

Where the Heavens Meet the Earth

An Eclipse Phase scenario

The Score:

Dominic Kuo, a Hypercorp exec affiliated with Fa Jing has discovered through a combination of surveillance methods, that an old residence of the Kuo family, tucked away in the Qilian Mountains, between the Taklimakan and Gobi Deserts, has mostly survived the Fall. This is an immense find, not just because the residence has a vault filled with the family's accumulated wealth in treasures and artifacts from multiple asian cultures, but also for the large amount of valuable information stored there. This location should contain a secure egocasting facility, complete with clones of some of the family's favorite morphs as well as DNA records and a secure backup server, containing many Egos, some of which may have died elsewhere in the Fall. It also holds a wealth of information valuable both to Fa Jing, and its competitors, including private business files of the Kuo family, old confidential records of Fa Jing, access information for lunar bank accounts, and a large Qubit reservoir hooked up to several QE comms linked with Fa Jing facilities both off-world and on Earth, among other things. This data, if present, would be a huge boon to Fa Jing (and the member of the Kuo family who found it), but could also be used by other parties, making it highly important to recover, and soon. So, for one or several reasons, the Party has been contacted to perform a dangerous mission where they must breach the Cordon around Earth, hike through deserts and mountains to access this location, and recover the data. All the while trying to survive the harsh climate of Post-Fall Earth, and not get blown up by the Consortium or eaten by whatever toys the TITANs left behind.

The Hook:

There are a couple of ways to pull in a prospective Party to this scenario:

- High **c-rep** or otherwise **hyperelite/hypercorp** affiliated characters may have been brought in on this directly as a favor to Kuo or Fa Jing. Characters of an appropriate background could even be related to the Kuo family, thus adding an additional layer to the desire to access the vault (and playing on virtue of many asian cultures, filial duty).
- Alternatively, characters associated with **Oversight** or a rival Hypercorp may hear about the job on the grapevine, and be interested in acquiring the data for their own purposes
- **Reclaimers** also have an obvious in, as this is a high-paying opportunity to go to Earth to recover artifacts and data, some of which could be valuable. In addition, if the secure egocasting facility is intact, it would be a huge boon to Reclaimer operations.
- **Criminals**, especially **Orbital** and **Lunar Triads**, will find the prospect of large quantities of otherwise undocumented Earth Artifacts highly valuable, and may also find the information valuable to sell or use for blackmail.
- **Smugglers** or **Zone Stalkers** may be brought on (after all, Dominic is a resident of Progress station) for their expertise in the kinds of threats one may encounter on Earth, with the promise of a high payout more than worth the risk for some.
- A Party of **Firewall** Sentinels may get this mission, as not only would Firewall want to monitor any possible recovery operation to prevent X-risks from being brought up from

the surface of Earth, but Firewall may also find all of the information useful for future operations.

- If multiple factions or motivations are present, different characters may have different reasons for coming, and conflicting objectives regarding the mission. This may lead to interesting results down the line, as multiple parties seek to make off with the goods or otherwise accomplish their goals without alerting other groups. An anarchist hacktivist, or radical Barsoomian, for example, may wish to destroy the data, causing major problems for the mission, or a Venusian may want to use the data for further leverage on the Planetary Consortium for Morningstar.
- Lastly, in general, any party of freelancers or people otherwise interested in making money would be easily tempted by the large payout for the job. Similarly, some may enjoy the opportunity for thrills or killing TITAN machines

(Optional) A Fiasco In The Making:

If you, as GM, prefer a more heist-movie like experience, or just want to amp up the paranoia between the players, there are multiple avenues to cause such tension. The easiest is to emphasize the value of the find, in credits, and also Dominic's ruthlessness in wanting to obtain it. The Party just happens to be the team he assembled the quickest, for whatever reason is chosen, he doesn't care who gets him what he wants, so long as he gets it. If less members of the party come back, they might receive a bigger payout individually. The player characters may not even have met each other before the mission, and are simply a collection of mission specialists, selected by Dominic or another PC as the "team leader", which can help foster mistrust. When the vault is open, be sure to play up the immense value of these items on the market, especially if characters have the right skills to know this. You may also want to emphasize how "easy" it would be to burn Dominic and keep all the loot for themselves, which may create further conflict.

Another option is to give different players, especially if the group is of diverse factions and motivations, hidden objectives from the rest of the group. This can be as simple as their faction wanting a copy of the data, and preferring that other factions not get it, or more complex, like the examples outlined above. If Dominic is planning to burn the party after they're done, a player who is from the Kuo family may be told of this beforehand, and advised to try and sabotage the group once the vault is open. Similarly, an Oversight agent might gather sufficient evidence to charge the rest of the party with major crimes and move to make sure the goods are confiscated. A rival hyperelite family might try to burn the mission just to spite the Kuo family. There are a lot of possibilities here, so feel free to use them to get the right feel out of the scenario you're looking for, and tailor as appropriate to your players. In this case, it may be appropriate to adjust the Rez and Rep rewards at the end based on how things play out.

Vo Nguyen

From *Sunward*:

Station Type: O'Neill Cylinder

Allegiance: Lunar-Lagrange Alliance

Primary Languages: French, Vietnamese

“This station is a well-known stronghold of the reclaimers movement. Under the leadership of Tate Markess, the reclaimers study Earth and make plans for taking it back. Some say the reclaimers also use Vo Nguyen as a launch point for missions to the planet, but the reclaimers deny this. This habitat is also a focal point for bioconservative efforts around Earth, with several notable biocon groups headquartered here. Prominent demagogue Milder Ripon is notable as a leading bioconservative organizer and voice. This mesh of ideologies has led to some contentious disagreements. While most bioconservatives support the reclaimer cause, not all reclaimers are bioconservatives—in fact, most are explicitly not. Political arguments between reclaimers supporting nano-ecologist viewpoints and bioconservatives have sometimes led to physical violence. Certain reclaimer research projects on Vo Nguyen, especially ones advocating heavy use of nanotech and neogenetic life forms in geo-engineering efforts, have also suffered several sabotage and bombing attacks, likely conducted by neo-primitivists in support of the biocon agenda. Some worry that these ongoing disagreements may tear the reclaimer movement apart.”

Vo Nguyen is the official home of the Earth Reclamation Project (ERP), and the starting point for this scenario. If characters are not already on Vo Nguyen, access to the O’Neill Cylinder is not hard. Though associated with the LLA, its strong ties to the Reclaimer movement make it easier to enter than most LLA habitats. One only need not have any known criminal history in the LLA, and even then, someone with the right networking (or willing to bribe) can enter. Heavy Weapons and advanced nanotech are allowed on the station, but must be properly secured, and should not be carried openly. Uplifts and AGI may move around freely, for the most part, but are technically not full citizens, and likely to get nasty comments or looks from the large volume of Bioconservatives on the station.

The Party has already been briefed on the basics of the operation, so their first order of business on Vo Nguyen is to meet their contact who will aid them in actually getting onto the surface of Earth, a reclaimer captain by the name of **Marina Schafer**, who is a freelance scavenger associated with the ERP and the PastFinders corp (stats and details at the end). Dominic Kuo has contracted her to help the group obtain the equipment they need, breach the Cordon, and recover the physical artifacts once the party can verify the site is secure and has what they want. The party can easily find Schafer relaxing in a mid-scale bar and restaurant with a Vietnamese French-Colonial theme named *La Cuisine Orientale*, with her “sister” **Sati**. When she sees the party, she will take them into a private booth she had arranged earlier, and explain the plan to them.

The plan which Schafer has been contracted to perform will be a High Dive, where the party will take a specially rigged SLOTV, bypass the picket ships, then approach the killsat barrier of the Cordon, then detonate special shape charges, blowing the debris out and away from the characters. They will then hide among the debris field and bypass the Cordon, and enter the Earth’s atmosphere, using High-Dive Suits which Schafer will supply. The current plan is to have them do this over a section of open and relatively level desert, rather than try and safely land on a

mountainside. The group will then have to hike overland and then up the mountain to the residence compound, secure the location, then access the vault and disable any local security measures.

