

Rogues Gallery

A YELLOW DAWN SUPPLEMENT

By David J Rodger

CREDITS

Play Testers

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About the Author

David J Rodger was born in Newcastle Upon Tyne in 1970. He has published three fiction novels within the Cthulhu Mythos and Cyberpunk genres. He has written freelance non-fiction for UK magazines and had short stories published in the UK, US and Canada. His presence on the Internet got him a place in a BBC documentary in 2000, 'Through The Eyes of the Young.' He spent 8 years working for a government agency, within the IT Division, developing a virtual communications service. He now lives in Bristol with a Braun coffee-maker, writing from a house on a hill with a view of the Earth's curve. He can be found on the web at www.davidjrodger.com.

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CRIMINALS

Thugs & Muggers

Desperate junkies and sociopaths.

Stats

STR 10 DEX 10 APP 9 Mass 0.8
INT 9 CON 9 POW 9
D/B NA HP 9 COOL: 40

Skills

Awareness (40), Climb (40), Hide/Evade/Move Stealthy (40), Intimidate (20), Streetwise (20), Brawling (40), Grapple (40)
ANY OTHER RELEVANT KEY SKILL: 35%

Equipment

Cash Card (several stolen, with combined value of 100 Cr), Credit Card PC, 1d10 x hits of heroin

Armour

None

Weapons

- Sap (1d6 stun)
- 40% chance they have a cheap knife (1d3+1)

Notes

There is a 5% chance this is a solitary person with mental problems, increase STR & CON to 16 each, HP become 16, and D/B is +1d3

Otherwise, with “normal” Thugs and Muggers, clothes are scavenged, typically T-shirts for summer and several jumpers for winter. Typically encountered in cheap housing areas, and usually only 1d3 of them (they’re not part of a gang).

Road Bandits

Stats

STR 10 DEX 10 APP 9 Mass 0.8
INT 9 CON 12 POW 9
D/B NA HP 11 COOL: 40

Skills

Awareness (40), Climb (40), Drive (40), Hide/Evade/Move Stealthy (40), Intimidate (20), Motorbike (40), Shadow/Track (40), Streetwise (20), Wilderness Survival (40), Brawling (40), Crossbow (40), Grapple (40), Rifle/Shotgun (20), 1H Melee (40),
ANY OTHER RELEVANT KEY SKILL: 40%

Equipment

Money pouch containing 50 SP; camping, cooking & sleeping gear; cold weather & tramping gear; specialised road bandit gear (manual door jacks, window breakers, grapple hooks and climbing rigs); 20% chance one has a cyberdeck (toolkit STR 3) for hacking communication satellites when required.

Armour

20% chance any body area is covered by a piece of generic sports armour (SP 10), Hard except for "neck", "gloves" and "upper thighs". There is no cover for upper arm or lower arm.

Weapons

- o Club (1d6 stun)
- o Cheap knife (1d3+1)
- o Light crossbow (1d6+2) #1, ROF ½ with 1d6 spare bolts (broadheads), range 150 m
- o Roll 1d100 for chance of bonus weapon:

01-40: none

41-80: Hatchet (1d6+1)

81-00: Akinola Potato Masher Shotgun (3d6) #1d6, ROF 2, Range 25m

Vehicles

Every 1 in 2 bandits will have a vehicle of some sort, all of them with off-road modifications, typically a custom motorbike (120 Mph, 18/30) or dune buggy (80 mph, 10/20).

Notes

Clothes are scavenged, typically lots of leather and fur items. Typically encountered in cheap housing areas, and usually in packs of 4d6.

Rank 1

Mr or Mrs Ego. Street punks bristling with aggression and looking to prove themselves.

Stats

STR 11 DEX 11 APP 10 Mass 1
INT 9 CON 11 POW 10
D/B NA HP 11 COOL: 40

Skills

Appraise (20), Bargain (20), Climb (40), Dance (40), Hide/Evade/Move Stealthy (20), Intimidate (30), Shadow/Track (20), Streetwise (20), Brawling (40).

ANY OTHER RELEVANT KEY SKILL: 40%

Equipment

Cash card with 50 credits on; "ccol-looking" earclip; CityCom account; cheap PA (with access to 450 credits in online account); floppy screen; 10 x hits of hashish; 1d6 x hits of Stingray; cheap goggles for viewing internet based VR and games through their PA;

Armour

None

Weapons

- o Flick knife (1d3+1)
- o 20% chance one has a Subusu Teeny Pop handgun (1d6), #1d6, ROF 2

Notes

Clothing is urban brand logos, typically whatever is cool for that place and time.

Rank 2

Pimp, Pusher and Recruiter.

Stats

STR 12 DEX 11 APP 11 Mass 1
INT 10 CON 12 POW 11
D/B NA HP 12 COOL: 40

Skills

Appraise (30), Awareness (40), Bargain (50), Climb (40), Dance (40), Driving (30), Electronic Security (20), Gamble (20), Hide/Evade/Move Stealthy (40), Intimidate (40), Motorbike (30), Personal Grooming (20), Psychology (20), Shadow/Track (20), Streetwise (30), Brawling (40), Grapple (40), Handgun (30).

ANY OTHER RELEVANT KEY SKILL: 50%%

Equipment

Cash card with 80 credits; "ccol-looking" earclip; CityCom account; PA (Security 2, with access to 720 credits in online account); Flexi-camera; (drugs stash, 5% chance to be carrying 3d6 hits of each drug in the Drugs List Chapter 4).

