

The Jarovit Anomaly

A Corporation game for 5 players
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Crash course in Corporation for the GM:

So the convention asked you to run this, and it starts in 10 minutes...

The feel of the game is cinematic/gritty dystopian future. Think Bladerunner, Deus Ex, Ghost In The Shell, Syndicate Wars.

Setting in a nutshell:

- 5 major corporations arose to control most of the world.
- Open war was inevitable and devastating.
- The world's governments banded together to form the United International Government, or UIG, to compete with the Corps.
- UIG exploration of Venus uncovered artificial intelligence, which gave them enough of a technological edge to enforce peace.
- UIG doesn't care about the Corps fighting, as long as civilians are kept safe. Enter agents, people who sign away all human rights to become Corporate property to "troubleshoot" for their Corp. In return they get to live amazingly wealthy lives in their spare time. They have access to the latest weapons, tools and cybernetics, and have proven very effective.
- It's 2500AD. Anyone with money can live in luxurious Corporate-owned cities (Arcologies), while the less well-off live in the ruins of old pre-war cities like London and Moscow.
- All Corporations have an army of agents involved in shadow wars with their rivals.
- The UIG has a respectable presence in all non-Corporate cities, and for the most part, the law is adhered to.
- The law is a harsh points-based system. Do good and you gain points, do bad and you lose them. Lose all of them and you forfeit all human rights and can be gunned down on the street in broad daylight in front of the police, and the gunner will probably gain points for getting rid of a criminal.
- The Corps arranged a deal with the UIG to have all their agents semi-deputised. They can obtain licences to aid in law enforcement, such as traffic control, carrying heavy weapons in public, premises searching etc.

System:

Basic rolls: Characters have Stats and Skills. When a roll is called for, add the relevant Stat to the relevant skill, and try to roll under the total with 2D10. The more you pass by, the better you succeed. Double 1 is always critical success, double 0 critical failure. Impose penalties or bonuses to the target number for bad conditions, having the right tools, pressure under fire etc. For example, looking up something simple on the net would be very easy (+4), whereas leaping off a building, falling 80 metres and then catching onto a power cable to break your fall would be Extremely difficult (-8).

Conviction Points:

These can be spent to give a +4 bonus to a roll, or retry a failed roll, or gain a free action just before death (like using a medpack to not die), or boost a telepathic power's rank by +2 for a round 9eg Assault 4 becomes Assault 6).

Combat:

Roll initiative (Reflexes + D10), go in descending order.

Roll to hit your target:

Perception + (relevant gun skill) for gun attacks

Perception + Athletics for thrown weapons.

Agility + Close Combat for unarmed or melee attacks.

Weapon rate:

Characters can move their full speed per round without attacking.

OR

They can stand still and make (Weapon rate) attacks per round.

OR

They can divide actions between the two, e.g. For a rate 3 weapon you can stand still and fire 3 times, or move 2/3 of your movement and fire once, or move 1/3 of your movement and fire twice.

Dodging/parrying:

For ranged combat you can either:

Declare a full dodge (Take no actions, but all enemies are at -(Your Reflexes+2) to hit.

Declare an active dodge (Take a penalty to all rolls up to your Reflexes, enemies take the same penalty to hit)

In one-on-one close combat, any targets are ALWAYS at -(their close combat skill) to hit (called their Defence, see the character sheets). When fighting more than one opponent, they can divide Defence between attackers however they like. They can spend their whole round Blocking to DOUBLE their Defence, as long as they have something to block with (no parrying lightsabres with your bare hands!)

Damage:

Roll the damage stated by the weapon. Subtract armour (AV) from the total, the rest gets through. If the target has a shield, it absorbs the max damage that could have been rolled instead until reduced to 0.

Critical Hits:

Deal Double Damage. Armour and shields act normally.

Critical misses:

Lose your action (gun jams, slip on the floor etc.). In close combat, also lose your Defence for the round.

Game Synopsis:

The players all work for Eurasian Incorporated, by far the wealthiest corporation in the world. Their mission officer, Tony, is sending them to Old Moscow to investigate sightings of a dangerous criminal and self-styled prophet that Tony himself killed years ago, Gregor Yefimovich. Gregor was killed trying to escape the World View luxury space cruiser via teleport. The body was recovered at the Berlin receiver station back on Earth, and the matter was closed, until he was sighted again. But subspace and psychic powers are interwind, and something happened in that moment of teleportation that nobody predicted. Yefimovich appeared in the wilderness, hundreds of miles east of Berlin. More accurately, it was a Gregor Yefimovich from another reality, one with a hideous scar where Tony's bullet should have entered his skull but did not. Wounded, but still alive. Seeking answers, he headed home to Moscow.

The players begin by negotiating (perhaps at gunpoint) with the police for video footage of Yefimovich; He's mostly been sighted preaching in Red Square, although he's been seen around Metro stations, local markets and gangland territory. Each place they visit will teach them a little of Yefimovich, who by all accounts has been killed several times and always came back.

Along the way they'll run into a corrupt police chief, an amoral weapons dealer and Yefimovich's cult of followers, including a pair of assassin twins. All will be well-armed and trained, and from them the players can gain some insight as to where Yefimovich's latest base of operations is.

They'll piece together that Yefimovich's first death interacted with subspace and probability in a strange way, and when he is killed, another Gregor Yefimovich appears, one that *MIGHT* have been, had the killing blow not been fatal. Gregor himself has named this phenomenon "the Jarovit anomaly", after an ancient Slavic deity of rebirth.

Yefimovich has been using the money he stole from E.I. To raise his cult, but that's only part of it. He's researched his pseudo-immortality and gained some control over it, ensuring each "new" Yefimovich appears in Moscow. He has created clones of himself, each powerful psychics and public speakers, each suffering the Jarovit anomaly, and together they have planned a massive ritual to breach subspace, creating a tear in reality that will swallow Moscow, maybe the world. The hit to E.I. profits would be totally unacceptable, so the players will have to end him once and for all, or they'll all be out of a job.

As the players assault the partially constructed spire city where his ritual is taking place, multiple realities converge, and probability gets *weird*, as the Jarovit Anomaly manifests, and the dice mechanics of the game itself get warped!

GM NOTE: Expense accounts

The players all have their own expense accounts. These are intended to cover unexpected mission essentials, such as bribes, specialist equipment, accommodation and food etc. If it makes the Corp look good, consider allowing the cost to be covered by the expense account Remember that some things aren't for sale (including most game-critical information)!

Opening Scene: Briefing and Q&A

The players will begin in a luxurious waiting room outside their mission officer's even more luxurious office. Describe lots of opulence; the drinks cabinet is made of real mahogany (pretty much extinct in 2500AD), and contains the finest brandy and whiskey. Priceless art adorns the walls. There is an actual string quartet in one corner playing soothing music at just the right volume. And that's just the waiting room. Tony their mission officer (he never did give them his last name) is a high ranking E.I. Agent, managing several divisions at any one time, and his office reflects that; It's huge, tastefully lit, contains multiple sculptures, paintings and shelves filled with books (a very quaint touch, as almost everything is digital these days), and is embedded with holographic displays that change the decor at Tony's whim: the whole office could resemble a rainforest, or a coral reef, or a view of Earth from the moon, depending on his mood. The important thing is that the players feel a little bit jealous of Tony's vast wealth.

Tony himself is a smooth operator. He has a 30,000 credit suit, a well-cultured British accent, doesn't look a day over 30 despite being at least twice that, and carries conversations while managing a swarm of holographic data screens informing him of various agent activities worldwide, alongside his own businesses, and his stock prices, things like that. Paraphrase the following:

Tony flashes a smile and gives you a "I'll be right with you" gesture, as he concludes a meeting in what sounds like French, an essentially dead language. Then he shuts down all his info screens, which is something you've never seen him do before.

"Ladies, gentlemen, thank you for coming. I trust you've read the brief I sent you. There's much I omitted from the documents, because... Well... "

He shrugs and sighs. "It's bloody weird, and bugged if I know what's going on, and the mission brief proof-readers might have reported me to HR for psyche evaluation. OK. So..."

GM:

The players' **primary** objective is to find Gregor Yefimovich, find out how he's still alive, then kill him again and make sure he stays dead this time.

Their **secondary** objectives are:

- Try and get to Gregor's financial reserves; He stole 40,000,000 credits. If that were to turn up again, the corporation would be VERY happy.
- Keep everything on the down-low; There are other corporations in Moscow who'd jump at the chance to help Gregor if it meant causing problems for Eurasian Inc.

To set the context for this mission, Tony relates the mission background on the next page. The page after should cover most reasonable questions the players might have.

