

FULL METAL CYBERPUNK

INTERFACE ZERO



Extraction with Extreme Prejudice



EXTRACTION WITH EXTREME PREJUDICE

Interface Zero 2.0 is created by Peter J. Wacks, David Jarvis, Hal Maclean, Matt Conklin Jr., and Patrick Smith

Development: David Jarvis

Writing: David Jarvis, Peter Wacks, Josh Vogt

Art Coordinator: David Jarvis

Graphic Design: Alida Saxon

Layout: David Jarvis, Thomas Shook

Cartography: Alida Saxon

Project Manager: David Jarvis

Cover Art: Jason Walton

Interior Art: Jason Walton

Editing and Proofreading: Tommy Brownell, Sarah Lyon

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INTRODUCTION

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

ADVENTURE BACKGROUND

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

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

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

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

DIESEL'S GAME

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

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

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

ACT ONE: CUTTING A DEAL

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

SCENE 1: THE SANCTUARY

The Sanctuary, as it's more commonly known by the sprawl's freelancer community, lies smack dab in the middle of the DMZ, a patch of concrete taking up 10 city blocks that serves as a buffer zone between the turf held by four of the largest gangs in the sprawl: the South Side Storm Troopers, Damage INC., the Avenging Angels, and El Muerto13, a large gang fresh from the shanty towns and humid jungles of Nicaragua and El Salvador where they cut their teeth fighting for whomever paid them the most. While El Muerto 13 is new to the plex, they

have hit hard and fast, ruthlessly seizing territory from their rivals. Should the characters encounter El Muerto 13, they will have to trade info on the other gangs or perform a small hit as a side job in order to survive the encounter.

Though they don't like to admit it, all four of the gangs need the buffer which the DMZ provides in order to conduct biz and won't violate the Zone's rules for any reason. Of course that doesn't mean they have to let anyone else get to the Sanctuary unmolested. Most days, they'll charge a toll in exchange for safe passage. The fee depends on the gang, the day, the mood of the toll keeper and, generally speaking, it's not cheap and doesn't guarantee passage back out. Sometimes, especially on a particularly boring night, after they've lost one of their own, or even just to remind the people that they own these streets, they'll want a pound of flesh.

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

🔥Gang Bangers (6)



THE JOB

When everyone is ready to begin, read the following:

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

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

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

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

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

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

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

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

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

That's what Club Vortex is for.

As you sit, a hyper object activates and digital panels form in the air above the center of the table. A Caucasian man

walks into the room and looks at you, nodding briefly before speaking.

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

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

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

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

It's quiet in the room and you realize the man's waiting for an answer to the implied question, waiting for you to say two little words, two syllables that just might open doors you never even knew existed...or get you greased faster than you can say them.

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

Once all of the characters accept, "Terrance" Tells them Emahd's name and the corporation he works for (bio solutions, corp). Characters can make a Common Knowledge roll to see if they've ever heard of either.

EMAHD MORADI

If any of the characters score a success on the Common Knowledge roll for Emahd, they will know he's a hot shot geneticist who's been published in various peer reviewed periodicals for his work in the field of polymorphic DNA sequencing. A raise will tell them that Polymorphic DNA sequencing is a field of genetics dealing with the creation of completely new, unique strands of DNA.

BIOSOLUTIONS

Even if the characters score a success on the Common Knowledge roll, they won't find out much about the company. Biosolutions has a very low public profile, which on the surface seems odd, given they have a brilliant scientist like Emahd working for them. If the player scores a raise, however, tell them that Biosolutions is a subsidiary for CHIMERA, the leader in genetics research and simulacra production technology.

PAYMENT

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

Characters can try and negotiate the price, but not the time-frame, as Emahd is leaving town for a corporate summit. If



They can initiate another dramatic task to try and double the price, or get special equipment, but they do so at a -1 penalty to all rolls. Terrance won't pay more than double for the job. If the characters continue to try and get more money, however, the man will secretly decide the group needs to be taught a lesson in manners. See Act 5: Consequences for more information.

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

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

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

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

This is a harder choice than hitting Biosolutions, simply for the fact that if the characters screw up, they'll find themselves locked inside what amounts to a completely enclosed city. Upside? It's filled with civilians. If the characters have the right contacts, they just might be able to pass themselves off as people who live there. Of course, Emahd doesn't want to go, so there's that little hiccup coming.

Terrance informs the Characters that Emahd travels to and from work by corporate VTOL; a Ravenlocke X-T Raptor series combat transport. If the characters wish to take this option, they'll need to figure out Emahd's itinerary. Hackers can find this information by making a run against the Biosolutions computer network. See Act 2: The Extraction, for more information on the network.

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

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

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

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

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

The group isn't obviously cybered or openly carrying weapons—though they walk like they own the DMZ. Li approaches whichever character appears to be in charge and smiles.

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

{GM note: for characters that ask for a translation, it is roughly, "what's up, bitches", and is common street slang}

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

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

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

IF THE CHARACTERS ACCEPT THE DEAL

If the characters accept Li's offer, their contractor will know about it 1d4 hours after the meet with Diesel and arrange a little surprise (see Act 3: : Out of the Frying Pan) when they attempt to turn Emahd over at Club Vortex. Never one to leave things to chance, Diesel hires a gang known as the Wolf Pack to hit the characters on their way to Vortex and grab the extraction for him. It is, after all, cheaper to not pay the extraction team double, and instead just pay the Wolf Pack once to scrub the team. If this situation plays out, the team will find themselves in a three way firefight in Act 3: : Out of the Frying Pan.

IF THE CHARACTERS TURN LI DOWN

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

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

He and his crew backs away, all smiles, and leave. Li still hires the Wolf Pack to hit the characters and snatch Emahd. See Act 3: Out of the Frying Pan, for more information.

BEST LAID PLANS

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

Use the stats for Triad NPC's at the back of this pdf. Diesel won't stick around. he has plans for the characters and isn't about to die in a firefight.

PREPPING FOR THE RUN

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

GATHERING INFORMATION

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

BIO SOLUTIONS

If the characters do research on Bio Solutions, they'll find the corp employs Ravenlocke to handle the corporate security. Provide some basic information based on the security team stats in Appendix A.

If the characters score a raise, inform them that they fit all of their top employees' TAPs with tracker sprites. See Appendix A for more information.

BIO SOLUTIONS' NETWORK

If a hacker character does research on the corp's network and succeeds on an Investigation roll, give them the basic stats of the Network. If the hacker gets a raise, she enjoys a +1 bonus to all Hacking or Knowledge (Programming) rolls for the duration of the scene.

DIESEL

Diesel's unexpected appearance might prompt the characters to find out more about the man. A successful Streetwise roll tells the characters Diesel is a member of the Black Dragon Triad. He's recently crossed the 14k syndicate, and word is, he needs to make things right. A raise on the roll tells the character that Diesel's predicament is dire. He killed a Red Pole, and the only way to make it right is to facilitate the release of Xiou Kang by delivering Emahd to the Chinese Embassy.

EMAHD

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

TERRANCE

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



ACT TWO: THE EXTRACTION

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

Should the characters attempt to extract Emahd from a different location (like in transit) it becomes prohibitively expensive (2d6 x entire group's pay) to get the gear to bring down the VTOL he takes to and from work. Should they chose this route let them (see Option 3: Carpool for more information), then move directly to Act Three after destroying all the specialty gear they bought or rented to pull this off. Character limb loss in a firefight is encouraged here during the extraction if they do take the dogfight option.

