

MECHTRAPALOOZA

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Kill-Topia!

Blood Sport X-treme!

A cyberpunk adventure compatible with the *Stars Without Number* system suitable for 3-5 characters of levels 4-5



Warning: this adventure contains adult situations, foul language, and bad writing. Due to its content it should not be played by anyone. Reader discretion advised

A special thank you to the [3TRPG podcast](#), especially their [Dirt Boy Blues](#) serial which inspired Vic McCarthy, and is honestly of the funniest actual plays ever recorded. Especially to Mr. Harrison Hunt, the current Director of Moon-Based Operations

A thank you to [Pink Fohawk](#), an outstanding Shadowrun actual play podcast. Thanks for the hours of inspiration and laughs.

Another thank you to one of my favorite artists recently [Hank Trill](#), who is the direct inspiration Dank Hill below. Hilarious dude with some great bars

And last but not least, thank you to Kevin Crawford and Sine Nomine for putting out great games. Go buy more Stars Without Number

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The Background; or shit flowing downhill

The shining star in Kill-Max! Entertainment's (a subsidiary of WJH Interstellar) line up, Kill-Topia is one of the top rated blood sport reality shows on live-stream services. Pitting battle hardened merc crews against some of the most bloodthirsty cybered up psycho killers this side of death row, Kill-Topia is a no holds barred slaughterfest guaranteed to get your blood pumpin'! Originally, "Kill-Topia" started out as found footage of body cameras used by SWAT teams in hunting down rogue cyber-psychos, heavily cybernetically augmented individuals gone homicidally insane, which was later picked up by the networks and turned into a game show. Contestants would be payed bonuses for how many psychos they took out, or for fulfilling certain objectives voted on by the watching audience. Eventually however, as true cyber-psychos scary enough to get viewers to tune in are few and far in between, some nameless intern suggested to use death row inmates. This idea was immediately stolen by the soon to be executive producer Flex McKenzie, who pitched it to the Department of Justice as a way to execute unruly inmates and make some money doing it. Sticking with the original spirit of the footage, these death row inmates were kitted out with major cyberware augmentations and unleashed onto a "deserted" part of a city, where they would then be hunted down by various mercenary teams, with camera crews setting up drones, hidden cameras, and jacking in to the local city infrastructure to pull footage. Using kill switches built into the cybernetic bodies of the killers, the handlers used these to keep them in the local area, otherwise having free rein to "play" as they see fit, justified by the Kill-Max Entertainment's lawyers by their use in an "abandoned" area, as anyone still in the area has chosen to be there of their own free will... Or that's how the argument went, freeing Kill-Max! Entertainment from liability. The fact that many of the disenfranchised remain in the area to be dealt with by mercenaries or preyed upon by the cyberpsychos was really just extra footage, an added bonus in the producer's view. Generous bribes took care of the rest, and Kill-Topia became a grand event. Enterprising vloggers, live-streamers, and want-to-be influencers all signed up at first, thinking this was some publicity stunt, until they were slaughtered in a gruesome spectacle. While initial ratings were through the roof, a screening process had to come into place, both to weed out the crazies and to ensure the killers had real competition.



In the current iteration, Kill-Topia has a ranking system for its various killers, rewarding contestants a cash value for whichever ones they manage to take down based on the danger value of the serial killer. Audiences watching also have the ability to vote on certain extra objectives the hosts put out, and if a team manages to fulfill one of those objectives, they could earn even more cash. Goals are periodically announced by the color commentators, HRE KRE-bot 5000, a VI robot commentator modeled after Harry Caray, Roe Jogan, the 451st clone of the man-siah Joe Rogan, and the re-animated cybernetic head of John Madden. As an added element of danger, contestants are only given basic armor and weapons with supply caches scattered throughout the area of operations, leading to additional tension as part of the initial race towards better arms and armor granting better chances of survival, but also allowing other teams to get a head start on tracking down their quarry.

This next Kill-Topia promises to be the biggest event yet, with 7 cyber-psycho's ready to go. 6 returning fan favorites, and one mystery box killer, whose existence will be revealed mid-stream. Strap in, strap on, and strap up, cause it's about to go DOWN!

While not based on any particular planet, this event can theoretically be dropped in to any TL4 or higher world with a flair for the decadent and dystopian. While human centric, it shouldn't be too much of an issue to change out some of the NPC's for aliens.

A bigger change is going to be how psionics is handled, so if you don't have psionics, ignore this next part. Even though this adventure is meant to be set in a TL4 society, psionics is still considered to be at best an unknown, and at worst "reality deviance." Meaning anyone caught using psionics would immediately become a target for megacorporations or shadowy government organizations who would like nothing more than to kidnap a psychic and drill into their brain to find out what makes them tick. How you can represent this is that a player must make **Charisma/ Perform check** each time they use the power in front of other people, with a failure meaning they have brought extra attention down on themselves. The difficulty should be **6** for a minor and surreptitious use of their abilities, **9** for a moderate but still explainable use, **12** for something that stretches credulity, and an automatic failure for a blatant use. While not expanded on here, the GM should be able to come up with a devious response to any "reality deviants" who draw the attention of the powers that be.

If a planet needs to be generated, here's one below that you should be able to drop into your own star sector

Name: Cronus- one of several planets within the Titan system, Cronus is the living, breathing heart of capitalism, where the various Megacorps keep their headquarters. While the various nations of Cronus are ostensibly in power, in reality each one is controlled by corporate interests, leading to a precarious stalemate as the various companies vie for power, grinding the common people under the bureaucratic heel of capitalism run wild. Pollution, crime, and poverty run rampant, as the corporations try to feed the need to consume.

- Tags: Megacorps/ Cheap Life
- Atmosphere: Breathable through the smog
- Temperature: Temperate, with a climate similar to Terra
- Biosphere: Human miscible, but just barely
- Population: 4,675,833,412. There would be more, but large areas of the planet have been made uninhabitable due to nuclear conflicts, pollution, and general wealth disparity
- Tech Level: 4

The Hook; or laying down with the dogs

So the big question is why your group of ne'er-do-wells would want to expose themselves on large scale broadcast for all to see and put themselves in danger from roving chromed up nut jobs and fellow participants. This first answer to that is easy. Money. Lots of money. With prizes going into the tens of thousands, potentially hundreds of thousands of credits, cash is a big incentive for a party to start blasting, and ship upkeeps don't come cheap. The other reason that they may want to get on the big show is fame.

Enterprising mercenaries can go from relative nobodies to household names with a few well aimed shots and slick moves, and it's no surprise that the corporations that run the planet would want to hire them out as celebrity bodyguards. If the party wants to get in good with a certain corporation or maybe needs to get access to a celebrity event, winning one of the biggest bloodsports on the planet would open many doors. While I know it's lazy writing, the choice is up to you my brilliant readers, and I know you're up to the challenge.

Once the party start putting their feelers out for work, they'll get a call from Tic Dickler, of Tic Dickler's Dick Ticklers, Used Space Ship Emporium and Whorehouse. Tic is always on the lookout for new talent and knows there's a spot open on Kill-Topia. Plus none of his other crews are stupid or crazy enough to do this, so there's that. If he can get the party on and they do well, he gets a finder's fee and an in with Kill-max Entertainment

- Tic Dickler: sleazebag to beat all sleazebags, Tick looks like a cross between a pimp and a used car salesman, which is what he is. A firm believer in M.O.B., or money over bitches, Tic Dickler would pimp out his own mother if she didn't already have a lucrative career in the adult film industry. Entirely morally deficient, he does have an excellent eye for talent and is a shrewd bargainer, a talent which has given him contacts with anyone who's anyone in the system and beyond. The corporations use him as a talent scout and recruiter, and any merc company needing a new member or a job goes to him. Chances are he knows someone who's buying what they're selling and is only too happy to set up a meeting. For a small finder's fee of course. *"Come on down to Tic Dickler's Dick Ticklers, used space ship emporium and whorehouse! All our products are slightly used, but maintained to the highest of Dickler standards. We've got it all, from Ford F-1150's, Fujiwara Manta X's, IPS-N Dreadnought 2030's, and blondes with big tits and no gag reflexes! It's all here, hemi's included! Whether you're looking to blast off or get your rocks off, we've got a cockpit for you down at Tic Dickler's Dick Ticklers."*

Producers are always looking for new teams, but it's treated as an audition. If a team can demonstrate their skills and combat prowess through various means, i.e. an audition tape of them kicking ass, pulling a heist, or doing other cool shit, they should be gold. Leave it up to them, and if they impress then they may be able to get a spot on the tour. If the party already has an established presence, then feel free to skip this, but if not, Tic can set the party up with a quick job/ audition opportunity for local Senator, Victor McCarthy.