Yefimovich's history and death:

- Gregor Yefimovich was a monk in the Order of the True Faith, an amalgamation of most world religions that formed to counter corporate dominance.
- The Order prides itself on shunning cybernetic augmentation in favour of asceticism and psychic development. As such it has many powerful psychics. Gregor was one of them.
- Gregor was mad – he had a god complex, along with fine oration skills and powerful psychic abilities. Tony suspects ties with the Comoros Corporation.
- Gregor developed a cult of personality within the Order, and broke most of his religious vows, but due to his skills the Order let him be. Eurasian Inc. tolerated his demagoguery because the Order paid its taxes.
- Then Gregor stole 40 million credits from Eurasian Inc. Nobody's sure how to this day, but he probably turned several ranking lawyers, accountants and computer engineers to do it. Auditing spent 2 years poring over records and couldn't establish the truth.
- Tony was a young Agent then, and his division was tasked with taking Yefimovich down. He was very elusive, but his ego caught up with him as he tried to sneak onto the World View, the company's interplanetary cruise-liner.
- There were chases, hostage situations, explosions, depressurisation catastrophes, and finally, a showdown in the World View's teleportation room. Yefimovich was trying to escape by teleporting to Berlin; the World View was in geostationary orbit over the city at the time.
- Tony put a bullet right between Gregor's eyes, just as the teleport activated. Gregor made it to Berlin's receiver station, but so did the bullet, lodged in his brain. Eurasian Inc. And UIG medical teams both declared the body dead on arrival. Tony confirmed it himself soon after. The money was never recovered, and E.I. Spent another year finding ways to write it off as a particularly large business expense.
- Then, 3 days ago, Tony's reports from Moscow contained pictures of an agitator who was rallying the locals. It was unmistakably Gregor Yefimovich, albeit with a scar where the bullet hit. Further reports contained video and speech, and Tony is in no doubt that it is the same man.
- It would take weeks for the legal team to recognise that Yefimovich is back from the dead and mount a response, by which time he might have disappeared. And if he IS back from the dead, that makes Tony's most famous mission a failure, which will have unpleasant knock-on effects for everyone working under him as ranks are stripped, audits are called, and blame is handed out in spades. The players have to act now.

Q&A:

Tony will try to answer any questions the players have. He has little personal knowledge of Moscow, but several informants. This list should cover most of it. You don't HAVE to inform them of everything on this list. Only if they ask a relevant question.

- **A flashy entrance** may tip Yefimovich off. They'll have to enter Moscow by car. The company will provide a sedan. It's not too stylish, to avoid suspicion.
- **Moscow** is an Old City, full of poor people, bad design, ruins from the old Corp Wars and criminality of all types. There are millions still living there.
- There's a project underway to build a shiny new utopian **Spire City north of Moscow** where those who can afford it can move and be free of crime and squalor, but there are only about 600 floors constructed so far, it's at least a year from completion due to disputes and structural problems.
- **The Ai-Jinn, Comoros and Order of the Faith** are the main presence in Moscow. They all have operatives battling for the hearts, minds and money of the citizens. Specifics on Ai-Jinn and Comoros are sparse, they've taken pains to conceal themselves.
- **Organised crime** is, of course, rampant, probably fuelled by the Ai-Jinn corporation. The Russian mafia never really went away, even when half of it became E.I. The rest is likely in the hands of undercover Ai-Jinn agents.
- **Comoros** run most of the education system, so expect their agents near schools and any humanitarian/public works projects within the city. They also like to incite revolts against authority. They are almost all powerful telepaths.
- **The Order** is everywhere people live in misery, selling their religion to the plebs too poor or too scared to go for the high life of an E.I. Employee. They have a large abbey in the south of the city, and multiple charity projects. They're mostly benign and keep the plebs from getting too uppity. They are very dangerous if roused to anger. Be pleasant in any dealings with them.
- **Yefimovich was seen** in Red Square, giving some kind of sermon to a small crowd. The UIG have CCTV cameras across the area, so the players should begin searching for him by getting their hands on the UIG footage.
- **Getting the footage** need not be violent; The local police chief is known to do favours in return for favours, so a deal might be negotiated.
- **Interrogating the locals** would require care: they might be Gregor's informants. If they choose this, they need to be discreet.
- **Allies of Gregor** are mostly dead or in prison. He's probably cultivated new ones.
- **If they need more firepower**, there is a black market weapons dealer who might be able to help out. His name is Dimitry Kasyanov. Has ties to the Western Federation, but sells to anyone. E.I. Hasn't sued/assassinated him because having a weapons dealer which can't be traced to E.I. Is useful.
- **Weather** is likely to be bad. The Spire Cities use weather satellites to keep things pleasant overhead, but this results in less well-off areas getting constant rain, wind, electrical storms, things like that. Dress warm.
- **Money:** They have their expense accounts, and their own personal cash, and Tony will give them 10,000 unregistered credits for the mission.

If there are no more questions, he sends them on their way to the car pool to collect transport. They are restricted to sedan/saloon-type cars, no fancy executive versions. The car pool attendants will hand them a "mission assets" briefcase filled with 5,000 credits in unregistered script. And off they go.

Scene 2: Arrival and Investigation

The drive to Moscow is long and boring. There are multiple UIG checkpoints on the mega-highways, but all the players' licenses are up to date and they know not to bother an agent who's committed no crime (that they're aware of).

The final checkpoint is on the outskirts of the city. The UIG guards there caution anyone heading in that once in the city, patrols are sparse and safety cannot be guaranteed. They can also provide directions to the main UIG precinct, if the players think to ask. If they don't, then a very easy (+5) Intelligence+Computers roll will let them look it up on the world data net.

There are a few nice hotels in Moscow that the players can set up in. The standard cover is "Businessmen here on business", so the accountants shouldn't take issue with having a stylish HQ. What they do then is up to them. Options include:

- Visiting the UIG precinct covering Red Square to negotiate for video footage of Yefimovich
- Searching the net for unusual goings-on in Moscow that might be linked to the Children of Jarovit (see the Chemical plant bit in "What they'll learn from the surveillance footage")
- Visiting the Order enclave to see if they have leads on their old ex-colleague
- Visiting Kasyanov the weapons dealer

Visiting the Red Square UIG precinct:

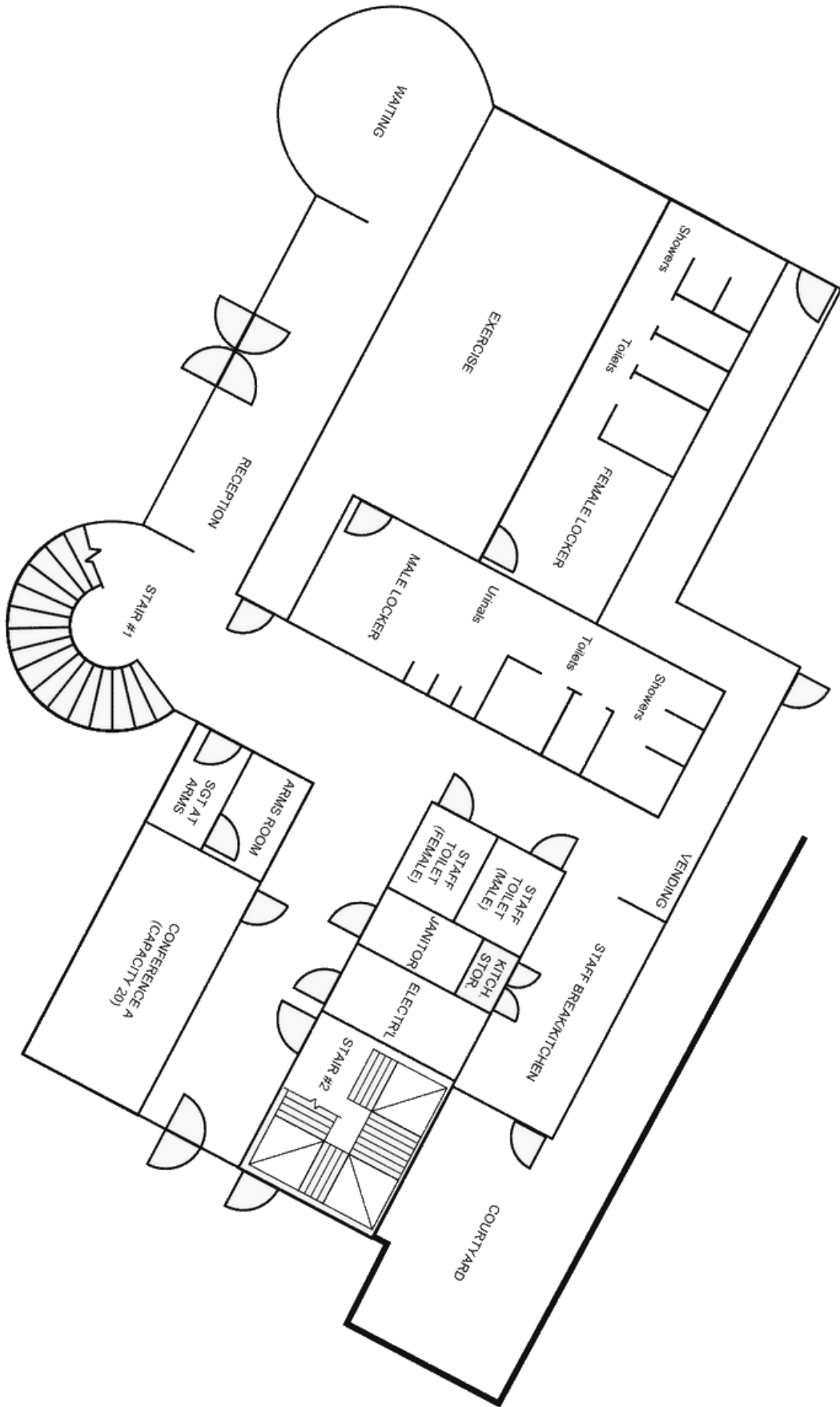
The UIG precinct housing the data the players need is not really worthy of the name; it's a small station with maybe a dozen officers. It has its own power and CCTV security covering all angles, hacking from outside would be impossible (A simple Perception+Crime roll would inform anyone looking).