If challenged on the nature of the plan, Marina will simply say that was what she was paid to do. If questioned, she'll report that due to the patrols of the Cordon, and weather patterns on Earth, this is best window to get a small team onto the surface "under the radar" as it was. She isn't being paid to risk her own crew and her larger LLOTV to perform an aerial approach on a location which could have functional SAM batteries, or be filled with TITAN warmachines. The on-foot approach is much safer, even if it means the party has to spend more time on the surface. By the time they reach the location and do their end of the job, her ship will be in position to come by a more roundabout way to recover them and the items. If players roll Kinesics or otherwise check on Marina or her motives, she comes across as a straightforward, no-nonsense type. She intends to do as she says, as far as she is aware. Her adoptive sister, Sati, may raise some additional flags, without withdrawn and shy she is, especially towards characters actively from the LLA or Bioconservative, but is ultimately harmless. After discussing the plan, Marina will inform the group that her optimal launch window is in ~6 hours, and to meet her crew at the dock soon.

From there, the PCs will have to acquire any additional equipment they feel they need. They have any equipment they chose to start with, and will be supplied a vehicle and the High Dive suits they need. They will need to survive several days hard travel on foot, through mountains and deserts. Climbing equipment, survival gear and rations, and Faraday gear should be emphasized. Players can obtain any gear they want on Vo Nguyen, so long as they can pay the extra black market fees or call in the Favors for items which aren't publicly available. Reclaimers don't like to announce it publicly, but there are many operations who reach the Earth based off Vo Nguyen, so many items and services geared towards such operations are available, if you know who to talk to.

Breaching the Cordon:

The party meets Marina at the dock she mentioned, where they can board her LLOTV (The *Misfit*) and be introduced to the rest of her crew, a synthmorph engineer just called **Chief**, and her first officer and general handyman, **Louis, Just Louis** (they may also be formally introduced to Sati, if they weren't before). Marina has the special SLOTV docked with her larger craft. The plan is to have the PCs switch to that vessel and detach before actually breaking the Cordon, while Marina's larger ship runs interference with the manned picket vessels before going off to prepare for her approach.

The trip should not take too long. Before they hit point to break off, the party will board the SLOTV, and don their High Dive Suits. Any equipment that cannot be secured inside the protection of their suits will have to be loaded into armored cases to be dropped with them. Marina cautions the party not to lose sight of their equipment. If they lose visual contact, it may be hard to recover their items, as the cases don't have any radio equipment, too much risk of

attracting TITAN attention. Marina also advises them to use line-of-sight contact only on the surface, and that, while the SLOTV has an AI to pilot for them, a human pilot would be better at the maneuvers they may need to make.

Approaching the Cordon isn't too difficult, since Marina is distracting the Planetary Consortium's active patrols, the only section to pass is the passive barrier of Interceptors. The PCs can basically do this one of two ways, the safe way, and the not-so-safe way. The safe way involves getting to just within the actual "limit" of the Cordon, not close to any Interceptors. This can be done automatically, with no need for skill tests, but does mean the party will have to do more maneuvering with their actual high dive. The "unsafe" way means actually pushing as far into the Cordon as they can. This runs the risk of being targeted and attacked by an Interceptor, but will put them in a much better position for their jump (+10 to the Free Fall test). If they choose this route, make a single Perception test for the Interceptor at 50. If it passes, it will make an attack roll with it's Railguns (With a skill of 60), opposed by the pilot's Pilot: Spacecraft skill. A hit may affect their vehicle, and cause some damage to the transhumans inside, or other effects, based on how much damage it deals.

The actual jump is handled by a Free Fall test. Everyone rolls as they plummet toward the Earth, falling with the rest of the debris, ignored by the Interceptors thanks to the explosion and the thermal dampening of the High-Dive suit, which will protect them from the heat of re-entry. Success on the test means operating the suit at the proper times, remaining close to the rest of the group, and the equipment. Failure means the character scatters and lands meters away from the main landing zone equal to MoF. Critical failures improperly deploy their chutes, and take falling damage, as if they had fallen between 3-5 meters. A Critical Success from another character can negate these.

Planet Fall:

The players scream down to Earth, and land in flat, open area of dust and rock. They may take a few minutes to look around, and get their bearings, as well as recover their equipment. Dust, ash and the occasional windblown rock gently rain down over the area. The Gobi is an inhospitable area, even before the Fall, and the Nuclear Winter has not helped. In the shade or at night, temperature hovers around -40 and -20 C. In the open sun, the lack of an ozone means it can get upwards of 40 C, and the unfiltered UV radiation will begin to burn an exposed biomorph without Radiation Tolerance, inflicting damage and penalties as appropriate. The atmosphere of Earth is still breathable, even without implants, but not hospitable. It's full of ash, dust and chemicals, granting a -10 to all physical actions as per Contaminated Atmosphere. Sythmorphs and highly rugged biomorphs, such as the kind which get by in the hinterlands of Mars, will be alright, but everyone else will want to wear appropriate equipment. If the party wants, they can switch to their own armor and so on, but if not, the High-Dive suits may be very effective, so long as they remember to replenish the air supply.

Looking around at the Fallen Earth is probably a large emotional moment for a number of player characters. The sky is mottled with dark clouds of airborne ash, and lightning occasionally arcs

between clouds in a “dirty thunderstorm”. The unclouded patches seem filled with too bright light, as unfiltered sunlight bakes the surface. Ash and dust almost constantly filters from the sky, forming drifts and dunes on the hard surface of the Gobi. In the distance, ancient stone structures are partially buried, anyone with Archaeological or Old-Earth History knowledge can identify them as some branch of the famous Great Wall. Characters from Earth, or with a particular association with it (such as the +Reclaiming Earth motivation) should make a Stress test or take 1d10/2 SV (This can be doubled with characters who might feel a personal impact, such as those of Chinese ancestry), and the sight of it all could trigger anyone with PTSD from the Fall.

After getting their bearings, its time to begin their actual journey. There’s no Mesh other than what they brought with them, but their Muses can perform basic navigation based on historical mapping data provided before the operation, which gives them a roughly 200 km trek, mostly on-foot, to make. Using a variant of the travel time rules from *Zone Stalkers*, the party has to cross a combination of *Rugged* and *Rough* terrain, but must do so on foot. For transhumans with equipment, 35 km a day is a good number. Groups with a majority synthmorphs or biomorphs or pods with high physical prowess might manage 45 or 50 km a day, average. This is a ~5 day travel time, probably more than people would want to spend on Earth. So, players can attempt to push themselves by making a Freerunning test. Success indicates the group moves about 50% (x1.5) the amount of distance for the day. Only one lead character (who is picking and moving along the best route) needs to make the Freerunning test, but everyone involved must make a SOM+DUR test, or take 1d10/2 DV, ignoring armor, to represent fatigue, including taking Wounds as normal. Synthmorphs do not need to make this test. Characters with lowered or no sleeping requirements (such as Synths, Endocrine Control or Circadian Regulation) can double travel time in a day by travelling at night also, but may take damage and penalties when exhaustion finally catches up with them. At the start of every “day” of travel, one character must roll a Navigation test to keep their bearings. Success indicates staying on course, but failure means going off track and needing to backtrack to a landmark and start again. Backtracking adds 2 hours to the travel time, plus 2 more hours for every 10 MoF, up to a maximum of 12 hours. A critical or excellent success shaves off 2 hours of the trip for that day, and may avoid a Dust or Rock Storm on the hazard table (see below). If the entire party is capable of say, flight, then this should significantly reduce the travel time, but also greatly increase the likelihood of encounters, especially hostile ones, on the journey.

Post-Fall Hazards: Below is a list of possible random hazards encountered on the journey. Similar to *Zone Stalkers*, a GM may select off this list of what they feel is appropriate, or let the dice land where they may. One may also select a set distance per encounter roll, or simply stick to a general rule of 1-2 rolls per day, with an additional roll if they also travel at night. Some of these hazards may be spotted and avoided first with a Perception test. Add modifiers to the percentile roll based on how the group is traveling, and how likely to attract attention they are.

