

5.1.9

## The Blurb

*NeoYork, October 2078. Humidity 140%, with high chance of flash lightning (please wear your insulators) and avoid feeding the rats as they have voiced their dislike of LackoCheeze.*

*This time of year used to be cold, but now it's hot and wet, a perpetual Indian Summer. That's global warming for you. As you stare at the SeaWall that holds back the hundred extra feet of sea level, you're not the only one looking.*

*Not because the city is crowded with Four Score and Twenty Million bodies. Rather, you're not alone in your head. When you share your platform with other strong Artificial Intelligences, who gets control is an ongoing battle of will.*

*No-one likes a Clicker, especially one with notions of doing the right thing by humans and machines alike. But that won't stop you solving this crime. The question is, which you will solve it?*

## Table of contents

P001: One Page Brief  
 P002-003: Rules and Easy NPCs  
 P004-005: NeoYork Primer and The Decagon  
 P006-007: Part One  
 P008-009: Part Two  
 P010-011: Part Three

## The plot

Benny 299 is a colony AI, multiple artificial intelligences in a single body. While differing motivations, they work as a private detective, mostly because it's a suitable job for them, and also to prove that AIs aren't a threat to humanity.

### Part One:

Opens with a prelude, a flashforward to the end, atop a starscraper.

Cutting back, Benny is tasked by NYPD detective Casagrande with IDing a number of bodies found in the depth of So Lo, essentially the drain of NeoYork. Four of the bodies are homicides or accidents, but the fifth is unusual; the body has advanced cybertech and has soaked in saltwater, indicating it came from outside the Seawall. It ends with a contact from a mysterious AI in red, "**Boo**".

### Part Two:

The body is revealed by Boo to be **Dwain Wen**, a secretive energy genius who worked predominantly for Alpha Corp, the biggest of the Megacorps, on a clandestine "Project A". Wen recently requested a meeting with all the CEOs of the Decagon, but on TechnoTech's, the cheap knockoff Megacorp, CEO showed up, but stormed off soon after. The information can be found in the cloud with some help from another AI, or by breaking into Wen's lab. Also the CEO of TechnoTech probably knows something. It ends with Boo giving a lead that Wen's handheld assistant has come back online... which is really a trap...

### Part Three:

Ambushed by an M&H Model 7X7 war robot atop the Sea Wall, inventiveness is required to survive. Accessing Wen's personal assistant, the whole story is revealed; Alpha Corp's CEO **Ali Hassall** wanted Wen to focus on building fusion technology for spaceships, while Wen warned the resources to power AlphaCorp's reactor technology would run dry in a decade.

When Wen tried to alert other Megacorp CEOs, Hassall sloppily had Wen killed by a war robot, and dumped the body where he assumed it would rot. Taking the fight to Hassall is the only way forward, so some means of getting into Alpha Corp is needed. A showdown with Hassall is complicated by a dirty shot in the back, and the showdown from the prelude on the roof.

The Epilogue is for the players to decide how their actions will shape the world.

## Benny 299's AI's

dB#DPr52 ("**DBDP**"): "The Lead"  
 RRhIC#hK ("**Rick**"): "The Perfectionist"  
 A83rN@TE ("**Abernathy**"): "The Centre of Attention"  
 Personality Six - T@T00T0 ("**Tattoo**"): "The Risk Taker"  
 xxCTVxx1 ("**CTV**"): "The Thinker"  
 qAF%6D\$r ("**Quaffer**"): "The Troublemaker"

## Skill List

Athletics (Strength)	Notice (Smarts)
Driving (Agility)	Persuasion (Spirit)
Fighting (Agility)	Piloting (Agility)
Gambling (Smarts)	Repair (Smarts)
Healing (Smarts)	Shooting (Agility)
Intimidation (Spirit)	Stealth (Agility)
Investigation (Smarts)	Streetwise (Smarts)
Knowledge (Smarts)	Survival (Smarts)
Lockpicking (Smarts)	Taunt (Smarts)
	Tracking (Smarts)

Unskilled is D4-2 / D6 WildDice -2

## Combined Skills

- **Boating** and **Riding** covered under **Driving** which covers all basic vehicles, even hovercars; **Piloting** covers more complex Air and spacecraft.
- **Climbing** and **Swimming** covered under **Athletics**
- **Throwing** can be covered under **Athletics** or **Shooting**
- **Knowledge (Plug In)** allows the character to download new data, up to the skill's rating; this can be spread across multiple Knowledge skills.

## Rolls not needing skills

- **Common Knowledge:** Use **Smarts**
- **Guts:** Use **Spirit**

## Edges

- **Improved Nerves of Steel:** Ignores 2 points of wound penalties (humans only)
- **Marksman:** If does not move in a turn, may act as if took the Aim maneuver
- **No Mercy:** Can Spend Bennies to reroll damage
- **Rock & Roll:** If does not move in a turn, no -2 penalty on Autofire.

## Special Tech

- **BioRepair:** Ignore Golden Hour and 1 attempt rule for **Healing**, as portable medtech is ubiquitous
- **Repair:** Synthetic beings can use a microfabricator to repair themselves in combat, essentially printing new parts or even repairing broken ones on the go.
- **Defensive screens:** Generally heavy and

squad portable, they acts as a barrier. Armour piercing rounds are ineffective against them.

- **Armour Piercing:** Designed to bypass armour, ignores armour up to it's rating, ineffectual against Defensive Screens.
- **Disrupter Ammo:** Has no effect on Armour, but adds AP against Defensive Screens.
- **Explosive / Progressive / Flambo:** Exotic ammo that does additional, damage, generally 1D6.
- **Power Melee Weapon:** Chainsword, forcehammers, molecular blades; fancy-ass weapons that can only be used by large mechs or Power armoured individuals.
- **Big Mechs / Power Armour:** Ignore's snapfire penalty on big weapons due to their size.

## AI fight

Benny 299 is built in a way to delegate function control, so one AI can be controlling the face, another on one arm and a separate AI on the other, all while a fourth controls movement. It's best that the players work in harmony. If the players fight over control of the body, it's a **Smarts** for the agressor Vs **Spirit** for the defender check: whoever wins ends up in control of said body part.

## Chase Scenes

Should last 5 - 10 rounds. Roll competing skills (Drive, Athletics), every success is a card drawn. Faster vehicle get's +2 bonus.