It wouldn't be too difficult to storm the place, raid the databanks, and erase any evidence implicating the players, as long as they made sure there were no survivors. It could also provide lots of tasty, lucrative blackmail data on people living in Moscow. If they choose this method, you could play out a short scene of meeting various people (Teachers, bankers, public officials, that sort of thing) in Moscow and blackmailing them for favours or cash. Creative players may find a use for almost anyone! **MAP OF TYPICAL UIG STATION ON PAGE 10!**

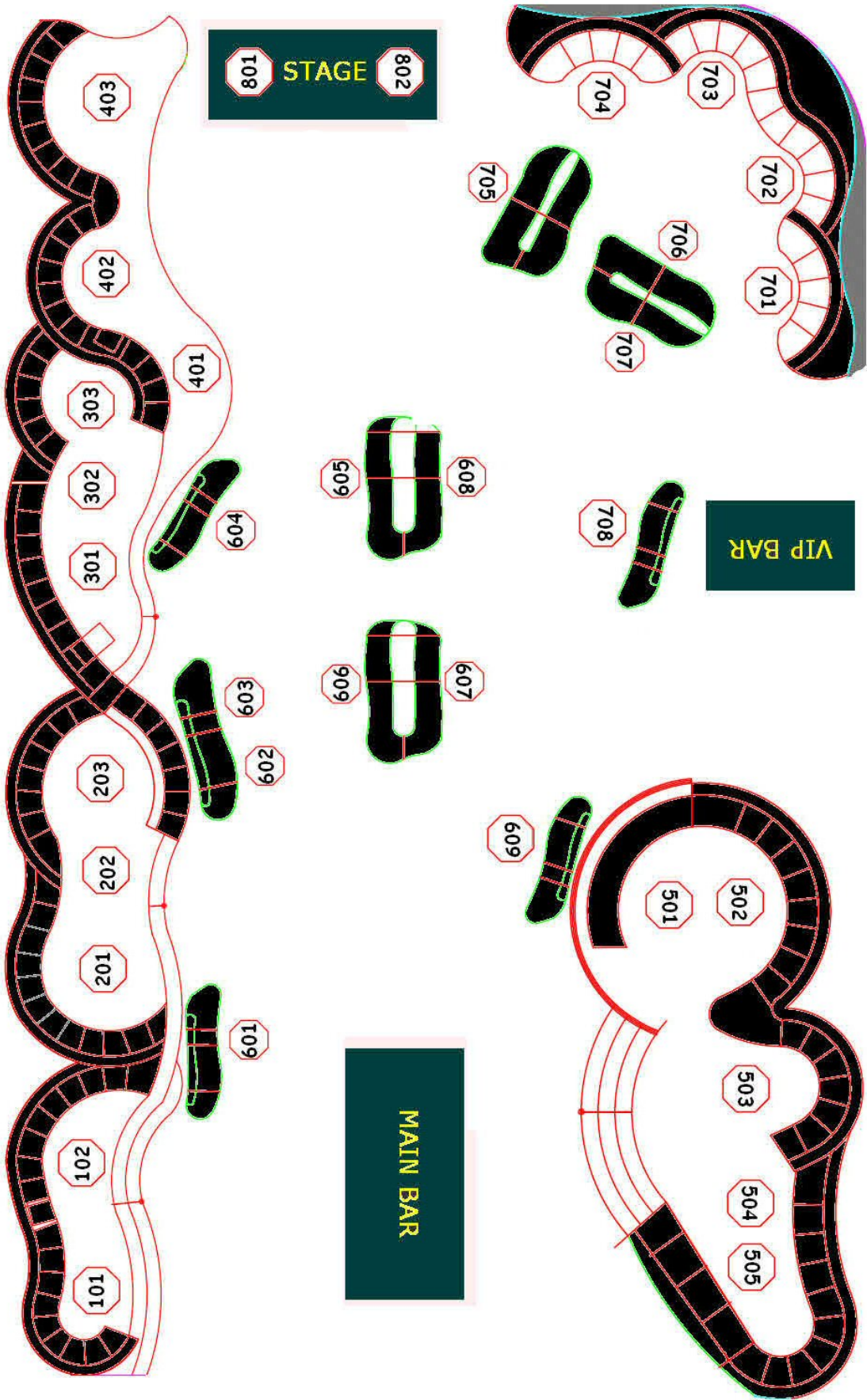
The police chief:

If they're feeling non-violent (an odd choice for E.I. Agents but who knows?), they could ask the police chief for the relevant footage. The police chief is Yuri Kryukov, and is known to be slightly corrupt. They could ask him, but he'll want something in return; He won't hand over the video unless they clear out a nightclub frequented by an Ai-Jinn agent division. With them gone (he doesn't care if they're reasoned with or just murdered), his job is much easier. He might give them up to 10 rank points as an official thank you, and unofficially all video pertaining to Gregor Yefimovich. **MAP OF THE NIGHTCLUB ON PAGE 11!**

UIG station:



Nightclub:



If they prefer to attack the UIG station:

The station contains the following:

1 UIG captain, upstairs in his office (Use Sgt. at arms stats, but with officer shotgun)
1 UIG Sgt. at arms, in the Sgt. at arms room
10 UIG officers, all over the building (but at least 5 on ground floor)
7 civilians, in the waiting area. They are potential witnesses, so the team will either have to eliminate them or buy their silence.

Obstacles:

- All entrances bar the main one are locked, and require UIG biometrics to open (fingerprints, retinal scans, voice monitors etc.)
- Door from reception is secure, with a retinal scanner. Fortunately there's at least one officer in reception with a working eyeball...
- Main corridor between Stairs #1 and Vending has a security turret, which arms when gunshots are heard or someone sounds an alarm. It can be switched off in the room marked "Electrical", although anyone passing it will risk a few hits (Use a 6d6 machine plasma rifle attack, roll under 14 to hit)
- Stairs #2 leads down to the servers. The servers are heavily encrypted. An Intelligence+Computers&AI roll at -10 is required. The hacker of the group will still have a very good roll.
- If any UIG are left alive by the time they're in the server room, they'll order the room to be flooded with coolant before deploying droids to kill the players. Everyone will be at -5 to rolls from the cold unless they have a clever way around it. The droids, being environmentally sealed, will not.

Stealth is an option once inside, but will be extremely difficult without a solid plan. Perhaps some cars outside could be detonated as a distraction, while black market EMP grenades take care of surveillance?

The players will only have a few minutes to work before the alarm is raised and other stations send reinforcements, so impress upon them the time limit. Maybe they overhear an officer telling the captain reinforcements are inbound in 5 minutes. Hacking also takes time. They should be able to get out just before the cavalry arrives.

The Ai-Jinn nightclub:

The Ai-Jinn controls most of the world's organised crime. That's what the division of Agents in Moscow is doing. They are every bit as capable as the players, and running so close to criminality means they are no pushovers when it comes to someone trying to push them out of their home turf. However, it's not impossible; They're still intelligent, calculating corporate agents who understand the value of a good deal or plausible threat.

Possible non-violent options include:

- Posing as city health and safety inspectors, convincing them of some manner of danger that requires the club to close or move
- Offering to simply buy the nightclub (It's worth several million credits, so this may not be the easiest option, unless they do something terrible to lower property values...)
- Offering blackmail or information on exchange for moving (may require hacking the UIG precinct databases as outlined above)
- Letting them in on their mission: the Children of Jarovit would steal potential recruits from criminal gangs, the Ai-Jinn would have a vested interest in seeing them dismantled. However, can the Ai-Jinn be trusted with the secrets that may be unearthed by the players?

Suitable rolls for convincing the Ai-Jinn to move without a fuss include Presence + [one of Attitude, Business, Crime, Lying&Acting or Psychology] for reasoning with them. If physical threats are made, Presence could be substituted for Strength.

The nightclub contains the following on any given evening:

14 human gangsters dotted around the club, at least 2 doing door security
5 Ai-Jinn agents; 3 at a table by the VIP bar, living it up, the others in back rooms, monitoring cameras or dealing with various business matters

Obstacles:

The nightclub is packed with civilians. They'll get in the way once violence breaks out, obstructing shots. Apply -5 to shooting for the first 3 rounds of combat, until most of them have escaped. Collateral damage isn't a massive problem, the police chief can make it all go away as long as he has the bodies of all the Ai-Jinn agents to show his superiors.

The Ai-Jinn agents are well-trained: They will use the terrain and panic to their advantage:

- Feel free to have them grab civilians as meat shields, giving them 10 ablative hit points! Particularly callous players are free to do the same.
- Hiding behind the bar will mean another -5 penalty for players to shoot them.
- They're right by the VIP bar, which gives them an endless supply of Molotov cocktails: Perception+Athletics to hit, **D8 damage** to target, who is automatically set on fire! Being set on fire causes **D6 damage** a turn. Being on fire requires an **Agility+Reflexes** roll to put out (takes one round).

Whichever path the players choose, they'll have the footage they need, and can analyse it back at their HQ.

