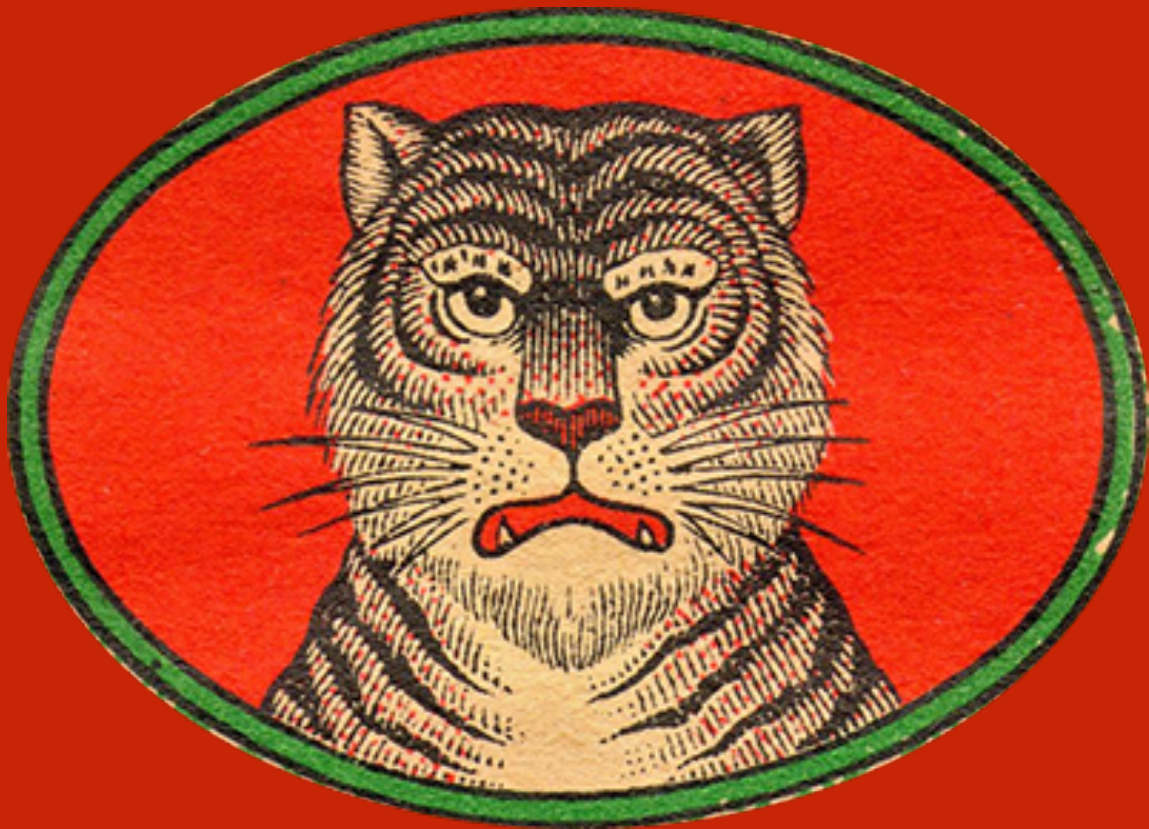


# IN SEARCH OF



# TIGER JOE

A Brave World Now Campaign for ASIC200  
[braveworldnow.wordpress.com](http://braveworldnow.wordpress.com)

# IN SEARCH OF TIGER JOE

*This is a table top RPG game designed to be played with 4 to 10 players. Secondary design has been incorporated to play this game with a large class where teams of students can collaboratively role play a single character (i.e. each character is managed by a team of students). This is a beta version of the game and has been designed with a mind that each scene would last about 1 hour each (edit: note with a class of 5 students, expect the length of time to double).*

## **BACKSTORY (TO BE READ TO PLAYERS)**

The rain, once non-existent, appears forever torrential these days – composed of heavy, slick, and metallic tasting droplets that seem to sizzle when contact is made with the earth. Something is up with this rain – its origin, a decade ago, was so sudden, and happened in what appeared to be in leaps and bounds, like a dial turned up one step at a time. It has wrecked havoc with the climate of the Northern hemisphere, influencing the earth's work energy and drastically altering water cycles for the unpredictable good of some and detriment of others.

And whilst New Korea initially celebrated the arrival of this much needed moisture, its citizens soon turned to anger. Slowly, this water has begun to cause harm, to literally sting, and today it eats at the lipi crop it once irrigated. And it is this lipi that influences everything: a plant-based currency full of a monetized fat substance: that which is caloric rich, succulent, burnable, cellular in nature, and also the perceived luxury calling card of biologics. The rain also eats at the unfortunate humans with no roofs over their heads. Even the CRISPR wizards can't cleanly modify things to deal with the damage – no quick mods to beef up your epidermal layer, no quick tweak to augment lipi production. Not without consequences at least – you can always see these hasty acts of genetic innovation throughout the city. There's strangeness and danger and a degree of greasiness in every crowd.