Roll	Event
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01-05	Anti-Electronics Field: The party encounters a zone that is 1d100 x 10 meters in diameter, where electronics fail completely, as per the Psi Epsilon sleight. This zone is not detectable from the outside.
06-10	Security Pods (1d10/2): The party encounters a small squad of AI-driven security pods (see below for stats). They are not exsurgent infected, just reprogrammed by the TITANs. They will actively engage any transhumans they encounter, without concern for their own well-being.
11-15	Whippers (1d10/2): A party of Whipper exsurgents (p. 370 <i>EP</i>) attempt to ambush the party, and use the terrain to close to melee range before being shot down. They will attempt to consume any biomorphs they kill, and will stop fighting in order to feed.
16-25	Dust Storm: A storm of dust and ash rolls up over the horizon, announced by several bursts of “dirty lightning”. Similar to a Martian Dust Storm (p. 162 <i>Sunward</i>) this storm will reduce visibility to nearly zero, and significantly restrict communications, as well as grant severe penalties to perception (between -10 and -30 depending on severity). It will also cause additional difficulty to anyone breathing the atmosphere. The storm lasts 1d10 hours before passing.
26	Survivor(s): The party comes across a lone transhuman survivor, or small party of them, travelling in the area, who speak a random Native Language. Use the “Earth Survivor” from <i>Sunward</i> as a guideline for stats. Depending on communication and appearance of the party, Survivor(s) may be openly hostile, cautious or extremely glad to see them. If friendly, they may trade information or advice for supplies or a chance to escape the Earth. There is a small chance (roughly 1 in 10) that any given Survivor is infected with the Watts-MacLeod Virus, and thus an Async.
27-30	Exhumans (1d10/2): The party finds a group of Predator Exhumans (p. 362 <i>EP</i>) who have managed to make their way to Earth in order to perfect themselves against the trials it offers. Depending on the Party, they will either avoid, ambush or confront outright and demand tribute. If subdued, they may be able to offer some advice on the terrain and its dangers.
31-37	Headhunters (1d10/2): A small swarm of Headhunters (p. 383 <i>EP</i>) flies up over a dune or ridge and attacks the party. Any heads captured will be carried away to an active TITAN station somewhere unknown.
38-40	Geysers: The party enters a 1d100 meter-across region where attempts to reverse desertification were made by injecting water into holes in the ground. The result is an area with regular geyser activity. The water is loaded with chemicals and could be irradiated, so it is not normally safe to drink. Close contact with a geyser deals 1d10+5 DV, reduced by energy armor, due to the extreme heat. The GM may roll again to determine another type of hazard encountered among the geyser region.

41-45	Wastewalkers (1d10/2): A small squad of Wastewalkers (p. 13 <i>Zone Stalkers</i>) attempts to ambush the party. One of the number will act as a spotter, while the others engage from range with Kinetic rifles, or throw grenades. If their numbers are significantly depleted, they may change tactics to capture biomorphs to convert to more Wastewalkers. Players who succeed on a -10 Perception opposed by Infiltration may notice the Spotter before it gets into position.
46-49	Jelly (1): A jelly exsurgent (p. 370 <i>EP</i>) lurks in the path ahead. It will attempt to engulf slower walking morphs, or strike from range, then digest the target.
50	Massacre Site: The party encounters an area of TITAN slaughter. 1d10 x 10 Skeletons of biomorphs, or ash imprints, lies scattered about the area, such as in a remote stop on an old road, or other ruin. Nothing but the bones and some scraps remain, if that. All the heads are missing, or the cortical stacks clearly removed. Stress test, or take 1d10 SV.
51-55	Hunter-Killers (1d10/5): A patrol of one or two Hunter-Killer (p 383 <i>EP</i>) UAVs passes over the area the party is in. If they notice them, they will attempt to kill or drive them off, using hit-and-run strafe tactics. They will return to base if significantly damaged.
56-60	Mark II Headhunters (1d10/2): Same as the Headhunters encounter, but with Mark II Headhunters (p. 12 <i>Zone Stalkers</i>)
61-65	Tacnuke Blast Zone: The party encounters a blackened area, the site of a tactical nuclear strike. Those without protection will suffer the effects of mild radiation sickness (as per p. 201 <i>EP</i>) if they travel through it.
66-70	TITAN Forest: The party encounters a large area known as a “TITAN forest” which is made up of structures resembling post-modern art, trees made of metal and fiberglass. They grow on their own, and are home to nanoswarms and small mechanical creatures. Characters can roll Interest: TITANs or TITAN tech to identify them (or comparable skill) and know to go around them, adding half a day to the trip. If not, being attacked by a mechanical tree will be unpleasant.
71-75	Wrapper (1): A Wrapper exsurgent (p. 370 <i>EP</i>) either falls from above or hops up from where it was hidden in the earth, and attempts to grab and digest one of the party.
76-80	Snapper (1): A snapper exsurgent (p. 370 <i>EP</i>) lies in the path of the party, disguised as a wrecked vehicle. If approached or otherwise alerted, it springs to life and attempts to attack.
81-85	Creeper (1): A creeper exsurgent (p 369 <i>EP</i>) is blown by the wind toward the party.

86-91	Blizzard: Similar to a Dust Storm, a fierce blizzard blows in suddenly, causing white-out conditions. The Blizzard functions the same as the Dust Storm, but also reduces the temperature to -40 C or lower. It lasts 1d10 hours.
92-95	Fractal (1): A lone Fractal (p. 382) is scavenging in the path ahead. If it notices the party, it will generate weapons and mobility systems as required, and attempt to hunt them. It will harry the party, whittling them down to let another source kill them, then scavenge the remains, and will retreat if attacked, as well as attempt to stay out of range of weapons which cause it damage. If it takes significant harm, it may retreat.
96-98	Rockstorm: A harsher version of the Dust Storm, where winds blow so fast that small rocks are even picked up and thrown by it. In addition to all the effects of the Dust Storm, any morph in the Rockstorm that isn't in shelter takes 1d10 damage, reduced by half Kinetic armor, from the impact of small rocks. The Rockstorm lasts 1d10/2 hours.
99-00	Self-Replicating Nanoswarm (1): The party comes across a small crater or dip in the ground, filled with a billion tiny motes of light; a Self-Replicating Nanoswarm (p. 383 <i>EP</i>). If they come to close, it lashes out searching for further feedstock.

Where the Heavens Meet the Earth:

After making the majority of their journey, the group will end up far enough into the mountains that they're no longer hiking and switch to climbing. While roads, trails and paths up the Qilian mountains once existed, many of them are damaged, destroyed or otherwise altered to pass. While not extremely tall mountains (the peaks of the range only reach around ~5,000 m), and characters may experience as little as .5 atm of pressure and average temperatures of -15 C. In order to reach the elevation of the manor they're aiming for, the party can climb in a couple of different ways. Characters with Grip Pad implants or Traction Pad equipment can attempt to free-climb surfaces they cannot simply walk over (characters without these implants can try, but have a much higher chance of falling) Similarly, if the group has sufficient spindle climbers or electronic ropes, they can haul themselves up without too much trouble, possibly bypassing the need for Climbing skill tests. Alternatively, they may offer a hybrid type of climb, where one sufficiently skilled climber uses the Spindle to generate enough cable and then climbs the distance and secures it for the rest of the party.

No matter which way they decide to do it, the Climb, the mechanics break down the same: They can attempt the climb in a single phase, at -30, in two phases at -20, in 3 phases at -10, or in 4 or more phases for no penalties. Failure on the Climbing test indicates backsliding, slow going, or a short fall if not helped by another character, with critical failures involving very long drops. The more "phases" the climb takes, the more chance to encounter hazards (a roll for each phase of the climb may be appropriate) and the longer the journey takes. If utilizing Spindle Climbers or Electronic Ropes entirely, without rolling Climb checks, count the whole thing as a

single phase, but roll twice on the chart, to represent the longer amount of time taken due to the length limits of those pieces of equipment.