What they'll learn from the surveillance footage:

- Gregor is indeed a gifted speaker. He's been encouraging the downtrodden and broken people to resist Eurasian Inc.'s dominance.
- He calls on those who wish to join his cause to venture into the old Metro subway stations. If they are worthy, they'll find his people, "The Children of Jarovit", and work towards a better life.
- One close-up video is available. Not only does it show the scar where Gregor was shot by Tony years ago, it also shows a nasty chemical burn along the side of his face. Give anyone watching the footage a Perception+Observation roll, - 5; If they pass, they'll notice that the chronological order of these tapes means he was burned badly within the last 5 days.
- Cross-referencing with goings-on in the city, they can pinpoint a chemical factory that was raided recently. Whether they go talk to the owners, or google the news, the reports are the same: Some cultists made off with equipment and rare volatile substances, the rest were neutralised. They can even supply their own footage of the event, which conclusively shows Gregor getting killed by a stray round rupturing a chemical tank, spraying highly corrosive substances in his face, dissolving most of his flesh above the shoulders.
- If they're still unconvinced they can find the corpse in a local morgue and get DNA confirmation. It's definitely Gregor, and he's definitely dead. But that's ALSO definitely him preaching a day or two later in the streets.

If the players want to talk to the Order about Yefimovich:

Yefimovich used to be part of the Order, so it's reasonable that the players might want to talk to someone about him. The Order enclave is an abbey on a hill; it was ruined in the Corp Wars but eventually rebuilt by the Order and its congregation. It's a large manor-style building, with an extensive graveyard/mausoleum out back. If they ask to talk to someone about Yefimovich, they'll be escorted to the graveyard to meet with the abbot in charge, a lady called Anastasia. She'll begin to tell them what she knows:

- Yefimovich was a stain on the Order's honour. He broke almost every moral code they had, but his connections and political savvy kept him safe.
- He had powerful telepathic abilities, which explained his charisma and ability to convince others to follow him. He wasted them on personal gain.
- He dabbled in cybernetic augmentation. The Order is fine with non-members doing it, but one of their own should be above material concerns.
- He was excommunicated after stealing E.I.'s money. The Order have no love for the corporation, but crime is crime, no matter the victim.
- Gregor approached the Abbey last year. He was not welcome; a fight broke out and he was run through by a guard. She can point to the grave where they buried him. If they're amoral enough to dig it up, there IS a body. The Abbot will NOT be pleased with grave digging. Also, DNA tests will prove it's him, and **not a clone**: cloning causes genetic artefacts that aren't present here.
- If the players DID mention Gregor (or someone pretending to be him) was active in Moscow, she will say that two or three old colleagues who would have known Gregor before either went into monastic seclusion or disappeared entirely in the last year.

If the players want to talk to Dimitry Kasyanov:

The Children of Jarovit clearly have plenty of firepower, a black market weapons trader might know where they got it. He operates out of an old office block in the east side of the city, offering a holographic catalogue of his wares that are delivered by anonymous means once the cash comes through.

He can tell them the following:

- He sold a few small pieces to the cult, certainly, but the majority of their weapons come from somewhere else.
- He doesn't know who supplied them, which probably means it's another corporation like the Ai-Jinn. Or even Comoros, if they were given a suitably anti-capitalist speech and promised a noble cause.
- He never met Gregor. He DOES know that the weapons they bought were dropped in the south-west of the city, so Gregor's HQ is probably in that quarter of Moscow.
- Dimitry's sources tell him that lately the cult was buying in some serious power generating equipment, but no idea why.

At this point, Dimitry's office explodes. Give everyone 3d6 damage (armour subtracts from this) from the explosion.

The Twins:

Lean, wiry, cybernetically enhanced killing machines with a psychic link and long red hair in a braid. They are actually clones of one person whom Gregor has inflicted with the Jarovit anomaly. They are inhumanly fast, and extremely dangerous. If the players do manage to catch them, they should have a hard time taking them down.

The Twins main objective is silencing potential leads, then escaping. They have a motorcycle hidden nearby which they'll take 2 combat turns to get to, which should give players ample opportunity to spot them in a neighbouring building, as well as give chase. From there it becomes a vehicle chase. Their car is close enough that they can all get in and try to catch up.

During the chase, the Twins weaving in and out of traffic will cause a -5 penalty to hit them UNLESS whoever's driving makes a difficult (-5) Reflexes+Driving roll. If the driver rolls a critical success, give the others a +3 bonus to hit.

One of the Twins drives, the other shoots at the players from the back of the bike. They don't suffer penalties.

They are perfectly synchronised: Without a word or a warning both twins know when to lean into a turn, or duck to slide under a passing truck, or jump off the bike if it gets totalled and begin free-running up and across rooftops.

The twins are also far deadlier in close combat than at shooting. If it comes down to a foot chase, they will attempt to use their agility and free-running skills to break line of sight and then ambush the players when they come running through. If they get a surprise round, they'll use it to fling 3 shuriken each as they leap down from a hiding spot, before engaging in close combat with their nanoblade sickles.

If the Twins escape:

- The players have seen the Twins in action now, and could search for them again; Perhaps the UIG cameras can be analysed to find people who have the same walk/run, or perhaps their motorcycle can be traced.
- If they resolved the Ai-Jinn issue peacefully, maybe they could ask the Ai-Jinn Agents for help tracking the Twins. Such a favour won't come cheap; They could demand a police chief or politician be assassinated, for example.
- Their search will narrow the locations of Yefimovich's lair down to somewhere underneath the Ramenki Metro station.

If the players manage to take one or even both down:

- Both Twins had memory storage devices. These would be flash-formatted on death but can be analysed by an expert to help pinpoint Yefimovich with 2 successful Intelligence+Computers rolls at -15.
 - They know he's in the Metro, but they don't know which station. These storage devices would show pictures of the entrance, in the south-west Ramenki district of Moscow. More importantly, they'll contain codes to bypass the perimeter defences of Yefimovich's lair!
 - There are also pictures of Yefimovich, covered in wounds, including the sword wound he took when the Order killed him. He's a mess of scar tissue.

On the Twins' cybernetics:

- The cybernetics are all high-grade, worth a lot. The black marketeer **Dimitry Kasyanov** would pay for them. They're the wrong size to make suitable replacements for the players, if they had limbs severed, but selling them would cover the cost of attaching more suitable replacements. They could go to any Eurasian Inc. clinic and have them installed for free, but that might be noticed by enemies.
- They could also rent out a private clinic for a few hours (5,000 credits) to do it themselves; The medic rolls Perception + Cybernetics&Robotics + 5. Success means there were no problems. The results of failure are left to the GM's imagination, but could include an Agility/Strength penalty from faulty connections, a Stealth penalty from overly noisy servos, penalties to Attitude or Looking Good, things of that nature.

The Ramenki Metro:

The world data net (or an Intelligence+Arts&Culture roll) will explain some background on Ramenki:

- In the 21st century it was rumoured to house a huge underground Cold War complex. This was never proven, but other stories about secret government Metro lines below the public Metro were later shown to be true, so...
- The area above it was a scientific academy until the Corp Wars destroyed it, although records no longer show what was researched there.

The players will be able to find the Metro entrance easily enough, between asking around and whatever information they've gotten from encountering The Twins. Very few people actually go down there, as rumours about the Children of Jarovit aren't pleasant. The tunnels are blocked with rubble and wreckage. On the platform beside the old rail tracks are a couple of vagrants huddled around a fire in a trash can. An observant (Perception+Observation) player may notice concealed weapons, or how they ask odd questions (Perception+Psychology/Crime), suggesting they're cult recruiters. They could be convinced that the players are looking to join with enough fast talking, otherwise they're essentially civilians and easily threatened, or eliminated.

They have a key to the hideout, which is part of the nearby wall concealed by a high-tech holographic projector. The door in is secure and very difficult to bypass without a living cultist to provide biometric scans. Roll Intelligence+Mechtronics or Computers&AI, at -10, unless they have security codes from the Twins. Or, if they really prefer, they can blast their way in with explosives (Dimitry will happily provide them for free if explained they're for hitting back at the people who blew up his office).

Behind the door is an ancient access lift that leads down below the Metro, into Yefimovich's lair. It's an old Cold War bunker complex, dimly lit, all signals blocked by thick concrete and lead shielding. It's a cramped, winding maze of corridors and rooms. From the looks of individual areas they are repurposed for cult rituals, weapons training, and some manner of scientific research behind closed doors, only accessible to Yefimovich and a handful of others.

If they get in via trickery, keeping things peaceful will require either stealth or bluffing. Rolls to avoid suspicion should be at +5; there aren't many cultists about, and they're not looking very hard. Players must roll Agility+Stealth vs a civilian's Perception+Observation: Assume civvies need to roll under 6 to pass. Even if they do, if the players pass by more they still win.

If they force their way in, resistance is relatively light. The cultists are well-armed but compared to Agents poorly trained, and they have no shields. Players can mop them up quite easily.

However they got in, anyone they ask/interrogate can tell them that Yefimovich addressed them that morning, that the final phase of his plan has started, and that soon Jarovit himself will walk among us. Typical vague cultist stuff that doesn't explain much. The computers and equipment in the research bunkers will provide much more information, and while the doors are sealed, they can be forced open easily by a team of heavily armed Agents.