You are part of a group of independent and concerned mercenaries who are on the hunt for information. Your community has long suspected that the decade long rainstorm is due to illegal geoengineering activity. You do not, however, know any other details: the how, the who, and most importantly, the why. Recently, intel has crossed your group's path suggesting that answers may lie in the most unexpected of places – the intellect of a tiger.

Not an ordinary tiger mind you, a GM Tiger. One that has been named "Joe," and is the house pet to the ever prescient Kim Ghou (the CEO of a very successful microbial remediation firm). You know that it has been CRISPRd at least twice – once as an embryo, and another time during its formative pup years. Which is why Joe is beyond cogent with human level intellect – it's a big GM cat who can think like a human. And he knows stuff, and your group needs to find him.

## BACKSTORY (TO BE READ BY GM)

NOTE that this section is longer than usual because this package does not include the SETTINGS section (i.e. group work done on solo 1 and 2 details).

*Game Master can divulge as much information below to the players as they see fit or if questioned (note, however, that information in bold should not be shared without interaction of certain NPCs in the adventure).*

This adventure is set in Pyongyang, North Korea (now New Korea) in 2116, and during the summer months (July, August). In general, the last 100 years have played out as an Emissions Scenario A2 (regionally oriented economic development), leading to an overall RCP8.5. Projections suggest that this leads to a North Korea that is upwards of 4°C increase in annual temperature (approximately an average summer monthly temperature of about 29°C, and an average summer precipitation average of about 300mm +/- 300mm dependent on storm occurrences – that’s a lot by the way). The Korean peninsula is projected to experience more extreme weather in the form of heavy precipitation (East Asian monsoon, or the Jangma) due to increase water uptake into the atmosphere altering local precipitation behavior. Although, Pyongyang is not itself affected by sea-level projections (~ +100cm), it is subject to frequent flooding events in the summer months, when extreme weather occur. This includes frequent swelling of the Taedong River leading to residual land water in the city and surrounding areas.

**Note that the city is also subject to precipitation that is strongly acidic and contains high amounts of silver iodide (leading to skin coloration in some individuals). This was primarily initiated due to illegal (and continuing illegal) geoengineering activity (aggressive silver iodide and sulphate atmospheric addition). This was started in the early 2100s to better control precipitation and temperature patterns in the spring and fall months to promote the growth of North Korea’s most lucrative crop (the lipi plant – a GM maize-corn hybrid variant). This plant also performs better in acidic soil conditions, which was another reason why sulphates were introduced. Whilst this was initially an effective strategy, it is now detrimental overall to the crop, as acidity levels began to exhibit runaway behaviour. Note that this also affects water security, but not as significantly as predicted due to supply (and subsequent biodiversity related filtering as it reaches the city) from the mountains to the east.**

Pyongyang is now the industrial and economic capital of New Korea (South and North joined in 2050). Seoul remains the political capital. That being said, there is a strong corporate oligarchy composed of a few business (predominantly based in Pyongyang) and political elite, that exert significant (and often corrupt) influence in almost all political activities. **Most of this oligarchy is tied to the production of the lipi plant, and it is a few participants in this group that are ultimately responsible for the geoengineering activity.** Inequity in New Korea is highly pronounced (Gini Index of 77) and social services are poor, if not absent entirely for large

portions of the population. The non-elite members of society, in general, are in varying degrees of discontent, but realistically incapable of initiating change without large scale coordination and organization.

The lipi plant is New Korea's most significant export, and hence its importance in the regions economy. It is a GM plant that is a maize and corn hybrid that has been genetically altered multiple times (via CRISPR and other GM protocols) to greatly increase lipid (fat/oil) content. As well, the oil metabolites in question, have high energy potential making the plant a key player in the energy sector (peak oil was hit in early 2030 and now the global energy economy is mostly a mixture of caloric biomass (such as the lipi crop), with some countries relying on nuclear fission reactors. The oils produced in the plant also provide some protection against acidic and silver iodide effects, which is why there are some for profit GM services that aim to incorporate this lipi oil production in human skin.

Note that human enhancement via technologies such as CRISPR/Cas based methodologies is prevalent but generally restricted to the wealthy. It has also been used less since the early 2100s, due to the observation that many CRISPR clients suffered from unintended consequences of the genetic manipulation (largely a result of customers using services that did not model such outcomes, especially when modifications were placed in "junk DNA" regions that were later found not to be junk). Due to this nuance, many recipients of CRISPR modifications may also have secondary pharmaceutical needs that help alleviate symptoms from these unintended consequences.