- Senator Victor "Vic" McCarthy: Think of the stereotype of every greasy, corrupt politician you can think of, and that's Vic McCarthy. Fat, sweaty, perpetually drunk and/ or high, Vic has an uncanny ability to avoid even the slightest repercussions for his many, many scandals. Despite this, he is surprisingly competent when it comes down to it and has friends seemingly everywhere. When the party goes to meet him in his office, there may be a good chance he is shooting holes in the floor with a revolver and screaming about the bugs coming for revenge.

Victor "Vic" McCarthy, is firmly in the pocket of Kill-Max entertainment and is trying to get laws passed to make the games even more extreme/ pay less taxes. Competing law makers need to be threatened, bribes need to be delivered, protestors need to be dealt with, local drone riggers and scab camera crews need to be hired on the cheap, you know the drill. To that end, Vic needs the party to find City Councilman Dank Hill. See Vic was out drinking a few nights ago and got into an argument with Dank, threatening to have him beaten when Dank said he was going to vote Yes on City Council Referendum 69, which would cut into Kill-Max Entertainments profits on Kill-Topia. Furious about it, Vic needs the party to go down and change Dank's mind. With violence.

The Audition; or debasing oneself for fun and profit

While normally it would be a breeze, and quite fulfilling, to go beat the dog shit out of some slime ball politician, Councilman Dank Hill is a little different. Hill is part of a large poser gang, a gang who gets surgical and cybernetic augmentations to resemble a particular celebrity or theme, this one themed after the 20th century animated television show, *King of the Hill*, called the Kings of the Hill. Real creative aren't they? Anyways, Dank is the leader of the Kings of the Hill, who do the usual gang shit, extorting local businesses under the guise of "protection," pimping, and selling drugs, their product of which is a narcotic gas they call "propane." Operating out of a bar in the Strickland neighborhood called "The Alley," Dank runs his business with various gang members coming and going at all hours, always armed. At any one time, there are always at least **4d6 gang members** in the bar carrying a variety of weapons, including TL 3 weapons like shotguns, pistols, and SMG's, along with the odd laser pistol. Fortunately, this is also a no go zone for the cops, so if the party wants to hit the home base, they won't have to worry about police presence for a while. Anywhere else, and putting the boots to a local politician will have some legal ramifications.



The Alley has a standard bar layout with an apartment above where Dank sleeps, fucks, and spits bars for his new mix tape. Front and side windows are reinforced with bullet proof glass with emergency exits on the side and a locked door in the back, while a fire escape is the only other way out of the apartment besides going through the bar. Opening the upper fire or emergency exits will trigger an alarm causing people to investigate, and there are cameras covering all the exits which also might put a damper on infiltration. Getting the doors open requires an **intelligence or dexterity/ sneak 10 check**, while the cameras and alarms are all on the same security system that could be subverted by a hacker. The system is considered a small business system and has no bonuses or penalties to difficulty, but is closed, and so must be hacked on site. As a fairly standard security systems, it only costs 1000 credits for the tech manuals for an unfamiliar hacker. The other gang members are enthusiastic if not particularly tactically savvy, going for cover and returning fire is about the extent of their abilities until they figure they're losing and make a break for it. Additionally, there are **4 groups of 1d4+1 gang members** situated a few block away on various corners and apartment buildings, acting as both low level distributors and look outs. If the party is particularly conspicuous, like rolling up in an armored vehicle or wearing power armor, then the gangers will be let the rest of their buddies below know, ruining the element of surprise. If the party sneaks past without finishing them off, a group of gangers shows up every 3 rounds as reinforcement for the Kings.

So we've got the nitty gritty down about the good ol' fashioned ultra-violence which most of you are gonna find useful. However, let's say you have table full of filthy hippies who want to pursue "non-violent" methods or sing

kumbaya and shit. Well there are ways of dealing with this whole debacle without firing a shot. Granted, it would probably piss McCarthy off, as violence was at least part of the deal, but as long as they can convince Dank Hill to go along with the plan, the goal is met. Now, strolling in for a sit down chat over beers is probably out of the question, as the other gang members are under strict orders to keep everyone else out. We all know money talks though, and if a party member can pass a **Charisma/ Perform 12 check** and a bribe of 5000 credits, they can use that to get an audience with Dank at the back of the club. From there, the players will have to negotiate with Dank and bring it down to a **Charisma/ Convince check**, with difficulty based on the strength of the players' position and how much money they can offer the gang. As is, the players start in a weak position and bargaining is impossible. However, there are certain things they can do to improve their position, of which you can refer to the table below. As soon as they have one of the actions on the table, the difficulty starts at **14**

Actions	Check Difficulty
Already have a killer audition tape that will get them on (see below for submitting auditions)	-1
Show up with enough hirelings and mercs equal half of the current gang members in the building	-1
Offer 30% of their winnings from Kill-Topia	-1
Offer 60% of their winnings from Kill-Topia	-2
Offer 10K credits right now	-1
Offer to stamp out a rival gang hideout (use a 187's encounter from Bad Guys section below)	-1
Charisma/ Connect 12 check and offer a favor in the future	-1

If the party does offer some of their winnings, Dank needs collateral, and will have one of his guys earmark the funds to autotransfer to him after they receive their winnings through the local Exchange Consulate on the planet. A good enough hacker might be able to stop that, but it would require Sabotaging the System on a Major Government/ Megacorp to do so.

So it's likely that the party needs an "audition tape" to convince Kill-Max entertainment execs that they are bad enough dudes to get on the big show. This can easily be resolved with a few body cams and some clever editing depending on how the fight goes. Submitting the tape requires an **intelligence/ perform 11 check** after the fact, with the difficulty being reduced if the party is able to meet certain goals. If they make a flashy entrance by say, blowing the door open or using copious explosives, reduce the difficulty by 1. If the party has a big body count by killing at least half of the available gangers, reduce the difficulty by 1, or 2 if they have no survivors. If the party can successfully sneak into the upper apartments quietly and smoothly enough to get their point across, drop the difficulty by 2 as well. Any displays of showmanship or badassery can also reduce the difficulty by 1 with a successful **charisma/ whatever skill is most relevant 8 check**, but no more than once per character per scene. If the party is still

short after that, they can supplement the check with bribes of 1000 credits per point they failed the initial **intelligence/ perform check** by.

Despite the opportunity to go weapons free, the party should do their best to ensure that Dank Hill survives, as his vote is needed to ensure that City Council Referendum 69 fails and Kill-Max entertainment doesn't have to share. How they handle it is up to them, but if Dank sees his crew get wasted or is caught without them, he'll fold like a cheap card table, automatically giving the party what they want. However, if they do kill him, there are still options. If they can provide him first aid, he'll eventually pull through, or they might be able to hack his datapad to impersonate him on a video call enough to cast a vote. His data pad is the same quality as his home system, but would require the party to subvert the system. If the party wants to "Weekend at Bernie's" old Dank or some other crazy plan, just roll with it.