On investigating the cult hideout, the players can learn the following:

- Paper records in the living areas reveal that the Children of Jarovit have placed members in a variety of engineering and construction companies around Moscow. Pictures of the unfinished Ultima Spire city to the north abound.
- The financial records in the data servers reveal a wide network of revenue sources and money laundering projects. They also reveal the fate of the 40 million credits Yefimovich stole from E.I. It's all spent by now, but this data would prove that multiple projects were funded with E.I. money, and the years of unpaid dividends from rivals would be just as welcome to the corporation as the original sum.
- Somehow, the cult managed to build a cloning facility in the restricted research area. Interestingly, the data logs of the various machines show that the only people cloned were The Twins (from Yefimovich's most loyal servant, Maria Navratilova, used to be a world class cybernetically enhanced acrobat before she devoted herself to Yefimovich). Gregor Yefimovich himself was never cloned. The computers here contain a great deal of information about Yefimovich, his unique condition, and his plans (see the handout on the next page).

The address Yefimovich gave is recorded on several datapads around the complex, should the players wish to view it. In it, Yefimovich is stripped to the waist, sunlight reflecting off what appears to be an intricate set of electrically conductive tattoos covering a mess of scar tissue. He is in what looks to be a construction site where his lieutenants (and the Twins, whether the players killed them earlier or not) are setting up large electrical generators. His speech is as follows:

My children: The hour is nigh. I have ascended the sacred place with my Chosen Sons, and soon we shall begin the final step of the Rebirth. Your own duties are no less important than the Chosen, however. You have your assigned targets. There can be no Rebirth without death, so spare no-one! They do not know the truths I have shown you! They do not know that I have conquered death, and that I shall save them from it in the coming slaughter! Be ready!

An attentive or otherwise clever player may well remember that the weather in Moscow is totally overcast, so in order for sunlight to be present in Gregor's video, he must be above the cloud line, and the unfinished Ultima Spire City north of Moscow is the only landmark within 200Km that's tall enough.

Gregor's research notes:

These are very incomplete and disordered. It's obvious that most of the research was removed, and recently. For the most part the records consist of reams of mathematical equations and theories that little sense unless the reader has several doctorates in subspace physics. Another section consists of video and audio recordings of Yefimovich during his research. The most pertinent logs are here (you don't need to read them all out, but pick a couple to fill in any blanks the players still have):

"White, and noise, and pain, it is always the same. I die, and then I wake up close by with a scar where there should be a gash, with a bruise where there should be crushed bones. I was not, strictly speaking, within reality when I died on the World View. Subspace and telepathy, they are linked. Psionic passengers on the cruiser mention intense headaches when the ship engages its FTL drive. What if [Gregor continues to talk about extremely esoteric mathematical theory]"

"I have recovered access to my funds, I am home. Revenge must be slow, and careful. Let everyone believe me dead. Technically, they may be right."

"I suppose the easiest way to explain it is to demonstrate:

[Gregor proceeds to shoot himself in the head. He dies. Several minutes later, another Gregor walks into view, with a bruise on the side of his head where the corpse on the ground has a bullet hole.]

It's me, but not the same me. The Jarovit Anomaly, as I call it, is like... A fracture in probability space, heavily dependant on probabilities involving the death of the subject. The subject dies, there's no question about that. I have seen my own corpse often enough at this stage to know that much. And yet... Here I am. Some alternate self, where the balance of probability led to a flesh wound instead of a killing blow, or where I vomited most of the poison before it took hold. Hmm. I wonder if I can recreate this anomaly in others..."

"I did it! This... This anomaly, whatever you want to call it, I bestowed it on another! My finest disciple, who never lost faith in me. My bodyguard, my love, reborn, like Jarovit of old! It wasn't easy; simultaneously altering the quantum state of all the subatomic particles comprising a human required... [descends into esoteric mathematics and mystical nonsense]"

"... will be money well spent indeed. Revenge has been a long time coming, but the wait, the fortune in advanced technology, the countless deaths, all worth it in the end. I finally have the power to depose the Eurasian dogs. Who will buy their medicine, who will go to their hospitals, if they cannot die?"

Final scene: The Jarovit Anomaly

At this stage the players know that Gregor is on top of the unfinished Ultima Spire city, and planning on spreading this Jarovit Anomaly to everyone in Europe. Everyone would be effectively immortal. With health care no longer required, Eurasian Incorporated's profits would plummet. As if the problems their mission officer Tony outlined weren't enough reason to stop him, the very idea that Yefimovich could simply destroy the corporation's most lucrative industry overnight is *absolutely* unacceptable. The players are going to have to shut down Gregor's plan.

The Ultima Spire:

If the players think to look up the spire, they can get the following info with an easy Intelligence+Computers roll:

- The spire began construction 5 years ago by Eurasian Inc.
- 2 years ago, construction slowed as accidents occurred and structural problems were identified. Several high-ups were replaced, new engineers had to make costly structural changes.
- The changes must have been orchestrated by Gregor Yefimovich. Conspiracy nuts have claimed that the new structure of the spire might act as a psychic focus.
- The spire is currently 800 floors high. A recent dispute has caused work to cease again. Security is mostly automated for the sake of keeping costs down. Droids and cameras. They will recognise E.I. Agents and allow safe passage.

As they arrive at the spire, an electrical storm is beginning in the clouds around it. Lightning strikes the sides of the tower infrequently. The elevators will work, although they'll have to take several: A feature designed to stop the riff-raff from being able to travel to the higher floors where the cream should live care-free. The telepath player should be informed that the storm is giving them a headache. That doesn't happen unless psionic powers are being used, and even then it has to be a big display.

The climb is uneventful. They'll have to switch elevators every hundred floors. In the fifth elevator, something very strange happens: when the doors open, everyone falls out sideways onto the opposite wall. A few seconds later, lightning strikes a nearby window, and they fall to the ground as normal.

If a player is trying to figure out what just happened, let them make an Intelligence+Science roll at -6. If they fail, tell them it's just weird psychic stuff. If they succeed, suggest that whatever Gregor is doing is causing the laws of physics and chance to bend. Odd sights will be more common the closer they get to Gregor.

Throw in weird stuff with each lightning strike, like a rat scampering across the ceiling, their weapon's ammo counters showing more bullets than actually fit in a clip, or potted plants in the corridor suddenly shedding leaves or even changing species.

When they get near the top, they'll encounter Gregor's Chosen cultists. These guys have armour and guns, and there are 3 guarding the final elevator. It should be a quick fight. They're better than regular cultists, but they're still civilians!

No, the REAL fight is at the top of the elevator.

The final fight:

Stepping into the sunlight, the players' coats/hair are whipped about by high winds that would sting the eyes if they hadn't been upgraded. The top, unfinished floor is up a flight of steps that open into a circular arena, studded with support beams for where the next hundred floors are supposed to go. In the middle is Gregor, encased in a glowing field of energy, and surrounded by large power generators. He is directing the flow of the energy with his mind, hoping to breach subspace and bring the Jarovit Anomaly to everyone in Moscow.

He is surrounded by bodyguards:

10 Chosen cultists

The Twins (If the players took them down, these Twins are the original and another clone)

Probability flux:

This is where things get REALLY strange. Gregor's ritual intends to fracture probability itself, so chance becomes an almost tangible thing.

Roll a D6 at the start of each round and consult the table. Instead of D10s, players roll those instead!

D6 result:	Use these dice:
1	D4
2	D6
3	D8
4	D10
5	D12
6	D20

Apply the same to enemies.

The cultists and Twins will try to protect Gregor as he breaks subspace. The players need to stop the ritual, or experiment, or whatever you want to call this mix of telepathy and technology. This is going to be a TOUGH fight. The Twins are on full offence, and they have backup. The players had better have come fully equipped!

One of the Twins is also under the effects of the Jarovit Anomaly. If that one dies, bring her back a couple of rounds later with no shields, half her health and a nasty but non-lethal wound where the killing blow originally struck.

The scenery is mostly prefab stuff from an unfinished building. Those support beams could be cut down to land on someone, or provide cover, that sort of thing.

Killing Gregor (don't do it):

If Gregor is killed during the ritual, another one will just appear to take up where he left off. His link to the Jarovit Anomaly keeps him coming back. If he were knocked out, he could be contained. If the players inject him with psitropine, they'll block his abilities, and stopping the anomaly from bringing him back if they kill him. Knocking him out would allow E.I. Scientists to study his condition, and net the players a handsome profit, although their orders ARE to kill him. They could concentrate their fire on the power generators too, although they explode and might end up killing everyone. Except Gregor and one of the Twins.

Their call, if they want to backstab their mission officer that's fine, Eurasian Inc. expects that kind of ruthlessness!

Stopping the Anomaly:

However they prevent Gregor from completing his work, the Lightning strikes intensify as the energy is no longer being directed, before just fizzling out. The wind dies down, the clouds below them disperse. It's a beautiful evening in Moscow.

If they kill Yefimovich (for good):

Tony is delighted. He grants them full mission pay as normal, and 10,000 credits in unregistered script each as a personal thank-you for saving his ass. He is able to bury the fact that he technically failed to kill Yefimovich himself, and impress his managers with his report of the players stopping a terrorist attack on the Ultima Spire City. He is far more inclined to grant the division extra resources in future missions; Better equipment, experimental drugs, expense account anomalies overlooked, etc.