Armour

Most wear some kind of T-shirt with an armour weave (SP10, soft) on their Torso.

Weapons

- Flick knife (1d3+1)
- Sap (1d6)
- 20% chance one has a Vortek 10mm handgun (2d6+3), #2d6, ROF 2

Notes

Wears a strange combination of urban cool clothing, blended with something a little smarter to attempt to look like they're going up in the world. They like to ride around in beefed-up high-performance cars, or motorbikes, with high quality paintjobs and lots of customised body-kits. Backup: if they can get a phone signal, they can get 2d6 Rank 1 gang members on-site within 3d20 minutes.

Rank 3

The fixer and enforcer.

Stats

STR 15 DEX 12 APP 11 Mass 1.2
INT 11 CON 14 POW 11
D/B +1d3 HP 14 COOL: 60

Skills

Appraise (40), Accounting (20), Awareness (40), Bargain (55), Climb (40), Driving (40), Electronic Security (20), First Aid (20), Gamble (40), Hide/Evade/Move Stealthy (40), Interrogation (40), Intimidate (55), Motorcycle (40), Persuade (30), Photo & Film (40), Psychology (40), Shadow/Track (40), Streetwise (40), Brawling (55), Grapple (55), Handgun (55), Rifle/Shotgun (40).

ANY OTHER RELEVANT KEY SKILL: 55%%

Equipment

Clothing for tramping (stored in car or motorbike), Cigarette lighter, Cash Card (contains 100 credits), Ear clip, City Comms Account, PA (security 3, with access to 950 credits in online account), softscreen, stick printer, 10 x hits of hashish, (personal drug stash, 5% chance to be carrying 1d6 hits of any drug in the Drugs List Chapter 4), Electronic Security system (spatial cover, grade 2, typically used wherever they are sleeping for the night), first aid kit, good quality duffel bag, 1 x plasticuffs, 1 x pack of 12 stripflex binders, electronic security basic toolkit; rubber gloves, disposable plastic cloak, shovel, axe and claw-hammer for dealing with bodies. Rapid access to Parabolic & Laser Microphones, 5 x audio bugs, 5 x tracking buttons and one hand-held tracking device, for setting up sting-operations.

Cyberware

20% chance they have gone for the following package:

- o Neural Processor
- o Synaptic springs (+5 Dex, until rolls '1' on 1d6, one roll per round)
- o Wolverers (2d6 knife damage for each wrist once they've popped out)
- o Cybernetic Eye w/ Targeting scope, Anti-Dazzle and Infrared (+30 to-hit with handgun, can see heat signature through walls up to SP+DP 20)

Armour

80% chance they're wearing some kind of clothing with armour weave on Torso (SP 10, soft).

Weapons

- o Subusu Rapid Shot handgun (2d6+1), #15, ROF 1/3/20 [carries 1 spare clip, all bullets are Dum-Dum's: SP x 2, Blood Loss x 2, 96-00 weapon risk from these]
- o Flick-knife (1d3+1 SAP)
- o Baseball bat (1d6 stun) [uses 1H-Melee, with 1m Threat Zone]

Notes

Wears branded clothing that is simple and durable. Will typically own a muscle-car or beefed up motorbike with neutral paintjobs (so as not to attract undue attention). They will often get called in to do photo and film jobs as part of a blackmail / extortion racket. Backup: if they can get a phone signal, they can get 3d6 Rank 1 gang members on-site within 2d20 minutes

Rank 4

The entertainer & facilitator

Stats

STR 10 DEX 12 APP 14 Mass 1
INT 13 CON 11 POW 14
D/B NA HP 10 COOL: 60

Skills

Appraise (40), Awareness (40), Bargain (40), Credibility (20), Dance (60), Driving (60), Gamble (60), Interview (40), Perform (60), Persuade (60), Play instrument (40), Personal grooming (60), Psychology (60), research (40), Seduction / Grift (60), Streetwise (60), Handgun (40)

ANY OTHER RELEVANT KEY SKILL: 60%%

Cyberware

20% chance they have the following package:

- Neural Processor
- Interface socket (for skill chips)
- Wet Drive + access link
- Stinger needle (loaded with 3 doses of whatever suits the job, could be a pleasure drug, could be poison).
- Taste boost (to detect poison in client's food/drink)

Equipment

Cigarette lighter, Cash card (contain 200 credits), Ear-clip, SatCom account, PA (VR quality, Security 4, with access to 1,800 credits in online account), softscreen, stick printer, 10 x hits of cocaine, briefcase, white noise generator,

Armour

None

Weapons

- Akinola Flechette handgun, +10% to-hit, (1d6), # 125, ROF 6, range 50m

Notes

Clothes are executive business attire, both formal and casual. Backup: if they can get a phone signal, they can get 1d6 Rank 3 Enforcers on site within 2d20 minutes, each with 10 x Rank 1 gang members.