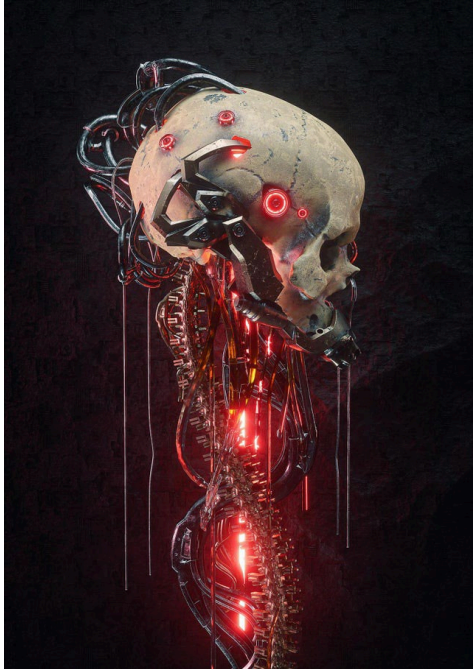
Finally, let's talk loot. This bunch of hoods has a fair amount of jewelry, cash and dope on them for roughly 200 credits per ganger if the players run their pockets. Dank however has a safe in his apartment which has 5000 credits in loose cash and jewelry along with another 5000 credits in "propane" and other drugs that their players will need to find a fence to get rid of, in addition to any other mundane equipment the GM thinks would be there.

- King of the Hill gang member- **AC:** 13 reinforced gang colors **Hit Dice:** 1 (4 HP) **Attack:** +1 various weapons **Damage:** by weapon **Move** 10m **Save:** 15+ **Morale:** 7 **Skill:** +1.
- Dank Hill- **AC:** 14 secure clothing **Hit Dice:** 4 (16 HP) **Attack:** +5 **Damage:** Mag Pistol 2d6+3 100/300 **Move** 10m **Save:** 13+ **Morale:** 9 **Skill:** +2.

The Sponsorships; or begging for scraps



Once the party has secured a slot on Kill-Topia with their audition tape, they still need to meet with executive producer Flexington "Flex" McKenzie. A



producer of hits like *RuPaul's Death Race*, *The Real Housewives of Deathworld VII*, *Who Wants to be a Child Soldier?*, and *Dick Puncher: A Romance*, Flex is one of the rising stars of Kill-Max! Entertainment. Absolutely bereft of morals and good taste, Flex is always looking for the next angle to exploit. With the successful audition tape, Flex will need to bring the party in and do a face to face to ensure they are good for the show, which covers explaining the rules and figuring out the angle on how to promote them. As they are last minute contestants, they will only be provided basic gear for the show. However, if they can secure some sponsorships, they could use that to start with better gear when the bullets start flying. The party will need to roll a series of checks to convince him that they are worth it. The better they do, the more opportunities he will send their way, but they will need still need to convince

representatives from the corps that they are worth putting money down. In addition, the better they do on the face to face, the more can be leveraged for information on the chromed up nutjobs they are supposed to be gunning down. The party will need to roll a **Charisma/ connect**, **Charisma/ talk**, and then **Charisma/ perform**, with the results of these checks getting them however many social points they can trade in for favors or information going forward. A result of 8 will get them 1, 10 will get 2, 12 will get 3, and 14+ will net 1 point and an automatic success on a sponsorship skill check going forward. Once they have that, Flex will shoo them away to get to work. The party can exchange 1 point to get a meeting with a representative from one of the companies listed in the supply cache section below. In order to secure a sponsorship, they must succeed on a **charisma/ connect or talk 12 check**, and they can spend social points on a one for one basis to lower the difficulty. If they succeed on the check, they will start with one of that corporation's supply caches. These social points can also be used to access psychological records and old footage of the psychos to get a tactical edge on them. Watching tape is free, but requires an **Intelligence/ any combat skill 12** to be successful. As before, social points can be exchanged to reduce the difficulty on a one to one basis. If successful, the party gains a +1 to attacks, damage, and skill checks to locate that particular cyber-psycho with the exception of the Final Girl, whose existence in Kill-Topia is being held back as a surprise. However, taking time to watch tape and train takes time, and so can only be attempted 4 times total in the week leading up to the event.

In regards to meeting with the various corporation representatives, I recommend using [Augmented Reality](#), one of the best, if not best book full of random tables for cyberpunk and sci-fi games. It's honestly one of the most useful tools for any cyberpunk/ sci-fi game. However, if you don't want to buy that, I'll include a few representatives you can use just in case.

- Skylar Greenberg- outgoing, likeable, frat boy persona. Only got this job because his mom is a big shot in the company. Secretly competent
- Theodota Lascaris- stern, professional, kind of bitchy. Intensely focused on climbing corporate ladder. Sleeper agent for an eco-terrorist cell
- Xiaowen Huang- politically correct, trendy, multi-colored hair. Cares about social issues and representation. Comes from an old money family
- Edward Huertas- statuesque, 'himbo', dumb. Slept his way to his position. Actually an experimental VI pleasure/ espionage android

The Big Show; or a clusterfuck of epic proportions

So, once all the deals have been made, backs have been scratched, asses have been kissed, and money has changed hands, it's time for the shit. To go. Down. Once the party is ready, they'll head to the studio where they'll be divested of all weapons and gear, their cyberwear apart from prosthetics will be deactivated, and they'll be blindfolded and transported to the abandoned part of the city where Kill-Topia takes place. Contestants are loaded up with body cams and a datapad hooked up to a HUD to notify the contestants of any announcements, track their score, and keep track of time. Unless the party has any sponsorships, they will each be given a **suit of secure clothing, a loaded SMG, and a spare magazine**. The party can start in any corner of their choice and get to it.

Kill-Topia works like this. The players have 5 hours, or 30 ten minute turns, to find and hunt down the various killers. The operating theater is split into 12 areas roughly one city block in size, with 6 zones taking up 2 blocks, with 1 killer confined to a zone. It takes 1 turn to move from one area to another, and any time the party enters a new area, the gm rolls on the random encounter chart to see what is in the area. It takes one full 10 minute turn to "hunt" a killer, with the party making three checks, a **Wisdom/ Survive, Wisdom/ Notice, and Dexterity/ Sneak**, with the results of those checks dictating if they have found their quarry. The difficulty of said checks is notated on the different areas where the Cyber-Psychos are, with some being easier than others to find. Additional party members can aid as normal, or if there are not enough players, they can make the rest of the checks on the next turn. Each combat is treated as 1 turn long, and each turn is a new scene for the purposes of re-setting abilities.

Additionally, if players would like to look for more supply caches, they can do so by making a **Wisdom/ notice or survival check** instead of one of the three checks. Doing so means one of the checks automatically fails, as their being on the lookout for new gear means they miss out on their quarry. The difficulty for locating a supply cache starts at 8, then moves up to 10, then 12, then 14. The difficulty goes up on a success, but does not increase if a supply cache is rolled randomly on an encounter check. Roll to see if each cache is trapped as well.



Once a killer has been found in a zone, none are encountered there again. The producers will let the contestants know as they want an exciting show. The exception to this is the "mystery box" killer, the Final Girl, who will take up residence in a cleared zone after she has been revealed. If none are cleared, she can be encountered randomly until a zone is cleared.

To hunt a killer, make three checks

- On 3 successes, the players successfully ambush the target, automatically going first
- 2 successes, the players and the target are on equal footing, with neither side gaining advantage. Roll initiative as normal
- With 1 success, the players are unable to find the target. Gotta try again
- And at 0 successes, the target ambushes the players, gaining initiative. The party can choose to fail all checks to automatically encounter the enemy, but that gives them their foe the advantage

Just before combat begins, roll on the goals chart below to find out if there is a score multiplier. The score multiplier applies to the baseline score of the enemy the party. For example, if the party is hunting the Pig Cop and rolls "Stormtrooper Aim," if they kill the cyborg without using any kind of ranged weapons, they'll make a whopping 52500 credits for dropping him like a sack of potatoes, rather than the measly baseline 35000.