If they keep Yefimovich alive and backstab their boss:

Tony is not happy. Not at all. But that doesn't matter; The players showed their catch to the right people, and they were showered in promotions and perks. Gregor, heavily sedated on anti-psionic drugs, is whisked off by scientists for study, and never seen again.

Before Tony could be apprehended for faking his greatest mission, he fled Eurasian Inc. territory with the clothes on his back and 50 million credits of stolen funds.

Finding Tony is likely the first task their new mission officer will give them. But if they took down Gregor Yefimovich, they can take down their former boss.

Basic Security guard/Bouncer/Thug:

HP 22 Shield 10 Armour 3 Defence 5

Pistol: Roll under 13 to hit

Damage d10

Rate 3

Unarmed: Roll under 10 to hit

Damage 3

Rate 2

Notes: Assume all stats at 6 and all skills at 4 except Observation (7)

UIG officer:

HP 25 Shield 50 Armour 7 Defence 6

Pistol: Roll under 14 to hit

Damage d8

Rate 3

Shotgun: Roll under 11 to hit

Damage 2d10 (3d10 at point blank)

Rate 1

Stats:

Str 7

End 6

Agi 6

Ref 6

Per 7

Int 6

Pres 7

Assume all skills at 5

Licensed lawmen- They can detain, search, terminate, enter homes etc. at will.**UIG Sgt. At arms:**

HP 30 Shield 50 Armour 5 Defence 8

Magnum: Roll under 13 to hit

Damage d12+XS

Rate 3

Plasma sword: Roll under 15 to hit

Damage D8+8

Rate 2

Ignores armour

Stats:

Str 8

End 8

Agi 7

Ref 6

Per 7

Int 6

Pres 7

Skills:

Athletics 2, Attitude 6, Close combat 8, Corp knowledge 5, Light Firearms 6, Observation 5, Stealth 3, Tactical Firearms 8

Licensed lawmen- They can detain, search, terminate, enter homes etc. at will.**Average citizen:**

HP 20 Shield 0 Armour 0 Defence 1

Pistol: Roll under 7 to hit

Damage d8

Rate 3

Knife: Roll under 6 to hit

Damage d4+5

Rate 3

Notes: Assume all STATS at 5, and all skills at 3

Security turret:

HP 15 Shield 20 AV 3 Defence 0 EMPS 12

Plasma gun: Roll under 17 to hit

Damage 2D8+1

Rate 4

Ignores armour

Ai-Jinn Agent Cell:

HP 40 Shield 40 Armour 6 Defence 6

Machine Plasma: Roll under 12 to hit

Damage 6d6

Rate 1

Special- Machine weapon: can split dice pool to target up to 6 people- Roll to hit each target.**Special- Plasma weapon:** Ignores all armour, but not shields**Plasma sword:** Roll under 15 to hit

Damage d8+7

Rate 2

Special- Plasma sword: Ignores 4 points Armour**Stats:**

Str 7 End 7 Agi 8 Ref 8 Per 7 Int 8 Pres 8

Skills:

Athletics 3, Attitude 8, Close Combat 7, Corp. Knowledge 5, Crime 8, Looking Good 5, Lying&Acting 4, Observation 5, Drive 4, All firearms 6

Notes:

This is an experienced group of agents, well-equipped with cybernetics, armour and weapons of high quality. They will fight tactically and without surrender.

Chosen Cultists:

HP 24 Shield 20 AV 3 Defence 6

2x Plasma Pistol: Roll under 12 to hit|

Damage d10

Rate 2

Ignores armour but not shields

Notes: Assume all STATS at 6, and all skills at 3

Knife: Roll under 6 to hit

Damage d4+7

Rate 3

Gregor Yefimovich:

HP 24 Shield 36 AV 5 Defence 9

Assault (psychic power): Hits automatically

Damage 5d6, dice may be split between targets

Psi-blade: Roll under

16 to hit

Damage d8+16+XS

Rate 2

Stats:

Str 7 End 7 Agi 7 Ref 7 Per 8 Int 8 Pres 9

Skills:

Assume all skills at 6

NOTE: Cannot be killed unless hit with Psitropine first!

The Twins:

HP 45 Shield 45 Armour 7 Defence 7

Nanoblade sickles*: Roll under 21 to hit
Damage 2d4+10+XS (IGNORES ARMOUR)
Rate 2

Claws: Roll under 21 to hit
Damage d4+4+XS
Rate 2

Stats:
Str 10 End 9 Ref 8 Agi 13Int 7

Shuriken: Roll under 15 to hit
Damage d4+4, rate 3

Machine pistol: Roll under 15 to hit
Damage 3D6, rate 1
Each die rolled separately vs armour!
Per 10 Pres 6

Skills:

Athletics 7, Close Combat 8, Computers&AI 8, Corp. Knowledge 3, Observation 5, Stealth 6

Notes:

*Nanoblade sickle breaks if a critical miss is rolled, and no longer ignores armour from then on.

Inhuman speed- When engaged in close combat with The Twins, players must take a full action to do anything normally considered a free action, such as activating a medpack or shouting a warning.

Note: The Twins are very dangerous. Players can expect a few severed limbs if you're using them properly. If immediately reattached, the limb will grow back properly within a few hours. Otherwise the DNA degrades to nothing within 5 minutes. Thankfully Eurasian Incorporated medical facilities provide free healthcare for Agents. Or, if they have 10,000 credits and don't want to be noticed, the black marketeer Dimitry Kasyanov can sort them out on the quiet...

Johnny Benson, Eurasian Inc. Field Medic

HP 33 Shield 30 Armour 3

Stats:
Str 7 End 6 Agi 8 Ref 7 Per 7 Int 10 Pre 6

Skills:
Arts&Culture 1 Assess Tech 2 Athletics 4 Attitude 4 Business 5
Close Combat 2 Computers&AI 0 Corp. Knowledge 2 Crime 0
Cybernetics&Robotics 5 Drive 1 Heavy Firearms 0
Light Firearms 6 Looking Good 5 Lying&Acting 0 Mechtronics 0
Medicine 8 Observation 7 Pilot 0 Psychology 1 Science 3
Stealth 4 Street Culture 1 Support Weapons 3 Tactical Firearms 3

Weapons:

Black Cougar Pistol: D8 damage Rate 3

Special: Critical on a 1/1 or 2/2

Gemini 'Mosquito' Injector Pistol: D2 damage + Toxin/Drug Rate 2

Special: Voice activated ammo selector – May choose which drug to fire each shot as a free action (See Drugs and Toxins section for full details)

Trainings:

Field Surgeon and

Eurasian Inc. Medic – Can heal up to 16HP on a target without any tools and in combat scenarios. Takes 1 combat round per HP.

Mastered Weapon (Pistol) - The amount a to hit roll is passed by is added to damage when firing a pistol.

Aptitude – You have a knack for a lot of things. You cannot critically fail rolls involving skills at 0. However, you cannot critically pass them either.

Equipment:

Eurasian Inc. Field medic toolkit:

- 3x Advanced IV medpack (heals 30HP instantly)
- Toxin and drug library (see Johnny Benson's Drugs and Toxins)
- Prototype medical supplies (See Johnny Benson's Drugs and Toxins)

Johnny Benson's Drugs and Toxins:

Eurasian Inc. hold the world's monopoly on medical science, and as one of their field medics you have access to potent drugs and toxins unavailable to the rest of the world.

Unregulated drugs:

These drugs are freely available over the counter, at least in E.I. territory.

Biocleene Pro (1 can): 500 credits/can

Originally designed to eliminate non-living organic matter in the home such as coffee stains, it has become popular in black ops where other similar matter like DNA, blood or other forensic evidence may need to be eliminated. One can of Biocleene Pro is enough to render 2 human bodies into harmless gasses in a matter of seconds, leaving not so much as a single protein or DNA fragment.

Haemavine (10 injector pistol doses): 300 credits/dose

The active substance of IV medpacks. It instigates rapid cell regeneration and repair, instantly healing 20HP

Class A drugs:

These drugs and toxins are absolutely illegal the world over. Anyone using them had better make sure there are no UIG officers present, or jail time will swiftly follow.

Psitropine (5 injector pistol doses): 2,000 credits/dose

A neurotoxin designed for telepaths. Once injected, a telepath loses all access to their powers for D6 rounds. Overdoses have been known to permanently destroy telepathic ability.

Autolamine (2 injector pistol doses): 1,400 credits/dose

This substance starts an autolysis chain reaction in human cell tissues. In other words, the target's body begins dissolving. Target suffers 1D6 damage the first round, 2D6 the next, then 3D6, and so on until dead. The only way to stop it is to administer a toxin purge.

Lambanic acid (1 injector pill dose): 6,000 credits/dose

More commonly known as "Screaming Norwegian Rune Disease", It causes the same damage as Autolamine, but the target breaks out in hideous wounds which resemble Norse runes, and induces a berserk state where they attack the nearest target, friend or foe.

Obtaining more class A drugs would require a black market and luck (Roll a D10 – on anything but a 1 that drug just isn't in stock), or access to an E.I. medical facility, 4 hours per dose, and an Intelligence+Medicine roll at -7 to reflect the lack of specific reagents. Cost is the same whether buying or manufacturing.