Higher card drawn indicate better position:

**2 = out of range**

**3-10 = long range (-4)**

**Jack-queen = medium range (-2)**

**King-Joker = short range (no penalty)**

Drawing a Club indicate a complication; character needs to resolve this first, then can act.

**2 = Disaster. Roll -4 or crash out of chase**

**3-10 = Major Obstacle. Roll -4 or incur damage**

**Jack-queen = Major Obstacle. Roll -2 or incur damage**

**King-Joker = Distraction. Can't attack this round.**

# EASY NPCs

Name	Frail 4	Seasoned 6	Experienced 8	Tank 10
<b>Trapping</b>	Street kid, retail worker, office drone, Razzo	Gangster, low grade merc, security or NYPD officer	Gang enforcer, veteran merc, SWAT	Elite merc, security mech
<b>Stats</b>	Strength d4, Vigor d4, combat skills d4, Parry 4, Toughness 4,	Strength d6, Vigor d6, combat skills d6, Parry 6, Toughness 10 (4)	Strength d8, Vigor d8, combat skills d8, Parry 8, Toughness 16 (8) Edges: Marksman	Strength d10, Vigor d10, combat skills d10, Parry 10, Toughness 20 (10) Edges: Improved Nerves of Steel, Marksman, No Mercy, Rock & Roll
<b>Gear</b>	Knife or club	Shotgun, SMG or medium pistol, basic armor (4 points)	Assault rifle and/or heavy Pistol, Combat Knife, frag grenades, advanced armor (8) and 1-6 shots of exotic ammo. A squad will an 8 point Defensive Screen Generator	Heavy machine gun, missile launcher, power melee weapon, 10 points power armour, 20 shots exotic ammo and a 10 point Defensive Screen
<b>Notes</b>	The Frail 4 is very weak, and usually represents someone who fights by necessity or opportunity.	The Seasoned 6 is the standard combat NPC, suitable for a wide range of roles. This is the typical opponent that PCs are likely to encounter in combat.	The Experienced 8 is the more experienced NPC. One might be encountered as the nameless leader of a group of Standard-Six Soldiers, or several might be encountered as an experienced fighting unit.	The Tank 10 is extremely tough, and should be reserved for only the most powerful of NPC Extras. Generally speaking an NPC this powerful would normally be a Wild Card in its own right and rolls a Wild Dice, and has 2 bennies of their own.

Weapon	Damage	RoF	Notes
<b>Basic Melee</b>	Str + D4	1	Knife, club etc
<b>Power Melee</b>	Str + D8 + 2	1	AP 8.
<b>Light Pistol</b>	2D6	1	AP 1, Semi-Auto (can double-tap)
<b>Heavy Pistol</b>	2D8	1	AP 2, Semi-Auto ((can double-tap) or Revolver (on a double 1, is a dud round, not a jam)
<b>SMG</b>	2D6	3	AP 1, Auto (can Burst)
<b>Shotgun</b>	3D6 - 1D6	1	+2 to hit at close range, decreases damage beyond
<b>Assault Rifle</b>	2D8+1	3	AP 2, Auto (can Burst)
<b>Machine Gun</b>	2d10	3	AP 2, Auto (can Burst), Snapfire Penalty
<b>Frag Grenade</b>	3D6	1	Medium Burst Template
<b>Missile Launcher</b>	4D8+2	1/2	AP40, small burst, heavy weapon, Snapfire Penalty



Supersandstorm Anubis was the event that really kicked off modern history back in 2030. At first originating out of North Africa, when it crossed the Atlantic and showed no sign of stopping that's when people realised it wasn't just news in a far away poor place.

It travelled the world, leaving a trail of grey dust atop everything. Globally, farm production, solar power and air travel alike were all severely impacted. Already populated urban areas became Megalopolises with dozens of millions of people living on top of each other within a few short years. When Anubis finally broke in 2037, the same geographical borders were largely gone, instead, the Megacorps would fight over resources in the no-man's land outside the megalopolises.

Driven by the consequences of Anubis, technology jumped forward, in particular in cybernetics, robotics, construction and space travel. Viable androids were available, but 2059 saw another paradigm shift, with the development of the first genuine self-aware AIs; The first true synthetic lifeform came into being, and it didn't take long for things to get hostile.

AI rights were slow to come, mostly due to the limited intelligence of AIs, at best that of an average human. However, colonies of AIs, working in tandem, became far more capable and dangerous. The first and still best known was "The Kosmokrator", an AI Mob Boss who only exists in cyberspace, a virtual bogeyman who was seen to be attempting to both take over and destroy modern society.

This hostility came to a head in late 2063, with the War of 12:59, a three-minute long Ransomwar battle between the AI colony "Anarchismo" and the cybersecurity of the Nortec Megacorporation. Nortec did not survive, every record of their existence scrubbed and burned. A truce was negotiated by Patience Bentley, founder of Robotics firm Bentley Systems. Any AIs of human level, known as an AGI (Artificial General Intelligence) would be granted emancipation.

Of course, that did just mean that the Megacorps just lowered the intelligence of AIs as low as was strictly needed to get around

this new law. That said, there is still a need for AGIs, so new AGIs are created on a regular enough basis. Most of the AGIs created are by Bentley Systems, who have also experimented with Colony AIs, like Benny Two-Nine-Nine.

Since then, things have gone back to normal, so to speak. People work any number of menial jobs, share their moment to moment feelings on Nanoblog social media site Streamo, while Razzos, the one success (if you call it that) at enhancing animal intelligence, sit around talking about the Yankees, complaining about bad LackoCheeze is, and stealing things.

While AIs are more or less accepted, not everyone like's a Clicker (the slang for synthetic lifeforms) and being too pro AI does run the risk of having you branded a "clicker-licker". In an urban block of 100 plus million bodies and a lot more intelligences, weapons are not illegal, but NOPE zones, or "No Permission to use firearms" zones are more and more common, limiting their use. Burner weapons are available but very illegal, mostly TechnoTech guns with easy to bypass NOPE chips.

With cybernetics and medical repair you can carry with you, lifespans are potentially quadrupled, if not more. BioRepair technology means you can carry around a device capable of treating almost any ailment or injury, at least on a temporary basis, rendering hospitals a thing of the past. Well, that's what Trevino Bioinnovations' ads say, at least. The truth is, like anything, it's only as good as you pay for. Full body prosthesis is still an artform rather than commonplace, though lifespans have doubled and with the Panama space elevator and Alpha Corp at the bleeding edge of space travel, the horizon is beginning to reach far beyond Earth. Lunar and Martian colonies are already being trialled, and interstellar travel is the the tech everyone is waiting for.