## **OVERVIEW**

This campaign has three main parts. The first part or scene occurs at Konyu-Do Island (see number 1 in the map of Pyongyang). The second part or scene occurs inside the Ryugyong Hotel (see number 2 in the map of Pyongyang). The third and final part/scene would be the level and room in Ryugyong Hotel where the Tiger is being kept. Note that the third part has not been included in this pdf (we would not have had time to reach this part of the game in class).

## SCENE ONE: KONYU-DO ISLAND (SEE MAP)

The purpose of this scene is to break into a building that houses a server farm. Once in, the computer scientist player can hack into the server to obtain needed information. Because all GM pets (such as Tiger Joe) are geotagged, hacking will reveal the GPS coordinates of the whereabouts of Tiger Joe (therefore access to scene two), as well as information that suggests that the tiger's public feed (kind of a like a means of communication via twitter - @tigernamedjoe) is offline.

### TO BE READ TO PLAYERS:

Your team recently found out that the server farm that holds most of the data related to the city's GM pets (i.e. their records, GPS locations, public feeds, etc) is located on the northern tip of Konyu-Do Island. This is a small island found in the Taedong River, a few kilometers south west of the city center. You arrive on the northern bank of the river next to a small metallic bridge that crosses to the island. This bridge is long and narrow (about 200 meters in length and 1 to 2 meters in width), and appears to be primarily constructed of metal cables and metal panel like sections. The surrounding area of the northern bank is relatively non-descript (low level vegetation, predominantly brownish in colour, marshy in nature, with a lot of what appears to be garbage lying around). At the other side of the bridge, on the island you can see a large walled structure, and what appears to be a building within. There also seems to be two individuals in black clothing walking around the front of the wall structure. The air is incredibly pungent, with fumes that feel acidic and also intensify when one gets closer to the river. Your team considers their next step, as the rain continues to fall like it always does...

Players will start at the far bank by the bridge (the red asterisk on the map). As a GM, you will need to coerse them into realizing that crossing the bridge is required. As a GM, you will also need to make sure the computer scientist character doesn't die, as they are needed to extract the data (but obviously keep this to yourself).

The server farm can be accessed by crossing the bridge that goes from the Taedong river bank to Konyu-do Island. Being close to the water is uncomfortable for all players due to acidity of the river (note if player falls in for any reason, they will need to take d6 worth of damage). When players cross the bridge, players will need to make a total of 3 constitution check rolls, and each time they fail, they will take 1 point of damage from the fumes that are most intense over the river. It will take approximately three (walk) or two (run) turns to cross the bridge (but regardless this still requires three constitution checks).

The server farm building is protected by a 12 foot high concrete wall (about 200m x 200m). There are two guards (G1 and G2 on map) walking around the perimeter (slowly) of this wall, moving in a anti-clockwise direction - it takes them approximately 3 turns to walk one side of the wall, so technically, once they have turned a corner, players can have 9 turns to cross the bridge and get over the wall before they round the front again.

Players may also elect to face the guards head on. If they choose to fight and overpower the guards, please use the information below:

### **Guard Stats (all)**

#### *Attributes:*

WISDOM: 10

INTELLIGENCE: 10

STRENGTH: 12

DEXTERITY: 12 (Armour Class)

HIT POINTS: 12

#### *Items*

Stun Handgun (d10)

Walkie Talkies (to call the other guards)

Personality: to GMs disgression.

G1 has keys to get past the wall gates.

The order of combat (i.e. who goes first, etc) is usually determined and ranked by dexterity scores, unless circumstances where one side surprises the other is justified. Here, the side that is surprised will automatically go last. Note that if combat ensues, guards will (on the third turn of combat) attempt to use their walkie talkies to alert the other guards currently inside the walled structure.

Players may also attempt to trick their way in by coming up with some sort of a story (i.e. coming to inspect, repair, or deliver something etc). If so, do a negotiation dice check for one guard and one chosen player. If the player wins, then assume the guard interacts from a relatively agreeable position. If the guard wins, then assume interacts from a relatively skeptical position. As a GM, you try your best to really consider how an average person might react to the scene and the dialogue that players are role playing.

Once on the island, players will need to get past the wall by either scaling the wall, using a key (via combat and defeat of one of the two outside guards), OR possibly in a situation where the guards have let them in.