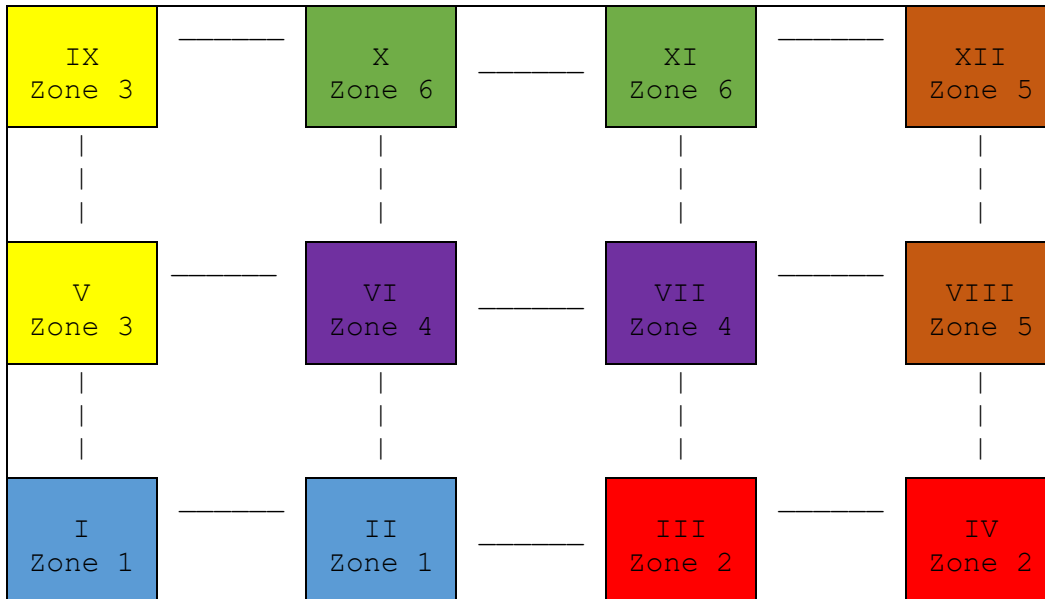
While initially there is no reward for PVP other than getting rid of the competition, but neither are the players penalized, and other contestants can be convenient sources of gear and spare ammo. Gangers are worth nothing but may fight the party just because, but contestants can get a 1000 credit bonus for each civilian they rescue by escorting them out of the combat theater, spending a turn to bring them to one of the outer edges of the map. However, this is not without danger, as escorting non-combatants will bring them under

the notice of a nearby Cyber-Psycho, allowing them to automatically ambush the party if they still live.

Alright, let's talk about the elephant in the room. Down below you see a shitty little diagram with a basic layout of where the various areas are in relation to each other, and not, you know, actually fucking maps that would be useful in running the game. Well there's a reason for that. One, I suck ass at drawing maps, and two, there are a ton of awesome products and maps out there that would be waaaaay more useful than my chicken scratches, like the [Loke Battle Maps](#) that I used when I ran this. So grab a few of those and use a different map for each area. You can either pick and choose beforehand, or use the table below to roll which map, as well as rolling for features and potential complications to spice things up. Essentially, the order of operations goes like this.

1. Enter a new area.
2. Roll 3d10.
 - a. The first d10 is the Area Layout
 - b. The second d10 is terrain and complications
 - c. The third d10 is any encounters
3. Resolve any encounters or start the hunt
4. Spend a turn "hunting," rolling **Wisdom/ Survive, Wisdom/ Notice, and Dexterity/ Sneak** against the noted difficulties
5. Fight the target of the hunt or roll again if unsuccessful
6. Roll on achievements chart to find score multiplier
7. FIGHT!!!!
8. Rinse and repeat





Zones

1. Mandingo Killer- Check difficulty: **Wisdom/ Survive 6, Wisdom/ Notice 6, and Dexterity/ Sneak 8**. 45000 credits for kill. Covers Zones I and II
2. Pig Cop- Check difficulty: **Wisdom/ Survive 8, Wisdom/ Notice 6, and Dexterity/ Sneak 8**. 35000 credits for kill. Covers Zone III and IV
3. Ms. Chompers- Check difficulty: **Wisdom/ Survive 6, Wisdom/ Notice 7, and Dexterity/ Sneak 8**. 40000 credits for kill. Covers Zones V and IX
4. Overdoser- Check difficulty: **Wisdom/ Survive 11, Wisdom/ Notice 12, and Dexterity/ Sneak 10**. 30000 credits for kill. Covers Zones VI and VII
5. Headmaster- Check difficulty: **Wisdom/ Survive 12, Wisdom/ Notice 12, and Dexterity/ Sneak 11**. 30000 credits for kill. Covers Zones VIII and XII
6. Chorus-Killer - Check difficulty: **Wisdom/ Survive 9, Wisdom/ Notice 8, and Dexterity/ Sneak 10**. 5000 credits per kill. 10 in total. Encounter 1d6+1 iterations each time fought until all 10 have been killed. Covers Zones X and XI

A note on traversing zones- should the party be resourceful enough to get a vehicle working, then rather than taking a turn to traverse an area, they can move up to 3 areas in 1 turn.

D10	Area Layout	Terrain and complications
1	Warehouse	Several trashed cars out front. Multiple places to find cover
2	Warehouse	Incomplete, still has construction scaffolding. Anyone moving farther than 2m in a turn must make a Dex/ Exert 6+ or fall prone. Those who fail must also make an Evasion save or take 1d8 damage from failing or knocking into something
3	Factory	Unpleasant micro climate, vents pump hot air into area. Anyone with armor of encumbrance 2 or greater has a -1 on all attack rolls from the uncomfortable heat
4	Junk Yard/ abandoned building	Homeless magnet, lots of people in hiding. Any encounter roll that would read "no encounter" is instead treated as a 5: Civilians, and any combat that starts here has 1d4 civilian bystanders
5	Row of shops	Buggy security net still operating. If the party spends a turn trying to crack the barely functioning security measures of the local infrastructure with an intelligence/ program, they can get control of elevators/ doors on first success (+1 to Sneak check) and CCTV (+1 to Notice check) on second
6	Nightclub/ Bar	Various broken down vehicles. Several places for cover and vehicles that could be potentially repaired with a meta-tool, 4 units of parts, and an Int/ Fix 6 check, fixing the vehicle in 3 turns. A 10+ results reduces the time needed to fix the vehicle to 1 turn
7	Parking Garage	Partially functioning augmented reality advertisements. -1 to survive checks, +1 to notice checks
8	Apartment building	Bad wiring, high EMF and extensive blackouts. Grants -1 to all notice checks, +1 to sneak checks
9	Apartment Building	Years of clumsy modifications. if an attack misses due to cover, that cover is destroyed
10	Tent City	IED's. Failed checks in this area deals 2d6 damage with evasion save for half from hidden grenades



Random Encounters- make sure to utilize reaction rolls

1. Team Max-Fluencer (unless killed by the PC's or the PC's have taken down their target, Max-Fluencer will have taken out 5 of the Chorus-Killers by turn 6, and Overdoser by turn 12. They will withdraw from the competition on turn 20 after an encounter with the Mandingo Killer unless he has already been stopped)
2. FreeGunGaming (unless taken out by the PC's or in a crossfire, FreeGunGaming will have neutralized Ms. Chompers by turn 8, will be killed by the Final Girl on turn 12. After turn 12, place the Final Girl in any zone that has been cleared. If none have been, keep her as encountered on this roll until a Zone is open. After she has established herself, treat as no encounter)
3. Hobo-Cops (3d4, with one leader for every 3 gangers, round down)- will potentially trade food or other goods for exploding hooch. 100 credits per bottle at neutral, decreases by 25 credits the more friendly they get, increases by 50 credits if unfriendly unless directly hostile
4. 187's (3d4, with one leader for every 3 gangers, round down)- demand money or gear to leave PC's alone unless friendly. 100 credits per PC at positive, 500 neutral, 1000 negative, and just starts shooting at hostile