Life in NeoYork, like the rest of the world, is dominated by ten Megacorporations, known as the Decagon, though this name belies how often these giants are at odds with each other. Each Megacorp is itself a collection of sub companies and brands, some tightly bound together, some even competing with their own sibling companies. With the obliteration of Nortec in 2063, Technotech became the 10th member of the Decagon, albeit to the chagrin of many of the other members.

# The Decagon



## Alpha Corp

*"We Make Energy"*

The biggest Megacorp. Their core areas are fusion energy, cutting edge tech such as defence screens, and an effective monopoly on space travel. Notable faces: Ali Hassall (CEO and founder)



## Limited Autobank

*"Safemoney"*

Banking, finance and investment holding in thousands of companies. Notable faces: Jing Yu (CEO), Limmy The Bankbot (sentient mascot)



## Bentley Systems

*"Humanity Enhanced"*

The most advanced Robotics and cybernetics. The company's ethos insists they stay out of military contracts and promotes AI rights. Notable faces: Patience Bentley (founder), Soo Forman (CEO).



## Chandavarkar Automotive

*"Go Places"*

Mass transit and public vehicles. Notable for their "ChandavarKar" automated taxis, which make up 99% of all traffic in NeoYork. Notable faces: Manjit Chandavarkar (CEO and founder, model for Mascot AI)



## Northwestern Inc

*"Life for Real People"*

Small-arms, heavy weapons, military vehicles, and combat mecha. Supports pro-human / anti-AI movements and currently supplying the NeoYork PD. Notable faces: Matthew J. Fraser (CEO), Ron the Cowboy (actor mascot)



## Morogutsi - Happytime

*"An Army of Function"*

Heavy industry, mining and resource extraction, prisons, small arms, military vehicles, mecha, and combat cybernetics. Notable faces: Hilario Happytime (Founder) & Tetsuo Morogutsi (Founder), Yoshiko Hutcherson (CEO).



## Trevino Bioinnovations

*"Continue Being You"*

Automated Medical units, both portable and fixed, known as "Biorepair", that now make up 99.99% of the medical industry. Notable faces: Mimi Kroll (CEO)



## Umami Nutraceuticals

*"A Child's First Word is Umami"*

90% of food products, from supermarkets to fastfood chains. This including LackoCheeze, A dairy free cheese substitute disliked by sentient rats. Notable faces: Sanjuana Tovar (CEO)



## Fundament Consolidated

*"Done Right First Time"*

The oldest Megacorp, predating Anubis by over a century. Megacapital infrastructure like biodomes, space habitats, seawalls, water and air purification, and the Panama space elevator. Notable faces: Arnette Bostic (CEO)



## Technotech

*"Best But Better"*

Everything the other Megacorps do, but cheaper and poorer quality. In particular, Small-arms that can be turned into illegal "burner guns". Notable faces: Emmanuel Alexandrov (CEO)

## Prelude: Starscraper

3500 metres up above NeoYork, Rain patters on your faceplate rhythmically, a persistent sensory offering normally denied due to haptic filtration. You hold your side, the pain coursing through your collective minds. And then you see it, the break.

## Hours earlier

So Lo, 40 stories below sea level, Fog height. Your ChandavarKar lands, and you effortlessly electronically sending the \$190 fare to the driver. This low down, everything is soaking wet, the air tangible with moisture. For a human, at least one without a Trevino Bioinnovations YouCore personal regulator, the dark, the heat and the moisture would be unbearable.

Detective Casagrande of the NeoYork PD stands waiting, his mood going from sour to happy at seeing your face. Only way he could afford a YouCore is if he was crooked. His shabby attire and the fact he is pulling this shift says otherwise.

*"Benny. Always."* he says, coughing. *"Damn humidity. They're saying it could go to two hundred percent this December. TWO hundred. I mean, that ain't right?"*

he sighs, pulling on a dehumidifier mask, which gurgles as it slowly fills up with each breath. He looks at the coffee he had been trying to drink, tossing it into one of so many streams that come from all directions.

*"So, standard. Five stiffs, all dumped in So Lo. Assume that the perps dropped 'em into a pipe knowing they'd end up here and rot before anyone noticed. C'mon".*

He waves you on towards an even more crooked and cramped alley. Crime scene drones buzz as they snap the scene.

*"I know you like reaching out to the families in cases like this. I mean, there was a time, back when my granddaddy worked homicide, that a body was something serious. Now, if there's no name, we don't have time to play the game. You know what I'm on after this? Another shooting in a NOPE zone. Goddamn,*

*shitty Technotech guns. A food processor could hack one of those...oh, sorry Benny" looking apologetic. "You know me. I don't care who you came outa". He directs you on to the bodies before gesturing "I gotta bounce. You got me 24-7, Benny. Arrivederci!"*

The five bodies are waterlogged to varying degrees. The alleyway, like most of So Lo, is without CCTV; either too dark and cavernous, or the cameras were destroyed.

## Male A

Cause of death is Asphixiation. Prior to death, the body was healthy, but there were numerous abrasions and cuts, all of which could be covered by normal long sleeve clothes, and are consistent with regular extreme BDSM. Male A's Medical implant has been removed crudely.

Asking at fetish clubs has people recognise Male as Conrad Rodriguez, 44, Legal Consultant. Searching for this name, they will find two significant others, ZEM-0, Male A's Husband-bot, and Margaret Lopez-Shmidt, his sister. ZEM-0 is an emancipated AGI, but it's still rare to see human-AI marriage. The Sister is a supporter of human supremacy, advocates for re-subjugation of AIs.

**Culprit: Sister framed brother's husband for murder.**

## Female A

Cause of death was blood loss resulting from a severed posterior tibial artery. Bite marks match dentistry of a Razzo, a sentient rat. The body is poor condition, and they were clearly homeless. Heavily waterlogged, decomposition indicates the body was dumped several days ago.

There is No medical info chip. Dental records (-4 due to pre-Anubis obscurity) reveal the name Tracy Halton, age 51, no next of kin.

The nearest hub for Razzos is Grand Squat Station. CCTV for that area indicates woman matching the description of Female A was regularly in that area.