For players climbing over the wall, they will require a dexterity check - d6 damage if failed. Once a person is over, if they have a rope, they can secure the rope for other players to climb over easily (d20 check, roll of "1" is a fail, all other rolls is a success).

Once inside the walled structure, they will see the main server building, which has a main door and two windows. If guards G3, G4, and G5 were not alerted earlier, they may notice movement inside one of the rooms through the shuttered windows. Players may enter the building via the

door (not locked), or possibly a window (a dexterity check with +5 difficulty, except for characters with an expertise that may be familiar with windows or construction generally. i.e. no difficulty penalty for the carpenter).

The server building is composed of three rooms.

The main door leads into a common room composed of a table, and several chairs. Depending on previous actions, the three others guards (G3, G4, and G5) will be in this room. Statistics for these guards are the same as G1 and G2.

Adjacent to this room is a small office that contains a desk, chair and computer. This room appears to be a manager's space (although that individual does not appear to be present). If players attempt to access the computer in this room, they will find that it contains no information of interest. However, there is an identity card (on a lanyard) in one of the desk's drawers. The ID card belongs to the manager, whose name is Casey Brock – she actually looks a little like the Botanist player character. Note that this ID card may be useful in the next scene at the lobby of the Ryugyong Hotel.

Once all the guards are taken care off, players can easily enter the main server room. This is a huge space (and also a very warm room) containing many servers (they look like black cabinets with blinking lights). Once entered, an alarm will sound. Players will have 15 turns before new guards arrive on the scene unless the computer scientist hacks into the system to turn the alarm off (2 extra guards of same statistics coming over bridge). You can let the computer scientist know that there are many access ports through this space, and the hacking needs only to plug into one of these ports with his/her laptop to attempt turn the alarm off or to extract the data.

The computer hacker is able to do the following:

One dice check (versus intelligence) to turn the alarm off – the player will need to independently initiate this action (i.e. the GM shouldn't ask them, "Do you want to turn the alarm off?")

Three consecutive dice checks (versus intelligence) are required to hack the relevant data (you may inform the Computer Scientist player of this requirement). Note that each check takes one turn – remember to count attempts up to see if it reaches the 15 turn limit.

Once successful, the hacker is able to uncover the following information.

- **Tiger Joe has a public message feed (found at @tigernamedjoe at twitter), but it appears to have been made inactive several years ago.**
- **Tiger Joe is currently located at the following coordinates (this is also provided via the twitter account): 39°02'11"N125°43'50"E**

If players copy-paste these coordinates into google maps, they will learn of the location of Tiger Joe, which is the location for the next scene.

## SCENE TWO: RYUGYONG HOTEL – (NOW A CITY HALL)

### TO BE READ TO PLAYERS:

Your team has made its way to the iconic Ryugyong Hotel in downtown Pyongyang. This is a monstrous 105 storied structure that looks a little like a mix between a rocket, a pyramid, and an origami christmas tree. This is where Tiger Joe's coordinates lead to, but you are also aware that you currently do not know which floor of the building the tiger resides. You enter the main lobby doors, making sure your weapons are concealed, trying your best not to look too conspicuous, and glad to be inside away from the rain. Inside the main lobby area, you see a large opulent space with windowed walls, two large brown leather couches, and a few large flat-screen TVs situated around the room (playing scenery shots of New Korea). On the west side of the room, there is an adjacent coffee (and lipi) shop space, and to the northeast, there is an open entrance into another large room, monitored by two dark uniformed guards. It's the weekend, so the area is pretty quiet: only occasionally, do you see the odd office-type person walk into and out of this guarded area (usually via flashing some type of carded identification). There also appears to be a stately looking older man sitting in the coffee shop.

For this scene, the players essentially need to accomplish the following:

1. Find out the floor of the building where the Tiger resides (level 101 - this information can be obtained from the Senator in the coffee shop).
2. Get into an elevator to go up to level 101. There are two elevators in the North room (guarded area) or a single service elevator in the main storage space behind the coffee shop.
3. Players can also learn that they don't need to "rescue" the tiger, but that just reconnecting the tiger's public feed will suffice (and then someone asking Joe some incriminating and relevant questions that would in effect stand as evidence against the guilty members of the oligarchy).

Note that this hotel is now actually the city hall. If players ask about what they can see beyond this guarded entrance (i.e. trying to peek into the North room), you can inform them that there appears to be more guards in this space. Note that players may have also found the ID card for "Casey Brock" in the previous server farm scene. If so, the botanist character is able to use it to get past the guards easily (but only her) and check out the large room that has access to the two elevators. The ID card will also allow the botanist character to use the elevator, although this is restricted to levels 30 to 32 (the IT area which is closed for the weekend – therefore, if she



proceeds to these floors, the elevator doors will open into a dark hallway with locked window doors to the IT office).