Once they reach their target elevation, they can begin to look for their target destination. If one hasn't already, they will notice that a blizzard appears to be moving in. They should seek shelter before it hits. The Manor isn't hard to spot, it's a large building in a walled compound which should be not to far from the group when they finish their climb. With a successful perception test, they notice the remnants of an access road, and a distinct ring around the structure consistent with a private AB dome. Characters with appropriate knowledge skills or Hardware: Industrial can examine the ruined dome, and determine that it appears to have failed through lack of maintenance and power, rather than deliberate TITAN attack, meaning it probably only failed a few years ago. It may explain why the compound is mostly intact. The actual compound of the home itself can be entered a number of ways, such as climbing the walls or vaulting over sections where upper parts of the walls have fallen away, but it easiest entered by finding the large open section that was the front gate.

Inside, the party can see a large, multi-story house which is one part-mansion, one part-castle and one part-temple, made in a variety of architectural styles and blending several materials. At the front, there is a large open courtyard, which presumably used to hold some manner of garden, but is now buried in snow and ash, which forms drifts almost deep enough to impede movement. The building itself is fairly intact, though it is a little worse for wear in some places, with damage to the roof, external fixtures and accents torn off by the wind, and outer layers of paint corroded by slightly acidic snow. The blizzard will being to hit in full now, and the group will be advised by their muses to seek shelter inside. As the group heads inside the front door, the wind will pick up and slam it shut behind them, leaving them with a brief moment to adjust to the new light inside.

The Kuo Family Manor:

The grand hall is magnificent, a huge open area with black marble floors, massive carved pillars up to the roof, and pieces of artwork placed perfectly around the room. It is dimly lit by several holes in the ceiling, no bigger than a human torso, and artistically placed emergency lights, presumably running of some nuclear reaction. There are two massive staircases up to the second level, carpeted in silk, but the right-hand one has a massive hole in it, where it has collapsed in the past. A thin layer of dust and ash covers everything. Due to the low light, characters will take a -20 penalty to visual perception, which can be cancelled with Enhanced Vision or Flashlights.

The exact layout and contents of the Manor are up to the GM. Be as minimalist or detailed as you need. Remember to describe everything being of a combination of asiatic styles, geared towards opulence, but more than slightly run down after 10 years without maintenance. It has multiple above ground floors, and sections which go down into the mountain. In general, is should include, but is not limited to; at least a dozen rooms for the family to reside in, quarters for the storing of servant pods, at least one large-scale, opulent dining hall, a massive library, a taoist

shrine, several personal offices or studies, a private medical suite with egocasting facility, one or more panic rooms, and the security room with the attached vault. It might also include depending on what you feel appropriate; artificial hotsprings, an indoor pool, an indoor gymnasium, a small movie theater (complete with film projector!), private server bank to host local mesh and simulspace services, and other amenities.

The party has three primary locations they may need to find, in order to accomplish their goals. If they want access to morphs and genetic materials, they need to locate the medical suite, which may also help if any of the party is injured, and serve as a method to open the vault. This would also, presumably, contain the secure Egocasting facilities they may want access to. For sure, they need to determine if the security system is disabled or otherwise non-functional in the building, in order to make it clear for them to salvage, and the vault, which is located at the back of the security room, containing all the valuable data and artifacts. It also contains the Qubit reservoir which will be used to contact Dominic Kuo, and let him know the job is complete. Navigating the manor itself is not difficult, a basic copy of the layout was given to them by Dominic and characters can easily navigate via their AR displays, even if there is no local Mesh. Power remains out in the building, as the emergency generators and batteries have long been depleted. Characters with right skills may be able to restore power, though this could have some problems if they don't disable security first.

The **medical suite** is probably the easiest to access, as it is out and about in the manor, probably nearer to wherever the actual residing spaces are. In sharp contrast to the decor, the medical area is very clean and surgical, and thanks to environmental protections, mostly devoid of dust. It contains several stand-alone healing vats and Dr. Bots, which are inactive. It also contains several private treatment rooms, a storage rack of Ayah pods (all inactive and not loaded with AI, in case someone needs a quick body) and multiple medical fabricators, designed to produce pharmaceuticals. The Dr. Bots are depowered, but otherwise normal if activated and run through a diagnostic. The Healing Vats will need to be repowered before being used, but are completely functional, and even offer some basic blueprints for augmentations (mostly bioware, some cyberware) but all of it is 10 years out of date. Any medicinal drugs they need are available.

Attached to the medical suite is the body bank and egocasting facilities. Anyone with an appropriate Knowledge or Hardware skill can note that both the body bank and egocasting rig are functional, just in need of some maintenance (and in the case of the Egocaster, a power supply). The bodies are all in medical stasis, and appear to be otherwise healthy, and can even be sleeved into, if desired. They should all be roughly equivalent with Exalts, possibly Sylphs or Olympians. There is an attached medical database containing comprehensive health and genetic information on a large number of the Kuo family. The egocaster hasn't been compromised, as far as anyone can tell, and the Ego Bridge attached to it functions perfectly. The antennas are a little worse for the wear though, and may need to be replaced or repaired before anyone thinks of using this facility a lot. This all may seem a little suspicious, but judging by the remote location, and the only recent failure of the AB Dome, it's entirely possible that

TITAN forces or machines haven't noticed this region at all, or written it off since it was abandoned. If there's a more sinister plot here, it's up to you.

The **Security Room** is also easy to find. It's centrally located, buried a level or two down in the mountain itself, along with other infrastructure elements. Parts of the system are still functional, having an independent power supply, but active detection systems, such as sensor feeds, motion detectors, etc, are either disabled or inactive. The room itself is decently sized, sturdily built, with a security server to run all the hardwired functions of the security system, access jacks for a person to directly interface with the computer, or multiple holographic displays. The system appears to have housed a powerful but unsophisticated security AI, overseen by one or more transhuman personnel. The AI's server is inactive, and appears damaged. The room also contains a rack for a small squad of security pods and their armament (missing, see below), and a rack of Guardian Angel drones. The vault door is located in the back of the room, and will be discussed later.

The Security system poses no real threat so long as it has no power. It's passive systems are all disabled or unable to report an alarm, and it's active systems don't function without AI or Transhuman command. The issue is only raised if the group tries to restore power to the Manor. In fact, this may be deliberately done if they want to actually utilize the security system themselves. If reactivated and the group has not taken precautions or is unable to avoid an alert, the Security AI will dispatch the Guardian Angels or take other methods, and failing that, will attempt to send an alarm to the outside, contacting either Fa Jing internal security or the former Chinese Government. While extremely unlikely that the lines of communication to these remains intact, such a transmission is sure to be picked up along the way by some party, and will bring unwanted attention to the location.

Bypassing the security can be done a number of ways. The easiest would be to disconnect or destroy the server system running the security AI before turning the power back on, though this prevents the AI from being used to aid the party, so if they want to utilize the security system to the fullest, they'll need to have their own AI or party member man the security system. Accessing the security system itself requires an appropriate Mesh ID for certain family members or the Kuo's personal security staff. These can be spoofed if the party has the right tools, or they can try a basic intrusion test to break the firewall and access the system. It is actively monitored only if the AI is also active, use the Security AI stats (p. 332 EP), but for any activity related to the computer hardware itself, it takes a -20 penalty for the poor state of its equipment. The AI itself, on the other hand, is designed to respond both to Security Staff Mesh IDs, but also to biometrics of the Kuo family or their Ego ID/Brainprint if they are sleeved into a non-standard body. Players who can spoof the biometric keys or delude the brainscan, or sleeve into one of the clone morphs (and lie convincingly enough to the AI) can have it grant them user access, and by extension, guest status to the remainder of the party. From there, it will grant them security access. If the party is particularly canny, they may have asked Dominic Kuo to provide them some authentication information, which can be used to get the AI on their side (If they only think of this now, a MOXx10 test or spending a point of Moxie for a declaration may be

appropriate). And, of course, they can access and attempt to subvert the AI directly by interfacing with its server. In this case, both parties take the -20 for the poor condition of the computer equipment, in addition to any subversion modifiers.