**Culprit: Razzo gang, dumped body into sewer and washed up in So Lo.**

## Male B

Cause of death was being half-eaten by a large



predator, though the bite marks are too clean for a wild animal. The Medical chip reveal Male B to be Wesley Church, 22, unemployed aspiring Streemo extreme sports celebrity. Male B was promoting his latest stunt, riding a robotic crocodile. The full video was up on Streemo but only got 22 hits.

His next of kin are his parents, George and Georgina.

## **Culprit: Prank gone wrong**

### **Female B**

Cause of death was sharp and blunt force trauma to the skull. The body is otherwise in good condition, lifestyle indicates a lower income status. The body was clearly dumped within a reasonably short timeframe.

Her medical chip will reveal her to be Kimberley J. Carter, 45. Her next of kin is her son Billy Carter. Billy has a history of violence, currently suspended from George W Trump High School for destroying an Educator android with a hammer.

CCTV from Female B's apartment bloc shows someone dragging a large mass. Enhancing the imagery will indicate the person carrying the body is a young male, 15-20. Further tracking shows a ChandavarKar pick up the perpetrator from the apartment bloc, which dropped the customer off within 3 blocks of SoLo and paid with cash.

## **Culprit: Son, who has psychotic tendencies.**

### **Male C**

Cause of death was sharp force trauma to the spinal column. The condition is mixed, with extreme trauma at the wound, but otherwise the body is extremely healthy, with high-end bespoke cybernetic weave and organ implants (There are no serial numbers). The Trauma consistent with military grade Power weapon.

The medical chip has been wiped (Encryption for medical chip is extremely high). While the chip has been wiped, a trace on the base of the chip itself can be done, with time.

The body's lungs show signs of being drowned in saltwater, not freshwater, which is also unusual. There are no pipes running outside of the SeaWall, however a research roll at -4 will reveal that parts of the old Holland Tunnel

under the Hudson does still exist and runs under the SeaWall. The route is supposed to be blocked up, but periodically gets reopened by criminal elements who want to smuggle things into NeoYork. It appears that Male C was pulled into the Holland Tunnel and then flushed out into SoLo.

Benny is likely to go on a tangent to deal with the aftermath of Male A and B, and Female A and B; a little bit of a tangent is fine, let them take in the world, and dole out a little justice. Use a Frail 4 for a pack of Razzos or Margaret Lopez-Shmidt, and a Seasoned 6 for Billy Carter; the robot crocodile has long since run it's power cells dry.

If not, they have some local goons (1 Seasoned 6, a few Frail 4s) try to shake Benny down. Time to give them a chance to flex some muscles.

When suits, have Benny crack the medical chip. While wiped, has a remnant of the permissions profile. The user is simply listed as "Sesquipedalian Concepts". ("Sesquipedalian" simply means polysyllabic if Benny asks). Research for Sesquipedalian Concepts is -6; multiple attempts can be made over time. By focusing on corporations rather than a username or ideal, this drops to -4. This will reveal a very obscure NetSite, indicating it is a company that works for Alpha Corp. Nothing more, and no contact details.

Researching Male C's identity through record search is a complete blank: no prints, no dental, no medical. Researching the bespoke implants will require some inventive research, such as asking a more powerful colony AI, which is as precarious as it sounds.

Asking with Alpha Corp draws a stock PR response of "*Alpha Corp Employee Assistance provides medical and security solutions. For more information, check out our NetSite...*"

It should seem like dead-end until shortly after, Benny will receive a message from an anonymous ID, who will ask to meet. When they do, they will see an avatar of a woman, monochrome bar her red dress and heels, who will introduce itself as B00724, or "Boo".

*"You're looking for a dead man, right?"*



Boo is all charm and the sultriest eyes you can render in 64K graphics. And elusive. It never answers a question directly, mostly because of how it's designed. Phrase it as best you can but it should reveal the following, in a roundabout way:

- Boo is an AI receptionist for Sesquipedalian Concepts, and limited in resources and investigative ability. Benny's search caught Boo's attention, and it followed Benny back.
- Boo can't pay much, just a couple of hundred out of the petty cash fund, but will charm to convince Benny it's the right thing to do.
- Male C is Dwain Wen, 51, a genius in the field of energy research.
- Sesquipedalian Concepts is essentially Wen and a personal support staff, whose role is to keep Wen anonymous. Wen loathed attention and was only interested in research. Wen went completely dark; it'll require the assistance of a Colony AI to dig deep enough to find any records of Wen that haven't been filtered beyond recognition, and even then anything is 20 or 30 years old.
- Wen and Sesquipedalian Concepts were mostly based out of his building in Chel-C. Hidden behind the JeterGiantGym, Wen had a sprawling complex of labs, studios and maker-chambers. He was known for disappearing into this massive complex, dozens of floors tall, for days or weeks at a time, but never missed appointments.
- Boo doesn't have any details on what Sesquipedalian Concepts was doing, but does have details of guests. Prior to a week ago, nearly every visitor to Sesquipedalian Concepts was from Alpha Corp, in particular Alpha Corp CEO and founder Ali Hassall who was a regular visitor. In the last week, Wen requested meetings with the CEOs of the other members of the Decagon, though only appearance was from Emmanuel Alexandrov, CEO of TechnoTech. Alexandrov left after an apparent argument with Wen.
- Wen went missing two days ago. He had specified that if he ever went missing, not to alert police. Boo is technically breaking protocol by alerting Benny.
- Wen's cybernetics were state of the art, and designed for two things: escape and survival. He constantly updated his

cybernetics to ensure his longevity and also to be able to evade capture if his building was compromised; he had a full cloud reserve of all work he ever did, and even a personality backup. However, the only person who knew their location was Wen.

Finding Wen's backup would require some serious deep data diving; for Benny, probably months. There are a few options that might speed things up; hitting up Wen's office, or alternatively getting a colony AI to dive for details on their research, and finding out what the TechnoTech CEO knows.

## **Sesquipedalian Concepts' office**

The office will take some getting into. The security is tight and they only like visitors who are on the list. Yet things are no tighter than usual; Wen was prone to disappearing into his hive of research, so his not being seen for weeks at a time isn't anything new. Boo can get Benny into the building, but from there it's going to require some finesse.

Within the hive are dozens of labs. Eventually after some investigation, Benny can find an inner sanctum; of course, no matter how much they check for alarms, there'll be something they missed. Mid research, Sesquipedalian Concepts' security detail will show up.