Rank 5

The boss (within a city, or of a settlement)

Stats

STR 12 DEX 14 APP 12 Mass 0.8
INT 15 CON 12 POW 13
D/B NA HP 12 COOL: 60

Skills

Accounting (65), Appraise (65), Awareness (40), Bargain (65), composition (20), Credibility (40), driving (40), Gamble (65), Interrogate (65), Intimidate (65), Leadership (65), Persuade (40), Pilot Fixed Wing (40), Pilot Gyro (40), Pilot Water craft (40), Personal grooming (40), Psychology (65), Ride (40), Stockmarket (20), Streetwise (65), Handgun (40)

ANY OTHER RELEVANT KEY SKILL: 65%%

Cyberware

20% chance they have the following package:

- Neural Processor
- Interface Socket
- Audio Scrambler
- Wet Drive with wet access link

Bioware

20% chance they have the following package:

- Grafted Muscle VR quality (increases STR by +6, and mass by 0.5)
- Toxin binders (80% effective)
- BioMass Vein Clips (+4 bonus to any Death Save, reduces chance of dying in stabilisation by 20%)

CONSEQUENCES OF BIOWARE: STR 17, HP 14, D/B +1d3

Equipment

Thumb-locked cash card (with 300 credits), Ear-clip, PA (VR quality, Security 5, with access to 2,700 credits in online account), workstation (VR quality, security 5) contained in a rugged briefcase (also inside briefcase are softscreen, stick printer, handyscan), personal drug stash, 5% chance to be carrying 4d6 hits of any drug in the Drugs List Chapter 4), White-noise generator.

- There is also a 20% chance he has access to a Spider-Robot, linked to his PA or Workstation.
- There is a 20% chance they have a Sony Houseman (autonomous) as a close-quarters personal servant, loaded with military grade software. They are proven to be very trustworthy and reliable.

Armour

None normally, but will have access to a Kevlar vest if/when shit starts hitting the fan (SP 10, soft, torso).

Weapons

- Sig 12mm Handgun (4d6+1) #8, ROF 1, [carries 1 spare clip, all bullets are military stock "Depleted Uranium": SP x 0.5, Damage x2, Blood Loss x 0.5]

Notes

Clothes are executive business attire, both formal and casual. Protection: if on-business, the boss will always have 2d6 x Rank 3 Enforcers on hand, in the surrounding area. Regardless, the boss is always escorted by 4 x Rank 5 Mercenaries, who also protect the outer parts of his home. Backup: if they can get a phone signal, they can get 2d6 Rank 3 Enforcers on site within 2d20 minutes, each with 10 x Rank 1 gang members, and 3 x Rank 2 gang members.

MILITARY

Rural Merc (Cheap) Rank 1-3

Stats

STR 13 DEX 11 APP 9 Mass 0.8
INT 10 CON 13 POW 9
D/B +1 HP 13 COOL: 40

Skills

Acrobatics (30), Animal Handling (40), Awareness (45), Basic Tech (20), Botany (20), Climb (45), Combat Sense (20), Dog Handling (45), First Aid (45), Gamble (20), Hide/Evade/Move Stealthy (45), Jury Rig (20), Leadership (20), Locksmith (20), Navigate (45), Pilot Water Craft (20), Psychology (20), Resist Torture (20), Ride (45), Rubble Monkey (20), Shadow/Track (45), Swimming (20), Throw (45), Weaponsmith – Old (20), Wilderness Survival (45), Archery (45), Brawling (45), Crossbow (45), Dodge (45), Grapple (45), 1H-Melee (45)

ANY OTHER RELEVANT KEY SKILL: 45%

Equipment

A backpack containing (Mountain Sleeping Bag, Clothing for Tramping, Clothing for Cold Weather Gear, Mountain Tent, Cooking & Eating utensils x 1, Fuel burning lamp, Cigarette lighter); a pouch with 60 sp, locksmith basic tools.

**There is a 20% chance they have a pouch of poisonous paste for their arrows (12 x doses of Mild Soporific).

Armour

Leather (wrist guards Sp 10, hard; helmet Sp 10, hard; high boot sp10, hard)

Weapons

- Hatchet (1d6+1), 1 m threat zone
- Dagger (1d4+2 SAP)
- Knuckle duster (1d3+2 stun)
- Wooden club (1d6 stun) 1 m threat zone
- Sap (1d6 stun)
- Short Bow (1d6+1) #1, ROF 1, range 120m [carries 12 arrows**]

Magick

5% chance this person knows the following Minor Occult operations; and carries a Focus with 1 POW (storing 20 Mp)

- Sparkle Hand (40)
- Lightning Bolt (40)
- Mesmerise (40)
- Ease Pain (40)
- Command Animal (40)
- Minor Protection (40)

Animals

20% chance they possess a riding donkey.

Notes

5% chance that this guy is a giant block of muscle. In which case: STR 17, CON 15, Mass 2, HP 20, D/b +1d6, and replace the hatchet with a huge Great Axe (2d6+2)Δ, with a skill of 45%. There is also a +20% chance for attacks *against* him to-hit.

Mercenary (Cheap) Rank 1-3

Stats

STR 13 DEX 11 APP 9 Mass 0.8
INT 10 CON 13 POW 9
D/B +1 HP 13 COOL: 40

Skills

Awareness (45), Basic Tech (20), Climb (45), Combat Sense (20), Demolitions (20), Disguise (20), Driving (45), Electronic Security (20), Electronics (20), First Aid (45), Forgery (20), Gamble (20), Hacking (20), Hide/Evade/Move Stealthy (45), Interrogation (20), Jury Rig (45), Leadership (20), Locksmith (20), MBU (20), Motorcycle (20), Navigate (45), Operate Heavy Machinery (45), Pilot *various* (20), Resist Torture (20), Shadow/Track (45), Streetwise (20), Swimming (20), Throw (20), Weaponsmith – Modern (20), Brawling (45), Dodge (20), Grapple (45), Handgun (45), Heavy Weapons (45), Rifle / Shotgun (45), Submach Gun (45).