Johnny Benson, Eurasian Inc. Field Medic

"This procedure is unethical, obscene, and incredibly dangerous. But my accountant tells me your cheque cleared so open wide..."

Everything has a price. Weapons, equipment, health, life, death, you... Everything. And it doesn't matter how high you think that price may be, Eurasian Inc. Is able to afford it.

You grew up in the crime-riddled city of Old London, a relic from the Corporate Wars when the Big Five nearly destroyed the world in their bids for dominance. All water under the bridge now. At least that's what your manager says. You always were smart, and it was smart to sign up with Eurasian Inc. They put you through college a few times, made a world-class doctor out of you, gave you a small palace to live in when you're not on duty... And being on duty is pretty fun, too. There's always some poor sod spilling his guts onto the street needs fixing up. For a modest fee, of course.

You've tended to go for the action when it came to missions. There's just something about stitching a man back together while plasma bolts whizz about overhead. People look at the medic and think he's not much of a threat, going for the big guy instead. They forget that anatomy is a terribly useful aid in killing someone...

The others:

Monica Schaefer

The bodyguard. One scary woman, glad she's on my side. She could hold off a small army with those twin swords of hers. She works as a bodyguard to the rich and famous when not protecting our sorry asses.

Karl Harrison:

The Nuke. I've met more clever men. But as he's so fond of reminding me, he has yet to meet the man who can outsmart 500 rounds a minute of armour piercing .50 cal bullets...

Dominique White:

The "security analyst". Fancy title for "Sneaky thieving hacker". Still, her services are necessary, and she's awfully good at bypassing security, both mechanical and electronic.

Michael Ashley-Cooper:

The telepath. I've never understood psionic abilities. Given how I've seen them melt the skin off peoples' bones with just a thought, I'm not sure I WANT to know. Mike's a handy chap to have around, and he's a lot more lucid than any other E.I. telepath I've ever met, so I dunno, maybe he's OK.

Monica Schaefer, Eurasian Inc. Praetorian

HP
33

Shield
30

Armour
4

Stats:
Str 7 End 6 Agi 9 Ref 9 Per 7 Int 6 Pre 6

Skills:
Arts&Culture 5 Assess Tech 1 Athletics 7 Attitude 5 Business 2
Close Combat 10 Computers&AI 0 Corp. Knowledge 4 Crime 0
Cybernetics&Robotics 5 Drive 2 Heavy Firearms 0
Light Firearms 7 Looking Good 2 Lying&Acting 1 Mechtronics 1
Medicine 0 Observation 4 Pilot 0 Psychology 4 Science 0
Stealth 4 Street Culture 5 Support Weapons 4 Tactical Firearms 1

Weapons:

Black Cougar Pistol: D8 damage Rate 3
Special: Critical on a 1/1 or 2/2

2x Plasma longswords: D8+Str damage Rate 2
Special: Ignores 4 Armour.

Trainings:

Bodyguard – Any player within 2m of you can use your defence instead of their own against close combat attacks. If the attack still succeeds, you may choose to take the damage instead.

Florentine sword style – When fighting with 2 longswords, all attacks against you are at -4 to hit, such is your defensive mastery

Mastered Weapon: Longsword – The amount a to hit roll is passed by is added to damage when wielding a longsword.

Defensive Fighting – In close combat you may take up to a -10 penalty to hit and add that number to your Armour for a turn.

Multiple Defence – You keep your full Defence against multiple opponents, instead of having to split it between enemies.

Two Weapon Fighting (longswords) – You ignore the -4 penalty for fighting with 2 swords. You can use each weapon at its full rate and damage.

Equipment: 2 x IV medpacks

Monica Schaefer, Eurasian Inc. Praetorian

"Oh boy, here I go killin' again!"

-Krombopulous Michael, Rick & Morty

Everything has a price. Weapons, equipment, health, life, death, you... Everything. And it doesn't matter how high you think that price may be, Eurasian Inc. is able to afford it.

Life is good. Born to wealthy parents, educated in a private school, you took a liking to fencing as an extra-curricular activity. And you were good at it, often taking on two opponents at once just to show off. Someone important must have noticed you, because you were fast tracked into the Eurasian Incorporated Agent Training Program, and from there into the Praetorian group of specialised bodyguards. They paid for some extensive training, sent you to the exclusive weapon master school of Florence, and on your graduation presented you with a matching pair of exquisite plasma swords, and the license to use them in public.

You genuinely enjoy the work. Bodyguards get to meet famous people, and kill people to keep them safe and grateful. Close combat is thrilling, and getting to show off with a crowd of VIPs watching is very lucrative indeed.

When not on contract to some movie star or top E.I. Executive, you guard the squad-mates of your division. Either way, you usually end up having to kill something. Life is good.

The others:

Johnny Benson:

The medic. Takes an unusually keen interest in cutting people open, even for a surgeon. I can't help but admire his work, whether he's expertly patching up a wound, or expertly slicing open a rival's carotid artery.

Karl Harrison:

The Nuke. Oh, how that man enjoys mass destruction. Not much in the way of finesse, unless you're asking him to bring down a whole apartment block with demo charges, then he's *magic*.

Dominique White:

Our hacker. Some rich kid from Australia. Got in over her head with the UIG apparently, but showed the balls and ruthlessness to be a good E.I. agent. Gotta admit, the lady's got talent when it comes to security countermeasures.

Michael Ashley-Cooper:

The telepath. I hate telepathy. It's so... *Concealed*. I much prefer a fair fight in the open, weapons on display. Not that I'd say so, he might make my brain leak out my ears.

Karl Harrison, Eurasian Inc. Heavy weapons specialist

HP 38 Shield 50 Armour 4

Stats:
Str 10 End 8 Agi 6 Ref 7 Per 9 Int 6 Pre 6

Skills:
Arts&Culture 1 Assess Tech 2 Athletics 6 Attitude 0 Business 1
Close Combat 4 Computers&AI 0 Corp. Knowledge 5 Crime 2
Cybernetics&Robotics 2 Drive 5 Heavy Firearms 9
Light Firearms 2 Looking Good 4 Lying&Acting 3 Mechtronics 3
Medicine 0 Observation 7 Pilot 0 Psychology 0 Science 1
Stealth 4 Street Culture 1 Support Weapons 4 Tactical Firearms 7

Weapons:

Machine gun ("Natalie"): 6D10 damage Rate 1

Special: Machine weapon – Each die is a separate hit for armour purposes.
The 6D10 may be split between up to 6 targets.

Plasma Shotgun ("Amy"): 2D10 damage Rate 1

Special: At point blank range get +4 to hit and deal 3D10 damage

2 x Frag Grenade: 3D6 damage Rate 1

Special: 3m radius

2 x Incendiary Grenade: 3D6 damage Rate 1

Special: 3m radius, everything inside is set on fire (ask the GM)

Trainings:

Mastered Weapon: Machine gun – The amount a to hit roll is passed by is added to damage when firing a machine gun.

Can O' Whoopass – Spend a conviction point to re-roll damage. Keep the highest roll.

Nuke – Can use heavy weapon as an improvised close combat weapon (D6+Str damage), can fire in confined areas without risking damage to buildings, can reload as a free action.

Quick Draw - +4 to initiative in combat with heavy weapons. +6 with anything smaller.

Equipment:

Weapon-smith toolkit: Can roll Intelligence+Mechtronics (+4 bonus) to fix jammed/malfunctioning weapons in the team.

Karl Harrison, Eurasian Inc. Heavy weapons specialist

"I am Heavy Weapons Guy. And this... Is my weapon. She weights 150 kilograms and fires \$200 custom tooled cartridges at 10,000 rounds per minute. It costs \$400,000 to fire this weapon... For twelve seconds."

-Heavy, Team Fortress 2

Everything has a price. Weapons, equipment, health, life, death, you... Everything. And it doesn't matter how high you think that price may be, Eurasian Inc. is able to afford it.

Go big or go home is a way of life for you. You only joined the Agent Training Program to get out of the slums and have a hot meal, but they did so much more for you. All the training and education, the cybernetic implants... And Natalie, your most beloved possession in all the world. She's an AMS M50 belt-fed heavy machine gun, the love of your life, with a kick like a battlemech and stopping power to match. The fact that the corporation subsidised the upgrades, and the custom ammunition was just... Let's put it this way: With weaponry like this practically gifted to you, you'll happily shoot whatever your boss tells you to, no questions asked.

The others call you a Nuke- someone overly obsessed with heavy weapons. But you know damn well there's no such thing as overly obsessed. And they know damn well to stand behind you when things get hairy. Cos if there's one thing that Nukes do well, it's take down the big targets.

The others:

Johnny Benson:

The medic. I get shot a lot. He patches me up. It's a good working relationship. He can drink the others under the table too. I respect that.

Monica Schaefer:

The bodyguard. What I do with bullets, she does with blades. But I'm in it for the guns. She's in it for the killing. I don't like that.

Dominique White:

The "security analyst". I don't understand the details. I don't really care, computers aren't my thing. She can handle the computers, I'll handle the explosives.

Michael Ashley-Cooper:

The telepath. Really, really weird. But he's on my side and makes things explode with his brain. Gotta admire that.