SCENE 1: INTO THE FRYING PAN

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

Bio Solutions

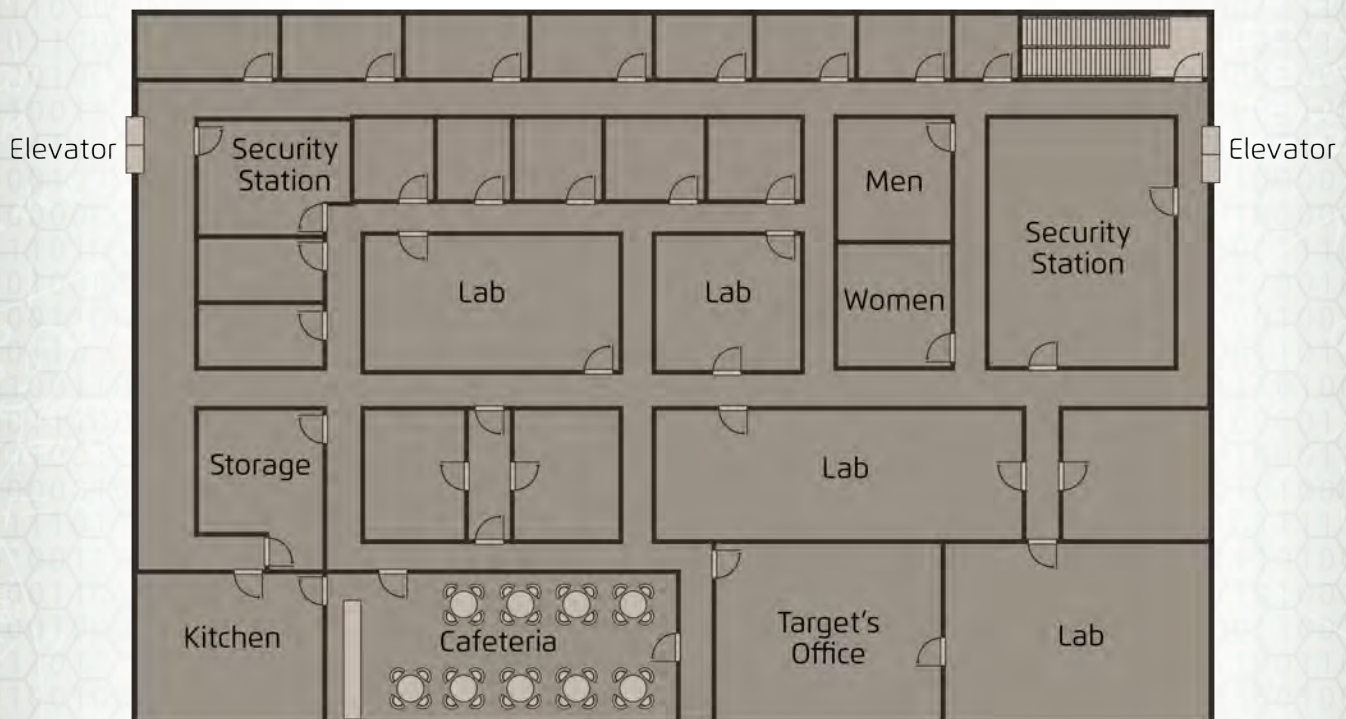
OPTION 1: HOME IS WHERE THE HEART IS

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

SECURITY

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

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



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

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

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

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

And it all ends with this one tiny exchange:

Read the following:

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

{Flip cards for initiative; if Emahd wins, he trips as he launches himself from his chair to hit a large red panic button.}

Allow the players a couple of altercations on the way out, but let them out. Remember that things get slowly worse and worse.

SECURITY ELEMENTS

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

The Serenity Tower Network: The Serenity Tower network is a state of the art Corporate Access Network. All peripheral systems (elevators, security cameras, etc.) slaved to the network use the following statistics:

- **Defense Rating:** 8
- **Die Type:** d8+1 to all rolls.
- **Damage Dice:** d8+d8 (Lethal)
- **Toughness:** 8. Treat as a Wild Card if the network is taking damage.

🔌 Serenity Towers Security Team (4)

OPTION 3: CARPOOL

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

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

🔌 Ravenlocke Security (5)

Once they extract Emahd, move directly to Act Three.

ACT THREE: OUT OF THE FRYING PAN

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

PLOT TWIST: AN UNWILLING TARGET

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

Do the characters try and return Emahd to Bio Solutions? Does the corp even want him back (yes they do)? If so, how do they return the geneticist without getting their brains blown

FAILED EXTRACTION

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

out? If not, should they hold to their agreement with a man [Terrance] who lied to them, or dump him off on someone else (Like Hwang Li)?

If they decide to honor their agreement move to "Act 4: Scene 1: The Gary hell Zone," after the events of act 3 play out.

If they turn him over to Diesel, move to "Act 4: Scene 2: Double-crossed," after the events of act 3 play out.

If they decide to return him to Bio Solutions, move to "Act 4: Scene 3: Oops! Sorry about that," after the events of act 3 play out. If complications during this act lead to Scene 3: Flushed

out of Hiding, this option is only possible if the characters escape the assault on the safe house. Even then, any meet is going to be tense, but we'll get to that later.

SCENE 1: GOING TO GROUND

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

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

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

COMPLICATION: HOT ON THEIR TRAIL

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

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

🌀 Bio Solutions S-31 Tracker Sprite

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

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



FINDING A SAFE HOUSE

Unless the characters want to drive (or Fly!) around Chicago all night while they wait for information about the meet, they're going to need to find a place to lay low. If they already have a safe house, move to Scene 2: The Wait. If they don't have a safe house, the characters are going to need to find one. Here are some guidelines you can use.

TIME

Unless the characters have their own safe house, it's going to take up to an hour to set up a secure location (this includes travel time to get there). Roll 1d6 and multiply by 10. This is the number of minutes the characters will need to wait before the safe house is ready. The roll can't Ace.

THE BENEFITS OF A SAFE HOUSE

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

SAFE HOUSE INFORMATION

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

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

Weapons: Sentinel Rock Auto Turret (2) (Range 12/24/48; Damage 2d8; RoF 3; Shots 200; Auto, Rock and Roll!, Shooting d6 if set on auto.)

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

Layout: The safe house has a garage, two floors, and a basement. The first floor looks like is standard condo. It has a bathroom, a bedroom, living area, and a kitchen. There is a doorway leading to the attached garage. A secret door in the back of a closet has an elevator which takes the characters down to the basement (-3 penalty to Notice rolls to find the secret door). The basement is a nerve center of sorts, storing the network server which controls the safe house's security cameras and gun turrets. There is also a secret exit which leads to the adjacent condo, which is empty except for a vehicle in the garage PC's can use to make an escape if they need to. The characters know about the secret door, but anyone else trying to find it needs to make a Notice roll with a -2 penalty. Additionally, the 2nd floor has been converted into a make-shift trauma center.

USING CONTACTS

Characters can reach out to their contacts for help finding a place to hold up. The rules for using contacts and spending Street Cred in *Interface Zero 2.0* are applicable here. The most appropriate type of favor would be a 2 point expenditure which allows access to a secret room.

The character who uses his contact is the person who spends the Street Cred. Now, some players might object to this, since it's a favor all of the characters need, so here are some optional rules for creating a Street Cred point pool all the characters can draw from during the course of a given adventure.

OPTIONAL RULE: STREET CRED POINT POOL

At the beginning of a mission, each player decides how many points of Street Cred she is willing to spend during the mission. The total points are a pool that characters draw from each time they need a favor. Any points that remain at the end of the mission are lost. If, during the course of the mission, this point pool is exhausted, characters can't spend any more Street Cred during the mission. The best way to keep track of this point pool is to use Bennies or any other counters you might have available. Anything can work in a pinch. Pennies, jelly beans or peanuts (don't eat them!) will work just fine.

