

FULL METAL CYBERPUNK

INTERFACE ZERO



Drip by Bloody Drip



DRIP BY BLOODY DRIP

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TABLE OF CONTENTS

DRIP BY BLOODY DRIP 1

INTRODUCTION 2

 Lining Up Your Ducks 2

 Adventure Synopsis 2

SCENE 1: MEETING MR. SANDERS 3

SCENE 2: NAVAL BASE KITSAP 5

 Operation Planning 5

 Welcome to Naval Base Kitsap 5

 Across the Flooded Base 6

 Belly of the Beast 7

 Ambush!. 8

 The Motor Pool 9

SCENE 3: THE CHASE IS ON. 10

 Disarming the Nuke 10

 Aftermath. 10

APPENDIX A: NPCS 11

INTRODUCTION

Drip by Bloody Drip is an adventure designed for Seasoned Rank characters, and is easily adaptable for groups of a higher Rank. The team take a seemingly simple and lucrative job from a worried parent. Only to discover a plot against the Republic of Cascadia. Unless the characters can stop it, countless lives will be destroyed and the stage set for an invasion by the North American Cotillion (NAC).

Drip by Bloody Drip includes an abandoned naval shipyard and its autonomous security system, evidence of genetic experimentation gone hideously awry, gun-play, chases, escapes, and (possibly) the detonation of a nuclear device near a major population center. The characters have several chances at heroism, in addition to collecting a paycheck. They may even gain a small measure of fame, whether they want it or not.

LINING UP YOUR DUCKS

While it possible to dive right into *Drip by Bloody Drip* with a team of new Seasoned characters; it may prove more satisfying to start with a team of Novice characters and have them complete a few jobs together before embarking on this one. This allows the group to develop a sense of unity, and provides insight on how each member of the team operates within the group and each other.

Using this approach allows the GM to introduce elements of this adventure early on. Later, when the heroes become part of the action, it feels like a natural progression in the story rather than a job being sprung from the blue. It also provide background information and perspective on the events unfolding.

The following are a couple suggestions you can use help prepare the group prior to running *Drip by Bloody Drip*.

- **Agenda68 Terrorists:** The characters should have a real understanding of how Agenda68 terrorist cells have infiltrated the Republic, and when activated, carry out plots to undermine the Republic's security. Uncovering a terrorist plot and stopping it, would be a great Novice adventure; and would help lay the groundwork for this one.
- **The characters need money:** Have the heroes face a money-related problem, as it provides them incentive to follow up on Mr. Sanders' offer. Perhaps they owe the wrong people credits or need a stack in investment capital to start a new business. Maybe there's a new model VTOL craft one of the characters has been eying. Never underestimate an appeal to greed.

ADVENTURE SYNOPSIS

The team is contacted by a fixer who owes them one. He informs the group he has a lead on a job that promises to pay remarkably well; if the they can handle penetrating a secure facility. For interested parties a meeting is arranged with Mr. Sanders, the potential employer.

At the meeting, Mr. Sanders interviews the group, assessing their abilities. Once concluded he explains the job and possibly provides additional resources to ensure a successful



AQUATIC ACROBATICS

Key scenes in the adventure take place underwater, so it is important that the team can gain access to diving equipment. Aquatic Hybrids and heroes with Augments that help them in aquatic environments are going to have an advantage in this scenario, since they won't have to spend time getting into and out of gear.



completion. Once the team takes the job and after an initial recon and legwork, the team travels to Kitsap Naval Base, located near Seattle Washington. At the base the team discover the security systems, though antiquated, have been activated and are running on high alert. This makes the job harder, as the characters have to fend off drones, turrets, security robots, and other security measures.

If the base's security wasn't bad enough, an Agenda68 terrorist strike team is also present at the base. The terrorists are after a nuclear warhead that was left behind when the base was abandoned. If not stopped, the terrorists plan to detonate the weapon — causing mass collateral damage and death. In addition, such an attack, would welcome a full invasion from the North American Coalition.

Failure on this mission means death of the characters, not to mention the millions who will be affected. Success means a full payment for a job well done, and possible fame for thwarting a terrorist attack.



SCENE 1: MEETING MR. SANDERS

The adventure begins with the characters meeting with Mr. Sanders. If the heroes are based somewhere other than Portland, the meeting takes place at an upscale location that caters to business execs. Otherwise, for teams based in Portland, the meeting happens at The Longbottom Café; a posh coffee house situated in west side of the city. The café is the sort of place corporate types frequent, as it's close to both the Hillsboro Airport and many of the manufacturing hubs and business offices that serve the corporations in the area.

The front wall of the café is clear glass, providing a good view on the interior. Those who stake out the place before the meeting may make Notice rolls at -2 penalty. A success indicates; that before Mr. Sanders arrives, a handful of customers go inside, order drinks, and set themselves up to watch the entrances and exits — obviously bodyguards.

When Mr. Sanders arrives, he is alone, and pays no attention to the other patrons. Mr. Sanders appears to be in his late 40s, and bears the clear marks of Human 2.0 augmentation. He orders a drink and sits facing the window. He doesn't seem too concerned for his safety.

When the heroes enter, he waves them over and suggests they order something. Once drinks are in hand, he has them follow him to a back room. The room has no windows and the only furnishings are a large conference table and enough chairs to seat an entire corporate executive council. A successful Notice roll by anyone with a TAP will spot the Hyper Objects of a pair of ceiling mounted turrets. The turrets are hidden from view.

Once everyone is in the room, the door will close behind them. Mr. Sanders takes the head of the table and asks the them to sit.

Read or paraphrase the following text:

Mr. Sanders spends a few minutes exchanging polite chat with the team before getting to the point of this meeting. He lays out his case; his daughter's got terminal pancreatic cancer, of an inoperable type, and he wants you to get to a secure room located at the Naval Base Kitsap and retrieve data that might help in her treatment. If the team is successful the payout could be substantial.

After a few minutes, it becomes clear that Mr. Sanders is interviewing you for the job rather than just giving it to you. He starts asking some uncomfortable questions about each member of your team; past accomplishments, military experience, and a variety of other things that might suggest he has only the barest understanding of who you are. Or he could be bluffing, just pretending that he doesn't know. It's hard to tell....