Dominique White, Eurasian Inc. security analyst

HP 31 Shield 30 Armour 3

Stats:

Str 5 End 6 Agi 9 Ref 7 Per 7 Int 10 Pre 5

Skills:

Arts&Culture 5 Assess Tech 5 Athletics 3 Attitude 2 Business 3
Close Combat 2 Computers&AI 8 Corp. Knowledge 1 Crime 7
Cybernetics&Robotics 0 Drive 1 Heavy Firearms 0
Light Firearms 4 Looking Good 1 Lying&Acting 3 Mechtronics 5
Medicine 0 Observation 4 Pilot 0 Psychology 0 Science 6
Stealth 4 Street Culture 2 Support Weapons 1 Tactical Firearms 0

Weapons:

Deluxe Black Cougar Pistol: 2D4+1 damage Rate 3
Special: Armour piercing rounds (Ignores 2 Armour)
Special: Critical on a 1/1 or 2/2

Trainings:

Mastered Weapon: Pistol – The amount a to hit roll is passed by is added to damage when firing a machine gun.

Hacking: You know the ins and outs of breaking computer encryption and bypassing computerised security.

Systems specialist: You have a gift for sussing out unfamiliar user interfaces and proprietary systems. You can roll Intelligence+Assess Tech up to twice when using unfamiliar computers, in order to gain a +4 bonus to their use. Stacks with hacking bonuses!

Equipment:

Security bypass equipment: Combined mechanical and electronic lock picks.
2x Lock analyser: Single use, +4 bonus to electronic locks.
Computer with advanced hacking software: +4 bonus to hacking rolls.
Neural jack: Upload/download data instantly, additional +4 to hacking rolls.

Dominique White, Eurasian Inc. security analyst

"We're all criminals, Clarke. We always have been. You're still one too. Only difference is you have a boss."

-Bruce Wayne, Dark Knight Returns

Everything has a price. Weapons, equipment, health, life, death, you... Everything. And it doesn't matter how high you think that price may be, Eurasian Inc. is able to afford it.

Becoming a hacker just... Sort of happened. Rich kid from the Australian Free-state, good education, a knack for computer science which quickly turned into a passion, eventually the only way to test your programming skill was to go up against things you weren't supposed to, like the university firewalls. Not to steal anything, just to see if you could do it.

Then a local "pillar of the community" hurt one of your friends, and paid a lot of money to cover it up. You dug up his most private secrets, every shady transaction, every piece of blackmail, every bribed cop, and just... Let it loose into the world. He didn't have much time to regret it. Neither did you, as the UIG arrested you for cybercrimes.

As luck would have it, there was a division of Eurasian Inc. agents in town at the time. They were suitably impressed by your moves that they made your little problem with the law just *go away*, and offered you a spot in the Agent Training Program. How could you say no to all that training, and the chance to have a crack at some of the highest security computer systems in the world?

The others:

Johnny Benson:

The medic. Doctors are rich. This guy has the tacky gold watch and thousand credit suit to prove it. But he's earned it; he's kept the team alive through thick and thin. Good fun on a night out too.

Monica Schaefer:

The bodyguard. OK, so she's saved our lives a whole lot and is really skilled with swords. I respect her, but... I don't *like* her. You're not supposed to *enjoy* killing so much as she does.

Karl Harrison:

The Nuke. He's thick as an Ai-Jinn bunker, but with weapons like that he doesn't need to be smart. Many a time he's soaked up a hail of bullets so I didn't have to. Solid, dependable guy.

Michael Ashley-Cooper:

The telepath. I've never understood psionic abilities, and it's kind of a shame I don't have the talent for it. Imagine hacking into someone else's brain! That would be so freaking awesome. And lucrative...

Michael Ashley-Cooper, Eurasian Inc. telepath

HP 33 Shield 20 Armour 4 Telepathic Energy 66

Stats:
Str 6 End 7 Agi 5 Ref 7 Per 8 Int 9 Pre 9

Skills:
Arts&Culture 3 Assess Tech 0 Athletics 5 Attitude 4 Business 0
Close Combat 4 Computers&AI 0 Corp. Knowledge 2 Crime 1
Cybernetics&Robotics 1 Drive 5 Heavy Firearms 0
Light Firearms 1 Looking Good 2 Lying&Acting 4 Mechtronics 0
Medicine 0 Observation 7 Pilot 0 Psychology 9 Science 2
Stealth 5 Street Culture 5 Support Weapons 1 Tactical Firearms 2

Weapons:
Black Cougar Pistol: D8 damage Rate 3

Psychic powers:
Assault 5 – Up to 5D6 damage on a single target
Psi Blade 3 – Close combat weapon, D8+9 damage, Rate 2
Jump 3 – Leap up to 9 metres vertically or horizontally.
Cloak 4 – Add the level you wish to use to all stealth rolls for a scene. You may explicitly cast this on multiple targets, such as your colleagues, by paying the cost multiple times.

Trainings:
Licensed Telepath – You are capable of using psychic powers, and licensed to used those powers in public without UIG interference (unless you're breaking the law)

Telepathic Adept - +20 Telepathic Energy (included above)

Equipment:

Telepathic converger: Headband covered in various probes and wired to the brain. Adds +2 to all psychic power rolls.

3x Metapsitrophin aka "Brain juice" (Restores 30 Telepathic Energy)

Michael Ashley-Cooper, Eurasian Inc. telepath

300 years ago, on December 6th, Eurasian Incorporated was poised to unleash its army upon Africa and utterly destroy the Comoros Corporation, which was seen as poor and weak. The night before the attack, some 16,000 E.I. officers died screaming from a telepathic assault the likes of which the world had never seen. Thousands more were driven incurably insane. The attack was cancelled, and the other corporations were forced to take Comoros very, very seriously indeed; nobody had suspected their telepathic training program had become so horrifically advanced, and to this day everyone's scared of them doing it again.

Stories like that made you enrol in a telepathic academy. Most are, obviously, run by Comoros, and a lot of E.I. agents don't trust them thanks to the December 6th Incident. But you convinced your superiors to sponsor your training in a Comoros academy, and it was worth every penny; Not only did you develop potent abilities to defend yourself and attack your enemies, but the natural, harmonious Comoros training let you keep hold of your sanity. You discovered later that independent academies mostly just strap you to a chair and electrocute your brain until the right neural pathways develop, often leaving the subject with twitches, nightmares and personality disorders.

You tend to be a bit less materialistic than your colleagues, which can put them on edge at times. But your loyalty to Eurasian Inc. is total; You traced your family tree as a child, and discovered that you had family in the Catalan Spire city that were wiped out by the December 6th incident. You see yourself as fighting fire with fire.

The others:

Johnny Benson:

The medic. I appreciate his skill, and his access to certain hallucinogens. Entertaining on a night out.

Monica Schaefer:

The bodyguard. Far too fond of maiming and killing, especially if there's a news team watching. I feel there are serious issues underlying it, but the only person who can help her with those is herself.

Karl Harrison:

The Nuke. He has found his calling in life, and is content. Some think him simplistic, but in reality he's just stripped away the irrelevant parts of his life, leaving his passion for heavy weapons and little else. I admire him.

Dominique White:

The security analyst. She didn't mean to go down this path, but is happy to make the most of her situation. When the situation involves living in palatial luxury and playing with the latest gadgets, I suppose adaptation is easy enough.

Tips on making it all decadent:

Eurasian Inc. is all about the bling. Their agents lead the swankiest lifestyles by light years. It's important to note that this is NOT because E.I. agents are particularly wealthy. Most of the high life they live is due to perks awarded by the corporation. If they were to quit tomorrow, they'd have only whatever cash they had in their accounts (not much more than most agents), and they'd lose their living space, their company car, their fancy clothes, their exclusive membership for fancy hotels, restaurants and nightclubs, their 50% discount on medical aid and more besides.

This helps ensure that E.I agents STAY with E.I.

So the expense accounts and perks are a way to let the players be decadent, without just giving them pots of cash they'd only spend on weapons or game-breaking bribes. All the players have the following perks to enjoy. Some might not be relevant to this mission, unless they make a convincing case to Mission Officer Tony:

- Tailor's card – All suits provided by E.I subsidiary tailors are free. Good clothes can provide bonuses to Looking Good, Attitude, and Street Culture rolls.
- Diner's card – All meals free at participating businesses (may not include street stalls or anti-EI establishments). An easy way to treat someone to that fancy restaurant they could never dream of affording, in exchange for a favour..
- Large spire apartment home with maid and frequently restocked drinks cabinet and cigars
- VIP access card – free automatic entry to 95% of the world's nightclubs
- 50% discount on medical aid at E.I clinics (that's 99% of them). This does NOT apply to medical supplies like medpacks or drugs, or the reagents to craft them.

Typical company car:

The agents have at least one of them on hand, the stats might be relevant:

Hong Kong Autometrics Luxury Saloon:

Relatively good looking without being conspicuous, good top speed, decent armour and space for passengers and weapons in the trunk.

HP 45 (special)

AV 3 (special)

Top speed 220mph

Driving bonus +1

Special: Bulletproof doors – The doors can be used as cover, offering -6 penalty to hit. The Armour Value of the doors is 6. Shots to the rest of the car are at the standard AV 3.