SCENE 2: THE WAIT

Scene 2 is all about letting the players recuperate from the events of the past few hours while they wait for word from either Terrance or Diesel with the time and location of the meet. If they are going to return Emahd to his corp, this scene sets the stage for a meet with Bio Solutions in act four.

WAITING ON THE CALL

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

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

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

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

Bio Solutions: Negotiating the return of Emahd is problematic. The corp has already attacked the group once, and there's



You can assume this process goes off without a hitch, but it's still going to take time. Roll 1d4. This is the number of hours which pass before the characters receive information about the meet. If Emahd's TAP hasn't been disabled (or the corp figures out his location as a result of the complication below), the corp has the upper hand here, and any delay is just a stalling tactic while they prepare to assault the safe house. See scene 3: Flushed out of Hiding!

COMPLICATION: EMAHD WON'T SHUT UP

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

out by punching them in the stomach, after all), falls unconscious, and will die within an hour! Have the players make a Notice roll. If they succeed, they notice Emahd's eyes have rolled back in his head, and bloody drool is dripping out of the corner of his mouth.

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

If the roll(s) succeeds, one (or both) of the teams (your choice) get word the team reached out for medical assistance, and they have the name of the street doc, but they don't get this information soon enough to be able to find the location of the safe house. If they get a raise, they also have the location of the safe house, and will get there in 1d12 + 30 minutes! Proceed to scene 3: Flushed out of hiding!

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

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

ACT FOUR: THE MEET

Once the characters leave the safe house, remind them they are still wanted men and women, regardless of which option they chose in Act 3. The only question is which individual or organization wants them. Choose the most applicable scene to begin this act based on the events of Act 3.

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

fails to abscond with their target, the team can continue with their original plans and move on to the docks. If any Wolf Pack members are incapacitated and still alive, team members may also attempt to interrogate them. An Intimidation (Interrogation, Physical Threats) roll will reveal their being hired by Diesel, but any thoughts of revenge will have to wait until after the exchange is made.

If they fail to keep Emahd but live, move on to the chase scenario as described in Scene 2: Double-Crossed.

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

Read the following when you are ready to begin:

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

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

Terrance waits until you stop in front of him and present Emahd. He cocks a perfect eyebrow and waves to a particular set of shadows. A skinny man in a long gray coat hurries forward. He jabs a syringe into Emahd's arm and the man wobbles, eyes glazing over. Terrance's attendant then gives Emahd what looks to be a quick medical exam, as well as scanning his TAP. After a minute, he nods to Terrance, saying, "He's clean. Healthy enough to travel."

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

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

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

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

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

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

COMPLICATIONS

This scene can go south in a number of ways. Instead of having the Wolf Pack hit the characters on their way to the meet, you can have it happen during the meet. Don't forget that Bio Solutions and Ravenlocke Security are still looking for the characters. They can also make an appearance here. Don't forget about Emahd, either. The man doesn't want any of this, and won't hesitate to try and escape if a gun fight erupts.

If there are no complications, see Act 5 for the Consequences/Rewards of seeing this route to its end.

SCENE 2: DOUBLE-CROSSED (DIESEL)

If the team likes the idea of double pay, they can then head to The Vortex to make the exchange with Diesel. However,

halfway there, they will be ambushed by the Wolf Pack, who will attempt to make off with Emahd. If the Wolf Pack is defeated, two courses can open up. Should a Wolf Pack member live, they can be interrogated in order to find out who hired them. An Intimidation (Interrogation, Physical Threats) roll is needed to discover Diesel is behind the attempted double-cross, and the group can then decide whether to confront Diesel or divert to one of the other hand-off endings. If they kill the whole Wolf Pack or fail to cull information from them, the team can then continue to The Vortex, none-the-wiser about Diesel being behind the attack.

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

IF THE WOLF PACK DELIVERS EMAHD...

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

IF THE TEAM DELIVERS EMAHD...

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

AFTER EITHER FIGHT...

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

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

COMPLICATION: TRIPLE-CROSSED!

If the Wolf Pack succeeds in "liberating" Emahd from the team—and the team survives—the Wolf Pack might decide to take Emahd hostage on their own and sell him to the highest bidder. If this occurs, the Wolf Pack will contact Diesel and



tell him, in essence, “So sorry. Deal’s off.” Diesel will then contact the team not a half hour after the fight. He’ll claim total ignorance about this rogue group, but state he’s received a blackmail message from whoever has Emahd now, and intel from his own men on the streets indicates the people responsible have been spotted in Koreatown with a man matching Emahd’s description. He’ll plead with the team to get Emahd back and keep their deal.

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

See Act 5 for the Consequences/Rewards of seeing this route to its end.

SCENE 3: OOPS! SORRY ABOUT THAT

Obviously, the team knows if they walk back into the Bio Solutions compound, they likely won’t ever come out. Bio Solutions would like their man back in one piece, so they’ve offered to meet on neutral ground. No tricks, just a clean trade. To protect themselves as best they can, the team can threaten to just outright kill Emahd if Bio Solutions tries to ambush them during the exchange—they could also go further as to claim he’s been outfitted with a bomb they’ll deactivate only once they’re safely out of the area. The Bio Solutions representative has, in return, noted that if they so much as twitch a finger wrong during the transfer, the team will have ensured its doom. Neutral ground it is. There are a number of small parks near the Bio Solutions HQ, several with enough cover to keep the exchange from the public eye. One of these has been chosen as the meeting grounds, and the team is given specific instructions:

Meet on the north side of the park at exactly 3AM. Feel free to scan the area all you want for traps or extra troops before showing yourselves. All we care about is getting our man back. However, if you are even seconds late, it will be assumed you have betrayed us in some fashion. An unarmed Bio Solutions employee will be waiting in the middle of the clearing there, though an armed squad will be standing a hundred and fifty feet behind him. Choose one of your team members to escort Emahd into the clearing, and they must also do so unarmed. The rest of your team may stay a hundred and fifty feet back, armed or not. Your representative will hand Emahd over to ours, and then both will withdraw back to their own sides at a steady pace. Both parties will then leave the park immediately, and any lingering on your part will also be taken as evidence of intended violence or other treachery. Is this understood?

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

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

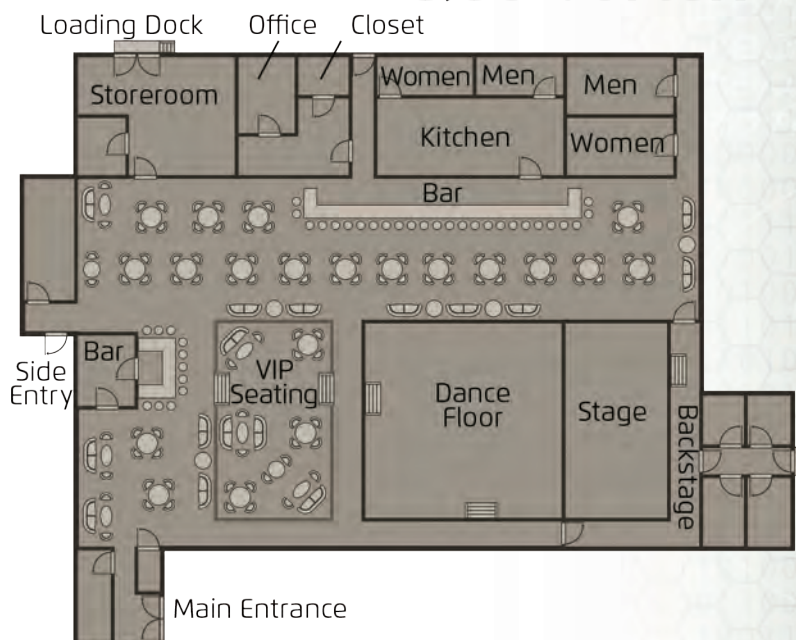
See Act 5 for the Consequences/Reward of seeing this route to its end.