THE JOB

Mr. Sanders will layout out the details of the job to the team. The job is a simple data snatch from an abandoned location. He will reveal that his associates discovered information that prior to the 2nd American Civil War, the navy was developing an experimental treatment for cancer; using genes taken from sharks. The research was abandoned before being completed.

Mr. Sanders explains he has vested interest in seeing the results from the research.

The research files and data are still stored on a computer at Naval Base Kitsap, a now-abandoned shipyard near Seattle. This computer is disconnected from The Global DataNet, so outside hacking is impossible. The job is to penetrate the base, dive into a flooded basement, access the computer, retrieve the research data, and return it to Mr. Sanders.



SHADOW PROFILES: SUBJECT: AGENDA68

Agenda68 is a terrorist organization that can trace its roots back to the Northern Army Militia, a militant group that existed prior to the 2nd Civil War. Retaining much of the dogma from their origins, Agenda68 has radical plans on how to reach their goals; through violence and mass destruction. Many credit Agenda68 for carrying out the nuclear bombing of Chicago and several other North American cities. To date, no hard proof has been uncovered to back these claims.

The NAC is rumored to fund Agenda68. In return the terrorist group carries out covert operations which further the Coalition's goals. Part of the connection between Agengd68 and NAC stems from several of the latest attacks over the past couple of years that have been favorable to NAC interests. Like most speculations related to Agenda68, these rumors have never been confirmed.

Lack of information about Agenda68's motives and plans stems from the fact that it has nearly been impossible to obtain reliable intel from its members. It is rare that an Agenda68 member will allow himself to be captured alive. Those that are taken into custody are often found dead a short time later from various means.

Due to the lack of decent intel, no one is fully sure of the size of Agenda68 or organization's primary mission. The group operates in a cell structure. Most cells have ten to twenty members. Each cell is intentionally kept ignorant about the other cells and their current tasks; to avoid disclosure, should a member be captured. It is not uncommon for two or more cells to be operating different aspects of the same mission and not be aware of the other team's involvement.

Mass destruction with shock and awe is the trademark of Agenda68. The larger the body count and the greater the devastation; the more likely message will be heard. Agenda68 has no qualms about who joins its ranks, as long as the new member is willing to sacrifice his life when asked for the cause. Since members are expected to sacrifice their life, extremely dangerous and violent missions are not uncommon — nor will a member hesitate to do what is necessary to complete his mission.



"WHAT MAKES YOU THINK YOU'RE THE BEST TEAM FOR THE JOB?"

Run the interview scene with Mr. Sanders as a modified Social Conflict (see the *Savage Worlds* rulebook for more details). The team gets the job, no matter how well they do in the interview; however, how much support they can expect from Mr. Sanders depends on their ability to impress him.

During the interview, the characters must make three Persuasion skill rolls. Since Mr. Sanders is letting the team speak for themselves, this isn't an opposed roll. The players must choose a lead character to do the talking; one with a good Charisma and Persuasion skill is recommended. It is possible for the lead character to change each round. The other characters may assist via a cooperative rolls, even if they do not have the Persuasion skill. Those without the skill may make an untrained skill roll, however if skill check fails, the lead character suffers a -1 penalty (-2 with a critical failure); as a result of the failing character's blunder.

MODIFIERS

Characters who use any of the following facts about themselves during the Social Conflict can gain a one-time +2 modifier.

- **Past successes:** Since Mr. Sanders is looking for competence, mentioning past successful jobs can gain a bonus, especially if the job was well-known or particularly well handled.
- **Military Experience:** Anyone with a military background gains the bonus, since Mr. Sanders has a soft spot for veterans.

EVERYBODY LIES

Characters may "embellish" their accomplishments in order to make themselves seem more impressive. This can potentially net them more support, but is not without risk.

Characters may lie. Doing so grants a +2 bonus to the roll, which the GM may alter based on how outlandish the lie is. If the player rolls a 1 on the skill die (regardless of the Wild Die); Mr Sanders is aware the character is lying.

Should Mr. Sanders picks up on a lie; his impression of the team is harmed. Reduce the level of support he offers in the end by 1, and subsequent rolls made by the character are at a -2. He appreciates liars, but not clumsy ones.

I CAN READ YOU LIKE A BOOK

Characters, who wish to gain an understanding of who Mr. Sanders is, and what he might be looking for, can spend the first round of the interview talking and observing—this is their whole action and may not make any trait rolls to assist. On the second and third rounds of the interview the character may use Notice or Knowledge (Psychology) instead of Persuasion for the cooperative roll. Failed skill checks are treated the same as using Persuasion unskilled.

SOCIAL CONFLICT RESULTS

After three rounds sum up the character's success and use the table below to determine the results of the Job Interview.

SUCCESSES	RESULT
Tie	Mr. Sanders is unimpressed, and doesn't think the team will be able to handle the job. He will provide the prepared material, but is unwilling to provide any other aid or support. He's not willing risk resources, on a group that may not succeed. Payment is 10,000 credits, paid in full upon delivery.
1-2	He's not particularly impressed, but he thinks the team has a chance of pulling it off. He offers one Support Asset of the team's choice (see below). Payment is 25,000 credits, paid upon delivery.
3-4	He's more confident in team's chance of success. This crazy plan just might work! He provides two Support assets. Payment is 50,000 credits, paid upon delivery.
5+	Mr. Sanders is very impressed with the team. He puts all 3 Support Assets at the characters' disposal, and the group temporarily gains the Connections (Mr. Sanders) Edge for the rest of the adventure. Payment is 75,000 credits, paid upon delivery.

SUPPORT ASSETS

Characters who perform well in the contract negotiation with Mr. Sanders may gain access to one or more of three Support Assets earmarked for this operation.

- **Mercenary Unit:** They gain access to a one-time raid from a team of mercenaries. They can assist in major assaults, provide covering fire or a distraction, or even pull off an extraction if things get too hairy. Unless used very carefully, they're not at all quiet.

🔧 Mercenaries (5)

- **Operation Files:** Mr. Sanders has access to maps, blueprints, pass-codes for the security system, and other related files for the job. If taken, the operation files grant a +2 bonus to Hacking and Survival skill rolls made within the base.
- **Supply Requisitions:** Mr. Sanders can provide gear, including some black-market items, up to 10,000 credits. He assumes that the team has most normal gear for their line of work, and is willing to loan them specialized items they might need, including top-of-the-line versions of stuff they already have. (TAP upgrades, scuba gear, and so on). Note that these are loans, and are expected to be returned, in good working order, after the completion of the operation.