*(Image from Wikipedia, by [Roman Harak](#))*

Any extra “office type” individuals walking through the space can be played as the GM sees fit. In general, players do not need to concern themselves with these office NPCs, but if they insist, the GM can role play them as fairly low level office types in departments like human resources, accounting, finances, etc. Basically, they have no information of interest, although for fun you can imagine them having personalities like characters from a favourite sit-com. Note that players may want to steal or take the ID cards from these office folk, but if so, the guards will likely notice (the office person will scream, etc) and this will initiate combat mode – also, be clear that none of these NPCs look similar to any of the player characters (i.e. even if they were to succeed in stealing an ID card, it will be called out by a guard monitoring the entrance to the other room).

### **Office Personnel (all)**

#### *Attributes:*

WISDOM: 11

INTELLIGENCE: 11

STRENGTH: 9

DEXTERITY: 10 (Armour Class)

HIT POINTS: 9

#### *Items*

Phone

Money

ID card

If players talk about entering the large north room using force, mention that these guards have larger stun guns and look more serious overall. There are two guards in the lobby area by the monitored entrance (G1 and G2), and there are four others in the north room (G3, G4, G5, G6). If the guards in the lobby are attacked, the other four guards will come and help in one turn.

### City Hall Guard Stats (all)

#### *Attributes:*

WISDOM: 10

INTELLIGENCE: 10

STRENGTH: 13

DEXTERITY: 13 (Armour Class)

HIT POINTS: 13

#### *Items*

Stun Handgun (d20)

Walkie Talkies (to call the other guards)

Personality: to GMs disgression.

All guards have ID cards to all levels

### THE COFFEE SHOP AND THE SENATOR

In this area, there is a shortish plumpish man of about 70 years old, sitting in the coffee shop area (labeled S in the map). His name is Frank (Senator Frank), and he is dressed in the ceremonial garb of the city's political class (suit and tie, partially covered by a red ceremonial tunic, which contains a crest of the city, a dragon and a plant). Frank is confident, methodical and deliberate in mannerism (he talks a little like the emperor in the Star Wars movies). He has been genetically enhanced (this is visibly obvious by the marks along his temple - green wirelines threads) to have extreme intelligence. This individual is important to the players for gaining information and access into the building.

When players first start this scene, after two turns, if players haven't decided to interact with him and mayhem hasn't ensued due to combat initiation, the Senator will actually motion at the players to come over (he will essentially be checking them out).

The senator knows the following information:

1. That the players were the ones who broke into the server farm, and that they are trying to find the tiger.
2. **However, he believes them to be a different set of mercenaries who were hired to kill the tiger (not rescue the tiger). Players may use this discrepancy to their advantage, but as the GM, you will role play the senator in a way that makes it appear that the senator is not aware of the player's true intentions (and likewise, this also means the players may not catch on right away to the senator's mistake).**
3. The senator actually wishes to help the team kill the tiger because he is not pleased that the Tiger has been allowed to continue existing. This is because the tiger represents a huge liability in the illegal geo-engineering operations, and Senator Frank believes Kim Ghou (the owner of the tiger) to be a huge fool in this regard. Firstly, the tiger is GM

intelligent and knows enough to therefore provide strong testimony that would implicate specific individuals (including the senator), as well as inadvertently release details of the operation itself. Secondly, the tiger is of particular concern because as a GM cat, it does not have the cognitive ability to lie or hide information (i.e. if asked, it can't help but tell it like it is). Thirdly, GM cats do not have the necessary oral anatomy to "speak" and therefore communicate via text-like/twitter public feeds. This has been turned off, but the Senator fears that it would only take a simple act of reconnecting the feed, and someone simply asking Joe the right questions to destroy all of the oligarchy's hard work.

4. The senator knows that the tiger is found on level 101 of the building.
5. The senator knows that players would need the guards ID cards to reach that floor, unless they use a service elevator which is in a hidden storage room behind the coffee shop.

### **Senator Frank**

#### *Attributes:*

WISDOM: 12

INTELLIGENCE: 18\*

STRENGTH: 7

DEXTERITY: 9

HIT POINTS: 7

#### *Special Items*

Phone link embedded in arm (locked)

Some money.

Alarm sensor (to call guards)

Players will likely try to get information out of the Senator by talking – if so, roll a negotiation check with the player that has been picked to do most of the talking. If the player wins, then assume the senator interacts from a relatively agreeable position (you can make things easier for the players). If the senator wins, then assume he interacts from a relatively skeptical and disagreeable position (make the players sweat a little). You do not need to reveal your roll for the senator to the players. If players decide to try different subsequent players (i.e. the first one doesn't seem to be going well), then each new person will result in an additional +1 bonus in his negotiation check for the senator (in other words, he may get more and more wary with each personnel change).