SCENE 4: BURN AND SALT THE GROUND

The team may decide no one can be trusted—and even if they do turn Emahd over to someone, they’ll likely just get double-crossed. So what’s the alternative? Just kill him and either skip out of town or go into deep hiding for a while. This would be the easiest and most expedient resolution with the least immediate threat...but it’s also going to place the team in an extremely untenable position for at least several weeks.

See Act 5 for the Consequences of seeing this route to its end.

Club Vortex



ACT FIVE: CONSEQUENCES

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

AS GOOD AS YOUR WORD (TERRANCE)

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

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

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

Ravenlocke Security will keep a closer eye on the team's activities moving forward, and you may ramp up encounter difficulties that involve Ravenlocke down the road.

CATCH YOU ON THE FLIP (DIESEL)

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

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

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

If Diesel lives, Terrance will simply contact the team, expressing his disappointment and promising "Consequences..." before cutting them off.

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

APOLOGY ACCEPTED (BIO SOLUTIONS)

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

There is no credit reward in this scenario. The team's street cred dips by three points, but they could be approached by clients who appreciate freelancers who deal on the up-and-up and can accept personal sacrifice to not get involved in any shady business. Criminal factions will avoid the team unless they later on prove their willingness to deal under the table.

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

NOBODY GET'S NOTHIN'

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

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

CAUGHT!

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

The team is imprisoned in a Bio Solutions compound, and must now undergo a variety of torture until they manage escape or convince their captors to give them a chance to work for them in return and pay off the debt. Bio Solutions may eventually release them but will own their contracts for a year and be able to call on them for little-to-no credit reward, without any right of refusal on the team's part. Even if the team manages a desperate escape, they're seen as damaged goods, broken tools, and likely Bio Solutions patsies. They'll have a long, hard haul to get any respectable reputation back.



APPENDIX A: NPCs

BIOSOLUTIONS THREAT RESPONSE TEAM

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d10, Healing d8, Intimidation d8, Streetwise d8, Shooting d8, Throwing d6
Charisma: 0; **Pace:** 10; **Parry:** 9; **Toughness:** 9(4); **Strain:** 11
Edges: Combat Reflexes, Counterattack, Improved Block, Killer Instinct, Marksman, No Mercy, Rock and Roll!
Cyberware (All Milware): TAP (Firewall 10; AMS 4; Neural Toughness 10(3); Range Smarts), Bone Reinforcement (+1 Toughness), Lifesaver (+1 on Natural Healing), Cyberlegs [Ligament Enhancement (+4 Pace)], Muscle Augmentation, Advanced (Strength increased by 2 die types), Trauma Suppressor (Ignores 1 Wound penalty), Skill Computer (d6 skill pertinent to mission)
Engrams: Neural Armor (3)
Gear: Ravenlocke Beachhead First Responder Armor (+4), Patrol Cap (+1 head; 50% coverage), 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), Foley Arms Watchdog pistol (Range 12/24/48; Damage 2d8; Shots 12; AP 2, Semi-Auto), 2×25mm Grenades (3d6, MBT), Ravenlocke Security Truncheon (Str+d4; +1 Parry; Shock), weighted gloves (Str+1), Shoulder-mounted camcorder w/uplink

BIO SOLUTIONS S-31 TRACKER SPRITE

The Bio Solutions S-31 Tracker Sprite is a semi-autonomous program designed to transmit real-time Global Positioning data to its programmer. The sprite is programmed defend itself against any unregistered attempts to remove it from the system it occupies (in this case, Emahd's TAP) with lethal force.

Attributes: Smarts d6, Spirit d4, Vigor d6
Skills: Hacking (Hyper Combat) d6, Notice d6
Virtual Pace: 6; **Firewall:** 5; **Toughness:** 6(1)
Engrams: Sprite Armor (1), Sprite Firewall (1), lethal damage (d6+d8)

DEVON HART (WC)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d10, **Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 10(4); **Strain:** 6
Hindrances: Cautious
Edges: Alertness, Command
Cyberware: TAP (Firewall 6; AMS 4; Neural Toughness 6; Range Smarts), Enhanced Articulation (Agility raised by a die type), Muscle Augmentation (Strength raised by a die type), Nanoweave Organ System (Vigor raised by a die type)
Gear: Ravenlocke Beachhead First Responder Armor (+4), BD-4DY 12G Pump Action Shotgun (Range 12/24/48; Damage Shot 1–3d6; Shots 6; Semi-Auto), AGA Thunderbolt (Range 12/24/48; Damage 2d8+1; Shots 11; AP 4, Semi-Auto), Ravenlocke P9D Personal Defense Weapon (Range 12/24/48; Damage 2d6–1; Shots 100; AP 3, Auto, 3RB), Ravenlocke Security Truncheon (Str+d4; +1 Parry; Shock), T-APP G-Net Security, subvocal comms

EMAHD MORADI (WC)

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Intimidation d8, Knowledge (Genetics) d8, Knowledge (Pop Culture) d8, Notice d8, Persuasion d8, Shooting d6, Taunt d10
Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 7(2); **Strain:** 1
Hindrances: Cautious, Greedy (Major)
Edges: Corporate Mogul, Filthy Rich, Scholar, Strong Willed
Cyberware: TAP (Firewall 6; AMS 4; Neural Toughness 7(2); Range Smarts), Data Carrier
Engrams: Neural Armor (2), Bio Solutions S-31 Tracker Sprite
Gear: Executive Decision Business Suit (+2), Sentinel Rock gyro pistol (Range 12/24/48; Damage 3d6; RoF 1; Shots 10; HW), booster box (master), sports car or limo

GANG BANGERS

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d10, Vigor d6
Skills: Drive d6, Fighting d6, Intimidation d4, Notice d4, Shooting d8, Streetwise d6, Taunt d4
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2); **Strain:** 4
Hindrances: Bad Reputation (Major)
Edges: Brawler, First Strike, Quick, Two-Fisted
Cyberware: TAP (Firewall 4; AMS 4; Neural Toughness 5; Range Smarts), Improved Cyberweapon (Retractable Claws, Str+d4), Muscle Augmentation (Strength increased by a die type)
Gear: Urban Punk Combat Jacket (+2), MAC-10 submachine gun (Range 12/24/48; Damage 2d6+1; Shots 30; RoF 3; AP 1, Auto)

HWANG "DIESEL" LI (WC)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d10, Intimidation d6, Notice d8, Shooting d10, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 9; **Toughness:** 9(3); **Strain:** 5
Hindrances: Loyal
Edges: Block, Brawler, Brawny, Bruiser, Combat Reflexes, Martial Artist, No Mercy
Cyberware: TAP (Firewall 6; AMS 4; Neural Toughness 8(2); Range Smarts), Cyberweapon, advanced (Str+d8), Emotional Resistance Response System (+2 to Smarts or Spirit in a Test of Will), Wireless Reflexes 1 (+1 Parry, –1 to hit with ranged attack)
Engrams: Neural Armor (2)
Gear: Executive Decision Entourage Suit (+3), AGA Thunder Shotgun (Range 10/20/40; Damage 1–3d6; Shots 6; +2 to Stealth to conceal), ballistic shades, subvocal comms