5. Civilians (1d6 civilians) 1000 credits per civilian if the party takes a turn to escort them out. Will attract a killer to ambush the PC's unless the local zone killer has already been taken out
6. Supply Cache (1d8 for which one. Roll 1d6 and on 1, cache is trapped. Requires intelligence/ notice 7+1d6 for difficulty, with damage being the difficulty divided by 3 rounded down with an Evasion save for half damage)
 1. Khova-Matsu Armaments. Samurai motif, mil spec, sturdy. 2 suits Mk. III Gusoku Suits (Security armor), 2 Katana Rifles (combat rifles), 120 rounds of additional ammunition, 2 Tanto Pistols (semi-auto pistols), 2 combat knives (Small primitive melee weapons)
 2. Macro-Tac! Personal Defense. Bulky, flashy colors, obnoxious. Mega-Sploder B-7 (Rocket Launcher) OR Bullet Hose A-2 (heavy machine gun) Flip a coin for which one. Both start with full magazines, but only the rocket launcher has 2 additional missiles
 3. Kirilenko Munitions. Blocky, brutalist, simple. 2 suits 6B37 Permyachka (Woven Body armor), 2 Saiga 18's (Combat Shotguns), 50 rounds of ammunition, 1 RKG-6 (Demo charge), 6 RGN's (grenades)
 4. FuturoTech Solutions. Sleek, futuristic, sci-fi. 2 Lastech E-12 Directed Energy Rifles (Laser Rifles), 2 Lastech E-14 Directed Energy Pistols (Laser Pistols), Lastech P-9 Plasma Emitter (Thermal Pistol) Enterprise Away Team Jumpsuit (armored Under suit) 10 type A power cells
 5. Ishtar Point Defense. Elegant design, ornate, fragile looking. *Marduk* Battle Armor (Combat Field Uniform), *Shamhat* Conversion Bow with 12 Arrows, 2 *Enkidu* kinetic sheathing gauntlets (small advanced melee weapons), *Gilgamesh* thermal edge sword (medium advanced melee weapon) *Humbaba* vibro-blade pike (large advanced melee weapon) *Tiamat* Breaching charge (Demo charge that is already prepped as a shaped charge)
 6. Fukichi Arsenal. Looks plastic, bright neon colors, covered in cartoon characters. Pannapitta Mega-Blaster! (Spike Thrower), Monkichi Rail Gun (Mag Rifle), 2 Pippo PDW's (Mag Pistols) 4 Gudetama antipersonnel charges (grenades) 50 rounds of ammunition
 7. Ramos Pharmaceuticals- 3 doses of *Hush*, 4 doses of *Psych*, 2 doses of *Tsunami*, 2 doses of *Reverie*, 10 doses of *Lift*, 2 medkits, 4 lazarus patches, bioscanner
 8. Everest Survival Tools- dataslab, metatool, grapnel launcher with 20m of TL 4 rope, 2 lowlight goggles, 200 rounds of ammunition, 10 type A power cells, 3 glowbugs, 1 primitive drone with observation suite
7. Supply Cache (Looted. Roll 1d6, and on 1, cache is trapped. Requires intelligence/ notice 7+1d6 for difficulty. Damage dealt is a number of d6's equal to the difficulty divided by 3, rounded down. Evasion save for half damage)
8. No encounter
9. No Encounter
10. Roll twice using a 1d8, re-rolling doubles

Goals-Achievements

Unless otherwise specified by flat rate, multiply target amount by multiplier by fulfilling goals. All party members must abide by the rules to get the score multiplier

D20	Name	Objective	Reward
1	Sudden Death	Kill enemy in 1 round	2.25x
2	Ninja Skills	Kill enemy with execution attack	2x
3	Mercy May!	Capture, leave enemy alive (need something to incapacitate killer)	2x
4	That last step is a doozy	Kill enemy by throwing them off building	1.75x
5	Mortal Kombat	Kill using bare hands	1.75x
6	Strip Tease	Fight wearing no armor	1.75x
7	It's getting hot in here	Kill enemy using fire or energy weapons	1.5x
8	Stormtrooper Aim	Can't use ranged weapons (explosives don't count as ranged weapons) in combat	1.5x
9	Count your bullets	Can't use melee weapons in combat	1.5x
10	Where's the kaboom?	Can't use explosives	1.5x
11	Run'n'Gun	Can't utilize cover	1.25x
12	Not covered by your health plan	Can't use medical tools or pharmaceuticals until party enters a new area	1.25x
13	Rip and Tear	Kill using melee weapons	1.25x
14	Moar Dakka!!	Kill using ranged weapons	1.25x
15	Boom goes the dynamite	Kill enemy using explosives	1.25x
16	...and now for a word from our sponsors	Takes away one success from those rolled. if this takes the party lower than 0 successes, treat as 0	5000 credits
17	Nighty Night	All lights go out, blinding everyone unless party has personal lights	5000 credits
18	Product Placement	Make Cha/ Perform to advertise product but must spend a turn doing so	Result times 100 credits
19	The more you know	Cha/ Lead to give a PSA but must spend a turn doing so	Result times 100 credits
20	Mix-n-match	Roll twice and combine results. Re roll doubles and add multipliers together. Re-roll additional 20's	

Epilogue and endings

So the casings hit the ground, the smoke clears, and a ceasefire is called. It's all over but the cryin', but how it sorts out for the PC's is up to how they performed. EMT's will disperse throughout the theater of operations, providing emergency services for any surviving contestants while technicians wrangle the various psychos. Once the players are situated and debriefed, its interview time once they accept their prizes. Various interviews and press

conferences are conducted as the party becomes the flavor of the week if they took first place, though for some merely surviving is good enough. Depending on how they play this, it's well within reason that they could see multiple offers from corporate executives and VIP's to act as celebrity body guards, brought on to work as showy muscle. That part is up to you, but the doors that winning the primo blood sport event on the planet should most definitely not be ignored



The Bad Guys; or the people determined to make your day worse

Cyber-Psychos

1. Charles Lindemann, The Headmaster, Private School Slasher, the Principal-Killer
 - **Stats-AC:** 16 (*Dermal Armor*) **Hit Dice:** 10 (40 HP) **Attack:** +8 **Damage:** 1d6+4 semi-auto pistol, 1d6+4 / AC 13 fire axe, 1d10+4 5/AC 15 chain saw **Move** 10m **Save:** 12+ **Morale:** 7 **Skill:** +3 (+4 on sneak and piloting) **Cyberware Special Abilities:** *Adrenal Suppression Pump, Dermal Armor, Firestarter smart bomb Link* (1/ round, may throw grenade or activate one nearby smart linked bomb/ demo charge as on turn action), *Panspectral Optics, Reflex Boosters:* may act twice per round, **Assassin:** may make move action on same round as an execution attack **Gear:** typically carries semi-automatic pistol and fire axe (medium primitive melee weapon). Switches to chain saw (large advanced melee weapon) if forced into open combat. Carries 1d4+2 smart linked grenades if encountered normally, 2 if ambushed, and 1 smart linked demo charge (already placed). Due to his preparations, the Headmaster always has at least one smart linked demo charge ready to go per scene
 - **Profile:** prior to his arrest, Charles Lindemann served as the headmaster to an esteemed private academy catering to wealthy corporate managers attempting to climb the ladder. In his position he utilized access to students and their families to commit a number of grisly murders, often targeting entire families and was able to disguise his crimes to hide his own involvement. Several of his murders were thought to be contract hits, though no link has been discovered beyond several accounts with large untraceable deposits around the time of the murders. Displays narcissistic and pederastic tendencies, often identifying and grooming students to target their families. Eventually discovered and taken into custody after attempting to target an OSS agent with the cover identity of a corporate exec whose son was attending the academy. Lindemann claims it was a set up after he had allegedly become a "loose end"
 - **Tactics:** a versatile killer, the Headmaster uses any means at his disposal to take out targets, adapting his tactics as necessary. Will utilize proxies and booby traps, sometimes combining the two by kidnapping and placing hidden explosives on a hostage. Despite his versatility, Lindemann is a bully and a coward, often targeting the weakest looking member of a group, sometimes to his own detriment. Anyone with a properly prepared decoy will gain one automatic success on one of the checks to find him in his zone.
2. Leon Minetti, the Pig Cop, Brax Alley Shooter
 - **Stats- AC:** 18 riot gear (takes half damage from TL3 or less ranged weapons) **Hit Dice:** 12 (54 HP) **Attack:** +10x2 various weapons (+12 burst fire) **Damage:** 3d4+3 combat shotgun, 1d8+3 Mk. IV *Filthy Harold* Revolver, 3d6+3 heavy machine gun (requires 1 action to draw and spin up, 250 credits worth of ammunition), 1d8+3 4/AC 15 stun baton **Move** 10m **Save:** 11+ **Morale:** 10 **Skill:** +3 **Cyberware Special Abilities:** *Body Sculpting* (pig head), *prosthetic limbs, Slowtime Window* (can use 3/ day), **Gunslinger:** Deals 1d6 damage on miss with ranged weapon,