PLEASE INITIAL HERE, HERE, HERE, AND SIGN AT THE BOTTOM...

Once Mr. Sanders is satisfied that the team will be able to handle the operation, he has them sign contracts as Freelance Field Operations Specialists, as well as non-disclosure-agreements with pretty strict non-compete and non-proliferation agreements.

Congratulations! You're got the job!

SCENE 2: NAVAL BASE KITSAP

Now that the team has the job, the team should take some time planning how they want to complete the task, and do a bit of legwork.

OPERATION PLANNING

The team has some time to plan out the job. Rather than going through and making an actual plan, you can use this to convey any plans the characters would devise.

Treat this as a modified Interlude, using the Op Planning (see below) instead of the standard Interlude table from the *Savage Worlds* rulebook. Have each player add some detail of a plan. Bennies and Adventure Cards (if you use them) can be earned as per usual. If this is ran at the end of a session, consider granting the Benny or card at the start of the next session.

OP PLANNING

SUIT	RESULT
Clubs	Preparation Against Tragedy: The character mentions some way to compensate for a Hindrance, another weakness, or concern about the team's safety.
Spades	Plan for Victory: The character establishes a fact that brings the team one step closer to victory. Even something like, "We've got a plan" or "The hard part's over," works.
Hearts	Looking Forward To... Express anticipation of an event in the op, such as the opportunity to hack mil-spec security, or getting a peek at secret data.
Diamonds	The Paycheck: This character should answer the following question, "If this score works out, you're going to get a boat-load of credits. What are you going to do with your share?"

WELCOME TO NAVAL BASE KITSAP

Naval Base Kitsap, while abandoned, is still secure. The perimeter is surrounded by high-density concrete walls, fitted every few yards with cameras and turrets. To gain access to the underwater research lab with the research computer, the heroes need to enter the base and safely transverse various obstacles, with the first being getting past the perimeter security.

Under normal circumstances, this would be a matter of driving up to a gate, opening it, and driving through. The team is in for a bit of a shock, when they arrive at the base — they discover the automated security system has already been activated and is on full alert. Though they won't know this right away, there is already another team present in the base, pursuing their own ends.

When the team starts to breach the perimeter they inadvertently activate a pair of turrets, which pop out of the wall. The characters need to make Notice rolls, those who fail are surprised. The turrets orient on the nearest characters, and open fire, after stating, "You are in violation of military No-Trespassing Ordinance."

Gun Turret (2)

Past the perimeter, the interior of the base is creepy. It looks like a small town that was abandoned quickly for an unknown reason. As the characters transverse the base, they spot toys left out in front yards, and rusting cars in driveways. At all times, in the distance, the rusting hulks of old battleships can be seen over the top of buildings.

EYES IN THE SKY

This event can occur at any point while the team is on the base, and can happen multiple times. Be careful not to overuse this, as it can expend the characters' resources making future engagements harder.

At any point, the team has made their position known to base security, they attract the following response.

Initially, the only thing that suggests the team's position has been compromised is a single security drone. Have the heroes make a Notice roll at -2; those who are successful hear the craft as it approaches. The team may make Stealth rolls to avoid being spotted. If anyone fails his Stealth roll, the drone suddenly lurches into view; and spins around pointing cameras and weapons at the characters, deal Initiative.

Unless someone is able to hack the drone's encrypted signal, or destroy it before it can act, the craft relays the team's



MALMART UPDATE SECURITY PATROL DRONE

The security patrol drone's primary purpose is to flight a preprogrammed flight path and raise an alarm if intruders are detected. The drone may be programed with specifications regarding which "individuals" are valid or invalid targets. When an intruder is detected, the drone will engage and send the location and details.

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d4, Vigor d6

Skills: Notice d6, Piloting d8, Shooting d8, Stealth d6

Face: —; **Parry:** 2; **Toughness:** 9(4)

Gear: Integrated linked weapon system (Range 12/24/48; Damage 2d6+2; RoF 3; Shots 90; AP2 Semi-Auto, 3RB, +1 Shooting)

Special Abilities:

- **Armor +4:** Reinforced armor plating.
- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease.
- **Environmental Weakness (Electricity):** The security patrol drone suffers +4 damage from electrical attacks.
- **Flight:** Pace 12, Climb 0.
- **Immobile:** Security patrol drones cannot move except when using their Flight ability.
- **Integrated Weapons:** The patrol drone is equipped with linked SMGs rather than arms.
- **Sensor Suite:** +4 Notice vs sound, motion, chemicals, radiation, and electrical fields up to 500 yards distant.

Cost: 38,000; **Control Slots:** 2



position and opens fire. Once the position is relayed, reinforcements arrive at the start of the 4th and 7th round, if the characters are still in the same area. The initial wave of reinforcements consists of security robots, and the second wave is a security detail, which includes both security robots and a combat assault robot. Both groups arrive in an armored SUV.

- 🔌 **Security Drone (1)**
- 🔌 **Security Robot (1 per hero)**
- 🔌 **Combat Assault Robot (1)**

MILITARY-SPEC SUV

Acc/TS: 20/40; **Toughness:** 25(8); **Crew:** 8; **Firewall:** 8
Notes: AI (Driving d10), Four Wheel Drive, Heavy Armor
Weapons:

- Pintle-Mounted Heavy Machine Gun (Range 50/100/200; Damage 2d10; RoF 4; Shots 200; AP 4, Heavy Weapon).

IS THAT IT?

Once the security response has been dealt with, the system takes time to reset. No more reinforcements arrive for a several minutes, giving the team enough time to vacate the site of the firefight and get to cover.

REST AND RECOVERY

Finding a quiet spot to rest provides the heroes a chance to patch each other up and plan for the next move. This is a good opportunity to make use of Interludes from the *Savage Worlds* rulebook.