JAGUAR SQUADRON

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10
Skills: Fighting d8, Streetwise d8, Shooting d8, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 11(4); **Strain:** 8
Edges: Block, Combat Reflexes, Counterattack, No Mercy, Rock and Roll!
Cyberware: TAP (Firewall 4; AMS 4; Neural Toughness 10(3); Range Smarts), Bone Reinforcement (+1 Toughness), Enhanced Articulation (Agility increased by 1 die type), Lifesaver (+1 on Natural Healing), Muscle Augmentation (Strength increased by a die type)
Engrams: Neural Armor (3)

Gear: Ravenlocke Beachhead First Responder Armor (+4), Patrol Cap (+1 head; 50% coverage), 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), Foley Arms Watchdog pistol (Range 12/24/48; Damage 2d8; Shots 12; AP 2, Semi-Auto), 2×25mm Grenades (3d6, MBT), Ravenlocke Security Truncheon (Str+d4; +1 Parry; Shock), weighted gloves (Str+1), Shoulder-mounted camcorder w/uplink

RAVENLOCK SECURITY

Use the following stats for Corporate Security Officer, Soldier Simulacrum. One of these security officers should be a combat hacker.

CORPORATE SECURITY OFFICER, SOLDIER SIMULACRUM

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d8,
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 11(4); **Strain:** 0
Hindrances: Borrowed Time (Major), Owned
Edges: Alertness, Ex-Soldier
Cyberware: TAP (Firewall 6; AMS 4; Neural Toughness 8(2); Range Smarts)
Gear: Ravenlocke Beachhead First Responder Armor (+4), BD-4DY 12G Pump Action Shotgun (Range 12/24/48; Damage Shot 1–3d6; Shots 6; Semi-Auto), AGA Thunderbolt (Range 12/24/48; Damage 2d8+1; Shots 11; AP4, Semi-Auto), Ravenlocke P9D Personal Defense Weapon (Range 12/24/48; Damage 2d6–1; Shots 100; AP 3, Auto, 3RB), Ravenlocke Security Truncheon (Str+d4; +1 Parry; Shock), T-APP G-Net Security, subvocal comms

COMBAT HACKER

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d4, Hacking d10, Investigation d8, Knowledge (Programming) d8 Notice d6, Shooting d4, Streetwise d8, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 6(1); **Firewall:** 8; **Strain:** 2
Hindrances: Curious
Edges: Hacker, Interference
Cyberware: TAP (Firewall 8; AMS 8; Neural Toughness 8(3); Range Smarts), Enhanced Neural Net (Smarts raised by a die type)
Engrams: Neural Armor (+3), Lethal Damage Engram (d6 + d8), Psychotropic Attack Engram (Causes Phobia of the Bio Solutions Network (Minor) hindrance), Stealth Module 1
Gear: Urban Punk Street Soldier Combat Thredz (+1), T-APP Firewall 4th Dimension Security

DRONE JOCKEY (WC)

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving d10, Fighting d6, Notice d8, Piloting d10, Shooting d8
Charisma: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 8(3); **Strain:** 5
Hindrances: Overconfident
Edges: Ace, Chromed, Fleet-footed
Cyberware: TAP (Firewall 4; AMS 4; Neural Toughness 5; Range Smarts), Cybereyes [Low Light Vision (negates Dim and Darkness lighting penalties)], SmartGun System I (Shooting Wild Die increase 1 step), VCI I (+1 to Driving and Piloting)
Gear: Shogun Outfitters Shinryu Impact Suit (+3, covers entire body), Miyamoto K-Tana (Str+d8+2; AP 4, Heavy Weapon)

BLOODHOUND CANINE DRONE

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Notice d6, Shooting d6, Stealth d8, Tracking d10

Pace: 8; **Parry:** 6; **Toughness:** 7(6); **Firewall:** 6

Special Abilities:

- **Bite:** Str+d6, AP2
- **“BloodScent” Round:** The bloodhound canine is equipped with a small weapon (Range 5/10/20; Damage 2d6; Shots 5; non-lethal). The bloodhound gains +4 to Tracking rolls against targets struck (not necessarily wounded).
- **Evasion:** The bloodhound is programed to anticipate incoming attacks. Ranged attacks against the bloodhound suffer a –1 penalty.
- **Improved Senses:** The bloodhound is equipped with various vision and hearing enhancements. It ignores lighting penalties. It receives a +2 bonus to Notice rolls
- **Lock Jaw:** If the Bloodhound strikes with a raise, it locks on to the target automatically dealing bite damage each round. The target may break free by making an opposed Strength roll as an action.

SERENITY TOWERS SECURITY TEAM

Each response team has four members. These are all extras, but if you choose to make one a wild card, give her the following edges: Block, Combat Reflexes, Counterattack, No Mercy, Rock and Roll!

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

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 12(6); **Strain:** 8

Cyberware: TAP (Firewall 6; AMS 4; Neural Toughness 5; Range Smarts), Bone Reinforcement (+1 Toughness), Enhanced Articulation (Agility increased by 1 die type), Lifesaver (+1 on Natural Healing), Muscle Augmentation (Strength increased by a die type)

Gear: Ravenlocke Justified Response Assault Armor (+6), Patrol Cap (+1 head; 50% coverage), 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), Foley Arms Watchdog pistol (Range 12/24/48; Damage 2d8; Shots 12; AP 2, Semi-Auto), 2×25mm Grenades (3d6, MBT), Ravenlocke Security Truncheon (Str+d4; +1 Parry; Shock), weighted gloves (Str+1), Shoulder-mounted camcorder w/uplink

WOLF PACK STAT BLOCKS

HITTER

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d6, Vigor d6
Skills: Driving d8, Fighting d8, Intimidation d4, Investigation d6, Notice d4, Shooting d8, Streetwise d4, Taunt d4

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 8(2); **Strain:** 6

Hindrances: Greedy, Mean, Vengeful (Minor)

Edges: Alertness, Combat Reflexes

Cyberware: TAP (Firewall 6; AMS 4; Neural Toughness 5; Range Smarts), Bone Reinforcement (+1 Toughness), Enhanced Articulation (Agility raised by a die type), Reflex Enhancers (+1 Parry)

Gear: Bombs on Broadway formal wear suit (+2), Black Knight Limited (Range 12/24/48, Damage 2d8; RoF 1; Shots 6; AP 2, blade Str+d4), Duke McCoy Combat Knife (Str+d6+1)



COMBAT HACKER

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Hacking d10, Investigation d8, Notice d8, Persuasion d6, Shooting d8, Streetwise d8, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6(1); **Strain:** 7
Hindrances: Curious
Edges: Alertness, Connections, Hacker, Improved Interference, Investigator, Level Headed
Cyberware: TAP (Firewall 9; AMS 6; Neural Toughness 7(2); Range Smarts), Cyberarm [Fingerprint Duplicator and Lockpicking Kit (duplicate fingerprint sample, +2 to Lockpicking)], Cyberears [Amplified Hearing (+2 to Notice rolls involving sound)], Enhanced Articulation I (increase Agility one die type), Enhanced Neural Net (increase Smarts 1 die type), Skill Computer (choice of d6 skill)
Engrams: Neural Armor (2), Nonlethal Damage (d10 + d6)
Gear: Urban Punk Street Soldier Combat Thredz (+1), Foley Arms Watchdog pistol (Range 12/24/48; Damage 2d8; Shots 12; AP 2, Semi-Auto), Ravenlocke JointLock Stun Gloves (Str, Shock), T-APP Firewall 4th Dimension Security