In addition to a number of cameras which still function if powered, and the Guardian Angels, as well as some passive sensors, the security system does include some powerful ECM/ECCM defense systems to mitigate possible attacks from dissidents or rival families and corps, in addition to the protections offered by the AB dome. If these were active when the Misfit approached, they would cause interference with navigation and communication systems which could be troublesome, but does not include any active defenses, such as an anti-air battery as Marina feared. The jamming systems won't stop the LLOTV from landing if made active, but the presence of such systems could draw attention of TITAN warmachines in the area.

The Vault itself is located at the back of the Security Room, protected by a massive door. The door has an electronic interface, but its sealing methods are purely mechanical, and it also doubles as an environmental seal. The Vault is locked similarly to the AI, requiring a Biometric or Ego ID key to open. These can be spoofed or duped the same as the Security AI, or the interface system can be accessed via Gray Box, Skinlink or using Hardware: Electronics to patch in and subvert normally. A covert operations tool can "pick" the lock, but doing so will create an alert log which may be passed on to the security system, complicating matters depending on the order of operations. If your players prefer the simple methods, the door can be breached the old fashioned way. Someone equipped with Disassembly Tools or a Plasma Cutter can cut open the door with a couple hours of work. Using explosives, vibroblades, disassemblers or other methods may take varying amounts of time. Use the stats for metallic glass (AV 30 DUR 150 WT 30) for the vault door when attempting to breach. The Security AI cannot open the door, its locks exist on a separate air-gapped system, with the only access the AI has being an output of a security alert from the locks.

The interior of the vault is a thing to behold. Glittering, glossy black walls made of the same advanced fullerene composites that ship hulls are produced from. It's hermetically sealed, so no dust is present, other than what the party brings with them, and even features a system to rapidly depressurize the vault if intruders are inside, swiftly killing any unprotected biomorphs. Artistic illumination strips provide sufficient light to see inside, powered by some durable nuclear batteries. The vault is littered with treasures. Most of it is displays or storage racks of ancient asian artworks; paintings, pottery, sculptures. Gold, silver and jade everywhere. There are also display stands of multiple sets of ancient armor and weapons, from a variety of asian cultures. It also features much more eclectic collections, personal hobbies of family members throughout the ages: A display case filled with authentic World War II-era weapons, a shelf of artfully preserved french lithographs, racks of collectables from the late 20th/early 21st century. A stack of gold bars in a pyramid shape is displayed in one area. A majority of displays are equipped with AR spines to identify the item and its significance. The value of all this is nearly immeasurable, though characters with the right skills might quote a realistic market figure.

At the back of the vault is what the players are probably really after, racks and racks of data servers. This includes a secure backup server, Fa Jing corporate servers (emblazoned with the corporate logo), and personal storage servers, filled with the lifelogs and personal files of generations of Kuo family members. This is also where the extremely high capacity Qubit Reservoir is located, linked with multiple QE communicators which are tied with a number of Fa Jing facilities both on- and off-planet. As this is their method to contact Kuo and let him know the job is done, and also signal for pickup, they will be most interested in accessing this first, probably. While examining the reservoir or investigating the communicators, they may notice several automated dispatches from Fa Jing facilities on Earth (text-only, of course) to this device, many of which are automated signals of distress or advice, some followed by very obvious “EVERYTHING IS FINE HERE, HOW ARE YOU?” messages - clearly traps. Most interesting is actually relatively recent and jumped reports from a remote Fa Jing mining facility in the Antarctic, which includes data on “security breaches”, “unusual EM activity” and other such reports from as recent as six months ago. This is a thread to be followed up in a future scenario, outlined at the end of this work.

Terracotta Warriors:

The party is not alone in the Manor. The residence is patrolled by 4-6 (depending on your desire as GM) AI-driven Security Pods, which were subverted by a broad TITAN infowar attack during the Fall. They are not exsurgent infected, and were not particularly potent AIs to begin with, so mostly they have spent the intervening 10 years contained in the manor, performing regular patrols and scavenging to remain active. The most they did was kill any remaining active Transhumans at the manor, as well as destroy or disable any active pods or bots in non-security roles. These have all since been recycled to maintain the Pods. Due to the wealth of the Kuo family, these are premium security pods, and do not feature shortcuts such as chemical dependencies or Whole Body Apoptosis. The squad will regard any normal transhuman or bot as a hostile. Technically, since they are not Exsurgent infected, they could be “re”-subverted by hacking their cyberbrains, but this will be difficult as they are operating in a secure wireless mode, only communicating via the VPN of their own Tacnet, which is encrypted.

Where and when the characters encounter these pods is highly dependent on how they enter the Manor and how they explore it. If characters are not being sneaky, the Pods should quickly zero in on their movements unless they make a direct line for the Vault. If they are being stealthy, have the party roll (or roll for them) Infiltration, opposed by the Pods’ Perception. If the Pods win, they will detect and attempt to ambush the party. If they fail, the party may even stumble upon the team of Pods while they are unaware. A good place to guarantee the encounter is if the players have to breach or hack the vault, and do not spoof the locks. Doing so will take time, which will likely cause the Pods to notice their presence, or simply to return from a patrol to the Security Room, which they regard as their hub. They may also realize what the reactivation of the power means, and catch a party of characters as they are in those infrastructure areas. If the security system becomes active and alerted, the Pods will quickly become a third side in a conflict between the PCs, the Guardian Angels and the AI, and the Pods, who will ignore commands from the security system. **Regardless of placement, this encounter should occur before they**

open the Vault and access the QE comm. That serves as a good trigger time for another encounter, and the presence of as many as half a dozen armed security pods may further complicate the battle with a TITAN Warbot.

Security Pod

COG	COO	INT	REF	SAV	SOM	WIL	MOX
10	15	10	10 (20)	10	20	10	N/A
INIT	SPD	LUC	TT	IR	DUR	WT	DR
4 (6)	1	20	4	80	35	7	52

Skills: Blades or Clubs 30, Fray 40 (50), Hardware: Electronics 30, InfoSec 40, Interfacing 40, Kinetic Weapons 40, Profession: Squad Tactics 80, Perception 30, Programming 40, Research 20, Unarmed Combat 40

Implants: Adrenal Boost, Basic Biomods, Basic Mesh Inserts, Bioweave Armor (Light), Claws, Cortical Stack, Cyberbrain, Eelware, Enhanced Vision, Grip Pads, Mnemonic Augmentation, Puppet Sock, T-Ray Emitter

Weapons:

Rail SMG AP -5 2d10+5 DV SA, BF, FA Ammo 20

Bioware Claws AP -1 1d10+3 DV

Monofilament Sword AP -4 2d10+4 DV

OR

Shock Baton 1d10+4+Shock DV

Armor: 14/15 (Light Body Armor w/ Light Helmet)

Appearance: The Kuo family preferred premium Security Pods, all tall and wiry males with stern asian features, and slightly tanned skin, with close cropped hair, with intimidating beards and moustaches, all of identical features. Their body armor is artistically designed to evoke an ancient chinese feel, without degrading it's effectiveness. If using Monofilament Blades, they wield swords patterned after the chinese *jian*.

Tactics: The Pods use fairly standard fireteam tactics. If they have the space, or the party seems mostly melee, they will engage from range with their superior SMGs. If confronted or surprised up-close, or they have a disadvantage at range, they will close and use melee weapons or claws. While not overly concerned for their own safety, and willing to fight to the death, the AIs are not complete idiots, and will make use of cover, make a tactical retreat if pressed and even attempt to flank using their superior knowledge of the terrain.

Titanomachy:

The squad of Security Pods isn't the only threat lurking around, trying to stalk the players. Somewhere along the way, a TITAN Warbot (p. 383 EP) has somehow become aware of their presence, and has been tracking them for a period, and will catch up with them after they have become relatively stationary at the Manor, and attack them as the blizzard outside abates and it has more optimal conditions.

This is another encounter which can take place at different times. The best place for this to work is after Dominic Kuo has been contacted and Marina Schafer is on her way, though it could work at other times depending on where the GM feels it is most appropriate. The easiest way to announce the Warbot is approaching is if the Security system was enabled, the intelligence monitoring the surveillance systems will notice the massive machine enter the courtyard. Otherwise, the party will probably be alerted when the Warbot decided to enter by bursting through the front doors.