ANY OTHER RELEVANT KEY SKILL: 45%

Cyberware

5% chance they have the following package:

- Neural Processor
- Interface socket (for skill chips)
- Biofeedback monitor (+20% bonus to resist torture & drugs)
- Reflex Stimulator (permanent DEX bonus)
- Pain Editor (Reduce all stun damage by 4)
- Audio Scrambler
- Nasal Filters
- Auto Injector (4 doses of drug of GM choice).
- Stinger needle (loaded with 3 doses of whatever suits the job).
- Subdermal Armour (SP 18, soft, Torso except neck and groin)
- Wolver x 2 (2d6 Knife damage)
- Basic Eye Module with: Targetting scope [+30% to-hit], teleoptics [divide distance by 20], Infrared
- 1 x cybernetic left arm with real skin: (1d6 stun for brawling), OSP, 20 DP

CONSEQUENCES OF CYBERWARE: DEX 15

Equipment

Backpack kept somewhere for quick evac, filled with (mountain sleeping bag, mountain tent, clothing for tramping and cold weather gear); Cash card with 80 credits; ear-bead; military-radio (1 mile); CityCom account; cheap PA (Security 2, with access to 720 credits in online account); softscreen, first aid kit, binoculars (x10), low-light goggles; Maglight pencil torch, plasticuffs, pack of 12 x stripflex binders; IR poncho; basic tech tools; disguise kit (basic); electronic security tools (basic), locksmith tools (basic), 5 x glowsticks.

Armour

Has access to:

- Infantry Patrol Jacket (with civilian upgrade) SP 20, soft, Torso, Neck, Shoulder to lower Arm, Hips, Groin, ENC 2.
- Police Issue helmet (entire head) SP 15, hard, ENC 1, with neck pad removed.

Weapons

They all carry:

- 2 x Fighting knife (1d4+2 SAP)
- Subusu Rapid Shot handgun, +10% to-hit, (2d6+1) # 35 (long clip), ROF 1/3/20, [carries 3 spare clips]

They can use a range of weapons provided by a client, but roll 1d4 to determine what they *also* come equipped with as standard. Note, they will charge any client if using their own ammo:

1. Boris Type 20 handgun (3d6), #8, ROF 2, [carries 5 spare clips]
2. Armwatch Nine SMG, -10% to-hit, (2d6+1) #30 (long clip), ROF 10, [carries 5 spare clips]
3. Vortek Assault Rifle (5d6) #30, ROF 30, range 400m, [carries 5 spare clips]
4. H&K Shadow sniper rifle, +30% to-hit (6d6+2) #10, ROF 1, range 1,200 m [carries 2 spare clips]

Vehicles

None

Notes

5% chance this person is a martial-artist, in which case they have the following:

- Martial Art Skill (45), so add +4 to any damage.
- Squat Fighting Knife (1d6 SAP) @ no threat zone.

Rural Merc (Good) Rank 4-7

Stats

STR 15 DEX 15 APP 10 Mass 1
INT 12 CON 15 POW 12
D/B +1d3 HP 15 COOL: 60

Skills

Acrobatics (40), Animal Handling (40), Awareness (70), Basic Tech (40), Botany (40), Climb (70), Combat Sense (40), Dog Handling (70), First Aid (70), Gamble (40), Hide/Evade/Move Stealthy (70), Jury Rig (40), Leadership (40), Locksmith (40), Navigate (70), Pilot Water Craft (40), Psychology (40), Resist Torture (40), Ride (70), Rubble Monkey (40), Shadow/Track (70), Swimming (40), Throw (70), Weaponsmith – Old (40), Wilderness Survival (70), Archery (70), Brawling (70), Crossbow (70), Dodge (70), Grapple (70), 1H-Melee (70), 2H-Melee (70), Polearm (70), 1H-Sword (70)

ANY OTHER RELEVANT KEY SKILL: 70%

Equipment

A backpack containing (Mountain Sleeping Bag, Clothing for Tramping, Clothing for Cold Weather Gear, Mountain Tent, Cooking & Eating utensils x 1, Fuel burning lamp, Cigarette lighter); a pouch with 40 Gp, locksmith basic tools.

**There is a 40% chance they have a pouch of poisonous paste & a blowgun, with a range of 20 metres (10 x doses of Mild Soporific).

Armour

Leather Armour, one piece clothing & knee boots (SP varies, soft & hard)

Weapons

They all carry:

- 2 x Fighting knife (1d4+2 SAP)
- Gladius @(1d6+1), 1 metre threat zone
- Sap (1d6 stun)
- Medium metal shield (40% dead cover) 1d6 bash, Sp 15 Hard, ENC 4

They can use a range of weapons provided by a client, but roll 1d4 to determine what they *also* come equipped with as standard.