TRIAD NPCS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d10, Intimidation d6, Notice d8, Shooting d8, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9(3); **Strain:** 2
Hindrances: Loyal
Edges: Brawler, Bruiser, Combat Reflexes, Martial Artist, No Mercy
Cyberware: TAP (Firewall 4; AMS 4; Neural Toughness 7(3); Range Smarts), Cyberweapon (Str+d4), Emotional Resistance Response System (+2 to Smarts or Spirit in a Test of Will)
Engrams: Neural Armor (3)
Gear: Executive Decision Entourage Suit (+3), ballistic shades, subvocal comms

TERRANCE'S WET TEAM (FINAL OPTION)

KAIDA "THE LITTLE DRAGON", HUMAN (WC)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Gambling d6, Intimidation d6, Investigation d8, Notice d6, Persuasion d8, Shooting d6, Streetwise d8, Taunt d6
Charisma: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 7(2); **Strain:** 3
Hindrances: Overconfident (Major)
Edges: Charismatic, Corporate Mogul, Rich, Strong Willed, Very Attractive
Cyberware: TAP (Firewall 6; AMS 4; Neural Toughness 5; Range Smarts), Data Carrier, Emotional Resistance Response System (+2 on Tests of Wills), Tactical System Radio [Hyperchrome] (share Bennies, 25" range)
Gear: Bombs on Broadway Formal Wear (+2), Sentinel Rock gyro pistol (Range 12/24/48; Damage 3d6; RoF 1; Shots 10; HW)

URSUS, TOUGH (BEAR) HYBRID (WC)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10
Skills: Climbing d6, Fighting d10, Intimidation d6, Notice d6, Shooting d10, Stealth d4, Survival d8
Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 11(4); **Strain:** 9
Edges: Block, Feral Throwback, Improved Nerves of Steel, Improved Trademark Weapon (Thunderbolt), Rich, Up-Sized
Cyberware: TAP (Firewall 4; AMS 4; Neural Toughness 7; Range Smarts), Cyberweapon, advanced (Str+d6, retractable), Cyberarm [Recoil Compensation (removes 2 points of autofire penalty), Reflexive Strike (counterattack Edge)], Cybereyes [Enhanced Vision (half penalty for medium and long range), Flash Compensation (+4 vs. flash based attacks), Night Vision Optics (Low Light vision)], Tactical System Radio [Hyperchrome] (share Bennies, 25" range)
Gear: Knight Errant Body Armor (+4), AGA Thunderbolt (Range 12/24/48; Damage 2d8+1; Shots 11; AP 4, Semi-Auto), BK-616 (Range 24/48/96; Damage 2d8; RoF 4; Shots 60; AP4, Auto, 3RB)



CASINO JACK, HUMAN (WC)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Boating d8, Driving d10, Fighting d6, Notice d6, Piloting d8, Repair d6, Shooting d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 7(2); **Strain:** 7

Hindrances: Debt (Major: Red Callahan), Habit (Minor: Gambling)

Edges: Ace, Alertness, Elan, Harder to Kill, Quick, Two Fisted

Cyberware: TAP (Firewall 4; AMS 4; Neural Toughness 5; Range Smarts), Cyberears [Motion Detection (+2 Notice during "Last Step", benefit for attacker when surprised is only +2)], Drug Reservoir [Hyperchrome] (3 doses of Afterburn), Personal Airbags (half Damage from falls and crashes), Tactical System Radio [Hyperchrome] (share Bennies, 25" range), VCI II [Hyperchrome]

Gear: Urban Punk Combat Jacket (+2), 2 × Urban Punk Gutterpunk .45 ACP (Range 12/24/48; Damage 2d6+1; RoF 3; Shots 30; AP 1, Auto, 3RB)

SOURCE CODE 071113, COMBAT SIMULACRUM (WC)

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Hacking d10, Hypercombat d10, Investigation d8, Knowledge (Programming) d8, Notice d6, Repair d6, Shooting d4, Streetwise d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8(2); **Strain:** 6

Hindrances: Borrowed Time, Outsider

Edges: Cutter, Emancipated, Hacker, Improved Interference, Improved Mass Hack, Level Headed, Rich

Cyberware: TAP (Firewall 9; AMS 4; Neural Toughness 5; Range Smarts), Data Carrier, Enhanced Neural Net, advanced [Hyperchrome] (Smarts increased by two die steps), Subdermal Armor, advanced (+2 supplemental armor), Tactical System Radio [Hyperchrome] (share Bennies, 25" range)

Gear: Wasteland Wander 9mm SMG (Range 12/24/48; Damage 2d6; RoF 3; Shots 30; AP 1, Auto, 3RB)

COVENANT, HUMAN (WC)

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Notice d8, Psionics d12, Shooting d8, Stealth d4

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 7(2); **Strain:** 6

Hindrances: Unplugged, Wanted (Minor)

Edges: Arcane Background (Psion), Extraction, Freek, New Powers (×2), Power Points (×2)

Powers [20 PP]: *barrier, boost/lower trait, healing, speed, teleport*

Gear: Robes (+2), Wasteland Wander 9mm SMG (Range 12/24/48; Damage 2d6; RoF 3; Shots 30; AP 1, Auto, 3RB), Covenant Sword (Str+d8+2; AP 4 Heavy Weapon)

Cyberware (all Hyperchrome): Tactical System Radio (share Bennies, 25" range), Wireless Reflexes III (+3 to Parry, ranged attacks at -3 to hit)

APPENDIX B: SAFE HOUSES

In *Extraction with Extreme Prejudice*, the characters needed to make use of a safe house to stay off the grid while they waited to get the location of the final meeting place. Since the *Interface Zero 2.0* core rules don't provide rules for creating bolt holes, I felt it would be fun to create a system for you to use to create your own safe houses to use in future adventures.

BUILDING A SAFE HOUSE

Safe houses can be anything; the back room of a night club, a run-down apartment, or even a multi-level condo. They can have no security features, or come equipped with state of the art security cameras and weapon systems, robotic sentries, motion detection, a sophisticated computer network, and much more. The only limit to the sophistication of your safe house is your cred balance. Use the following guidelines to create your safe house.

STEP 1: PICK A LOCATION

The first thing you need to do is decide where your safe house is located. The location determines the general size/layout of the safe house and the number of security features and options you have access to. For example, if you choose to have your safe house in the back room of a night club, you'll be able to take advantage of some of the night club's existing security features (a computer network, surveillance cameras, and onsite physical security) but installing new weapon systems might be an issue.

Locations also have advantages and disadvantages. Having a safe house in a nightclub is advantageous because not only do you get those extra security features, but anyone trying to get to your bolt hole has to deal with the people who are

in the night club at the time; bartenders, waitresses, cooks, and all of the people who came to the club to have a good time. At the same time, those employees are potential leaks. People see things, rumors spread. Odds are you'll have to pay hush money to keep people from talking.

READING THE ENTRIES

Each of the locations below has the following entries: Description, security options, advantages, disadvantages, and base cost.

- **Name:** The name of the locale.
- **Description:** A short, one paragraph description of the safe house, and where it's located.
- **Security Options:** A short list of the types of security features you can install in the safe house. Descriptions of the security features are outlined in Step 2.
- **Advantages:** An analysis of the location's advantages and any applicable rules.
- **Disadvantages:** An analysis of the drawbacks of having this type of safe house, and any applicable rules.
- **Base Cost:** The monetary amount you need to spend to acquire the location. Additional costs are calculated based on the security features and other options you pick in Step 2.