Overclock: as on turn action, take 1d8 damage and gain immediate extra attack with equipped weapon **Gear:** combat shotgun (12 rounds, with one reload), Mk. IV *Filthy Harold* Revolver (modded revolver that is treated as a heavy weapon. Requires 2 hands to fire unless 14 strength or higher. 4 round magazine, 5 reloads), heavy machine gun (10 shots worth, 250 credits), riot gear (non-powered, takes half damage from TL3 or less ranged weapon), stun baton, 3 flashbangs (as grenade, but physical save or be blinded for 1d4 rounds)

- Profile: a police officer with the Epsilon city police department, Leon Minetti had a record bereft of any major incidents, despite working in areas with major violence and shootings. In fact, his extracurricular activities were not discovered until he was thrown unceremoniously from a vehicle in front of the 64th precinct, bound, beaten, and his face surgically augmented to look like a pig. Attached to him were several datapads showing officer Minetti committing nearly a dozen shootings, killing gang members and civilians indiscriminately in what had previously been attributed to gang violence. Unable to ignore this mountain of evidence, and wanting to show off for the public, Leon Minetti was convicted in a swift trial. Refusing to show any remorse for his crimes, Leon Minetti was sentenced to death row and has apparently used his new face as something of a badge of honor, embracing the persona.
- Tactics: the Pig Cop is not one for stealth. Well trained and an excellent marksman, Minetti is no stranger to urban warfare, utilizing cover and prepared shooting positions with the variety of weapons he carries. A very black and white view of the world, Leon Minetti goes to of his way to "punish" criminals and minorities, and can more easily be provoked by wearing gang colors or other "criminal" paraphernalia, focusing fire on those targets before anything else

3. Clayton Barnes, the Mandingo-Killer

- Stats- **AC:** 19 (*Heavy Dermal Armor*- 6 armor (as vehicle) that does not apply to heavy weapons) **Hit Dice:** 12 (54 HP) **Attack:** +12 melee x2 or +6 ranged **Damage:** 1d8+3 shock 4/- crushing grip, 3d8+3 Range 10/30 integrated spike thrower **Move** 10m **Save:** 11+ (-4 to evasion saves) **Morale:** 11 **Skill:** +3 **Cyberware Special Abilities:** *Body Sculpting, Heavy Dermal Armor, Gorilla Arms* (punches treated as heavy weapons, and on hit enemy must make evasion save or be grappled and unable to move. At start of turn, must make strength or dexterity/ athletics or punch 11 check to escape or take 1d6 damage from crushing grip on failure) **Ravage:** can use ranged attack in melee range, and if a grappled enemy is hit by the integrated shotgun, damage is maximized, **Rush:** as a main action can smash a 2m sized hole in up to 2 inches of brick or stone construction) **Gear:** Spike Thrower (integrated in crotch, no burst fire, 20 round magazine)

- Profile: a former pornographic actor and male prostitute, Clayton Barnes fell in with an organized crime syndicate, eventually getting into more extreme forms of pornography. As the "Mandingo," Barnes took part in a number of snuff and rape films, receiving the contracts from wealthy and degenerate individuals to punish rivals and unfaithful spouses. A hedonist, he was eventually arrested after another syndicate member turned state's witness, identifying Barnes in the rape and murder of a rival mobster



- Tactics: massive and intimidating, the Mandingo-Killer will either beat, strangle, or "fuck" someone to death. Apparently at his own request as a sort of sick joke, a Spike Thrower was implanted in Barnes's crotch for some truly explosive orgasms. The Mandingo Killer attacks indiscriminately, trusting in his heavy armor and augmented frame, and as such never seeks cover
4. Milton "Millie" Kokoraleis, Ms. Chompers, the Villanueva Cannibal
- Stats- **AC:** 13 (*StayPuff Blast Cushioning*- immune to TL4 or less kinetic weapons and explosives, double damage from energy sources like fire or lasers) **Hit Dice:** 12 (59 HP) **Attack:** +8x2 melee **Damage:** 2d6 Shock 4/- *Pneumatic Jaws* **Move** 10m **Save:** 12+ **Morale:** 10 **Skill:** +2 **Cyberware**

Special Abilities: *Body Sculpting, StayPuff Blast Cushioning*- immune to TL3 or less kinetic weapons and explosives, double damage from energy sources, *Implanted Caustic Dispenser*- 1/ scene as main action, vomit a spray of acid on all targets in 6m cone, targets must make evasion save or take 1d10 damage each round for 3 rounds, successful save at end of each round ends effect, *immunofiltration System* **Gear:** none

- **Profile:** Milton Kokoraleis is a victim of severe body dysmorphic disorders, reacting violently if that identity is not respected. Milton is obsessed with the idea of "femininity" and had stalked, killed, and consumed a number of women to "take on their womanhood," as claimed in Kokoraleis' manifesto, and has used surgical and body sculpting augmentations to display an obese feminine presenting form, rather the Korokaleis own slender male presenting form. Using a series of fabricated identities to operate for several years, Milton Kokoraleis, or "Ms. Chompers" as she came to be known, was eventually apprehended after injuries from an individual involved in a bar fight matched bite marks in several unidentified Jane Does
- **Tactics:** a crowd favorite, Ms. Chompers has been outfitted by Kill-Max personnel with heavy augmentations to lean into the cannibal killer persona. Mentally unstable, Kokoraleis is easy to send into a rage though insults and misgendering, though those who do, do so at their own peril. If provoked, Ms. Chompers will focus all of her attention on that single target until she has devoured them with her *Pneumatic Jaws*

5. Ren Pavloski, The Chorus-Killer

- **Stats- AC:** 13 secure clothing **Hit Dice:** 4 (18 HP) **Attack:** +5 ranged various guns **Damage:** 1d8+1 SMG, 3d4+1 Shotgun, 1d12+1 combat rifle, 2d8+1 sniper rifle **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2 **Cyberware** **Special Abilities:** *Identity Submersion Triggers, Hive Mind Drone Link:* Cannot be surprised unless entire group is surprised, *Group Targeting Modules:* any attacks that target the same foe in a round get a +1 hit and damage bonus for each wielder that targeted the foe, including their own nomination, up to a +4. **Gear:** roll 1d4 for weapons, 1: SMG 2: Shotgun 3: Combat Rifle 4: Sniper Rifle, Secure clothing, low light goggles
- **Profile:** displaying severe dissociative identity disorder manifesting as over a dozen distinct personalities, Ren Pavloski was recruited by a shadowy bio-tech corporation to test flash cloned bio-drones. Their condition proved a surprising boon, as the multiple identities inhabited the flash cloned bodies, creating a hive mind link. Unfortunately, as this technology began to be used for military operations, Pavloski's more malevolent personalities began to take over, eventually staging an escape with the flash clone tech. Operating as a mercenary, the "Chorus-Killer" became known for complex ambushes and targeted gang rapes, working for any two bit warlord before finally being apprehended by corporate forces and forced to stand trial. Rumors say Pavloski was only apprehended because "field testing" of the flash clone module came to an end
- **Tactics:** The Chorus-Killer operates as a one man squad, each member being perfectly aware of what the other is doing, translating as moving in perfect harmony in combat operations. However, with this heightened link means that the sense of self-preservation applies to the group along with the individual. If one member is captured, the rest will

prioritize the liberation of the brethren, meaning that if the party captures one member alive, they will automatically encounter other iterations of the Chorus Killer without any further rolls

6. Rajeesh Sharma, Overdoser

- Stats- **AC:** 16 Combat Field Uniform **Hit Dice:** 10 (44 HP) **Attack:** +8 hypodermic rifle, +8 *Toxin Injector* **Damage:** 1 damage hypodermic rifle and physical save or various effects (see below), *Toxin Injector* (5 uses) **Move** 10m **Save:** 12+ **Morale:** 9 **Skill:** +3 (+4 when dealing with chemicals) **Cyberware Special Abilities:** *Toxin Injector, Metabolic Editor*- can apply a pharmaceutical effect as an on turn action, 1/ day as main action gain 10 temporary hit points, *Gecko Anchors, Panspectral Optics* **Gear:** Hypodermic Rifle (20 rounds- roll 1d8 on hit for results), 3 Gas Grenades (create smoke screen in 6m cube center on where grenade lands), 1 dose each of: Bezoar, Lift, Hush, Psych, Reverie, Squeal, Tsunami.