ACROSS THE FLOODED BASE

As team crosses the naval base to gain access to the underwater lab where their prized data is being stored. They can see the devastation wrought by the flooding in this part of Cascadia. There is standing water everywhere and when the characters get a clear view of the dikes, set up to stem the tide of the floodwater, it is clear the waters from the sounds are getting in. Several active streams of salt water stem from the walls and it is obvious that in a relatively short amount of time, the walls will give, and the base will be under water.

GETTING THERE...

This place is a maze. No matter how they infiltrated the base, they'll need to cover some distance to get where they're going, and a lot of things can happen during this trek.

Determining their position relative to the lab requires a Survival roll. A failed roll indicates the team heads in the wrong direction, wasting fifteen minutes. With each roll draw a card from the Action Deck. If the card is a Club, a security detail churns past them in an armored SUV (use the security detail from the **Eyes in the Sky**). A Stealth roll is required to avoid detection.

FUN WITH EXPLOSIVES

Anyone who examines the sea walls around the base may make a Notice roll at -2 to spot the clumps of C4 explosive attached to the seawalls. Getting closer reveals there are several of them, and they're all rigged to detonate by remote. Disarming the bombs takes an hour's time, and a successful Knowledge (Demolitions) roll at -2. Failure sets off one of the explosives, which does 5d6 damage to everyone Large

Burst Template. The explosion collapses a section of the wall, allowing copious amounts of water to rush into the base. Get ready for some swimming rolls.

SOUNDS OF CONFLICT

During the journey across the base, read or paraphrase the following:

Off in the distance you hear an explosion, followed by the sounds of small-arms fire intermixed with the sounds of a heavy weapon; like the one the security team had mounted on their vehicle.

It takes a few minutes to close in on the origin of the sounds, and require a successful Stealth roll to make it there unobserved. Once in position, read the following.

From your vantage point you see a group of heavily armed men in high-tech armored suits engaged in combat with a security team. The security detail is on the losing end of the engagement.

Characters may make Notice rolls to glean additional information from the following table. Each success and raise provides the details of an entry. You may either choose one or roll for a random result.

1d6	RESULT
1	The armed men are at the doorway to a Quonset hut, and appear to have been in the process of pushing a wheeled palette mounted on a dolly when the security team rolled up and opened fire.
2	Whatever is on the dolly is apparently very valuable, as the armed men have formed a perimeter around it with their bodies and are trying to get it out of the line of fire, even if it means taking fire themselves.
3	The palette is marked in such a way, that anyone with a military background may make a Common Knowledge roll. With a success they note the item is marked as munitions, with a raise it confirms the markings are those used for nuclear warheads that are designed to be fired from submarines. Whoever these people are, they appear to be in possession of a nuke!
4	One of the armed men is coordinating the response to the security team. He is effective at leading the men under his command, and shows signs of high-end cybertech upgrades.
5	All of the gear on display is of Chinese construction. All other identifying marks have been removed, so it is impossible to tell who these men are from a distance.
6	All told, there are about a dozen of them, plus a cyborg who is ordering the other soldiers around (see entry 4).

- 🔌 **Agenda68 Squad Leader (1)**
- 🔌 **Agenda68 Soldiers (12)**
- 🔌 **Security Robots (6)**

Unless the heroes intervene, the armed men defeat the security detail, and with only a token rest period, begin to haul the nuke away from the hut. They move with care, and are considered Active for anyone trying to approach using Stealth.

Both sides assume the characters are reinforcements for the other side, if the characters intervene, and engage appropriately. To make it easier on the characters the two groups mainly concentrate attacking each other before turning their full attention to the newcomers.

Waiting until the end of the firefight between the Agenda68 members and the security detail provides the characters two options. They may approach the soldiers which leads to a gun

battle, as these men are not interested in talking and engage anyone approaching without hesitation.

The other choice is to stay put and watch. After the nuclear warhead is loaded on the truck it is driven away and the heroes lose sight of it quickly unless they take steps to follow. Tracking or trailing the truck, leads the character(s) to a building on the other side of the base (see **The Motor Pool** for more details).

DECISION POINT

Awareness of Agenda68's presence on the base and their possession of a nuke, is a cause for concern. Cascadia is not without enemies, many of whom would jump at the chance of setting off a nuke within the borders of the country. Plus, the location of the naval base is such there are several targets nearby; such as Seattle, the Republican Army airbase, and even Portland.

The team has a dilemma. On one hand there is Mr. Sanders, who is paying them to recover the research data in exchange for a massive payday. On the other hand, there is a heavily armed group in possession of a weapon of mass destruction. It is possible for the characters to pursue both objectives. Getting to the underwater lab and obtaining the research data should come first, since accessing the base at a later time will be highly improbable. Doing so provides Agenda68 a head start, however this does not make it impossible to stop them.

Characters who follow through with the original job from Mr. Sanders, gives the GM a chance to make dealing with Agenda68 more personal, as the team is attacked by an Agenda68 sniper.

IN THE CROSS-HAIRS

If the characters have given away their position or have engaged in firefights with any forces on the base; the characters have drawn the attention of an Agenda68's sniper. He is lying perched atop one of the taller buildings. As the team approaches the entrance to the underwater lab, the sniper opens fire, hoping to kill or one or more of the group, before falling back to join his team members.

The attack begins with a single shot, fired at Long Range. Determine the target in any fashion, though you might specifically target an Extra (should any be accompanying the heroes). The characters may make a Notice roll at -4. A success indicates the hero notices a flash of light from the sniper's scope, right before the shot goes off. If the target of the attack fails his Notice roll; the sniper has the Drop on him.

The sniper is 100" away and has heavy cover.

FLUSHING THE SNIPER

Treat this as a Dramatic Task. The traits appropriate to the Task are Agility (moving from cover to cover), Climbing (to get a better firing position), Common Knowledge (for military characters), Notice (for listening for the sound of reloading), Shooting (providing covering fire), Stealth (for moving around unnoticed), and Taunt (mocking the sniper for missed shots).

Rolls are made at -2 as the character tries to avoid getting caught in the cross-hairs. Deal Initiative cards with Clubs indicating a complication as per the Dramatic Task rules. A character who fails his skill roll, ends up in the open with no cover. A failure with a complication means the character froze up or pinned down and is no longer able to act until the Dramatic Task is completed.

