

The Raven Incident

A Corporation game for 5 players

by

Ciarán "Sarky" O'Brien

Contents:

Page:	Description
2	Contents
3	Crash course in Corporation for the GM
5	Game synopsis
6	Opening Scene- Insertion
7	Zhao Ray's Pawn Shop
8	Karl's Pet Shop and Fu Leng's Antiques
9	Meeting Karras Ironhand
10	On the way to Titan491
11	Meeting Titan 491
12	Meeting Oda Asuka
13	Showdown
14	NPCs
14	Generic NPCs
15	Karras Ironhand & thugs
16	Titan491 and Chimeras
17	Ai-Jinn Hunter Cell
18	Oda Asuka
19	Showdown NPCs

Crash course in Corporation for the GM:

The feel of the game is cinematic/gritty dystopian future. Think Bladerunner, Demolition Man, 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 (Archologies), 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, eg 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 Defense between attackers however they like. They can spend their whole round Blocking to DOUBLE their Defense, 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 are agents from 2 Corps, Eurasian Inc. And Shi Yukiro, on a joint mission to prevent an assassination at a high-powered meeting between the 2 Corps. The meeting is taking place in Tokyo, now a massive open city/Archology spire combination.

The Corps cannot show weakness to each other or their enemies, so the meeting will proceed at 11am 7 days from when the players arrive. Shi Yukiro and E.I. Are putting a lot of faith in their agents to find the assassin before he ends the meeting. Trillions of credits are at stake.

The assassin is named Raven, a cunning freelance mercenary specialising in assassination. Over the years the corps have put together a vague profile. He'll have been in Tokyo for weeks, he'll have paid off people to open up several ways to kill his target, and he'll have spent a great deal of effort covering his tracks. He won't make it easy. Nobody's even sure Raven IS a "he".

In fact, Raven is a woman. She's spent her time in Tokyo persuading the criminal elements to do a range of things to make her harder to follow, like street war to distract the UIG, hacking into the traffic control network to cause gridlocks in certain areas, hijacking shipments of explosives to tie the rescue services up with collapsing buildings (and create a few decoys for the players to chase). She's even got a couple changes of skin to disguise herself! Raven is not going to make it easy at all.

The players have a week to chase their leads, put together scraps of evidence, figure out how and where Raven will strike, and stop him from doing so. At the same time, they'll have to work with rivals who would normally attack them on sight, and try to ensure that it looks like it was THEIR Corporation that saved the day. Just because they're working together doesn't mean they can't stop the political point-scoring, right?

Opening Scene- Insertion:

Players from both Corps are flown to Tokyo, where they've been given luxurious rooms in the Clayton-Lockheed 6 star hotel. Licensed or not, their bigger weapons would raise suspicion in public (not to mention their ILLEGAL gear), so they arrive in the hotel with just their cybernetics and a handgun. There are coded messages waiting for them telling them where they can pick up their weapons and some starting information. The cache is in an abandoned building in the slums, locked and coded only to open to the agents' DNA and only at 7pm for 10 minutes.

Cache contains:

- All their weapons
- A briefcase full of surveillance equipment (multiple A/V bugs, bug detectors, binoculars etc.)
- A car to store it all (an armoured van, stats on page 19)
- Information on the meeting they are protecting:
 - It begins seven days from now, at 11am, on the 250th floor of the Tokyo Archology Spire.
 - Neither side wants to appear weak to Ai-Jinn, and so the meeting is being held in the Tokyo spire, in a conference room with a SouthEast-facing window.
 - Security in the Spire is tight, with weapons scans on every floor. The room's window is an inch of bullet-proof glass, and will stop anything up to a vehicle-mounted railgun.
- Information on where to start looking:
 - There is a "go-to guy" for the Ai-Jinn corp called **Zhao Ray**, who might have supplied Raven, or who might know who did. He runs a pawn shop in the West side.
 - There are criminal organisations not under E.I. Or Shi Yukiro control. They might well have dealt with Raven, Zhao Ray has been seen to deal with them, he will know their names and how to contact them.
- Also included is a final warning about discretion. The UIG have a strong presence in most of Tokyo and they will come down hard on anyone causing public damage or civilian casualties. Raven is the most important target here, and the agents must remember that.