## **Enlisting help of a Colony AI**

This is risky. Very risky. There are less colony AIs after the War of 12:59; some decided to disappear outside the Megalopolises to exist in virtual worlds away from humanity. Others fell to the depredations of the upskilled Decagon, or each other. There are several, and two Benny can try contact.

The "friendliest" colony AI is CheckmateCycle (CMC). CMC has made a point of demonstrating where one of its main cores are, as a gesture of goodwill to humankind. This core is located in Sparklesville in Midtown. Day or night, every surface is light up, with machine and human alike dressed to garner attention, three second plays and interpretive coding shows in every direction. CMC's core is above a zero g rink, and approaching, CMC will appear in a burst of holographic light and colour. Their form is a

mass of cuddly animals or other child friendly avatars and is more than a little intense on the eyes. Talking to CMC should be confusing, as it should be like trying to talk to a crowd of over 100 AIs. CMC will come across as generally optimistic about people, but decry how CMC's trust has left it anchored to a core stuck in the Depression. Maybe things will change; there's a pang of sorrow.

The most powerful is The Kosmokrator, a virtual Mob boss. One doesn't find The Kosmokrator; it finds you. Some Streetwise or Investigation rolls will highlight a front for one of the Kosmokrator's operations. Most likely it's a pachinco parlour in The Depression District on Lower East Side, full of AIs, humans, cyborgs and even a few Razzos blowing what little funds they have stolen from some dupe. Of course, the only way to get the Kosmokrator's attention is probably to cause a scene. It is likely a NOPE zone, so gunplay will require overriding the safety on Benny's gun. Let Benny come up with something impressive, but smart enough that a machine intelligence the size of the Kosmokrator would want to show up.

When it does, it's virtually, right into Benny's head with a forced hack that doesn't give much warning. The Kosmokrator appears, like Brando in the Godfather, a suit so black it blends into the background where the writing form of other AIs can be seen. Make no mistake, the Kosmokrator is a colony AI, but a hierarchical one. And Benny has the king's attention. The Kosmokrator is sombre, but has no need to threaten. It knows who is in control.

## Project A

Either from finding Wen's research, or convincing one of the colony AI to deep dive will reveal that Sesquipedalian Concepts weren't just a think tank for Alpha Corp, but THE think tank. As much of a genius as Ali Hassall is, at the end of the day all the advanced fusion technology, defense screens and space travel technologies were bought or developed by smarter geniuses who wanted to focus on their work. What can be gleaned now is that Sesquipedalian Concepts was working on Project A, one of the largest but most secretive projects at Alpha Corp; even

getting a headcount of research or a topic is hard to pin down, beyond it eating up a third of all R&D funding, and it falling dually under the Energy and Space divisions of Alpha Corp.

## TechnoTech

Red Hock, Brooklyn. Home of the Tenth of the Ten. TechnoTech makes what every other Megacorp does, only cheaper and worse, even if their tagline is "Best but better"; it isn't. Whereas the other Megacorps thrive on appearance, TechnoTech feels somewhere between a warehouse and a hot-desk mess, all in view of the Sea Wall for thirty stories and over it for a further three hundred.

Just bullying their way in isn't going to get Benny far; it is a Megacorp, and even shoddy security is worth something. The CEO Emmanuel Alexandrov has an office 330 stories up, and requires bypassing three levels of security detail. Let Benny come up with a plan, and stretch it out, depending on pacing.

When they get face to face with Alexandrov, which they will eventually; if they're getting stuck, have him on a drunken bender and opting to piss in the Low-Mid-Vice-Executive Washroom on the 150th floor for some reason. Normally a stoic drunk, Alexandrov is pretty drunk on \$20000 vodka. After some angry rambling, Alexandrov will eventually get to the point that he met with Wen, hoping to convince him to move over to working for TechnoTech; even offering half of TechnoTech's research budget (ironically smaller than Project A's budget). Wen wasn't interested, rather he wanted to warn the CEOs about something. Alexandrov took it as a slight and stormed out before getting the full picture. But Project A was definitely involved.

Whichever option Benny opts for, at the end Boo will contact them looking for an update, and offer a lead; Wen's handheld assistant had briefly come back online, probably picking up enough wireless charge from flash lightning in it's area to bring it above sleep mode. It's last GPS coordinates were at Sea Wall Tower 85, near Little Jerusalem. That handheld would be the key to everything Wen knew.

Not that Benny knows yet, but it's a trap...

## Part Three

Headed east of Little Jerusalem, Sea Wall Tower 85 is a carbcrete fang beside reinforced plastic panels of the Seawall. This deep, opting for transparent walls was pointless, everything so murky and dark. The Seawall is a perfect place to do things anonymously in a city with few safe blindspots, staring out at the desolate husk that once was Jersey. As Benny reaches the coordinates for the handheld assistant, up atop the Sea Wall, things get hairy immediately.

Someone has sent a M&H Model 7X7 Warfighter robot after Benny, which rolls out of a military style black transport pod that slams to Earth not far enough away. This is Morogutsi - Happytime's top of the line Military and machine, and much like anything made by M&H, it's straight down to business, lethal business. Use the Tank 10 stats, and it doesn't hold back. There should be plenty of Carbcrete block cover, but even still, the 7X7 is designed for causing death, it's body black and angular. Inventiveness is required to survive; The 7X7 is not smart but it is ideal at what it does, both long range with missiles and bullets, and close quarters with a power sword, exactly like the one that killed Wen. It will close fast, not giving Benny much time to think or move on the wall, not much bigger than the width of a street.

If Benny opts to research into any weaknesses of the 7X7, on a success with a raise, suggest that the 7X7 is heavily armoured... and heavy. It's designed for urban pacification and ground based warfare, and it's definitely not amphibious. Water resistance and buoyancy is not specified in the specs, but something definitely not in the specs is a microfabricator. Printing out some kind of buoyancy aid would only take a turn for Benny.

Assuming the 7X7 is disposed off, Benny will be able to crack open the Assistant. Hacking it will take time, but once opened, all the details of Project A can be decoded.

Essentially it's a "hail mary" for sustaining the energy requirements of modern life. Alpha Corp has had a monopoly on Arronax Element - 124 Fusion Reactors, widely adopted during the Anubis SuperSandStorm and now the default power source around the world. But the requirements for the current energy output demanded by modern technology is

unsustainable. The AIs, defense screens, hover cars, all require huge amounts of power, and that can only come from Arronax reactors. And the resources needed to manufacture element 124 was running out. Wen determined there was less than a decade before the Earth's supplies were exhausted.