There are a number of locations in which the Warbot might be confronted. The machine is too big to travel through many of the rooms and halls of the manor, but has enough firepower to reach out and touch someone, or begin causing significant structural damage if the PCs try to play hide and seek. The best place to combat it would be if it is caught out in the courtyard, where the characters can engage it from cover while it is in the open, with its mobility hampered by the fresh, heavy snows. Most likely, the Warbot will be confronted in the main hall, which provides a mixture of open space and cover. Canny player characters with keen tactical or situational awareness may think to destroy the pillars in the main hall, and drop a large section of the roof on the Warbot. It requires the destruction of 4 pillars, using the stats for polymers or wood (AV 10 DUR 40 WT 8), which will collapse this section of the roof, and cause any characters caught under the collapse, including the Warbot, to take 3d10 DV, as if from falling. If the players have not activated any systems or otherwise made their presence obvious, it may even be possible to lie low until the Warbot moves on, but in this case, it will remain on patrol in the area, causing complication later.

As a combatant, the Warbot is highly intelligent and very lethal. It has a variety of weapon systems and should select the most appropriate to any given situation. It will prioritize targets, or may split its attacks evenly dependant on the situation, and may even attack the terrain if possible. If severely damaged, and able, the Warbot will attempt to retreat, where it will have to travel some distance in order to be repaired. It will obviously return with reinforcements, however, so a party may be advised to give chase and finish it off.

One More For The Road:

Once the players contact Dominic, and Marina and her crew are on her way, and they have eliminated the Warbot and Pods, they will have to wait a period of time for her to arrive, which is largely dependant on the gamemaster. Give them as much time as you'd like to have them stuck alone in a desolate mountain home on a post-apocalyptic Earth, and as much time as they might need to begin resting and healing up after several dangerous conflicts. If they have a lot of time to kill not spent sleeping or healing, there's a couple of ways they can spend it, including making some repairs to the building's infrastructure, hunt for additional artifacts or other valuables, or find other entertainments.

Nearing the appointed time, characters on alert may be able to heard the distinct sound of heavier rocket motors, larger than a Headhunter or Hunter-Killer. Watching from the security

feeds, they can witness the LLOTV make a pass around the compound. The party can then flag the vessel down in the courtyard using a Laser or Microwave link, or simply firing up their mesh inserts and displaying their Ego IDs. The large vessel will settle into the main courtyard, easily finding purchase in the snow, and with the large cargo ramp being lowered, and after a short period, Marina, Louis, Just Louis and two Daitya morphs (AI driven loaders) will exit, weapons drawn. There will be a brief period of identity verification, where Marina will attempt to verify the party isn't compromised. How exactly this works again, it up to you. She may simply roll Kinesics, or players may roll Persuasion or Protocol, or some other method can be used. It should only last for a brief moment of tension before it is relaxed, and Marina asks to see the goods. The kind of thing that may make the players feel at ease.

Marina will move into the building, accompanied by the Daityas and LJL, which may require granting them access status from the Security System. Marina will be suitably impressed with the Warbot kill, and any other tales of wrecking significant machines along the trip, and offer to buy them a drink and hear the story when they get back to Vo Nguyen. Louis, Just Louis is more noncommittal and understated in his admiration. Marina is also very suitably impressed by the vault, and the large volume of treasures in it. She will set about ordering the loaders to begin packing up the materials, and move to place the server data in external storage devices, when LJL will stick a Wasp Knife filled with air firmly in her back (he apparently likes to be literal), draw a pair of Heavy Rail Pistols, and order the Daitya's to kill the party (see stats below).

This presents an interesting conflict for the party, who may be inside the vault when they engage in combat, or may be outside shooting in, and use of serious weapons is likely to damage priceless artifacts or even the information servers. Players may seek to use nonstandard tactics by sealing the vault and depressurizing it, but this may further injure the incapacitated (probably) Marina, and PCs will likely be surprised when the lack of atmosphere has no effect on LJL, who is in a masked synth. Players may want to try and pull back Marina and retreat, to draw the enemies away from the Vault, or break through if they're trapped inside. If active, the Security AI will aid the players using any Guardian Angels or Pods it has left. Similarly, if she's still conscious and mobile after being stabbed and partially overpressurized, Marina may also contribute. If the party can contact them, the other crew can assist also.

If seriously outclassed Louis may leave the battle to the Daityas, and flee for the ship, in an attempt to take off or turn the other crew against the PCs, but he will likely not succeed, especially if the party can keep up with him or warn Sati or Chief. If they're on the "wrong" end of the vault, he may try and close the doors and activate the emergency depressurization, but there are many cases where this will be unavailable. He may also use his explosives to set artifacts on fire, or otherwise impede, distract or trap the party. In extreme cases, he may order the Daityas to destroy the servers if its clear he can't win or escape otherwise, causing a clear distraction to the party. He could even attempt this himself, but would prefer to make sure he has enough time to use the Emergency Farcaster. If he managed to take the party out, Louis will pop Marina's stack and return to the ship, claiming betrayal on the end of the party, and will attempt psychosurgery on Marina later to remove her memory of the exact events. If seriously wounded

and unable to escape, he'll engage his Emergency Farcaster and burn out his body, leaving the Daityas to return to normal operation.

Assuming he did not have an opportunity to use the Farcaster, he still has a Dead Switch, and regardless, if Marina is capable of saying so, she will insist on leaving Louis' stack and body on Earth, possibly throwing him over a mountainside, though she could be convinced otherwise. With this final hurdle dealt with, all they need is a few hours max to load up the materials, and they'll be on their way off-world. There is no need to roll to escape the Cordon the other way, as Marina knows what she's doing.

AI Loaders

COG	COO	INT	REF	SAV	SOM	WIL	MOX
10	10	15	20	10	25	10	N/A
INIT	SPD	LUC	TT	IR	DUR	WT	DR
7	1	20	4	40	100	20	200

Daitya Morph

Skills: Hardware: Electronics 20, InfoSec 20, Interest: Daitya Specs 80, Interface 40, Research 20, Perception 40, Pilot: Anthroform 40, Unarmed Combat 40

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Grip Pads, Hardened Skeleton, Industrial Armor, Mnemonic Augmentation, Pneumatic Limbs (Arms), Puppet Sock, Radar, 4 Weapon Mounts (Disassembly Tools; 2 fixed, 2 articulated), Wrist-Mounted Tools, Walker (8/40)

Weapons: Melee/Disassembly Tools AP -5 3d10+2 DV

Armor: 20/20

Notes: Large Size

Tactics: The Daityas are just brutes. They will engage close with their disassembly tools or other portions of their large frame, and not stop attacking until disabled or Louis, Just Louis is out of the picture. Technically, a player might attempt to interface with the bot and hack it, either jamming the bot via the puppet sock, or subvert the AI, but this may take more time than they have.

Aftermath:

Once the PCs are safely back in orbit over Earth, they can receive their rewards for a successful operation. For completing the job and recovering the files for Dominic Kuo, or any other major corporate venture, they get +5 c-rep, and should get at minimum, +1 e-rep for a successful trip to Earth and back. Depending on their own personal factions and who they give the data too, they may also get +4-5 rep in their appropriate network (such as g-rep, e-rep or i-rep), but if they do not give the data to Kuo, they may lose up to 5 c-rep.

Rez rewards should include a total of +3 RP for the entirety of the successful mission, including the recovery of the vault, the breaching of the Cordon, and the various combats such as the Warbot, and participating in the Scenario. Anyone who survived the entire ordeal gets an additional +1 RP. Award additional RP based on the conditions in the Core book (good roleplaying, contributed to the mood, had a mission critical skill, etc).

Credit rewards depends on future plans, but if it matters, every character should, for the operation, receive at minimum 1d10 x 10,000 CR as their share of the reward for the physical artifacts. This can represent either the personal share they keep, or what Dominic Kuo pays them for the artifacts. If it was agreed upon at the start of the scenario that they would be doing this for a contract fee, they should also be paid out that way, somewhere between 50,000 and 100,000 Credits.