If a character nets five successes in five rounds, he manages to force the sniper out of his nest and on the move. The hero can now engage the sniper in standard combat. The character starts 10+d6" away from the sniper. The sniper fights to the death. If none of the character succeed, the sniper makes his escape; rendezvousing with his team at the motor pool.

🗡 **Agenda68 Sniper (1):** Use the stats for the Agenda68 soldier except he is a Wild Card and exchange the TAW for a Tarantula Hunting Rifle (Range 30/60/120; Damage 2d8+2; RoF 1; Shots 8; AP2, Scope, Snapfire).

BELLY OF THE BEAST

In spite of the hazards of the mission, they arrive, at the building housing their goal; the secure computer terminal located in the basement several stories below. Water from the Sound is about three feet deep on the first floor, and getting to the basement laboratory means swimming down into the cold, icy water. Hope you brought your trunks, ami.

GOING DOWN?

Getting to the underwater lab requires swimming in pitch black, icy water. An elevator shaft that can be pried open (a successful Strength roll) descends to the basement providing access to the submerged level. The swim down takes awhile to do safely, as the pressure from a quick descent can easily incapacitate an unskilled diver.

Descending the elevator shaft requires two successful Swimming skill tests or a raise on the initial roll to reach the bottom. Each failed Swimming check causes the character to suffer Bumps and Bruises (see *Savage Worlds*) due to crushing pressure. In addition to the depth the character needs to contend with the icy cold water (see Cold under **Hazards** in the *Savage Worlds* rulebook).

The elevator car is at the bottom and can be accessed through a hatch in the top. The doors to the elevator and the lab must be pried open requiring a successful Strength roll. A critical failure results in a level of Fatigue, which is recovered after 15 minutes of rest. The basement is a maze like warren of rooms and laboratories. Navigating the floor requires the group to make a cooperative Smarts roll at -2. Failure indicates the team has gotten turned around, and must try again. A 1 on the skill die, regardless of the Wild Die, means a team member has also become separated from the group, with potential consequences (see **Blood in the Water**).

THE CURIOUS STATE OF THINGS

The flooded lab is pitch-black, only illuminated by light sources the team has with them. Initially, there is nothing out of the ordinary; the place looks like any other office building, only filled with water and the remains of old office furniture and equipment.

As the team progresses through the flooded lab, they start seeing things which should not be present; coral-like growths on flat surfaces, and small crab-like creatures scuttling around on them. A successful Common Knowledge roll at -2 or a Knowledge (Biology) roll indicates neither the coral nor the crabs conform to any known species, nor do they look like what would normally grow in the waters of Puget Sound. There is a mini ecosystem in the lab, one that as near as anyone can tell is entirely unnatural.

BLOOD IN THE WATER

The navy was performing early hybridization experiments in this lab, and some of their most successful experiments managed to avoid disposal. The team is not alone in the lab. They are being stalked by a pair of shark hybrids. The hybrids are genetic throwbacks, and cannot pass for human in any way. The hybrids are little more than sharks with arms and legs, and possess only an animal intelligence. They are very much in their elements, and try to take one or two of the characters for a meal.

The hybrids attempt to sneak up close enough to attack—with surprise, preferring a hero who is isolated from the rest. The shark hybrids use hit-and-run tactics, attacking from an ambush.

The sharks are violent, but not willing to sacrifice themselves for a meal. Should either of them take 2 or more Wounds, the pair flee, and do not return.

🔌 **Shark Hybrids (2):** Treat as Wild Cards.

THE PRIZE

Once the shark hybrids are dealt with, the team can move onto their objective. The lab the team is seeking is protected by an airlock system, which, against all odds, still has power. Cycling the airlock takes a few minutes, and soon the team members can take off their scuba gear and breathe stale, but safe, air.

The inner airlock door cycles open, and banks of old fluorescent lights come on. The interior of the lab looks similar to how the flooded section did, minus the water.

The data the team's looking for can be found at any of the networked terminals in the lab. They boot up easily, though it may be hard for character hacker to work with such archaic systems. It takes 20 minutes of searching, and a successful Hacking roll to find the data he is looking for. Once located, transferring the data to a portable storage device is an easy job.

WHAT WAS THAT?

There are a couple of options for how to wrap up this part of the adventure: If the heroes need a break and a chance to nurse injuries, allow them the down time. This is a good time to make use of an Interlude. If the group has had an easy time, you want to throw something else at the group.

While the hacker is performing the data search, the airlock begins to cycle open. The heroes have one round to prepare for whatever is coming. Shark hybrids swarm into the lab, when the airlock opens, intent on killing the interlopers.

🔌 **Shark Hybrids (1, plus one per hero)**

These shark hybrids fight to the death. When out of the water, the hybrid's Berserk Edge functions like the standard Edge. The hybrids attempt to stay in cover until they can rush the group en masse and focus on one target at a time, unless attacked by someone else.

AN EASY SWIM OUT

After getting the data, the characters need to swim out, this time they won't have to deal with any encounters. Exiting the basement level is handled the same as the entry. This time, though ascending the elevator shaft to the surface only requires a single successful Swimming roll.



CHARACTERS CAN'T HELP BUT SNOOP

There is a good chance that, while they've got access to an essentially "lost" data store that the characters might go digging for whatever else might be of interest to them. Heck, they may even simply copy the entire contents of the lab's servers for later use.

This should be fine, since the amount of data that would fill up the hard drives here won't even be a blip in the TAP of a contemporary hacker.

What this does do, however, is give the GM an excellent way of introducing plot hooks for later use. Whenever you need to point the team somewhere, have the plot connect to data taken from this data store.



AMBUSH!

The ambush occurs if the heroes have not dealt with the Agenda68 soldiers in the motor pool.

As with most things in life, the characters cannot seem to catch a break. While getting out of their suits and preparing to make the next move, movement outside catches their eye. Armed men are converging on their position; moving in a way, suggesting a tactical assault. The characters may make Notice rolls. If anyone succeeds, the group has 2 rounds to prepare; otherwise they only have 1 round before the Agenda68 soldiers opens fire.

The firefight is stacked against the heroes. The Agenda68 soldiers have orders to take a majority of the team alive. However, the soldiers are willing to impose a few casualties to convince the heroes to surrender.