Hypodermic Rifle: Damage: 1 plus poison (1d8 for which) Range: 200/ 400.

Magazine: 1. TL 4. Targets must save each time they are hit and effects stack. Targets can be healed with TL4 medical equipment and an intelligence /heal 10 check.

1. Death- physical save or die with 1d6 minutes
2. Unconscious- physical save or lose consciousness for the next 1d6 hours. Unable to be roused for 1d6 minutes
3. Fear- mental save or flee in terror, moving as far away from any enemies as they can for 1d10 minutes. If unable to flee, will cower in terror
4. Rage- mental save or attack the closest person with the nearest weapon for 1d8 rounds
5. Sluggishness- physical save can only act every other turn for the next 1d6 minutes
6. Euphoria- mental save or be unable to do anything but stand in one spot for 1d6 minutes
7. Mania- mental save or automatically fail any skill check involving mental abilities for the next 1d6 turns (10 minutes per turn)
8. Hallucinations- mental save or all notice rolls automatically fail, and whenever an attack is made, flip a coin. On tails, attack automatically misses. Lasts for 1d4 hours
 - Profile: formerly a doctor, Rajeesh Sharma would prescribe patients just enough of a dose to cause mild addiction. When the prescriptions ran out, Sharma used connections within the criminal underworld to make contact with the victims, offering them a quick fix and deepening the addiction. After milking the chosen victim out of their life savings, Sharma himself would ensure that the victim received a potent cocktail of narcotics, one that he tailored to ensure an overdose. Supremely arrogant with a god complex, Sharma was eventually apprehended for tax evasion, whereupon his extra-curricular activities were discovered
 - Tactics: The Overdoser prefers to play with his food, taking up positions out of sight and using a long range rifle to dose targets with different drugs of his own design. Like his chosen type of prey, Sharma is also an addict, and often likes to get high on his own supply. On each of his turns, roll a 1d12. On a 1, he is unable to attack that turn as he is riding a high.



7. Teresa Wuornos, Final Girl, Little Miss Ripper, the Mystery Box

- **Stats-** **AC:** 14 Dex+ Secure Clothing **Hit Dice:** 6 (24 HP) **Attack:** +8 mono-edge kukri or knife or +9 implanted laser pistol **Damage:** 1d6+3 4/ AC 15 mono-edge kukri, 1d4+3 4/ AC 15 10m range knife, or 1d6+3 implanted laser pistol **Move** 10m **Save:** 12+ **Morale:** 12 **Skill:** +3 **Cyberware** **Special Abilities:** *Panspectral Optics, Body Arsenal Array (laser pistol), Induced Coma Trigger, Tagger Nanites, Identity Submersion Trigger, Assassin:* may make move action on same round as an execution attack **Gear:** Secure clothing, mono-edge kukri, various knives, grapnel launcher, compad

- **Profile:** the secret weapon in Kill-Max! Entertainment's arsenal, little to nothing is known about Teresa Wuornos, aka the Final Girl. Rumors say that she was the only survivor of a previous cyber-psycho attack that broke her mind, others say she is a corporate "problem solver" with a flair for the dramatic, and some even say she's not even human at all, just a VI cooked up during one of Flex McKenzie's novacoke binges.

Regardless, the "Mystery Box Killer" currently occupies the identity of influencer, Neo-twitch streamer, and e-girl, Genkigurrl, waiting to be activated midway through Kill-Topia as a surprise adversary. As to how long she's

been posing as Genkigurrl, well that's a good question, isn't it?

- **Tactics:** Little Miss Ripper is a garden variety psychopath. Obsessed with cutting people up, she favors close combat but is still savvy enough to engage at ranged when needed. You know all those chicks out there who want to be Harley Quinn and talk about how cray they are? Well Final Girl is that, but actually crazy.

Merc Crews



- **Team Max-fluencer:** group of influencers who banded together to increase their various platforms. Use public screaming matches to increase viewership. Works surprisingly well as a team

- Trigger Warning- outspoken, hates men, militantly PC, multicolored hair. Hacker, carries crippler rounds in combat rifle- **AC:** 14 security armor **Hit Dice:** 3 (12 HP) **Attack:** +4 ranged combat rifle **Damage:** 1d12+1 combat rifle **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2 (+3 to Program rolls). Crippler Rounds: On hit with rifle , must make Physical save or take -2 to next attack roll from pain
- Alpha Elite- well muscled, obsessed with being an "alpha," bully, insecure. Assistant gunner, carrying spare ammo for team and SMG- **AC:** 14 security armor **Hit Dice:** 3 (19 HP) **Attack:** +4 SMG **Damage:** 1d8+1 SMG **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2. Allies next to him can reload their weapon as an on turn action
- THOT Boss- curvy, gorgeous, overly sexual. Constantly plugs her Only Fans. Carries compact SAW- **AC:** 14 security armor **Hit Dice:** 3 (19 HP) **Attack:** +4 ranged heavy machine gun **Damage:** 3d6+1 heavy machine gun **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2. As long as THOT Boss doesn't move during this round, she can fire her Heavy Machine Gun as normal
- Patriot- conservative, loud, screams conspiracy theories. Medic, carries red white and blue combat shotgun- **AC:** 14 security armor **Hit Dice:** 3 (20 HP) **Attack:** +4 ranged combat shot gun **Damage:** 3d4+1 combat shotgun **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2 (+3 to heal rolls) can attempt to stabilize allies within melee range as an on turn action
- YASQween- effeminate gay man, sassy, fashionable. Team Leader and point man, carries .45 pistol and stun gauntlets (as stun baton) **AC:** 14 security armor **Hit Dice:** 3 (16 HP) **Attack:** +4 ranged pistol or stun gauntlets **Damage:** 1d6+2 pistol or 1d8+1 2/AC 15 stun gauntlets **Move** 10m **Save:** 14+ **Morale:** 11 **Skill:** +2. All allies within 10m receive +2 bonus to morale
- FreeGunGaming: team of VR gamers turned mercs. Lots of training but little real world experience
 - Ichigo_Shadow_Slayer- neckbeard, studied "the Blade," obsessed with anime/ nerd culture, big fat guy. Ornate vibroblade katana- **AC:** 14 security armor **Hit Dice:** 3 (12 HP) **Attack:** +4 vibroblade katana (large advanced melee weapon) **Damage:** 1d10+2 3/AC 20 vibroblade katana **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2
 - Gamer-Guy- tall, gangly, "gamer," troll. Laser rifle with inbuilt AI for banter- **AC:** 14 security armor **Hit Dice:** 3 (16 HP) **Attack:** +5 ranged laser rifle **Damage:** 1d10+1 laser rifle **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2. Really fucking annoying
 - Smokeninja- stoner, surfer-bro, hippy. Small grenade launcher with "Nerveburner" stun grenades- **AC:** 14 security armor **Hit Dice:** 3 (10 HP) **Attack:** +4 ranged grenade launcher (TL 4, range 100/300) **Damage:** 2d6 grenades **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2 grenades deal non-lethal damage and are unaffected by targets AC
 - Xx_NoScope_xx- young, skilled sniper, speaks in memes, cringey. Smart scope (with Aimbot) PSG-4 sniper rifle- **AC:** 14 security armor **Hit Dice:** 3 (16 HP) **Attack:** +5 ranged sniper rifle **Damage:** 2d8+1 sniper rifle **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2. Aimbot rifle adds +1 to ranged attack rolls (already factored in)
 - Genkigurrl- e-girl, high energy, encourages simps, secretly the Final Girl. Bright pink, plastic SMG