As a GM, you are essentially trying to release information to the players as questions arise, so that players begin to get the full picture of why the tiger is such a big deal (and why they need to find it and reconnect the public feed).

Some additional pieces of information that may affect interaction with the Senator.

1. The senator is a huge art fan, and recognizes the name (but not the face) of the artist. This will actually give the artist a +10 on their negotiation roll, if he decides to do the talking.
2. The doctor character has one inoculum of truth serum. If this can be sneaked into the senator's drink (someone would need to do a dexterity check, although this check can be modified if a plan for distraction is devised), then the senator will essentially tell the truth in any question asked, and will basically be very easy to work with and in releasing

information. If the senator catches someone spiking his drink, then he will call for the guards and combat will basically ensue for the remainder of this scene.

3. Players may just try to stun the senator unconscious. If, however, the senator is not made unconscious in a single hit, he will signal for guards to come help. Moving an unconscious senator from the coffee table to a more discrete area in the shop would require 1 strength and 1 dexterity check for the two players who plan on “carrying” the senator. If any of these rolls fail, then the guards will take notice and combat ensues.

Near the end point of the negotiation (if they are doing well), the Senator will inform them of the service elevator in the main storage area (behind the coffee shop storage area), and will actually lead them to the door behind the coffee counter. This door is unlocked.

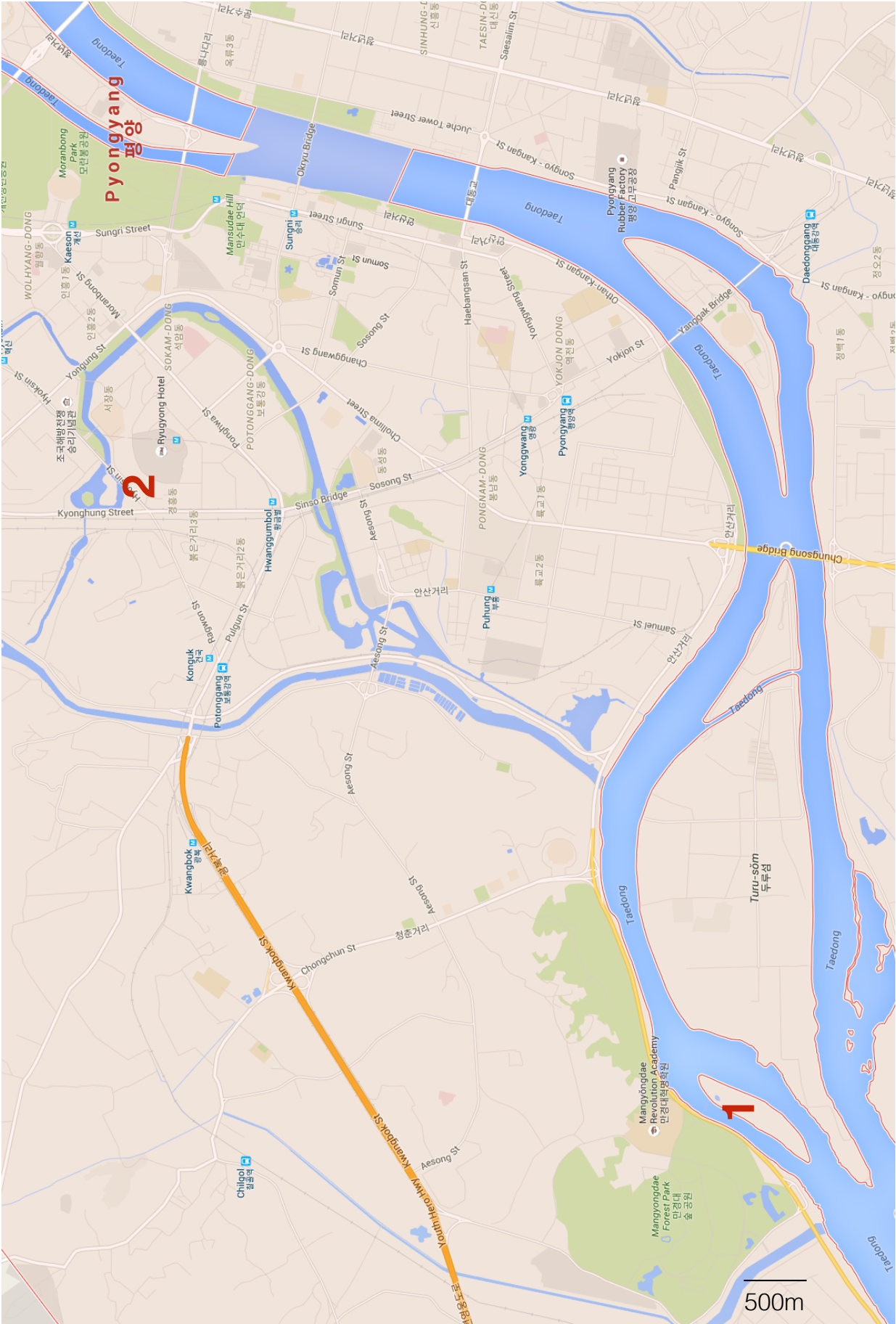
The small room behind the counter area appears to be a small storage space for the coffee shop. There are mostly shelves containing boxes of coffee shop supplies (i.e. paper cups, coffee beans, various items that coffee shops usually sell). There is also another door that leads to the large storage area. This door is locked and will need to be forced to open (strength check), or it may be opened by the carpenter using his screwdriver (dexterity check with a -5 bonus).