The enemy soldiers start 20–24" from the front of the flooded lab and have cover ranging from light (–1) to heavy (–4) in the form of fortified buildings, stone walls, and corners. From a tactical standpoint, the Agenda68 troops fire from cover for a few rounds, hoping to pick off defenders. After which, surviving troops make a push towards the group across relatively open ground.

The first floor of the lab building, though flooded, does offer cover ranging from medium (–2) to heavy (–4). However, the hip-deep water hampers their ability to move within the building, effectively giving everyone inside the One Leg Hindrance as long as they remain in the water.

After 2 rounds of combat, the sound of fighting attracts a security detail, as described in **Eyes in the Sky**. If the Agenda68 team is in the open, they're the first target engaged by the security robots; perhaps evening the odds a bit or helping the characters retreat.

If the characters lose the engagement, the Agenda68 soldiers provide first aid to any survivors and then move them to their temporary base of operations at the motor pool.

Victorious heroes can interrogate the prisoners or hack their TAPs. With a raise on either an Intimidation or Persuasion skill roll, the prisoners relay they were to rendezvous outside the motor pool on the far side of the shipyard. Successfully hacking the TAP of a prisoner reveals a schematic of the Naval Base Kitsap, with motor pool marked as the rendezvous point.

- 🔊 **Agenda68 Squad Leader (1)**
- 🔊 **Agenda68 Soldiers (2 per hero)**
- 🔊 **Security Robots (6)**

THE MOTOR POOL

Once the Agenda68 assault team has been dealt with (or captured), the next step is to investigate the motor pool. What occurs here depends on how the characters arrive. If they're held captive, they are brought in handcuffs and placed under guard. Should they be free, they arrive in time for the events of this scene to unfold.

IN CASE OF CAPTIVITY

If the heroes have been captured by the assault team, they're brought to a large hangar-like building occupied by a handful of soldiers. Two soldiers are standing off to the side, while one is barking orders to the rest, whom are loading a nuclear warhead on to a panel truck.

Read or paraphrase the following text:

As you are brought into the hanger, you see a man ordering several soldiers and an android around. When he catches sight of your team, he strolls over and speaks to your captors in a low voice. They talk for a moment, and the man glances at you, says, "Well, it certainly looks like you've had a run of poor luck today, but I can't let you interfere." He looks meaningfully at your captors, who order you onto your knees.

The two men leave to oversee the loading of the weapon, leaving you with your captors at gun point. Once the truck is loaded everyone, save your guards load up and drive the vehicle out. As the truck rolls out of site, your captors prepare to execute you.

There are only three soldiers left behind to deal with the heroes. Unless they're willing to let themselves be shot without a fight, run combat as usual. Fighting with cuffed hands imposes a -2 penalty to skills linked to Agility and Strength. The handcuffs have a Toughness 12 for purposes of breaking free. Once the soldiers are dispatched keys to the handcuffs are found on one of the dead soldiers.

Once free, should the heroes wish to pursue the Agenda68 team and the nuke, they can use one of the several security detail SUVs located in the garage.

- 🔊 **Agenda68 Soldier (3)**

Proceed to **Scene 3: The Chase is On**, below.

THE STEALTHY APPROACH

If the characters are approaching the motor pool on their own, the characters are required to make Stealth rolls to get past the lone guard and to the outside of the building to see what is going on. Once in position, read the following:

Peering into the large garage, once used as the motor pool note several vehicles, the one that catches your attention is the large panel truck near the center. You take note of two men standing to the side; one is barking orders to about a dozen soldiers who are loading a nuclear warhead on to the back of the truck. You know doing nothing will lead to, countless lives will be lost due to this radical group's reckless abandon.

The weapon is loaded on the truck and all but three soldiers mount up. The truck then leaves, presumably heading off base.

If the characters are sneaking into the building, all of the guards are considered active for the purposes of Stealth rolls. From the point of arriving at the motor pool, it takes the Agenda68 members five minutes to finish loading the weapon. If the characters engage the enemy, or they are discovered before the weapon is loaded onto the truck, four of the soldiers finish loading the nuke, while the rest attack the characters.

Attacking the soldiers loading the truck is dangerous and missed shots use the Innocent Bystander rule, with the nuke being a valid target. If the weapon takes more than 8 points of damage, it triggers the countdown timer. See **Disarming the Nuke** below for details and options.

Once the truck is loaded, the leader, the android the driver, and most of the soldiers leave with the weapon.

If the heroes stop the truck, either by disabling it or shooting the driver, proceed to **Disarming the Nuke**. If not, proceed to **Scene 3: The Chase is On**.

- 🔊 **Agenda68 Squad Leader (1)**
- 🔊 **Agenda68 Android (1)**
- 🔊 **Agenda68 Mercenary (12)**

MILITARY-SPEC SUV

Acc/TS: 20/40; **Toughness:** 25(8); **Crew:** 1+6; **Firewall:** 8

Notes: AI (Driving d10), Four Wheel Drive, Heavy Armor

Weapons:

- Pintle-Mounted Heavy Machine Gun (Range 50/100/200; Damage 2d10; RoF 4; Shots 200; AP 4, Heavy Weapon).



SCENE 3: THE CHASE IS ON

Before the heroes are able to do anything about the nuke, they'll need to catch up to the fleeing truck. The truck has a decent head start, but it is still possible for the group to catch up. Catching the truck is an Extended Chase of 10 rounds using Driving as the maneuvering trait. Each round is roughly five minutes.

Shooting at the truck can be a risky proposition due to the weapon in the back. Ranged attacks directed at the truck or its passengers uses the Innocent Bystander rule. If the weapon takes more than 8 points of damage, it triggers the countdown timer (the weapon detonates in 5 rounds).

The first round of the Chase takes place on the base. On the second round the both groups will be exiting the base. However, the Agenda68 team has planned a little surprise for anyone following them. Explosives have been set along the sea wall near the entrance. If the characters did not disable the explosives early, they are detonated now.

Read or paraphrase the following prior to the start of the turn:

You watch as the truck being driven by the Agenda68 soldiers blasts through the main gates of the base. You are hot on their tail getting ready to take these bastards down. As you ready to shoot, you hear a muffled pop...pop...pop... coming from somewhere ahead followed by flashes of light. You watch as the sea-wall starts to crumble. Water starts flooding in to the base faster than you can react. You feel the surge of water slam against your vehicle as you try to stay in control.