Zhao Ray's Pawn Shop:

It's a small affair on a run down street. Around 50 grubby civilians around at any one time, and a UIG patrol comes round roughly every hour.

There are side alleys and a back door, should players want to avoid a blunt frontal entrance. There are 2 guards, one outside at the door, one inside by the counter. They are quite obviously wearing sidearms comparable to the standard Agent Black Cougar. The guards are only human though and little challenge (Stats in NPC section).

The shop and the street outside are monitored by security cameras. Hacking them is possible (apply – 6 penalty for Corporation security protocols)

Zhao Ray is a weaselly little coward, and will run at the first sign of trouble, but not before pushing an alarm button behind the counter. When pushed, the UIG will arrive inside 5 minutes.

Zhao Ray has the following to say after interrogation:

- He's a licensed businessman, and killing him will just upset the UIG.
- He knows that Raven is in Tokyo, but never dealt with him. All his equipment can be traced to Ai-Jinn, and Raven cannot be traced.
- There are only 2 independant traders in Tokyo who could supply Raven with untraceable weapons:
 - Karl's Pet Shop, Tokyo Northeast.
 - Fu Leng's Antiques, Tokyo South.
- He was aware that the players might come looking for him, and now that their presence in Tokyo is confirmed, a cel of Ai-Jinn agents will probably be hunting them very soon
- He also knows the names of the criminal groups mentioned in the briefing. There are 3:
 - Karras Ironhand leads the largest "Bosuzuka" biker gang in the Shinjuku district (the area is pretty much given over to criminal activity)
 - Oda Asuka runs an Ai-Jinn triad from a swanky nightclub in the Business District. She is a ruthless and dangerous corporate agent.
 - Titan491 is the head of the Cult of Machina in Tokyo, a twisted pile of cybernetics and withered flesh. He is extremely dangerous, but is also logical and willing to trade information, favours and equipment in exchange for high-quality cybernetics and weaponry. He can be found a couple of miles outside of Tokyo, underneath an abandoned factory.

If the players let Zhao Ray live, the Ai-Jinn cell hunting them will assassinate him within 24 hours for helping their enemies.

Karl's Pet Shop and Fu Leng's Antiques:

Whichever one they visit first will be evasive but open to bribery or threats. The first store sold Raven:

- A military-grade railgun, and 4 rounds of ammunition.
- Satellite blanket technology, Enough to block surveillance of 4 buildings.

The second shop is a demolished wreck when they arrive. Picking through the rubble (Perception+Observation rolls -5) or bribing the UIG officers assessing the site (a good roll of Presence+Crime/Business/Attitude and a LOT of money!) will uncover the shop's inventory. All the combat equipment this place sold was for close-quarters use, easily concealable plasma blades and the like.

The second shop is a good way to show that the UIG are not to be screwed with. They have better weapons AND the authority to use it on anyone breaking the law. They can dock players Rank points on the spot for being rude (or offering a bribe that wasn't big enough)

Meeting Karras Ironhand (Stats on page 15):

Karras can be found most nights in the Shinjuku District, organising illegal bike races, pitfights and the like in the side streets and such. Anyone out in Shinjuku at night is up to no good, and will be able to direct the players.

Karras gets his name from his cybernetic arm, which he took from the body of a Shi Yukiro agent who tried to recruit or kill him, or both, depending on who is asked. He rules his little army of thugs through brute force and willpower, and isn't afraid of any amount of threats the players can make.