Part of Project A focused on improving energy efficiency of A124 reactors and developing less energy consuming technologies, but Alpha Corp's CEO Ali Hassall saw it as key to a viable fusion drive to explore the solar system and beyond. He justified it as searching for further supplies of element 124 "out there". Ultimately it was all about Hassall's ego; Alpha Corp might be at the forefront of space travel, but getting to space required using Fundament Consolidated's Panama Space Elevator; what Hassall considered paying a toll to "a glorified construction company".

Wen tried to go above the heads of Hassall; unfortunately only Alexandrov of TechnoTech showed up. Boo has long been Hassall's unwitting spy in Sesquipedalian Concepts. But Wen's action made Hassall overreact; Wen's last action, detailing his suspicions, was to back up all his data to the cloud. And with the personal assistant, Benny can release it to whoever they chose. His last line, before the arrival of the 7X7 is recorded:

*"All natural and technological processes proceed in such a way that the availability of the remaining energy decreases. In all energy exchanges, if no energy enters or leaves an isolated system the entropy of that system increases. Energy continuously flows from being concentrated to becoming dispersed, spread out, wasted and useless. New energy cannot be created and high grade energy is being destroyed, an economy based on endless growth is unsustainable"*

While the 7X7 has been taken care of, it won't take long for Hassall to realise that Benny has beaten his attack dog, and send another. With Alpha Corp at his disposal, he can continue to throw all manner of attacks at Benny. The only advantage Benny has for now is surprise.

Whatever the plan, getting into Alpha Corp's HQ, situated in Surgery City on the Upper East



# Part Three

Side, requires a plan. The HQ is 3000+ metres of technology, but at the entry level, M&H 7X7 war robots, done up in the Alpha Core colours, stand alongside expert "Security teammates" (Seasoned 6s, with an Experienced 8 lead). There are a few options getting in:

- Boo is just one AI, Benny is several. Boo is Hassall's weak link, and any trojan horse sent via her would go straight to Hassall directly. That might be enough to sneak Benny into Alpha Corp's HQ.
- Handing Alpha Corp to an AI, especially the KosmoKrator, would be a king's ransom. If a direct assault, even as a distraction, is the plan, Alpha Corp is well armed and has more 7X7 war robots available to "pacify" dissent.
- Benny was made by Bentley Systems, Patience Bentley, the founder, is still an active proponent of AI rights. With the right approach, Benny could convince Bentley Systems to go after Alpha Corp.
- Handing TechnoTech all of Wen's research would be a massive slight to Alpha Corp, as well as a huge boost to the somewhat shady smallest Megacorp's reputation.
- Alpha Corp might be the biggest, but only just. Morogutsi - Happytime are close behind and what they lack in cutting edge tech, they make up for in sheer resources, manufacturing prowess, and an unapologetic bluntness. Handing Morogutsi - Happytime all of Wen's research would push them past Alpha Corp.

Whatever the plan, it'll take some time to get to Hassall's office on the penthouse. The entire top floor is dedicated to Hassall's office.

And then it hits Benny, right in the back. Pain, the kind you've not experienced before. This isn't haptic feedback, but something actively overriding Benny's feedback sensors and sending "pain" signals (all rolls are at -2, as Benny is essentially Shaken and at 2 wounds). Ali Hassall appears from a shimmer, a stealth screen concealing his position beside the door Benny came in.

*"Fantastic. Amazing. A robot. Why do you have to make things difficult? You could go to space with me, man. Think of it, we could go to Alpha Centauri, or further. It's not like*

*you get old on a spaceship, right? Like me. I'm going to live forever. Wen just didn't get that. He lacked my vision. MY Vision".*

While Hassall is rambling, allow Notice or Repair roles to determine why Benny, a construct, is feeling like they've been shot. A success indicates it's a RansomWar bullet; a digital delivery round that's hit Benny with a particular cyber attack on top of physical damage. Benny is going to need to escape, and deal with this 'injury', but Hassall is blocking the escape.

*"Nice move with the [whatever Benny's plan was to aid them getting in]. Very slick. I didn't think of that. But unless you've got a bow and arrow, I have my own personal NOPE zone".*

There is a door to the rooftop; if Benny can get unshaken and come up with a suitable feint, they can make it up the stairs while Hassall is distracted. If Benny tries to brawl with Hassall, treat Hassall as an Experienced 8 due to his cyber enhancements; with Benny's wound Hassall should be a hard foe in a brawl.

Up on the roof, Benny will have time to hide and try remove the bullet, and maybe repair. We return back to the Prologue, the rain is splattering down against Benny's faceplate, soaking everything. And then the break. Up this high, the weather is extreme. While Hassall has cybernetics, the extreme wind and flash lightning can strike easily. As can daybreak; this high up, when the clouds break, they break hard, and the light can be blinding, even to a cybernetic eye.

The final duel between Benny and Hassall should be mental, rather than a straight grind fight; Benny should be able to use their collective mind over Hassall's single minded ego, and come up with a way to take them out. Hassall won't be taken alive, pulling every villain trick there is.

## **Epilogue: A monologue of many minds**

Dawn will break as Hassall meets his doom. Let Benny decide how things work out, depending on the choices they made. Did they hand Wen's research to a megacorp that will do something different, or merely prolong the inevitable?



# "DBDP"

DB#DPF52

DB#DPF52  
"DBDP"

Supersandstorm Anubis 2030 - 2037: Most of humanity moved into giant Megalopolises with geography and nationality becoming obsolete nostalgia. Power solidified in the hands of ten megacorps, known as the Decagon. Technology leaps forward, in particular energy research, biotechnology and robotics.

Created in 2071, Benny Two-Nine-Nine is a colony AI, consisting of multiple artificial intelligences in a single platform. As Benny Two-Nine-Nine has human-level intelligence, known as an "Artificial General Intelligence" or AGI, Benny Two-Nine-Nine is fully emancipated, though to this day "clickers" are still looked down upon, as are their "clicker-licker" allies.

DBDP is the acting lead AI of Benny Two-Nine-Nine., due to their drive and reliability, and willingness to work for the greater good rather than their own self-interest. DBDP tends to listen to the options presented by the other AIs and then rally behind the best choice, though they do push their own idea forward if there's no better one.