1. 1x Battle Axe (1d8+1), 1 metre Threat Zone
2. 1 x Halberd (3d6 AP) \$\$, 2 metre Threat Zone – no shield used
3. 1 x Poleaxe (3d6 SAP) Δ,, 3 metre Threat Zone – no shield used
4. Heavy Mace (1d10), 1 metre Threat Zone
5. Combat Net, 7 Metre Threat Zone
6. Rapier (instead of Gladius), (1d6+1) ***, 2 metre Threat Zone
7. Bastard Sword, -20% to-hit one handed, (1d10+1 SAP) @ ∞, 2 metre Threat Zone
8. Whip (1d4), 5 metre Threat Zone
9. Spear (2d6 AP), 3 metre Threat Zone, or thrown 45 metres
10. Heavy Crossbow, +10% to-hit (2d6+2), #1, ROF 1/6, range 500 metres [carries 20 bolts, all are Broadheads, SP x 0.5, penetrating damage x2)

Magick

5% chance this person knows the following Minor Occult operations; and carries a Focus with 1 POW (storing 20 Mp)

- Sparkle Hand (70)
- Lightening Bolt (70)
- Mesmerise (70)
- Ease Pain (70)
- Command Animal (70)
- Minor Protection (70)

Animals

40% chance they possess a horse.

Notes

None

Mercenary (Good) Rank 4-7

Stats

STR 15 DEX 15 APP 10 Mass 1
INT 12 CON 15 POW 12
D/B +1d3 HP 15 COOL: 60

Skills

Awareness (70), Basic Tech (40), Climb (70), Combat Sense (40), Demolitions (40), Disguise (40), Driving (70), Electronic Security (40), Electronics (40), First Aid (70), Forgery (40), Gamble (40), Hacking (40), Hide/Evade/Move Stealthy (70), Interrogation (40), Jury Rig (70), Leadership (40), Locksmith (40), Med Tech (20), MBU (40), Motorcycle (40), Navigate (70), Operate Heavy Machinery (70), Pilot *various* (40), Resist Torture (40), Shadow/Track (70), Streetwise (40), Swimming (40), Throw (40), Weaponsmith – Modern (40), Brawling (70), Dodge (40), Grapple (70), Handgun (70), Heavy Weapons (70), Rifle / Shotgun (70), Submach Gun (70).

ANY OTHER RELEVANT KEY SKILL: 70%

Equipment

Backpack kept somewhere for quick evac, filled with (artic sleeping bag, arctic tent, clothing for tramping and cold weather gear, also a severe injury kit, and basic surgical tools); Cash card with 400 credits; ear-bead; military-radio (1 mile); SatCom account; cheap PA (Security 6, with access to 3,600 credits in online account); softscreen, flexicam, mini-pod camera, portable cyberdeck (Speed 5, MU 30, Toolkit 6), drugs stash (5% chance of 1 dose of any drug in the Drugs List Chapter 4), Electronic Security system (portable spatial system, grade 3, typically used wherever they are sleeping for the night), EMP shield (Grade 1) on all electronics, DVFrames, first aid kit, binoculars (x10), IR goggles; tracking chip for PA, 5 x tracking buttons, 5 x audio bugs, Maglight pencil torch, plasticuffs, pack of 12 x stripflex binders; IR poncho; basic tech tools; cyber & bioware scanner; disguise kit (basic); digital signal scanner; electronic security tools (basic), locksmith tools (basic), 5 x glowsticks.

Armour

Has access to:

- Infantry Patrol Jacket (with civilian upgrade) SP 20, soft, Torso, Neck, Shoulder to lower Arm, Hips, Groin, ENC 2. Typically used for subtle assignments.
- Light Infantry Trooper (complete outfit), SP varies, soft and hard, whole body and enclosed helmet. ENC 4. Only worn when going into a hot-zone.

Weapons

They all carry:

- 2 x Fighting knife (1d4+2 SAP)
- Subusu Rapid Shot handgun, +10% to-hit, (2d6+1) # 15 (short clip), ROF 1/3/20, [carries 3 spare clips, with hollow points Sp x2, blood loss x 2]

They can use a range of weapons provided by a client, but roll 1d4 to determine what they *also* come equipped with as standard. Note, they will charge any client if using their own ammo:

1. Boris Type 20 handgun (3d6), #8, ROF 2, [carries 5 spare clips, with depleted uranium rounds SP x0.5, Damage x 2]
2. Armwatch Nine SMG, -10% to-hit, (2d6+1) #30 (long clip), ROF 10, [carries 5 spare clips, with Steel magnesium SP x0.66, +1d3 damage for 2 rounds, +20% to-hit after 1st shot fired due to tracer effect]
3. Vortek Assault Rifle (5d6) #30, ROF 30, range 400m, [carries 5 spare clips, with Steel magnesium SP x0.66, +1d3 damage for 2 rounds, +20% to-hit after 1st shot fired due to tracer effect]; they also carry 3 x Fragmentation Hand Grenades
4. H&K Shadow sniper rifle, +30% to-hit (6d6+2) #10, ROF 1, range 1,200 m [carries 2 spare clips using Depleted Uranium SP x0.5, Damage x 2]

Vehicles

None

Notes

5% chance they own a Spider-Robot for recon / assassination.