To get information out of him, they'll have to impress him. Straight out assault will leave players outnumbered 10 to one, and if they survive they'll have failed at discretion, so encourage them to be clever here. During the playtest, a player warned a thug not to push him again or he'd lose his arm, and sliced it clean off when he went for another push, and that was considered badass enough. Have Karras challenge one of them to a bike race or a pitfight or something if all else fails.

Bike race:

Player makes a few opposed Reflexes+Drive rolls against Karras. Plenty of scope for bike-to-bike combat and ramping off things and driving through kiosks and such.

After being impressed or beaten, Karras has the following information:

- Yes, he met Raven, who killed 3 good men just to prove a point and make him listen.
- Raven got him to agree to take part in a riot in the Northwest of the city on the day of the meeting, about an hour before the meeting was scheduled to begin. (the far side of the meeting.
- The riot is supposed to distract and tie up UIG police forces.
- The riot cannot be stopped at this stage, too many gangs are in on it and bowing out would be seen as weakness.

On the way to Titan491 (Stats on page 17):

Before they drive all the way out to the abandoned factory complex, the players are going to get ambushed by the Ai-Jinn cell hunting for them.

The ambush takes place as the players drive under an overpass fallen into disuse. An Ai-Jinn agent with a RPG launcher on top of the bridge will attempt to overturn the van, and then further Agents will appear from maintenance doorways with tactical firearms and close combat weapons.

Due to their cybernetic implants, the whole Cell can see in total darkness, so if the players have been slicing through enemies with ease have the ambush occur at night.

Give the driver and front seat passenger a Perception+Observation roll to notice the agent on the bridge with the RPG. A couple of Reflexes+Drive rolls will determine whether the van is overturned and anyone inside is stunned.

4 more Ai-Jinn agents will then attack as the guy with the RPG provides a distraction.

Stats in the NPC section for a standard Ai-Jinn agent, half will be armed for range, the other half for close combat. This should be a tough fight.

If any are taken alive they won't talk and try to activate suicide devices in their jaws. Smarter players will realise that dead or alive, the Ai-Jinn agents possess plenty of high-quality cybernetics, which would be a great bargaining chip with Titan491.

The Ai-Jinn agents themselves know little about Raven. They were assigned to hunt the players and prevent them from interfering with "company interests".

Meeting Titan491 (Stats on page 16):

The Cult of Machina:

Cultists believe that by identifying, isolating and eliminating human flaws via the use of cybernetics, they can become perfect and Godlike. They consider the flesh weak and have great contempt for humanity, although they don't actively hunt or kill them- Their battle is mostly a spiritual one, although the relentless quest to find/steal cybernetics brings enough conflict to suggest otherwise.

Cult enclaves are remote and hard to get to. All Cultists wield a good deal of cybernetics, so they are all very dangerous. Cultists are deeply disturbing- If they possess emotions or morals, they are not even close to the human versions any more.

The Factory Complex:

A massive series of buildings that the nearby forest is starting to reclaim, originally for manufacturing automobiles. The players are monitored as soon as they arrive. Give them a chance to discover the Cultist scouts- If they make a Perception+Observation roll at -12 (yes, -12), they will catch a glimpse of something moving incredibly fast through the trees, or in the shadows behind piping, and such. It's always gone by the time they get there.

While investigating, Titan491 will contact them over an intercom system. His voice is very Stephen Hawking-style, and issues orders to the unseen scout figures such as "SCOUT UNIT 2- ASCERTAIN PURPOSE. ENGAGEMENT STATUS- REACTIVE." (Intelligence+Computer/AI rolls might translate that as "Follow the agents, find out why they're here, don't shoot unless fired upon")

One of the scouts will drop from the ceiling to confront them. It's a lithe, almost-female form covered in armour and wielding long armour-piercing talons. It will ask them questions on Titan491's behalf, and will demand cybernetics in exchange for information:

Once appeased, Titan491 states the following:

- Raven visited, and proved resourceful and brave.
- Raven was interested in disguise technology. Titan491 supplied him with 2 synthetic skin masks, a "young brunette" an "effeminate Asian male".
- They made a deal- Raven said Corporate agents would be coming for him. If the Cult gave him use of 4 Chimera warriors to protect certain areas from them then the Agents' cybernetics were for the taking.
 - IMPORTANT- the areas are the top floors of 4 buildings-under-construction facing the meeting room, all potential sniper positions.
- In return Raven gave them details on a shipment of high-quality cybernetics to hijack. **This turned out to be a double-cross: The truck was full of demolition charges belonging to Oda Asuka, Ai-Jinn Triad leader.** Titan491 is now unable to communicate to those Chimeras to tell them their deal is off. They are still at large.

Meeting Oda Asuka (Stats on pages 17-18):

Oda Asuka owns a very posh nightclub in the Business District. The doormen have some obvious cybernetics for bouncer duties, and all have large sidearms. Getting inside without a fight will require the best clothes (aren't Expense accounts wonderful?) and a Presence+Looking Good roll. No obvious firearms either, of course.

Getting in WITH a fight is rather more interesting. The door staff are not Agents, but Oda Asuka leads a division of Agents herself. Lots of distracting strobelights, interesting railings and lights to leap off, run along and generally do kickass cinematic shit. And a couple of hundred people running screaming.

If violence is used, Oda Asuka will stay drinking calmly in her ion-shielded booth while she sends out her 5 agents to sort out the players. Use the Ai-Jinn Hunter Cell stats on page 17.

Once that's all over, Oda Asuka will talk in exchange for amnesty- loss of her Division and failing Raven (see below) makes her as good as dead. If the players take a more inventive approach to getting the information, violence can be avoided:

- Raven visited her at her home, bypassing considerable security.
- Raven wanted her to use her Ai-Jinn contacts to ship out some weapons to the street gangs to make the impending riot much harder to contain.
- She was also paid off to demolish 4 buildings soon after the UIG response to the riot was stepped up, to tie up emergency response units even more.
 - IMPORTANT NOTE- These buildings are the same ones Raven wants guarded by Titan491's Chimeras.
- Oda Asuka mentions that one set of demo-charges was hijacked, leaving her unable to demolish ONE POTENTIAL SNIPER LOCATION.

Showdown:

By now the players should know that Raven got a railgun, has orchestrated city-wide chaos for the UIG, and set up 4 potential sniper spots, only one of which will not be demolished when the meeting starts. This must be the location Raven will use. They will likely have another day or two to assess the building. The top 10 floors could be used to take the shot, so they will have to spread out or bug the place to see which spot Raven will use, and rush in when he appears.

On the day of the meeting, they'll see their target come in with a massive railgun covered in cloth, set it up on the fifth-to-last floor and wait for the meeting to start.

At the same time, the agents will get an urgent message from their superiors, stating that they just found the bodies of two agents supposed to in Tokyo. The EI agent was a young brunette investigating the Cult of Machina, and the Shi Yukiro agent was an effeminate Asian man assigned as bodyguard to the meeting delegates!

It's not Raven with the railgun, it's Raven's Advanced Chimera, wearing the synthetic skin of "young brunette". They'll have to kill it anyway. It's a highly advanced model (stats in the NPC section) and might well kill a player or two before they take it down.

If the players look through a rifle scope at the meeting window, they'll see the "effeminate Asian man" is there. Time will slow down as they see Raven produce a blade out of nowhere and step up behind the delegates of Eurasian Inc. And Shi Yukiro...

If they really need to be reminded about the high-powered sniper rifle the Chimera just brought up, then do so. The next move is up to them. Who's going to take the shot? Which Corporation will take the credit for stopping Raven? Will the players kill off the ones in the other Corp to take the credit and claim they died in the line of duty?