Gangers

- Hobo-Cops- rag enshrouded homeless Guardians, brew their own alcohol, trade it for protein paste; does gig work for food
 - Hobo-Cop Ganger- **AC:** 12 hobo coat **Hit Dice:** 1 (4 HP) **Attack:** +1 ranged shotgun, +1 melee nail bat (primitive melee weapon) **Damage:** 3d4 shotgun, 1d6+1 2/13 nail bat **Move** 10m **Save:** 15+ **Morale:** 7 **Skill:** +1. Zone Boss Gangers also carry a bottle of hooch they can light on fire and use as a Molotov cocktail. Treat as a grenade that does 1d6 damage and sets flammable objects on fire on hit, dealing 1d6 damage per round until extinguished or 1d4 rounds have passed
 - Hobo Cop Leader- **AC:** 14 nicer hobo coat **Hit Dice:** 3 (12 HP) **Attack:** +4 ranged shotgun **Damage:** 3d4+1 shotgun **Move** 10m **Save:** 14+ **Morale:** 9 **Skill:** +2 same ability as the gangers, but carries three bottles



- 187's- War Painted Suicidal Combat Gang, experts at depopulating hab stacks quickly and brutally
 - 187 Ganger- **AC:** 12 war paint **Hit Dice:** 1 (4 HP) **Attack:** +1 ranged SMG or revolver, +1 melee machete (primitive melee weapon) **Damage:** 1d8 SMG or revolver, or 1d6+1 2/13 machete **Move** 10m **Save:** 15+ **Morale:** 7 **Skill:** +1. Gangers carry a dose of Red Rage stims. When taken, these stims allow the user to roll their attack rolls and melee damage rolls twice and take the better result but they must attack someone every round, attacking allies if no foes can be found. If the berserker is left alone or wishes to end the rage prematurely, they must spend a Main Action fighting the fury and make a Mental saving throw to end it. On a failure, they must spend their next round raging before they can try again. The stims expire after 1 minute and grant 1 system strain per use

- 187 Leader- **AC:** 14 Reinforced Warpaint **Hit Dice:** 3 (13 HP) **Attack:** +4 vibro-machete, +4 revolver **Damage:** 1d8+2, 3/ 13 melee vibro-machete, 1d8+1 revolver **Move** 10m **Save:** 14+ (+2 on saves vs. effects of drugs) **Morale:** 10 **Skill:** +2 Gangers carry a dose of *Red Rage* stims. When taken, these stims allow the user to roll their attack rolls and melee damage rolls twice and take the better result but they must attack someone every round, attacking allies if no foes can be found. If the berserker is left alone or wishes to end the rage prematurely, they must spend a Main Action fighting the fury and make a Mental saving throw to end it. On a failure, they must spend their next round raging before they can try again. The stims expire after 1 minute and grant 1 system strain per use

Hirelings; or scum and villainy for the right price



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So it should pretty obvious by now that not every PC is equal. Between stat rolls and player choice, not every PC is gonna be a minister of death praying for war who can shoot the dick off a fly at 50 yards, or strangle a cyber-ninja while crushin' puss. Some of them are nerds. With all the other opportunity for set up earlier, players might want to subcontract the actual fighting to some battle hardened mercs. You know what I'm talking about, the real hard ass s.o.b's whose skill set includes punchin' dicks, slappin' tits, and everything in between. So rather than put another burden on you running this adventure, here's a few mercenaries and badasses that would be happy to join up with the party. For a fee of course. As premium Mercs, all of these hirelings cost 2000 per job, and if hired in Kill-Topia will instead require an equal share of the winnings. Should you need anymore, I recommend using Augmented Reality as mentioned above, giving the merc around 4 HD and one or two special abilities to represent foci and cyberware

- Tina "the Troll" Bonemeal- a mountain of meaty muscle out here looking for a friend, crackin' skulls and crushin' balls, Tina is nine-and-a-half feet of augmented muscle with expertise in surveillance. She's also socially inept and wants more than anything to be an actress.
 - Stats-**AC**: 15 woven body armor **Hit Dice**: 4 (27 HP) **Attack**: +5 combat shotgun (+burst fire), +6 chain whip (primitive melee weapon) **Damage**: 3d4+1 combat shotgun, or 1d6+3 4/ 13 chain whip **Move** 10m **Save**: 13+ **Morale**: 10 **Skill**: +2 (+3 to exert).
 - **Special Abilities: Trollish Strength**: Tina is massively strong, and 2/ day Tina take a full round of motionlessness to prepare. On the next round, as a Main Action, she can shatter a wooden door, wooden wall, or other similar object up to a depth of 4 feet and a width sufficient to allow a man-sized creature to pass through. If used on a motionless creature, she instead deals 4d12 damage. **Bad Bitch**: Tina Bonemeal gains a +1 to melee attacks and damage (included above) and can draw a melee weapon as an on-turn action
- John Anderson-classic yuppie '80's business man turned freelance merc in order to keep up his expensive life style. A former company man with a resume shrouded in mystery and a black belt in Akido. Used to being in the big-leagues back when he worked for the corps, John is desperate to get into bigger work circles within the freelance world.
 - Stats-**AC**: 15 secure clothing+ wired reflexes **Hit Dice**: 4 (18 HP) **Attack**: +4 Dual Wielded SMG's "Hall and Oates" (+burst fire), +5 unarmed **Damage**: 1d8+3 Hall and Oates 30/100, or 1d10+1 shock 3/ AC15 unarmed **Move** 10m **Save**: 13+ **Morale**: 10 **Skill**: +2.
 - **Special Abilities: Boosted Reflexes**: 2/day, John can push his wired reflexes to the max, allowing him to take an additional main action on his turn **Aikido Master**: on a successful unarmed attack, John can choose to deal no damage. Instead the target must make a strength/ exert 10 check. On a failure, John can either force the target to fall prone or drop their currently held weapon



- Gus "Dry Ice" Richer- a dirt boy for Laser Wolf Marketing, and former Network Security for Blue Jolt Cola. Frequently bullied by well, everyone, Dry Ice is one hell of a hacker when he's on his game.
 - Stats-**AC:** 13 secure clothing **Hit Dice:** 4 (14 HP) **Attack:** +5 Revolvoid (TL4 revolver) **Damage:** 1d8+1 Revolvoid 30/100 **Move** 10m **Save:** 13+ **Morale:** 10 **Skill:** +2 (+3 program).
 - **Special Abilities:** **Mills Shikaku Cyberdeck:** Dry Ice rolls 3d6 and drops the lowest when attempting to hack a database or computerized system. **Electronic Countermeasures:** 2/ day, as an instant action, if Dry Ice is targeted with a ranged attack from a TL4 or higher weapon, that attack automatically misses. Dry Ice can use this ability even after the attack is rolled
- Jason "Steele" Mackenzie- another dirt boy for Laser Wolf Marketing, Steele was a former drone racer with a penchant for coke, booze, and women, now in disgrace for throwing a race to get the Yakuza off his back. Steele is still one of the most hot shit drone pilots around, able to pilot just about anything.
 - Stats-**AC:** 14 security armor **Hit Dice:** 4 (20 HP) **Attack:** +5 Revolvoid (TL4 revolver)+5 Drone Combat Rifle **Damage:** 1d8+1 Revolvoid 30/100, 1d12+1 Drone Combat Rifle 100/300 **Move** 10m **Save:** 13+ **Morale:** 10 **Skill:** +2 (+3 pilot).
 - **Special Abilities:** Steele is outfitted with a *Drone Control Link*. **Gear Head:** If Steele spends 10 minutes working on a vehicle, drone, or other machine, he can spend one unit of post-tech parts and heal the machine for 1d6+2 hit points