SAMPLE LOCATIONS

Choose one of the following possible locations, some specific, and some generic. This list isn't all-encompassing, so feel free to create your own location if you need to. Just write up the location using the entries above and run it by your Game Master.



ABANDONED BUILDING

Abandoned buildings provide a measure of anonymity, but usually require a lot of work to make them truly “safe.” Abandoned buildings are most often found in areas of urban blight where gangs and squatters are commonplace, though a rural location (like a cabin in the woods or a run-down farm or warehouse on the outskirts of a small town) works as well.

Security Options: Any

Advantages: The biggest advantage of using an abandoned building is versatility. With work and enough credits, you can create a small fortress.

Disadvantages: Abandoned buildings tend to attract all sorts of individuals, and possibly even bio horrors like toxic roaches. If your safe house isn’t secure, or you haven’t hired physical security to protect the place, you’ll have to deal with these problems. Every time you make use of the safe house, draw a card. If the result is a club, some kind of individual, group, or bio horror has moved in, and must be dealt with.

Base Cost: The cost varies based on the overall size of the building, and whether or not the group buys it outright or uses some illegal method of obtaining the property. If they simply move in, there is no cost beyond the credits they spend on security, though they may have to bribe sector cops and real estate agents looking to sell the building to legitimate buyers, and even fight off local gangs claiming the building as part of their territory. Characters can buy the building outright for 10,000 credits per floor. So a building with 10 floors will cost 100,000 credits. They can also steal the building by forging bills of sale, hacking public records, etc. in which case the building costs nothing, though there’s always the possibility they’ll get caught.

APARTMENT

Generally speaking, apartments are small spaces with a living room, kitchen area, a bathroom, and between zero (a studio) and three bedrooms.

Security Options: Bribes, a computer network, reinforced doors, security cameras.

Advantages: Much like a coffin motel, the primary advantage of an apartment is that there are so many of them, if the people you are hiding from don’t have specific information about your location, it’s very hard to find you. All Investigation and Streetwise rolls suffer a –2 penalty as long as you don’t leave the apartment.

Disadvantages: The problem with an apartment is that it’s surrounded by other apartments. That means you are never truly hidden. People see things, ask questions, and spread rumors. If your security features aren’t hidden, that will attract attention as well. Motion sensors don’t work very well in an environment where people are in such close proximity to your apartment. You’ll get false readings every time someone walks down the hall, or moves around in an adjacent apartment. All of these factors make the safe house less safe the longer you stay there. If you stay in the safe house for longer than 48 hours, reduce the penalty to Streetwise and Investigation rolls to find you by 1. If you stay there longer than 72 hours, reduce penalties by another point. Furthermore, depending on what level your safe house is located, making a quick exit should you be discovered may be difficult to impossible unless you have planned for it.

Base Cost: Apartments cost a base 500 credits per month for a studio apartment. Add 200 credits per month for each additional bedroom.

BUSINESS FRONT

Your safe house incorporates a business of some sort. The type of business varies wildly, and can be anything from a back room in a hole-in-the-wall bar to a sub-basement under a megacorp.

Security Options: The options for security vary wildly depending on the location you choose, but for the most part, you can incorporate any security features the business might already have with little or no extra cost since they’re already in place. Work with your GM to determine what (if any) security features the business has.

Advantages: The great thing about keeping a safe house inside a business, is that the business is your cover. When people are tracking you, they suffer a –4 penalty to Streetwise and Investigation rolls to find your safe house. It’s easier to come and go in a place constantly filled with customers; nobody (save for regulars and of course, employees) pays that much attention to other people, especially if the place is crowded.

Disadvantages: The main problem with laying low in a business is, well, it’s a business. Draw too much unwanted attention, get into a fight on the premises, and suddenly you have sector cops, detectives and other law enforcement types poking around, sticking their noses where they aren’t wanted. Let this sort of thing happen just once, and unless the owners are family (and maybe not even then), you’re gonna get tossed out on your ass. Oh, and one other thing. You need at least 6 points of Street Cred to be able to convince someone you’re pro enough to be trusted not to tear the place up and get everyone killed.

Base Cost: The cost for a safe house on the premises of a business varies from place to place, and isn’t one lump sum payment. You’re going to need to make regular payments to the owners if you want to keep using their property as a bolt hole. Use the following guidelines:

- **Small Business:** 1d4+2 × 1,000 credits, per month.
- **Medium-sized Business:** 1d6+4 × 1,000 credits, per month.
- **Large Business:** 1d8+6 × 1,000 credits, per month.

COFFIN MOTEL

A common fixture of the urban sprawl, the coffin motel is a cheap, tiny space large enough for only a few individuals. Coffins, or cubes as they are sometimes called, are about 4ft. in height 4ft. wide and 8ft. long. They contain a bed, a hyper console with access to the Global Data Net, a small faucet with running water, and that’s it. Coffin motels usually have communal restrooms on each floor.

Security Options: Bribes, portable security systems

Advantages: The advantage of using a coffin for a safe house is that they are dirt cheap, and there are so many of them, it’s harder for people to find you. Apply a –2 penalty to Streetwise and Investigation rolls to find you when you use a coffin motel for a safe house. The proprietors of coffin motels rarely ask questions, and if you bribe them, they’ll usually keep their mouths shut if anyone does come looking for you.

Disadvantages: Coffin motels aren’t good as long term bolt holes. They don’t have any security features to speak of, and

if you have more than two people who need to lay low, you'll be really cramped unless you buy extra cubes. If you have to stay more than 36 hours straight in one of these coffins with more than two people, you must make a Vigor roll or gain a single level of fatigue which lasts until you can get some proper rest. Stay longer than 48 hours straight, and you must make a Vigor roll or gain two levels of fatigue. Keep in mind, that *Interface Zero 2.0* adds a third level of fatigue to the game. See *Interface Zero 2.0* for more information.

Base Cost: 50 credits per night, plus any hush money you wish to pay (see bribes in Step 2 below).

HOUSE

The stereotypical safe house, houses generally come with all the basics; multiple bedrooms, living spaces, a garage, access to the Global Data Net, food vats, etc. They can vary in size and are everywhere in the urban sprawl.

Security Options: Any of the options listed in Step 2 are available.

Advantages: Using a house is advantageous because it's easy to do custom work on the inside (and outside) of the property without attracting too much attention. Houses are generally free-standing structures, providing a measure of space between neighbors. This makes it easier to notice anyone trying to sneak up on your home, especially if you make good use of motion sensors and surveillance cameras. It's also easier to plan an escape route if your safe house isn't attached to another structure.

Disadvantages: It's suburbia. While there is certainly a head-in-the-sand attitude in the suburbs, that doesn't mean people won't call the cops if there's a raging gun battle on your front lawn, and make no mistake; the cops will come. Law enforcement is heavy in suburbia. Standard response times to 911 calls are 1d4 minutes, half that if there are reports of shots fired. Also, houses aren't cheap.

Base Cost: The base cost of a house is 120,000 credits for a single floor home with three bedrooms, a two vehicle garage, two living rooms, two bathrooms, and a kitchen area (about 2,000 square feet). The price rises by 10,000 credits for every 1,000 square feet you add to the house. The extra square footage might reflect a second level to the house, or an addition in the back yard, or a basement. Work with your GM to come up with a suitable floor plan.

INDUSTRIAL LOCATION

The safe house is a part of some kind of industrial building, like a warehouse, a factory, a chemical processing plant, etc. The possibilities are endless.