During this turn of the Chase the Agenda68 team makes maneuvering checks as normal to determine if they have the Advantage. The driver must make a Driving check at -2. If he does not draw any cards for the turn, treat the result as though he had drawn a 2 of Clubs. The heroes' anger at the outcome will be short-lived when the nuke is detonated a short time later. If the heroes have the Mercenary Unit Support Asset, they may them to use the unit to stay in the fight (GM's call). The time spent getting the mercenary unit in place reduces the Chase to 5 rounds remaining.

From the third round on, the remainder of the chase takes place along a stretch of highway leading away from the naval base. Use the following table for describing the Complications that may arise during the Chase.

CARD	COMPLICATION TABLE
Two	Disaster: After a bit of tricky maneuvering, the vehicle clips another car or a guardrail. If the Trait roll fails, the vehicle wrecks, and is out of the chase. This means failure for the heroes. Proceed to Disarming the Nuke if it happens to the Agenda68 driver.
3-10	Major Obstacle: Another vehicle suddenly changes lanes, and winds up right in the way of the vehicle, or a deer darts into the road.
Jack-Queen	Minor Obstacle: Road construction cones cover up half the available lanes.
King-Joker	Distraction: Likely candidates include other motorists, parts of the vehicle (sun visors, sunlight flashing into the eyes from a mirror), flocks of birds near the roadway.

If the truck isn't stopped by the end of the 10th round, the Agenda68 team escapes with the nuke. It goes off a short time later, vaporizing everything in the immediate area (including the heroes).

PANEL TRUCK

Acc/TS: 5/15; **Toughness:** 22(5); **Crew:** 1+8; **Firewall:** 8

Notes: Four Wheel Drive

DISARMING THE NUKE

Once the panel truck is brought to a halt, the Agenda68 Squad Leader will exit the vehicle with his hands on his head. He starts cackling like a madman, and, if pressed for answers, only makes an exaggerated explosion sound with his mouth. The implication is pretty clear, and anyone who inspects the bomb can see that it's been rigged to go off; a series of extra components with hyper objects have been attached to it.

While characters may wish to simply flee, there's no way they can get far enough way not be caught in blast. The only chance at survival is to disarm the nuke before it goes off.

To make matters worse, while the Squad Leader isn't interested in fighting with the heroes and drops his weapons, however the surviving Agenda68 soldiers don't share his pacifism and attack with full abandon.

- 🔌 **Agenda68 Squad Leader (1)**
- 🔌 **Agenda68 Android (1)**
- 🔌 **Agenda68 Soldiers (12)**

YOU WANT ME TO DO WHAT?

Disarming the Nuke is a Dramatic Task based on Knowledge (Demolitions) at -2 or Repair at -4. If the character fails his skill roll during a complication or fails to net enough success in five rounds the weapon detonates. The last thing the heroes see before being vaporized is a burst of heat and light that blots out their senses.

AFTERMATH

If the characters manage to diffuse the bomb, the adventure is pretty much over. The cops arrive soon having been notified of the chase along the I-5 corridor. It would be wise for the characters to get out of the area before this happens, as to avoid questions they may not be able to answer. The Agenda68 team members who are still alive are arrested.

Upon delivering the data to Mr. Sanders, each surviving character gains 3 points of Street Cred and are immediately paid the promised fee. If the data isn't delivered, the team may have earned Mr. Sanders ire, especially if they are caught on camera chasing a terrorist cell down the freeway.

Lastly, keeping a nuclear warhead from going off is a major heroic achievement, which warrants the award of an additional Experience Point.

APPENDIX A: NPCs

AGENDA68

ANDROID (WC)

Race: Android

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Boating d8+2, Driving d8+2, Fighting d8, Notice d8+2, Piloting d8+2, Repair d6, Shooting d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 9(4); **Firewall:** 4; **Strain:** 2

Hindrances: Cautious, Code of Honor, Habit (Minor: talks about things in terms of percentage chances)

Edges: Ace, Alertness, Quick

Cyberware: Smart Gun System

Gear: Ravenlocke First Responder Armor (+4), AGA Black Knight Limited (Range 12/24/48; Damage 2d8; RoF 1-2; Shots 6; AP2, revolver), knife (Str+d4)

Special Abilities:

- **Construct:** Androids add +2 to recover from being Shaken, don't suffer wound modifiers, and are immune to poison and disease. Androids cannot heal naturally. To heal an android requires the Repair skill — which is used like the Healing skill, only with no "Golden Hour."
- **EMP Vulnerability:** Androids suffer full damage from EMP Weapons.
- **Metallic Alloy:** The fully metallic hide of an android provides resistance to small arms fire. They have +2 Armor.
- **Outsider:** Organic races often mistrust or misunderstand androids. They subtract 2 from their Charisma when dealing with races other than their own.
- **Recharge:** Androids need electricity to function. If the android can't access an electrical outlet of some sort at least once per day, he suffers a level of Fatigue each day until he's incapacitated. The day after that, he goes "off-line" must be reactivated with a Repair roll and a four-hour charge. This replaces the android's need for food or water.
- **Unnatural:** Psionics, both beneficial and detrimental, suffer a -2 penalty to affect androids. This has no effect on damaging powers, which affect them normally.

SOLDIER

Race: Simulacrum (Soldier)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor 10

Skills: Fighting d8, Notice d8, Shooting d8, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 14(6); **Firewall:** 6; **Strain:** 8

Hindrances: Various

Edges: Block, Combat Reflexes, Counterattack, No Mercy, Rock and Roll!

Cyberware: Bone Reinforcement, Enhanced Articulation, Lifesaver, Muscle Augmentation

Gear: Ravenlocke Justified Response Assault Armor (+6), BK-616 (Range 24/48/96, Damage 2d8; RoF 4; Shots 60; AP 4, Auto, 3RB), 2 × 25mm Grenades (3d6, MBT), combat knife (Str+d4)

SQUAD LEADER (WC)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d10, Healing d8, Intimidation d8, Notice d8, Shooting d8, Throwing d6

Charisma: 0; **Pace:** 10; **Parry:** 7; **Toughness:** 13(5); **Firewall:** 10; **Strain:** 11

Hindrances: Various

Edges: Command, Command Presence, Combat Reflexes, Hold the Line, Killer Instinct, Marksman, No Mercy, Rock and Roll!