Follow-Up:

There are a number of additional plot hooks or factors which GMs can draw on, if they wish to use this scenario to lead into others, or as the starting point for a campaign.

- It issue of the strange reports in the Antarctic will be addressed in a future, yet to be named scenario, which will involve a Fa Jing experimental mining facility, rumors of a Pandora Gate on Earth, and possibly Seed AI interference
- Characters already in Firewall, or if a GM wants to introduce them to Firewall, may be brought in and tested for possible induction into the organization by "Chief", who is actually a Firewall Scanner. From here, this can be integrated with further Reclaimer ops, or to ask the question of what Louis and Project OZMA wanted with the data.
- The Manor is an ideal location for further Reclaimer or Salvage operations on Earth, with a secure Egocasting facility and all, and could be turned into quite the outpost for operations if refurbished, assuming Kuo raises no objections to that matter
- Along similar lines, if Earth Survivors were encountered, the Party may wish to move them off Earth, which presents new and interesting options, especially for survivors that are actually Exsurgent sleepers. Alternatively, players may become invested in rescuing a community of survivors if they know of one.
- Dominic or a competitor might burn the party after getting the data, outing them as criminals who crossed the Cordon, which will put a serious price on them in Consortium territory. For what purpose he might do this is unknown
- The information the players recover could reveal things Fa Jing or other hypercorps want not to be revealed, the kind of information players could be interested in, and the kind the hypercorps might kill for.
- If the party burns Dominic, this will get nasty for them, as he will pay out for Direct Action to capture them, which may turn into a System-wide chase to find a good place to hide and possibly clear the bounty from their Egos, and maybe remove Dominic from the picture.

Notable NPCs:

Dominic Kuo is a Vice President in the Fa Jing hypercorp, of mixed Chinese and Japanese ancestry, and deeply situated in the Fa Jing corporate culture. His exact job title changes every six months or so, but he's well known in the corp for his pioneering and ruthless success in aspects of project management, asset security and resource prospecting. In the Kuo family, he is not the head, but is well placed in the family. He's interested in the old family home for more how the discovery can allow him to rise farther up in both corporate and familial standing. The information will grant him additional leverage with Fa Jing and the rest of the Kuo family. The artifacts are helpful, but he's not as invested in them, as he has swallowed the Consortium line about how Transhumans should leave Earth behind. He is also concerned that someone else will obtain the information, and use it to harm the corp or the family name, and cannot allow that to happen. If Dominic appears at all in the scenario, he should be straightforward, and business-like. He has a job, and he expects it to be done. He will offer a vague sense of superiority to anyone who is not a fellow Hyperelite, and may exercise his position of authority if dealing with a lower-ranking family member.

No stats are given for Dominic, as he should not appear directly in the scenario, but if he does, use either the Hypercorp General Associate or Immortal Oligarch from the *NPC File* (p. 10) as a guideline

Captain Marina Schafer, Reclaimer Scavenger

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	20	20	20	10	30	20	3
INIT	SPD	LUC	TT	IR	DUR	WT	DR
8	1	40	8	80	40	8	60

Fall Evacuee: Enclaver

Reclaimer

Crasher morph

+Wealth, +Reclaiming Earth, +Family

Ego Traits: Brave, Danger Sense

Skills: Academics: Engineering 55, Art: Sculpture 60, Demolitions 35, Fray 30, Free Fall 60, Freerunning 60, Hardware: Aerospace 62, Hardware: Robotics 55, InfoSec 45, Interest: Old-Earth History 35, Interfacing 50, Kinesics 50, Language: Native English 90, Language: French 65, Language: Mandarin 60, Medicine: Paramedic 45, Networking: Ecologists 60, Networking: Hypercorps 50, Networking: Criminals 30, Perception 55, Persuasion 50, Pilot: Groundcraft 50, Pilot: Spacecraft 78, Profession: Scavenging 62, Profession: Spacecraft Systems 55, Protocol 40, Scrounging 65, Seeker Weapons 50

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Bioweave Armor (Light), Circadian Regulation, Direction Sense, Eidetic Memory, Enhanced Respiration, Enhanced Vision, Grip Pads, Hibernation, Medichines, Oxygen Reserve, Toxin Filters, Vacuum Sealing

Gear: Disassembly Tools, Scrapper's Gel (4), Superthermite Charge, Standard Vacsuit (+Faraday Mod), Fabber, Survival Belt, Fixer Swarm, Faraday Container (2), Seeker Pistol (w/ 10 Plasmaburst and 10 HEAP)

Weapons: Seeker Pistol (Plasma) AP -6 2d10+10 DV SA Ammo 8

Seeker Pistol (HEAP) AP -8 2d10+12 DV SA Ammo 8

Armor: 9/10

50 e-rep, 50 c-rep

Appearance: Marina is sleeved in a Crasher of fairly standard caucasian phenotype, with light hair and blue eyes. She is almost always seen wearing either simple spacer's clothes, or her Vacsuit. She constantly wears a little container filled with broken glass and sand around her neck.

Personality: Marina is a Fall evacuee, a former Engineering student from the Chicago metroplex, who evacuated via Spaceport before the entire region was reduced to glass. She spent a few years bumming around the system as a spacer before returning to Vo Nguyen and joining the ERP. She's a scavenger captain of some repute, who holds a deep desire to reclaim the Earth, even if she mostly wins her bread by recovering relics and egos lost on it. She is a staunch reclaimer, but anti-biocon, and won't tolerate anyone "being an asshole" on her ship. She's also very protective of her ship and her crew, who she views as family. She'll sour to any PCs who take work or action against them, but won't get physical unless they are actively hostile. She's very defensive about her adopted sister, Sati, who she rescued from Luna as a "rogue" AGI. She will not take betrayal lightly, and will vote to leave Louis, Just Louis' corpse on the surface for the TITANs when he tries to stab her in the back. Marina should come across as amiable, confident and professional, with a hard-edge that comes from her highly dangerous work.

Sati Schafer, AGI Fugitive

COG	COO	INT	REF	SAV	SOM	WIL	MOX
25	10	20	15	20	20	20	2
INIT	SPD	LUC	TT	IR	DUR	WT	DR
7	1	40	8	80	40	8	80

Infolife: Humanities AGI

Sapient

Masked Steel morph

+AGI Rights, +Family, -Bioconservatism

Ego Traits: Social Stigma (AGI), Real World Naivete, On The Run (LLA)

Skills: Academics: Computer Science 62, Academics: Psychology 62, Art: Digital Art 40, Hardware: Electronics 68, Hardware: Implants 50, Hardware: Robotics 55, Impersonation 45, Interest: AGI Rights 68, Interest: Hacker Mesh Forums 62, Interest: Robot Models 55, Interfacing 80, InfoSec 45, Kinesics 80, Language: Native Hindi 90, Language: English 50, Medicine: Uplifts 45, Networking: Hypercorps 50, Networking: Ecologists 65, Perception 40, Persuasion 80, Pilot:

Anthroform 55, Protocol 65, Profession: Darknet Operations 68, Profession: Psychotherapy 55, Programming 55, Psychosurgery 45, Research 55

Enhancements: Basic Mesh Inserts, Cortical Stack, Access Jacks, Cyberbrain, Eidetic Memory, Mnemonic Augmentation, Walker (4/20), Synthetic Mask, Electrical Sense, Wrist Mounted Tools

Gear: Radio Booster, Robotics Tool Kit, Automech bot, Speck bot (3), Anonymous Account, Electronics Tool Kit, Exploit software, Sniffer software, Spoof software, Tracking software, Mobile Lab, Portable Sensor, Faraday Container, Utilitool, Viewers, Smart Clothing, Repair Spray, Fabber, Fake Ego ID

Weapons: N/A

Armor: 8/8

50 @-rep, 50 e-rep

Appearance: Sati is a lean woman of indian appearance, slightly smaller than average for a Transhuman. She looks very little like Marina, which may easily lead some to the “adoption” conclusion, especially given the dissimilar names. She wears smart clothing which is tailored to mimic many modern fashion trends from Luna.