Security Options: As with a business front, many industrial locations already have security features like surveillance cameras, a computer network (generally a CAN or above), physical security, reinforced doors, etc. That said, you can always pay for more. Choose from any feature in Step 2.

Advantages: Industrial locations are similar to businesses in that you can use any security features the location employs. Industrial locations also allow for a higher level of sophistication than other safe houses. You can build your safe house into the existing architecture, creating secret rooms, and even sub-levels only accessible by elevators. The locale might have built-in features you can take advantage of, like a helipad, panic rooms, a work shop, fabricating machines, medical

facilities, etc. Work with your Game Master to come up with some features unique to your safe house.

Disadvantages: The problem with industrial locations is that, in order to operate, these installations are subject to spot checks by government officials to ensure the facility is operating safely. Any time you use a safe house in one of these locations, draw a card. If the result is a club, there's a surprise safety check!

Base Cost: The price for using one of these locations is 5,000 credits per month.

STEP 2: CHOOSE SECURITY FEATURES

Now that you've chosen a location, you can begin to trick it out with some security systems. Here are some options you can choose. Each has an associated cost which is added to the cost of the location.

Alarm System: The safe house has an alarm system which automatically sends a message to the owner of the safe house in the event of a break-in (provided the intruders triggered a linked security system). The alarm system must be keyed to some other security system, such as a computer network, biometric locks, motion detectors security cameras, or an automated weapon system. The alarm system can be silent or audible.

- **Cost:** 1,000 credits

Automated Weapon System: The safe house is protected by an automated weapon system. The type of weapon you use is completely up to you. You might choose a gun turret, a weapon that does handgun damage, shotgun damage, or employs an assault rifle. You may even want to protect entry points with proximity mines which only activate if someone trips motion detectors, or if security cameras identify a potential intruder. Since you are creating your own safe house, only you can know exactly how you'll want to protect it. You can use any weapons listed in the *Interface Zero 2.0* rules.

- **Cost:** The cost of the weapon system is based on how skilled you want it to be, and whether or not the system is an expert or an AI system. The cost of the weapon(s) the system employs is not included.

Expert Systems: Expert automated systems cost 2,500 credits to install. They get a Shooting skill starting at d4, but do not have a Wild Die. Expert systems must be linked to other security features (such as security cameras and motion detectors), or they won't work. You can increase the die type by spending 1,000 credits per die type. So a weapon system with a Shooting d8 would cost 2,000 credits. If it had a Shooting d10, it would cost 3,000 credits, and at d12, it would cost 4,000 credits.

AI Systems: AI systems cost 5,000 credits for the base install, but in addition to the Shooting skill, they come with a Notice skill, and a Wild Die for both Shooting and Notice rolls. Because they have a Notice skill, AI systems do not need to be linked with other security systems. Both skills start at d4, and cost 2,000 credits to increase the skill by a single die type (2,000 for d6, 4,000 for d8, 6,000 d10, 8,000 for d12). You must advance each skill individually, paying the monetary cost for each skill.

Biometric Locks: Doors with Biometric locks can only be opened if the user has the correct biological information, like a handprint, a finger print, correct retinal information, etc.

- **Cost:** 1,000 credits per biometric lock

Bribes: While not a technological feature of safe house security, bribes are often one of the best measures you can employ to protect your safe house. Bribes ensure people who know about your safe house keep their mouths shut if someone starts asking questions about the safe house. A well placed bribe can also keep law enforcement officials from looking too closely at your location. Paying a bribe sets the NPC's initial reaction to Persuasion rolls to find the location of the safe house.

- **Cost:** For 500 credits, the NPC is treated as Neutral. 1,000 credits ensures the NPC will be uncooperative. For 2,000 credits, the NPC is treated as hostile. These bribes must be paid monthly. If you ever fail to pay a bribe, the NPC's reaction is treated as one step higher. So an NPC who is originally Neutral and doesn't get paid regularly will become friendly. An NPC who starts out uncooperative and doesn't get paid will become Neutral.

Computer Access Network: Networks allow you to link your security systems and monitor them remotely. They also ensure you have dedicated access to the Global DataNet while you stay in the safe house.

- Public Access Network:** A PAN is the default network, and costs 1,000 credits to install. They come with no additional features.

Corporate Access Network: 25,000 credits, and comes with two expert Sprites, and one AI sprite which acts as a Sysop.

Government Access Network: 100,000 credits, and the network is populated with $1d4+2$ Expert Sprites, and 2 AI Sprites which act as SysOps.

Human Guards: Physical security elements, i.e. guards, can cost as much as 50 credits (or an equivalent amount of alcohol, food, or drugs) for some homeless person to watch your place, to more than 1,000 credits a man (or woman) for Wild Card freelancers and private security; it really depends on how much you want to spend, who you want protecting your safe house, and how many of them you want to hire. Keep in mind that hiring a group of gangers to protect your suburban safe house is going to raise all kinds of alarms in the neighborhood. Conversely, private security teams (like Ravenlocke) watching a safe house in gangland are going to stick out like a sore thumb.

- For nonprofessional civilian guards, or fledgling gang bangers, the base cost is 50–100 credits per guard. These guards cannot be Wild Cards.

For standard rent-a-cop guards, street level ronin (between 1 and 5 Street Cred), and low level gang bangers, the cost ranges between 250 and 1,000 credits per guard. These guards cannot be Wild Cards.

For named NPC's, ronin with more than 6 points of Street Cred, upper tier gangs, and security guards on contract with corps like Ravenlocke Securities, the cost begins at 1,000 credits and can rise much higher depending on the rank and Street Cred of the individuals in question. These individuals can be Wild Cards.

Motion Detection System: Motion detection systems come in a variety of types, and have a wide variety of sophistication. Examples include temperature sensors, sound sensors triggered to go off above a certain decibel range, laser tripwires, pressure pads, and even strings with little bells (or tin cans) that ring when someone snags their foot on them!

- **Cost:** Instead of listing a specific price for every possible motion detector, we treat the actual device as a trapping, meaning, you can describe the actual device in any way you wish. The device is considered an Active Guard (See the Stealth skill in the Savage Worlds core rules) and gets a bonus to opposed Stealth rolls to detect someone. The monetary cost of the device determines the bonus it receives.

No bonus: The device doesn't gain any bonus to opposed Stealth rolls, and costs 50 credits to install.

+1 bonus: The device gains a +1 bonus to opposed Stealth rolls and costs 1,000 credits to install.

+2 bonus: The device gains a +2 bonus to opposed Stealth rolls and costs 5,000 credits to install.

+3 bonus: The device gains a +3 bonus to opposed Stealth rolls, and costs 10,000 credits to install.

Security Doors: Security doors are heavy doors (see Object Toughness in the *Savage Worlds* rules) reinforced with special, supra-dense polyethylene weave which increases the Toughness of the door.

- **Cost:** Security doors cost 1,000 credits and have a base Object Toughness of 12. You can custom build doors with multiple polyethylene weaves, adding 1 to the door's Toughness for an additional 1,000 credits per weave, to a maximum of 15.

Surveillance Cameras: Surveillance cameras allow you to remotely monitor areas in and around your safe house. Security cameras don't generally provide any bonuses to Notice skill rolls, but they allow you to make sight-based Notice rolls for a location you wouldn't otherwise be able to see. Security cameras allow you to see in the infrared, and thermographic spectrums. They can record, and zoom in on specific areas. These features provide a +1 to Investigation rolls if you're looking for information about a person or thing the camera might have recorded.

- **Cost:** Security cameras costs 500 credits per camera.