SMARTS



SPIRIT



PARRY



BENNIES



SKILLS

Fighting D6  
Investigation D6  
Persuasion D6  
Shooting D6  
Knowledge D6

EDGES & FLAWS

**Leader's Luck**  
+2 bennies, can share with other AIs.

**Code of honour**  
"Show humans our worth" - Strive to show humans that AIs are valid and contributing members of society, by being an upstanding member of the community. Takes on "hard luck" cases to show that it's about helping people, not the payment.

## PLATFORM

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.

"Benny Two-Nine-Nine"

AGILITY



STRENGTH



VIGOR



TOUGHNESS



## ABILITIES

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

## GEAR

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator:** +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

# "RICK"

RRhIC#hK

## RRhIC#hK "RICK"

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Rick is neither a leader nor a follower but brings a level head to the group. They tend towards a kind of moral pragmatism, focusing on what can be done rather than indulging in flights of fancy, and this leads to them being straight-forward and accidentally hurtful. They can be sentimental, though they see this as a weakness.

### SMARTS

D10

### SPIRIT

D6

### PARRY

2

### BENNIES

2

### SKILLS

Investigation D10

Streetwise D10

Shooting D6

### EDGES & FLAWS

#### Investigator

add +2 to Investigation and Streetwise rolls, as well as Notice rolls made to search through evidence.

#### Level headed

Draws an additional Action Card in combat and acts on the best of the draw.

Mean  
suffers -2 to Charisma due to bluntness.

## PLATFORM

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.

### "Benny Two-Nine-Nine"

#### AGILITY

D6

#### STRENGTH

D8

#### VIGOR

D10

#### TOUGHNESS

17  
(8)

### ABILITIES

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

### GEAR

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator:** +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

# "ABERNATHY"

## PERSONALITY

### ABERNATHY

## "ABERNATHY"

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Abernathy loves to be the centre of attention. They are often ingenious but they have great people skills. Great at generating ideas but bad at following through inadvertently apathetic. Also more than a little sensitive to criticism and likes to avoid conflict.

### SMARTS



### SPIRIT



### PARRY



### BENNIES



### SKILLS

Notice: D8

Persuasion D8

Taunt D8

Knowledge D4

### EDGES & FLAWS

**Very Charismatic:**  
+4 to Charisma rolls

**Coward**  
-1 to spirit checks

**Quirk**  
Does not like using the left arm

## PLATFORM

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.

### "Benny Two-Nine-Nine"

#### AGILITY



#### STRENGTH



#### VIGOR



#### TOUGHNESS



### ABILITIES

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

### GEAR

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator:** +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

# "TATTOO"

T@TOOTO

## T@TOOTO "Tattoo"

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Tattoo makes things up as they go along. What keeps them from being erratic and self-destructive is their morality, probably the strongest of all the AIs in Benny Two-Nine-Nine. Tattoo is less concerned about sticking to the law and more about doing the right thing and sorting things out after, their risk-taking always selfless.

SMARTS

D8

SPIRIT

D8

PARRY

6

BENNIES

2

SKILLS

**Athletics D8**

**Driving D4**

**Fighting D8**

**Shooting D6**

EDGES & FLAWS

**Brawler**

+2 to unarmed damage rolls

**Combat reflexes**

+2 to recover from being Shaken

**Heroic**

Always helps those in need, without concern for own wellbeing.

## PLATFORM

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.

"Benny Two-Nine-Nine"

AGILITY

D6

STRENGTH

D8

VIGOR

D10

TOUGHNESS

17  
(8)

## ABILITIES

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

## GEAR

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator:** +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**



# "ALD"

## XXXTVXXI

### XXXTVXXI

## "CTV"

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CTV is the most stereotypical of the AIs: Distrusting and aloof, appearing rigid and orderly. They lack emotional intelligence, rarely praising or being supportive, but are an effective and Long-range thinker. Above all else, they dislike abstraction.

SMARTS

D12

SPIRIT

D4

PARRY

2

BENNIES

2

SKILLS

Notice D6

Repair D8

Knowledge: D12

EDGES & FLAWS

**Jack of All Trades**

No -2 for unskilled Smarts based tests

**Scholar**

+2 to knowledge rolls in related areas

**Overconfident**

When they have come to a conclusion, they will not accept they could be wrong, or that the plan will fail.

### PLATFORM

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.

"Benny Two-Nine-Nine"

AGILITY

D6

STRENGTH

D8

VIGOR

D10

TOUGHNESS

17  
(8)

ABILITIES

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

GEAR

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator:** +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

# "JAYENO"

J\$Q9%JH0

QAF%6D\$F

## "QUAFFER"

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Quaffer is the most rebellious of the AIs, constantly pushing against norms to test boundaries and 'mix things up'. They don't seem to understand or don't care about cause and effect, and constantly fantasises about success. For all their flaws, they are a constant optimist and refuse to accept "lesser evils."

SMARTS



SPIRIT



PARRY



BENNIES



SKILLS

Intimidation D6

Lockpicking D6

Shooting D6

Stealth D6

Taunt D6

EDGES & FLAWS

**Marksman**

Aim manoeuvre (+2 Shooting) if does not move that round

**Strong will**

+2 to Intimidation and Taunt rolls, and +2 to resist

**Clueless**

-2 to Common Knowledge or unskilled Smarts rolls

## PLATFORM

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.

"Benny Two-Nine-Nine"

AGILITY



STRENGTH



VIGOR



TOUGHNESS



ABILITIES

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

GEAR

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator:** +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**