5% chance this person is a martial-artist, in which case they have the following:

- Martial Art Skill (70), so add +7 to any damage.
- Squat Fighting Knife (1d6 SAP) @ no threat zone.
- Double Fighting Club (1d6 stun + sweep), used in brawling or with a 2 metre Threat Zone

Trained Infantry

Stats

STR 14 DEX 12 APP 11 Mass 1
INT 12 CON 15 POW 10
D/B +1d3 HP 14 COOL: 40

Skills

Aero Tech (20), Av Tech (20), Awareness (50), Basic Tech (40), Climb (50), Demolitions (50), Driving (40), Electronic Security (20), Electronics (20), First Aid (50), Gamble (40), Gyro Tech (20), Hide/Evade/Move Stealthy (50), Interrogation (40), Jury Rig (20), Leadership (20), MBU Ops (20), Medical Tech (20), Motorcycle (40), Navigate (50), Operate Heavy Machinery (50), Resist Torture (20), Shadow/Track (20), Swimming (50), Throw (50), Weaponsmith – Modern (20), Wilderness Survival (50), Brawling (40), Dodge (40), Grapple (40), Handgun (40), Heavy Weapons (50), Rifle/Shotgun (50)
ANY OTHER RELEVANT KEY SKILL: 50%

Equipment

Military issue BDU (wind & rain proof), water-bottle, ½ litre fuel, cigarette lighter, cash card with 40 credits, pouch with 40 copper pieces, military radio set (1 mile range, unless within 1 mile of an infantry-radio man who is carrying a booster, making the range 30 miles); CityComms Account cheap PA (Security 2, with access to 720 credits in online account), First Aid kit, low light goggles, pack of stripflex binders (x12), Basic Tech lightweight tools, 5x glowsticks

Armour

If in base: no armour.

If in vehicle or on patrol in low risk area: then just a Basic Infantry Helmet (SP 20, Hard), and Infantry Patrol Jacket (SP 20, soft).

If in a medium-risk deployment: Light Infantry Armour, whole suit, SP varies, ENC 4

Regardless of where this person is, there is a:

5% chance this person is wearing UTOC Clamshell, SP 25, hard, whole suit, ENC 4

1% chance this person is wearing Akinola Odusola Heavy Assault armour, SP45, hard, whole suit, ENC 8

Weapons

They all carry:

- Fighting knife (1d4+2 SAP)
- Vortek 10mm handgun (2d6+3), #12, ROF 2, UR quality, [carries 2 spare clips]
- Vortek Assault Rifle (5d6) # 30, ROF 30, range 400 metres [carries 10 spare clips]
- 3 x Fragmentation hand grenades (7d6, 5 metre radius, across 1d6 body areas)
- 1 x Smoke grenade (10 m radius)

Some will have a sub-specialisation, roll 1d6 to see what it is :

1. No sub-specialisation
2. Grenadier, carries a GP400 grenade launcher #8, ROF 2, range 200 metres, carries 16 x 40 mm grenades: 4 x Incendiary WP, 4 x Smoke, 4 x HEDP (anti tank), 4 x HEP.
3. Mortar carrier, carries a 60mm mortar launcher, #1, ROF 1/3 (or 1/6 if alone), range 2,000 metres, carries 20 x 60 mm mortars (8d10) fragmentation, 5 metre radius, across 1d6 body areas.
4. Machine Gunner, carries a 7.62mm Machine Gun, on a bipod (or -40% to-hit if fired from hip), (6d6+2), #100, ROF 10, range 500 metres, carries 3 spare belts (of 100 rounds each). Typically used to create a suppressive-fire zone.
5. Sniper, carries an H&K Shadow, +30% to-hit, (6d6+2), #10, ROF 1, range 1,200 metres, carries 8 spare clips.
6. Anti-Tank, carries 2 x HLAW Rocket Weapons, -20% to-hit, (11d10 AP), #1, ROF 1, range 200 metres.

Vehicles

None

Notes

1% chance their specialisation is to carry a 7.62mm Minigun on a hip-rig, fed by a backpack ammo unit, (6d6+2), #2000, ROF 100, range 500 metres.

Special Forces

Stats

STR 16 DEX 15 APP 11 Mass 1.4
INT 14 CON 16 POW 11
D/B +1d3 HP 16 COOL: 80

Skills

Awareness (80), Basic Tech (40), Climb (80), Combat Sense (40), Demolitions (80), Disguise (40), Driving (80), Electronic Security (80), Electronics (40), First Aid (80), Forgery (40), Gamble (40), Hacking (40), Hide/Evade/Move Stealthy (80), Interrogation (40), Jury Rig (80), Leadership (80), Locksmith (80), Med Tech (20), MBU (80), Motorcycle (80), Navigate (80), Operate Heavy Machinery (80), Pilot *various* (40), Resist Torture (80), Shadow/Track (80), Streetwise (40), Swimming (80), Throw (80), Weaponsmith – Modern (40), Brawling (80), Dodge (40), Grapple (80), Handgun (80), Heavy Weapons (80), Rifle / Shotgun (80), Submach Gun (80).

ANY OTHER RELEVANT KEY SKILL: 80%

Equipment

Heated Skin Suit (if required), professional climbing gear (if required), cigarette lighter, cash card (with any value relevant to required operational funds), ear-bead, military radio, SatCom account, cheap PA (Security 10, clean of any ID or information not relevant to the operation, could have link to electronic funds), HTMD bracelet, flexicam, portable cyberdeck (Speed 5, MU 30, Toolkit 10) w/neural jack for interfacing (total immersion), portable electronic security system (spatial cover, grade 4), EMP shielding for all electronics (Grade 3), first aid kit, binoculars x10, IR Goggles, maglight pencil torch, access to all surveillance, bugging and tracking equipment; spider robot; IR poncho.