Cyberware (Milware): Bone Reinforcement, Lifesaver, Cyberlegs [Ligament Enhancement], Advanced Muscle Augmentation, Trauma Suppressor, Skill Computer

Gear: Ravenlocke Raptor SpecOps Armor (+5; Smartdoc +4 to Incapacitation rolls), wrist mounted grenade launcher (Range 12/24/48; Damage by grenade; Shots 1), Foley Arms TAW 2022 (Rifle: Range 25/50/100; Damage 2d8+1; RoF 3; Shots 45; AP2, 3RB, Auto; Shotgun: Range 12/24/48; Damage 1-3d6; RoF 2; Shots 12; Grenade Launcher: Range 12/24/48; Damage 3d6; Shots 12; HW, SBT), 2 × 25mm Grenades (3d6, MBT), AGA Thunderbolt (Range 12/24/48; Damage 2d8+1; RoF 1; Shots 11; AP4, Semi-Auto), combat knife (Str+d4)

COMBAT ASSAULT ROBOT (WC)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+4, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidate d8, Knowledge (Battle) d10, Notice d8, Shooting d10, Survival d8, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 12(3); **Firewall:** 10

Gear: AG-12 MAW (Range 30/60/120; Damage 2d10+1; RoF 4, Shots 120; AP 3, Auto 3RB, HW)

Special Abilities:

- **Armor (+3):** Heavy Armor, superior alloy.
- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.
- **Environmental Weakness (Electricity):** Robots suffer +4 damage from electrical attacks.
- **Fast Movement:** Roll d10 for running instead of d6.
- **Fist:** Str+d6
- **Quick:** It redraws Initiative cards of five or less.
- **Sensor Suite:** The combat assault robot is configured with telescopic, low light, and thermal vision (adds +2 to sight-based Notice rolls and ignores lighting penalties).
- **Size +2:** This robot stands between 10-12 feet tall.

GUN TURRET

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Notice d8, Shooting d8

Pace: —; **Parry:** 2; **Toughness:** 8(3); **Firewall:** 8

Special Abilities:

- **Armor (+3):** Armor Plating.
- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties.

- **Environmental Weakness (Electricity):** Gun turrets suffer +4 damage from electrical attacks.
- **Immobile:** Gun turrets are stationary, but have a firing radius of 360 degrees.
- **Integrated Weapons:** Gun turrets are equipped with a right gel gun. Gun turrets are loaded with riot gel rounds that fire in a Cone Template. Those in the area of effect must make an opposed Agility roll versus the weapon's Shooting to dive for safety. Targets that fail to avoid the weapon suffer 2d10 nonlethal damage and become encased in a blue gel substance, which instantly hardens, leaving the target immobilized. An encased target cannot move or use any skills linked to Agility or Strength. Breaking a person free of the hardened gel requires a Strength roll at -2.
- **Sensor Suite:** +4 Notice vs sound, motion, chemicals, radiation, and electrical fields up to 500 yards distant.
- **Size -1:** Gun turrets stand only a meter tall.

MERCENARIES

Race: Human

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Piloting d6, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2), **Firewall:** 4; **Strain:** 1

Hindrances: Loyal

Edges: Combat Reflexes

Cyberware: Smartgun System (d4 Wild Die when Shooting)

Gear: Urban Punk Combat Jacket(+2), Urban Punk GutterPunk SMG (Range 12/24/48; Damage 2d6+1; RoF 3; Shots 30; AP1, Auto, 3RB), Duke McCoy Combat Knife (Str+ d6+1)

SECURITY PATROL DRONE

Attributes: Agility d8, Smarts d6(A), Spirit d4, Strength d4, Vigor d6

Skills: Notice d6, Piloting d8, Shooting d8, Stealth d6

Pace: —; **Parry:** 2; **Toughness:** 9(4)

Gear: Integrated linked weapon system (Range 12/24/48; Damage 2d6+2; RoF 3; Shots 90; AP2 Semi-Auto, 3RB, +1 Shooting)

Special Abilities:

- **Armor +4:** Reinforced armor plating.
- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease.
- **Environmental Weakness (Electricity):** The security patrol drone suffers +4 damage from electrical attacks.
- **Flight:** Pace 12, Climb 0.
- **Immobile:** Security patrol drones cannot move except when using their Flight ability.
- **Integrated Weapons:** The patrol drone is equipped with linked SMGs rather than arms.
- **Sensor Suite:** +4 Notice vs sound, motion, chemicals, radiation, and electrical fields up to 500 yards distant.

SECURITY ROBOT

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 10(4); **Firewall:** 6

Gear: BK-616 (Range 24/48/96, Damage 2d8; RoF 4; Shots 60; AP 4, Auto, 3RB)

Special Abilities:

- **Armor +4:** Protective armor plating.
- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease.
- **Environmental Weakness (Electricity):** Robots suffer +4 damage from electrical attacks.
- **Fist:** Str+d4.
- **Optics:** Telescopic, low light, and thermal vision adds +2 to sight-based Notice rolls and ignores lighting penalties.
- **Sensor Suite:** +4 Notice vs. sound, motion, chemicals, radiation, and electrical fields up to 500 yards distant. Ignores lighting penalties for Dim or Darkness.

SHARK HYBRID

Race: Aquatic Hybrid

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d8, Swimming d6

Charisma: 0; **Pace:** 4; **Parry:** 6; **Toughness:** 6(1); **Firewall:** —; **Strain:** 0

Hindrances: Unplugged

Edges: Alertness, Berserk, Extraction

Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +1:** Thick Hide
- **Bite:** Str+d6
- **Dehydration:** A shark hybrid must immerse himself in water one hour out of every 24 or become automatically Fatigued each day until he is Incapacitated; the day after that, he perishes.
- **Feeding Frenzy:** The hybrid has the Berserk Edge, which is activated if anyone in the water takes a Wound. A result of Shaken alone does not activate it. At the GM's option, characters with bleeding injuries might activate it before the hybrid even attacks.
- **Infravision:** Halves penalties for poor light vs. warm targets.
- **Resist Cold:** +4 to Vigor tests to resist cold temperatures.