Personality: Sati is an AGI designed as a private project by an Oligarch on Luna. A rival leaked his illegal AGI research to the LLA, and his facilities were raided, many “sibling” AGIs were captured and deleted, though Sati escaped, and was taken in by Marina, who falsified her documentation to legally adopt her as her sister. While well socialized with transhumans, her experiences on the run often make Sati more comfortable with machines than people. She is very reserved and cautious around new people, and will remain guarded around LLA citizens or known bioconservatives, but also with radical Mercurials. While she looks like an adult, her attitude is often more like a shy teenager. She’ll open up much more readily if characters “talk shop” with her about electronics or bot jamming, her primary jobs with the crew, or to other infolife. She genuinely loves Marina like a sister, and will spring into action to help her, with an added edge of old “survivor’s guilt”. Sati serves as a good “false positive” for paranoid groups, as she is hiding something, albeit unrelated, compared to the subtlety of Louis, Just Louis or Chief.

Louis, Just Louis

COG	COO	INT	REF	SAV	SOM	WIL	MOX
10	30	15	25	10	30	10	2
INIT	SPD	LUC	TT	IR	DUR	WT	DR
8	1 (2)	20	4	40	50	10	100

Re-Instantiated: Military Casualty

Hypercorps (Project OZMA)

Deluxe Guard morph

+Project OZMA, +Secrets, -Reclaiming Earth

Ego Traits: Edited Memories, Subverted Mind, Modified Behavior (+Project OZMA Loyalty), Ambidexterity

Skills: Academics: Cryptography 30, Academics: Economics 40, Beam Weapons 70, Blades, 60, Climbing 50, Deception 50, Demolitions 40, Fray 68, Freerunning 62, Gunnery 45, Infiltration 80, InfoSec 35, Interest: Conspiracies 40, Interest: TITAN Tech 40, Interest: Reclaimer Groups 40, Kinetic Weapons 65, Language: Native English 85, Language: Igbo 55, Language: French 55, Perception 35, Persuasion 50, Pilot: Groundcraft 55, Profession: Tradecraft 70, Profession: Squad Tactics 60, Protocol 50, Unarmed Combat 80

Enhancements: Access Jacks, Basic Mesh Inserts, Chemical Sniffer, Cortical Stack, Cyberbrain, Cyberclaws, Enhanced Vision, Hand Laser, Lidar, Mnemonic Augmentation, Neurachem (Level 1), Puppet Sock, Synthetic Mask, T-Ray Emitter, Walker (4/20), Nanophages, Weapon Mount (Microwave Agonizer, Concealed), Dead Switch, Emergency Farcaster

Gear: Fiber Eye, Smart Dust, Scout nanoswarm, Facial/Image Recognition software, Disassembly Tools, Liquid Thermite (4), Superthermite Charge, Smart Vac Clothing, Anonymous Account, Fabber, Fake Ego ID, Nanodetector, TacNet software, Wasp Knife, Heavy Rail Pistol (2) (100 Rounds AP), Shock Gloves

Weapons: Agonizer AP -5 2d10 DV SS Ammo 50

Heavy Rail Pistol (AP) AP -12 2d10+4 DV SA, BF, FA Ammo 10

Wasp Knife AP -1 1d10+5 DV

Shock Gloves 1d10+3+Shock

Armor: 14/16

50 c-rep

Appearance: Louis, Just Louis appears as a tall, athletic man of african descent, and is easily mistaken for an Olympian morph. He is clean shaven and bald headed, with dark, steady eyes. He wears Smart Vac Clothing which tends to aim for a combination of business/military chic popular with certain Hypercorps right now.

Personality: Supposedly, Louis, Just Louis (His legal name is, in fact, that) is a Pre-Fall Athlete from Central Africa who died in the Fall, but had his backup recovered by PastFinders. Only some of this is true, LJL is in fact, from Africa, and he did die in the Fall. But, in reality, he was really a networks specialist for a local government, and his backup was recovered by Project OZMA for their own purposes. They have edited his ego and memories to enforce loyalty to the conspiracy. As such, LJL retains his position as a sleeper with Marina's crew, keeping OZMA informed about a lot of happenings with the reclaimer movement, tracking objects they're interested in, and subtly sabotaging efforts. This latest find is too much for OZMA, there's a lot they could do with that information. So, LJL has been authorized to go loud. In interaction, he's a calm, softer spoken, very unobtrusive man, with a general jovial tone. But, there's a hardness to his personality more comparable to a veteran soldier than an athlete. There's very little indication he's not what he seems, unless maybe the party forces him into a lie then catches him on it, but if they have time, sufficiently deep Research tests may turn up inconsistencies.

Tactics: In combat, Louis, Just Louis uses a mix of tactics to eliminate his foes. He will have the Daityas focus on close combat and tanking, while he whittles away at range, but can switch to close combat if approached. He may even try non-standard tactics, like using his Wasp Knife against sealed targets, or using Liquid Thermite to his advantage. He also has a Superthermite charge, and knows how to use it (and could obtain others), so improvised landmines could

occur. As noted above, if seriously pressed, he will retreat and try to turn the other crew members on the party or escape. If seriously wounded, he'll pop his Emergency Farcaster.

Chief

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	15	20	15	20	15	15	3
INIT	SPD	LUC	TT	IR	DUR	WT	DR

Space Colonist

Orbital

Gargoyle morph

-X-risks, +Transparency, -Totalitarianism

Ego Traits:

Skills: Academics: Cryptography 60, Art: Sculpture 60, Deception 65, Fray 45, Free Fall 60, Hardware: Aerospace 60, Hardware: Industrial 60, Impersonation 45, Infiltration 55, InfoSec 60, Investigation 45, Language: Native Russian 90, Language: Vietnamese 50, Language: English 50, Language: Mandarin 50, Networking: Firewall 60, Palming 45, Perception 78, Pilot: Spacecraft 55, Pilot: Aircraft 55, Profession: Spacecraft Systems 50, Profession: Tradecraft 65, Profession: Scavenging 65, Scrounging 65

Enhancements: 360-Degree Vision, Access Jacks, Anti-Glare, Basic Mesh Inserts, Chemical Sniffer, Cortical Stack, Cyberbrain, Enhanced Hearing, Enhanced Smell, Enhanced Vision, Lidar, Mnemonic Augmentation, Nanoscopic Vision, Oracles, Radar, T-Ray Emitter, Walker (4/20)

Gear: Anonymous Account, Fabber, Fake Ego ID, Encryption software, Guardian nanoswarm, Low-Capacity Qubit Reservoir, Nanodetector, Portable QE Comm, TacNet Software, SMG (100 rounds AP), Disassembly Tools, Superthermite Charge, Aerospace Tool Kit

Weapons: Kinetic SMG AP -7 2d10+1 DV SA, BF, FA Ammo 20

Armor: 6/6

50 i-rep, 50 e-rep

Appearance: Chief is a fairly standard Gargoyle morph, with a matte black finish, and a few reclaimer "tags" on the surface.

Personality: Marina says Chief "came" with the ship. As in he was present when she bought the LLOTV, and remained on as the main engineer for the vessel. Chief keeps mostly to himself unless there's pressing engineering matters to attend to, or a shift of scavenging work to be done. Some would even mistake him for an AI, except he can have startlingly honest and deep conversations with people, often helping others sort out problems if they mention them near him, or dispensing "pragmatic" wisdom. In reality, "Chief" is a Firewall Scanner, attached to the Reclaimers and Marina's crew to keep an eye on the efforts of groups like PastFinder, and insure they do not cause undue X-risks, while still offering useful intel to Firewall. He genuinely sympathizes with the Reclaimer movement, even as a life-long orbital colonist. He thinks LJL is a plant, but doesn't know he's OZMA (though this and Oversight are his two leading guesses if

he talks to the party about it). If the group is Sentinels, they may be aware of his status beforehand, but probably not, in order to keep compartmentalization. He reveals himself after they deal with Louis, in this case. He may also test non-Firewall PCs for virtue of being Sentinels, including asking probing questions on both trips in the vehicle. He shouldn't come across as overly suspicious, just reserved.