Armour

Varies according to mission type:

- Close protection (corporate & subtle): an armoured business suit jacket (SP 10, soft)
- Close protection (obvious): Kevlar Vest (Sp 10, soft); basic infantry helmet (Sp 20, cranium only, hard).
- Covert penetration: covert kinetic gel suit (Sp 8, entire body except eyes, soft).
- Very short term, aggressive insertion (up to 24 hours): Akinola Odusola Heavy Assault (Sp 45, whole body, hard)
- Short term aggressive insertion (24 - 48 hours): UTOC clamshell (Sp 25, whole body, hard)
- Long-term insertion into hostile zone: Light Infantry Trooper armour (Sp varies, whole body); there is a 5% chance this person has access to a Rat Suit for tactical operations within this deployment (makes STR 32, and D/B +1d10+4)

Weapons

They will always have:

- 2 x fighting knives (1d4+2 SAP), can be thrown up to 16 metres

Other weapons vary according to mission type:

Close Protection:

- Vortek 10mm handgun (2d6+3), #12, ROF 2, UR quality, [carries 2 spare clips]
- H&K MP-12 Submachine gun (4d6+1) # 30, ROF 20, [carries 5 spare clips] - Ignore if role is corporate & subtle

Covert Penetration:

- Akinola Flechette pistol, +10% to-hit, (1d6), #125, ROF 6
- Akinola GSP Flechette Submachine Gun, +20% to-hit, (2d6+3), #10 (short clip), ROF 3, [carries 3 spare clips]
- 4 KG of C-9 and 8 x detonators.

Any insertion in hostile zone:

- Vortek Assault Rifle (5d6) # 30, ROF 30, range 400 metres [carries 10 spare clips]
- Under-barrel Grenade launcher #1, ROF 1, [carries 5 x 40mm grenades, usually HEP but this can vary according to operational requirements]
- 3 x Fragmentation hand grenades (7d6, 5 metre radius, across 1d6 body areas)
- 1 x Smoke hand grenade (10 m radius)
- 1 x Flash Bang hand grenade
- 1 x HLAW Rocket Weapons, -20% to-hit, (11d10 AP), #1, ROF 1, range 200 metres.

Vehicles

NA

Notes

There is a 1% chance their "insertion" calls for a FUJI BORG Dragonfly Mechanoid Battle Unit.

There is a 5% chance you can replace the Vortek Assault Rifle (insertions) with a 7.62mm Machine Gun, on a bipod (or -40% to-hit if fired from hip), (6d6+2), #100, ROF 10, range 500 metres, carries 3 spare belts (of 100 rounds each). Typically used to create a suppressive-fire zone.

Rural Merc (Excellent) Rank 8+

Stats

STR 18 DEX 16 APP 10 Mass 1.8
INT 15 CON 17 POW 14
D/B +1d4 HP 17 COOL: 80

Skills

Acrobatics (80), Animal Handling (80), Awareness (120), Basic Tech (80), Botany (80), Climb (120), Combat Sense (80), Dog Handling (120), First Aid (120), Gamble (80), Hide/Evade/Move Stealthy (120), Jury Rig (80), Leadership (80), Locksmith (80), Navigate (120), Pilot Water Craft (80), Psychology (80), Resist Torture (80), Ride (120), Rubble Monkey (80), Shadow/Track (120), Swimming (80), Throw (120), Weaponsmith – Old (80), Wilderness Survival (120), Archery (120), Brawling (120), Crossbow (120), Dodge (120), Grapple (120), 1H-Melee (120), 2H-Melee (80), Polearm (80), 1H-Sword (120), 2H-sword (80)

ANY OTHER RELEVANT KEY SKILL: 120%

Equipment

A backpack containing (Mountain Sleeping Bag, Clothing for Tramping, Clothing for Cold Weather Gear, Mountain Tent, Cooking & Eating utensils x 1, Fuel burning lamp, Cigarette lighter); a pouch with 200 Gp, locksmith advanced tools, first aid kit, some kind of map/letter/device that points to this persons stash of accumulated wealth (GM note: which is 180,000 credits).

**There is a 80% chance they have a pouch of poisonous paste & a blowgun, with a range of 20 metres (10 x doses of Intense Soporific).

Armour

Specially created one-suit of leather armour, that provides SP 10 to all soft areas, and SP 15 to all hard areas, and has no ENC penalty (for this person only; anybody else must be Mass 1.8 otherwise it won't fit, regardless, they will suffer ENC 3/30%).

There is also a detachable leather hood with an optional face mask of animal hide, provides SP 10 soft, except for eyes & mouth.

Weapons

They all carry:

- o 2 x Fighting knife (1d4+2 SAP)
- o Gladius @(1d6+1), 1 metre threat zone
- o Sap (1d6 stun)

They can use a range of weapons provided by a client, but roll 1d4 to determine what they *also* come equipped with as standard.

1. 10 x throwing knives (1d4+2 SAP), up to 18 metres; they will also have available a small metal shield (20% dead cover), SP 12
2. 1 x great axe, 2-handed, (2d6+2) Δ, with a 2 metre Threat Zone
3. 2 x Bastard swords, -20% for using one-hand on each, no penalty for using two weapons, no penalty for attacking 2 targets in one round, (1d10+1 SAP), with a 2 metre Threat Zone
4. Composite Bow, +20% to-hit, (1d8+1), #1, ROF 1, range 225 metres (broadhead) or 112 metres for twisters [carries 20x twister arrows, and 10 x broadheads for longer ranged targets].
5. Modified Heavy Crossbow, +10% to-hit, (2d6+2), #3, ROF 1 (and then 3 rounds to reload another 3 bolts), range 500 metres (broadhead) or 250 metres (twisters), [carries 20x twister bolts, and 10 x broadhead bolts for longer range targets].
6. Martial Artist, skill 120%, with option to add +12 damage, and carries:
 - o Sai (1d6), close proximity combat
 - o Katana (1d10+1 SAP), with 2 metre Threat Zone
 - o Blade on a rope, -20% to-hit, (1d6 AP), ROF 1, range of 10 metres.