Make it interesting. If they miss Raven or don't kill her outright, how about commandeering a chopper and chasing her across the Tokyo rooftops? Raven would of course have backup escape plans, like explosives to detonate behind her as she flees, smoke bombs, a waiting getaway vehicle. There's all sorts of cool ways the players could finish this.

NPCs:

NB: for close combat weapons the to hit roll here does not include the penalty arising from a player's defense (see crash course in rules at the start of the scenario)

Basic Security guard/Bouncer:

HP 22 Shield 10 Armour 3 Defence 5

Pistol: Roll under 13 to hit		Unarmed: Roll under 10 to hit
Damage d10		Damage 3
Rate 3		Rate 2

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

Spire Archology guards, elites:

HP 25 Shield 50 Armour 6 Defence 8

Katana: Roll under 16 to hit		Plasma Rifle: Roll under 14 to hit
Damage 2d4+7+XS		Damage 2d8+1+XS
Rate 2		Rate 2

Notes: Assume All stats at 7 and skills at 5 except Observation (8)

UIG patrolman:

HP 25 Shield 50 Armour 7 Defence 6

Pistol: Roll under 14 to hit		Shotgun: Roll under 11 to hit
Damage d8		Damage 2d10 (3d10 at point blank)
Rate 3		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.

Average citizen:

HP 20 Shield 0 Armour 0 Defence 1

Pistol: Roll under 7 to hit		Knife: Roll under 6 to hit
Damage d8		Damage d4+5
Rate 3		Rate 3

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

Bosuzuka Biker thug:

HP 23 Shield 0 Armour 2 Defence 5

Pistol: Roll under 11 to hit
Damage d8
Rate 3

Shotgun: Roll under 10 to hit
Damage 2d10 (3d10 at point blank)
Rate 3

Unarmed: Roll under 10 to hit
Damage d4+3
Rate 2

Knife: Roll under 10 to hit
Damage d4+7
Rate 3

Stats:

Str 7 End 6 Agi 5 Ref 5 Per 6 Int 5 Pres 6

Skills:

Athletics 3, Attitude 6, Business 1, Corp. Knowledge 4, Lying/Acting 5, Observation 5, Drive 4, Stealth 3

Karras Ironhand, Bosuzuka Bike Gang Leader:

HP 30 Shield 0 Armour 4 Defence 6

Plasma rifle: Roll under 12 to hit
Damage 2d8+1
Rate 2

Longknife: Roll under 12 to hit
d8+7
Rate 2

Armspike: Roll under 12 to hit
Damage d4+7
Rate 3

Skilled driver- Ignores penalties for fighting while driving

Cult of Machina Chimera:

HP 50 Shield 20 Armour 7 Defence 7

Pneumatic claw: Roll under 14 to hit
Damage d8+22
Rate 2

Machine gun: Roll under 13 to hit
Damage 6d10 AP rounds- Ignores 2 armour points
Rate 1 **Special- machine weapon:** can split dice pool to target up to 6 people- Roll to hit each target. Each die is a separate shot and so subject to damage reduction from armour.

Railgun: Roll under 13 to hit
Damage 6d10
Rate 1 **Special- railgun:** Can fire through walls at -4 to hit. Add intervening wall(s) to armour of target (2+ points depending on material)

Stats:

Str 11 End 8 Agi 7 Ref 6 Per 8 Int 9 Pres 9

Skills:

Athletics 5, Attitude 5, Close Combat 7, Computers&AI 6, Cybernetics&Robotics 9, Drive 2, Heavy Firearms 5, Mechtronics 6, Observation 3, Tactical Firearms 3

Notes: Half the Chimeras encountered will wield the railgun, the other half the machine gun. They are very smart and will use tactics.