The large storage area is filled with empty cardboard boxes, and littered with what appears to be signage for the lipi related business projects and companies. The room is quite dark, because the windowed walls are covered by large black shades. The floor of this space is also quite dirty, and appears to have suffered previously from flood damage and not cleaned up. There is an elevator on the east side of the room. If players enter the elevator, they will see 105 buttons, one for each floor. This elevator (unlike the elevators in the North room) requires no special pass or ID card to activate. If players decide to visit a floor that isn't 101, you can inform them that the floor is dark/closed. If they keep at it (i.e. avoiding level 101), at some point, just stick a bunch of guards on the floor they visit. In any event, hopefully, players will press the button for floor 101: if they do, you can read the following:

The service elevator suddenly lurches and springs to life. You all feel the tug of extra acceleration as the elevator begins to take you to your floor. It's fast, but the anticipation seems to slow down time, as you all watch the floor counter briskly change. Then, a quick light sensation, and you see that you have arrived at floor 101. A bell chimes, and then the elevator doors slowly open...

FIN.

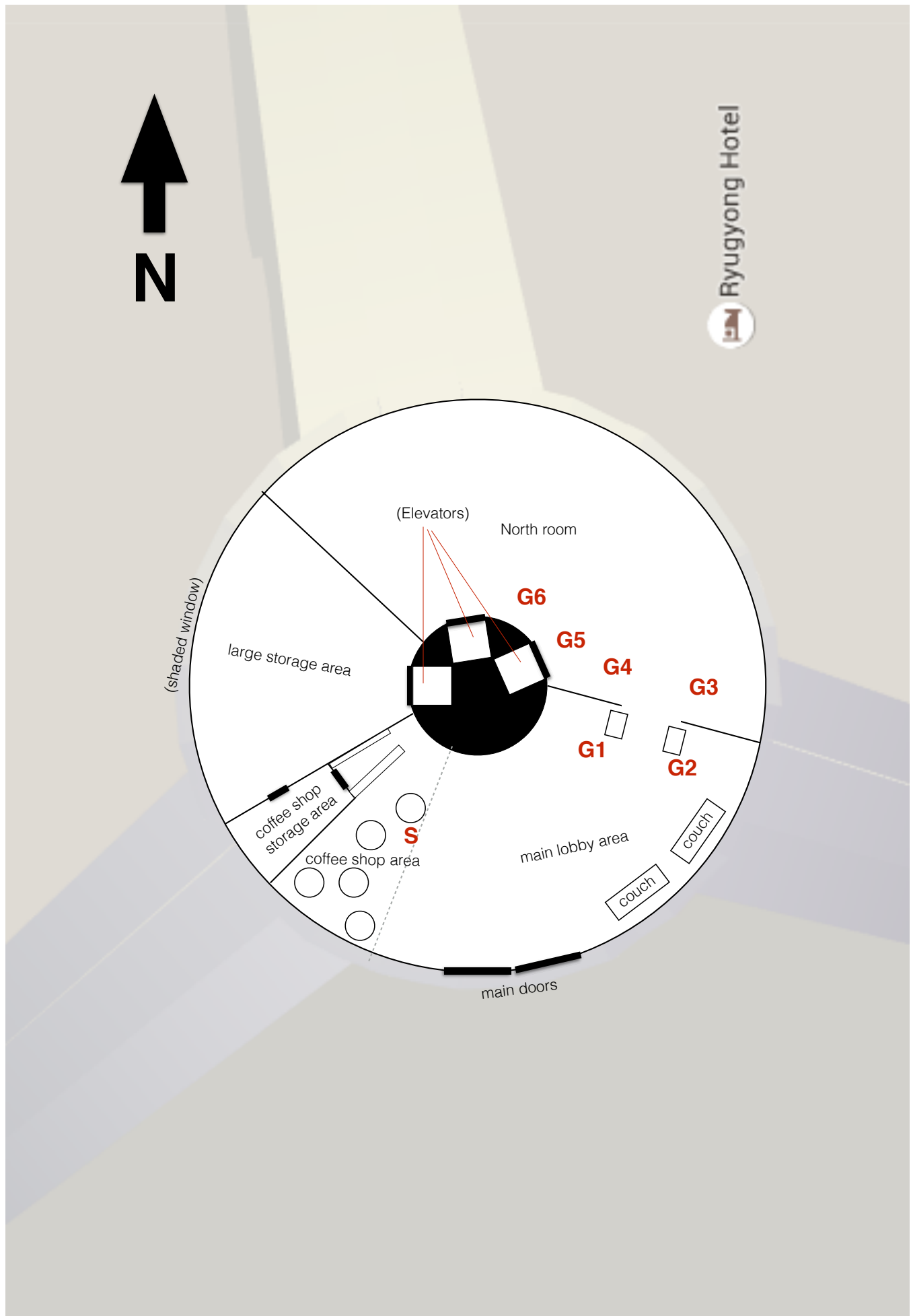
# MAP OF PYONGYANG



# MAP OF KONYU-DO ISLAND (Scene 1)



# MAP OF RYUGYONG HOTEL (Scene 2)







**NAME:**

**GENDER:** Male

**NOTES ABOUT PERSONALITY:**

**EXPERTISE:** CARPENTRY (*List some abilities that fit well with the expertise*).

General construction and fixing things. Knowledge of structural considerations of objects.

**ATTRIBUTE SCORES**

10 INTELLIGENCE

13 WISDOM

09 DEXTERITY | *ARMOUR CLASS*

14 STRENGTH (also = *HIT POINTS*)

**14** **BASE HIT POINTS** (*how much damage you can take*).

**ITEMS:**

Tool kit (tape measure, 100 nails, mini ion-saw, hammer, screwdriver, level.

One med pack (good for healing 2d6 hit points)

Pen Knife (Weapon: d6)

Stun Gun (Weapon: d20)