Magick

5% chance this person knows the following Minor & Significant Occult operations; and carries a Focus with 5 POW (storing 100 Mp)

Minor

- o Sparkle Hand (40)
- o Lightening Bolt (40)
- o Mesmerise (40)
- o Ease Pain (40)
- o Command Animal (40)
- o Minor Protection (40)

Significant

- o Flaming Orb (40)
- o Kinetic Ram (40)
- o Water from Rock (40)
- o Strike Blind (40)
- o Significant Protection (40)

Vehicles

80% chance they own and ride a high-quality warhorse, otherwise they prefer to use their own two legs.

Notes

None

Mercenary (Excellent) Rank 8+

Stats

STR 16 DEX 21 APP 10 Mass 1.2
INT 16 CON 18 POW 14
D/B +1d3 HP 17 COOL: 80

Skills

Awareness (120), Basic Tech (80), Climb (120), Combat Sense (80), Demolitions (80), Disguise (80), Driving (120), Electronic Security (80), Electronics (80), First Aid (120), Forgery (80), Gamble (40), Hacking (80), Hide/Evade/Move Stealthy (120), Interrogation (80), Jury Rig (120), Leadership (40), Locksmith (80), Med Tech (20), MBU (80), Motorcycle (80), Navigate (120), Operate Heavy Machinery (80), Pilot *various* (80), Resist Torture (80), Shadow/Track (120), Streetwise (80), Swimming (80), Throw (80), Weaponsmith – Modern (80), Brawling (120), Martial Art (80), Dodge (80), Grapple (80), Handgun (80), Heavy Weapons (80), Rifle / Shotgun (80), Submach Gun (80), Occult (10).
ANY OTHER RELEVANT KEY SKILL: 120%

Equipment

Whatever is relevant to where they are at the time, especially to “blend in” and remain light.

Armour

Vertak PPF-G

Weapons

All of them carry:

- Martial Art blade (1d6), close proximity combat, with a skill of 80% they can deliver an extra +8 damage.

This depends on their particular specialisation, which you roll 1d6 to determine. Their skill in their specialisation is 120%

1. Martial Arts, with option to add +12 damage, and carries:

- Sai (1d6), close proximity combat
- Katana (1d10+1 SAP), with 2 metre Threat Zone
- Blade on a rope, -20% to-hit, (1d6 AP), ROF 1, range of 10 metres.

2. Handgun, carries:

- Where concealment is paramount: Akinola 9mm, customised, (2d8+1), #13, ROF 3, range 65 metres, firing Tungsten Carbide Sp x 0.33 [carries 4 spare clips concealed about body].
- Where concealment is not an operational requirement: Sig 12mm, customised, (4d6+1), #11, ROF 1, range 65 metres, firing Depleted Uranium SPx 0.5, damage x 2, blood loss x 0.5 [carries 10 spare clips]
- Also carries: 4 x HEP 25mm “pistol” grenades.

3. Rifle/Shotgun, carries:

- FN-RAL Heavy assault rifle, customised, +20% to-hit (6d8+3), #40, ROF 40, range 520 metres, firing steel magnesium, SP x 0.66, Damage is 1d3 per round for 2 rounds, tracer effect gives an additional +20% to-hit. [Carries 10 spare clips].

4. Sniper, carries:

- Akinola Howler, customised, +30% to-hit, (4d12+4) AP, #13, ROF 1, range 585 metres, firing Depleted Uranium, SP x 0.5, damage x 2. [Carries 5 spare clips]

5. Submachine Gun, carries:

- Where concealment is paramount: 2 x H&K LG Premier (light), customised, +40% to-hit, (1d8), #130, ROF 40, Range 520 metres, firing Hollow Points, SP x 2, blood loss x 2 [carries 4 spare clips]
- Where concealment is not an operational requirement: Boris SMG, customised, +20% to-hit, (3d8), #40, ROF 20, range 260 metres, firing Tungsten Carbides SP x 0.33, blood loss x 0.5.

6. Occult, this person knows the following Significant & Major Occult operations; and carries a Focus with 6 POW (storing 120 Mp)

Significant

- Lightning Fingers (120)
- Kinetic Ram (120)
- Heart Attack (120)
- Strike Blind (120)
- Significant Protection (120)

Major

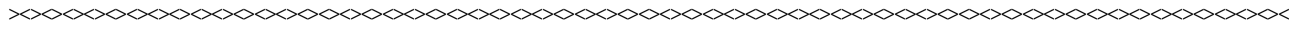
- Kinetic Detonation (80)
- Implant New Memory (80)
- Vaporise (80)
- Mass Confusion (80)

Vehicles

Varies according to the specific operation.

Notes

These people have no penalties for using two weapons at once, or attacking two different opponents in same round.



Coming later, even more generic rogues to populate your scenarios

Law Enforcement

- Patrol Officer (Living City)
- Watchman (Settlement)
- Detective (Living City)
- Captain of the Watch (Settlement)
- SWAT Team (Living City)
- TNT Team (Living City)
- UDP Special Agent