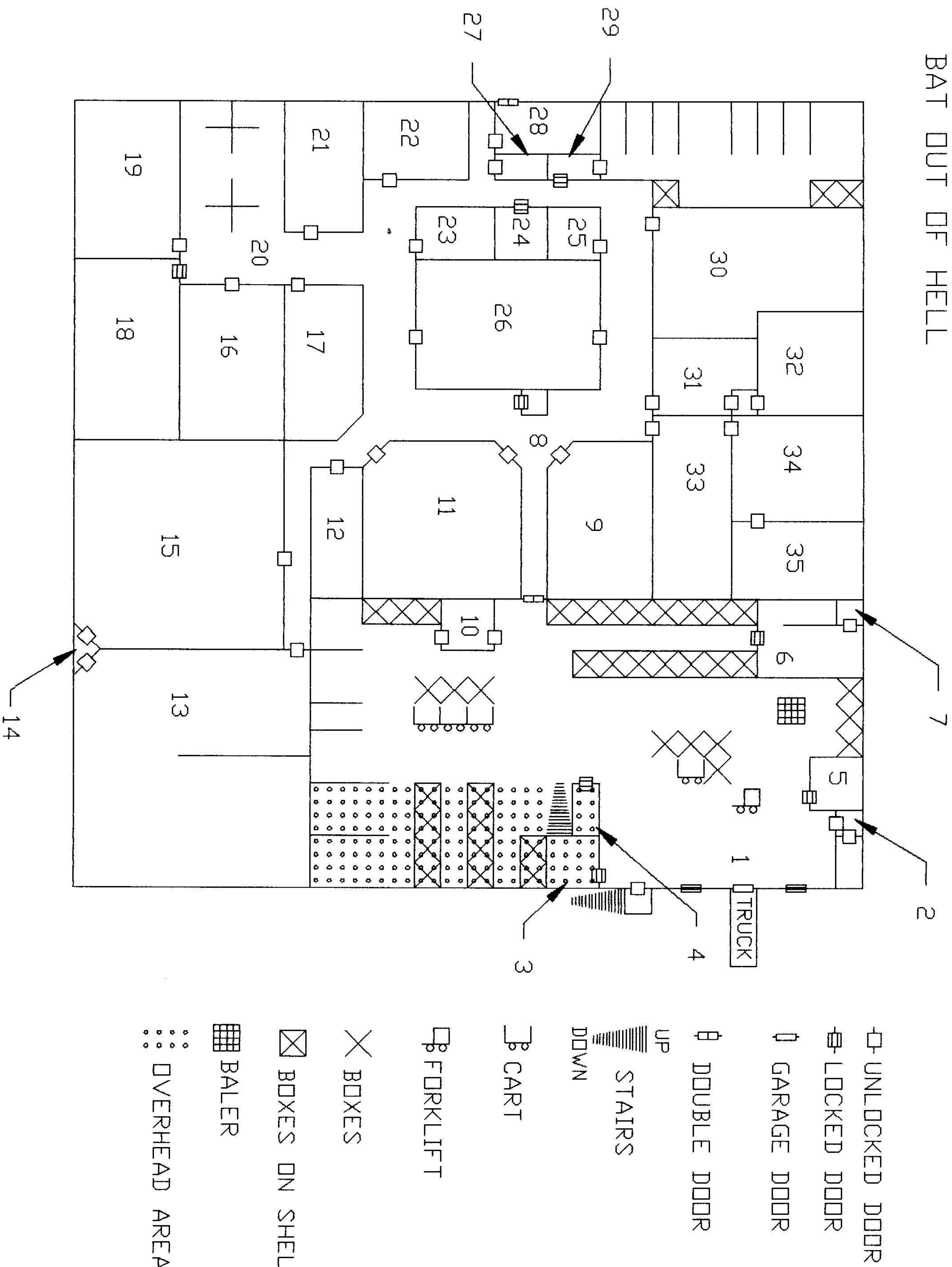
Spectrum Plus laser pistol, 99/95/90/70/55/-05, MN: 89, SS: 65, ROF: 2 or 6, Q: 10, Dam: 2-8

M-75 grenade

backpack

Skill	Level	Skill
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BAT OUT OF HELL



1" = 1 METER

11/5/97 M. KOLKOWSKY