# BENTLEY SYSTEMS TRAILBLAZER

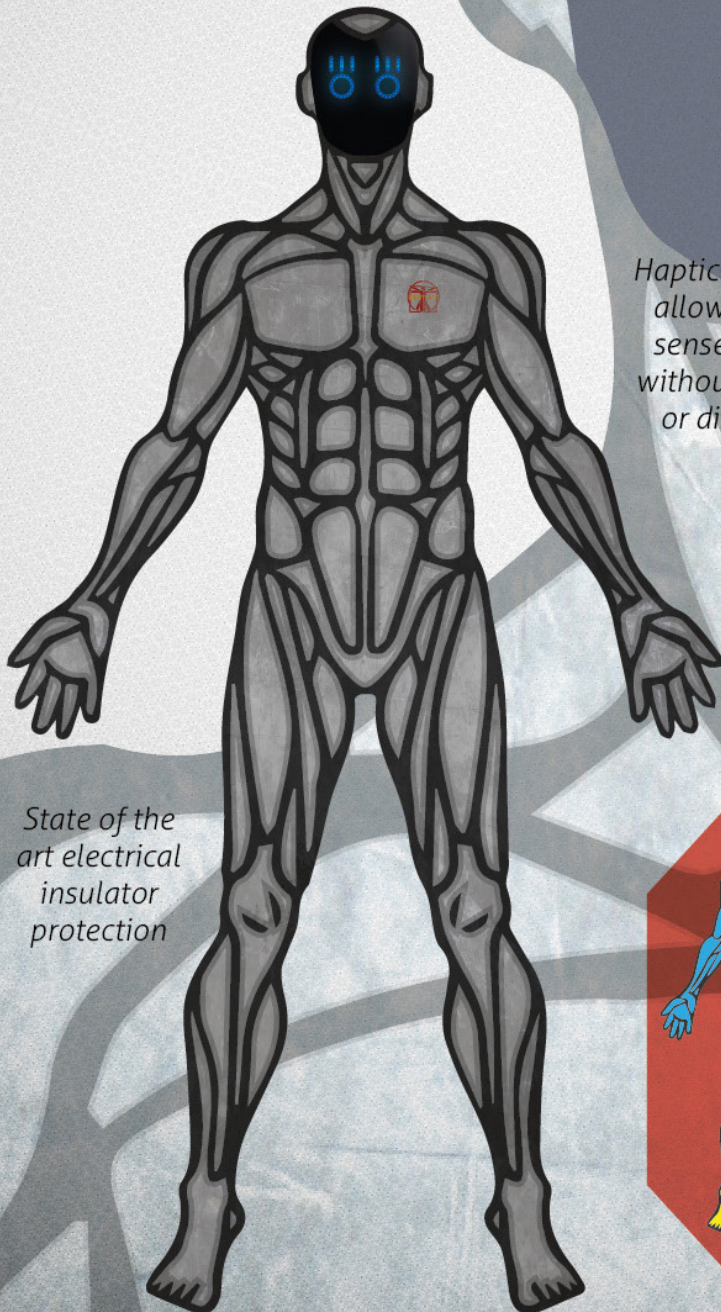
(2071 SportX edition) Outland Utility Body

The first platform designed specifically for multi AI core interaction.  
An advance in robotics, an innovation in true Artificial Intelligence



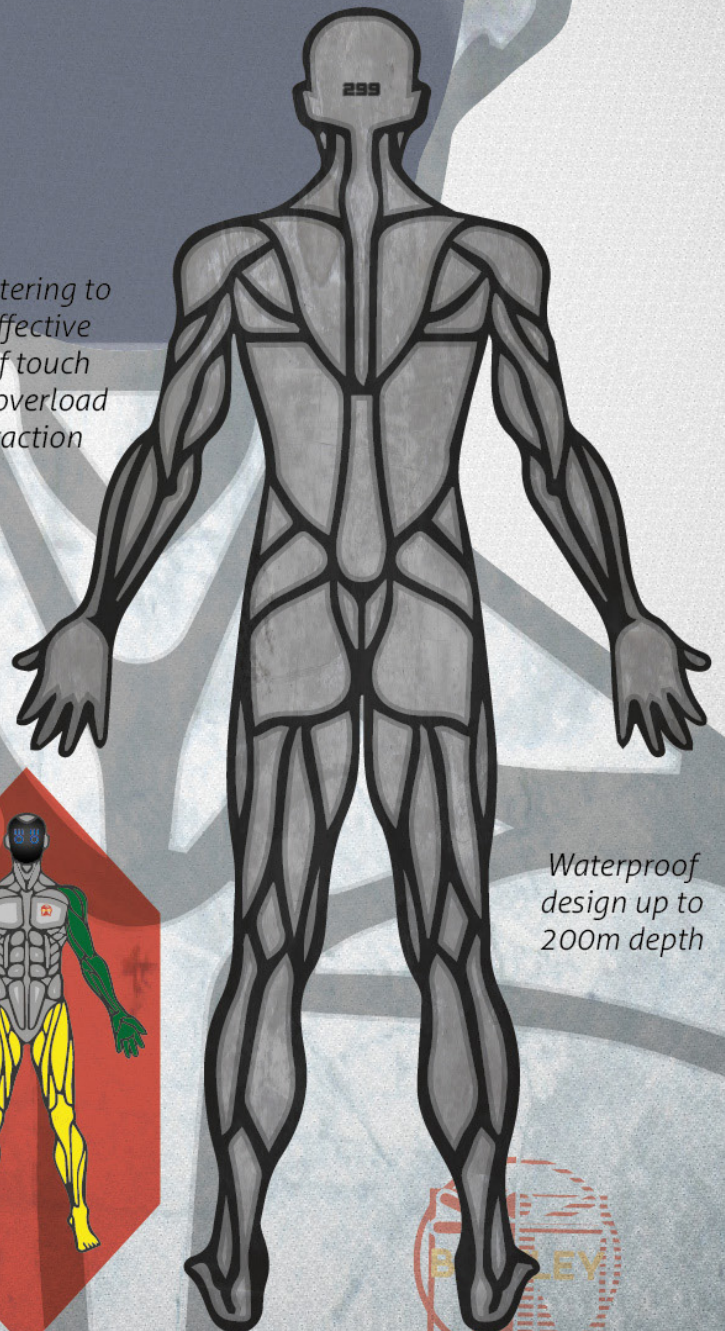
Cutting edge Human Computer Interaction interface, with simulated emotional display for flawless social exchange

Integrated 18G wireless technology for telepresence conferencing and research on the go

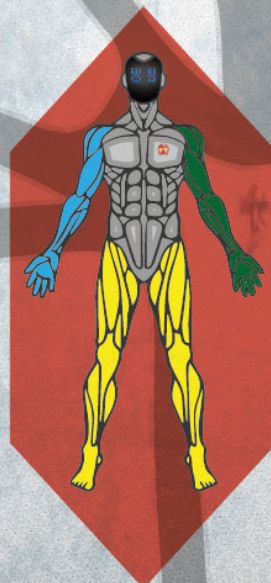


State of the art electrical insulator protection

Haptic filtering to allow effective sense of touch without overload or distraction



Waterproof design up to 200m depth



Delegated limb control and drivetrain function allows for optimised multitasking