Titan491, Tokyo Cult of Machina Leader:

HP 75 Shield 75 Armour 10 Defence 5

Pneumatic claws: Roll under 15 to hit
Damage d10+22
Rate 2 **Special- Armour piercing:** Ignores 3 points of armour

Custom Rocket Launcher: Roll under 15 to hit
Damage 6d10
Rate 2 **Special- Blast weapon:** (6m blast- reduce damage by 1/3 every 2m from target)

Stats:

Str 11 End 9 Agi 6 Ref 9 Per 8 Int 12 Pres 13

Skills:

Attitude 7, Close Combat 7, Computers&AI 10, Corp. Knowledge 5, Cybernetics&Robotics 11, Heavy Firearms 7, Mechtronics 9, Observation 7

Ai-Jinn Hunter 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

RPG launcher: Roll under 12 to hit

Damage 9d10

Rate 1

Special- Blast weapon: (9m blast- reduce damage by 1/3 every 3m from target)

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 are assigned by Ai-Jinn Corporation to eliminate the players after they make themselves known by interrogating Zhao Ray (Or if the players refuse to visit Zhao Ray, whatever else they decide to get up to. Security cameras are everywhere, after all).

They should be a tough fight, as their mission is to out-and-out kill the players. They're well-able for it too, with those weapons. They will do their best not to be taken alive, and will try to crunch down on a suicide pill in their teeth should the players manage to subdue them.

As fanatically loyal Yakuza-style criminals, they'll not reveal anything useful to the players. They don't know anything about Raven either, they were just ordered to kill the players. Their armour and combat prowess is mostly due to expensive cybernetics, and as such they'd make a good bargaining chip with Titan491.

Oda Asuka, Ai-Jinn Yakuza Leader in Tokyo:

HP 45 Shield 50 Armour 7 Defence 7

Plasma sword*: Roll under 16 to hit
Damage d8+7 (IGNORES 5 points
of armour)

Rate 3

Plasma pistol*: Roll under
15 to hit

Damage d10+2 (IGNORES
armour but not shields)

Rate 2

Stats:

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

Skills:

Art&Culture 6, Athletics 5, Attitude 9, Close Combat 8, Corp. Knowledge 6, Crime 9, Lying&Acting 5, Observation 7, Drive 6, Psychology 5, Street Culture 8, All Firearms 6

Notes:

*Oda Asuka's weapons are master-crafted items, and will score critical hits on rolls of 1/1 to 4/4. Critical hits do double damage.

Asuka is powerful and arrogant, but also reserved and sophisticated. She'll calmly invite the players to sit with her for a drink, even if she knows who they are or if they've just slaughtered half the punters in the nightclub to get to her.

She knows when she's beaten, though, and she knows that with Ai-Jinn, failure is death. She'll bargain for amnesty in return for her information. She knows precisely how useful her contacts and criminal operations are, and she'll negotiate hard if given the chance.

In the playtest, the players infiltrated her office and hacked her computer, returning later to blackmail her into cooperation by threatening to release all her sensitive information on the Net.

Raven's Advanced Chimera:

HP 45 Shield 100 Armour 10 Defence 7

Nanoblade katana*: Roll under 21 to hit		Shuriken: Roll under 15 to hit
Damage 2d4+10+XS (IGNORES ARMOUR)		hit
Rate 2		Damage d4+4, rate 3

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

Stats:
Str 10 End 9 Ref 8 Agi 13 Int 7 Per 10 Pres 6

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

Notes:

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

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

Note: This is a very dangerous opponent. Expect a payer or two to die if you're using it properly.

Raven:

Raven's stats are up to you. If there's time, and the players don't kill her (yes, her) outright with the railgun at the end, she should be a challenge to catch, as she has a wealth of contingency and escape plans. She's an excellent shot and a deadly melee fighter, but she isn't actually that tough when hit. Give her a decent shield (30-40) and maybe 30 HP.

The Players' Van:

HP 100 Shield 0 Armour 10 Top speed 130mph

An inconspicuous van, heavily armoured and with enough space for a division of agents and all their equipment. It has an ID chip reader and will only respond to the players. It is far more manoeuvrable than a vehicle of its size, due to top of the range engineering and lightweight armour plates.