**GENERAL DICE MECHANICS**

1. DICE CHECKS (d20): Whatever the task is, choose an attribute it most closely aligns with. i.e. climbing a wall would be related to DEXTERITY or maybe STRENGTH (or the average of the two). This is the number you have to roll **equal to or under** in order to read as a “success.” Sometimes, the task requires multiple checks (i.e. climbing a 10ft wall might just require one check, but climbing a 20ft wall may require two checks - one for each 10ft).

NOTE: the GM can change these check numbers depending on the difficulty of the task (i.e. -5 on roll for easy, +5 for hard, etc), the expertise of the player (some who is a mountain climber might get a -5 on roll), or availability of items that help (having a rope set up might equate to a -10 on roll)\*. However, a natural roll of “20” is always a fail.

2. HIT CHECKS (d20): When a player is trying to hit something moving, you must roll equal or above the target’s DEXTERITY score (this is why we call it their “armour class”). NOTE: the GM can change these check numbers depending on the difficulty of the task (target is hiding behind a wall), the expertise of the player (a person with weapons training\*. Rolling a “20” is always a hit, and rolling a “1” is always a fail. Note that hand to hand combat does d4 damage, except in special circumstances.

3. NEGOTIATION CHECKS: When having a contest of wills (i.e. negotiating, debating, arguing, etc), add your WISDOM and INTELLIGENCE scores together. Compare that number with your opponents. Note the difference - the individual with the greater score will have that difference as their dice roll modifier. Each person roll a d20 (with modifier if applicable) - highest roll wins and GM determines the outcome (release of info, agreement, etc).

**NAME:**

**GENDER:** Female

**NOTES ABOUT PERSONALITY:**

**EXPERTISE:** COMPUTER SCIENTIST (*List some abilities that fit well with the expertise*).

Programming, computer hacking. Some knowledge in fixing computer hardware. Software modification.

**ATTRIBUTE SCORES**

13 INTELLIGENCE

10 WISDOM

13 DEXTERITY | *ARMOUR CLASS*

8 STRENGTH (also = *HIT POINTS*)

**8** **BASE HIT POINTS** (*how much damage you can take*).

**ITEMS:**

Computer cables, memory sticks, various computer cards, cell phone, chargers, portable keyboard.

One med pack (good for healing 2d6 hit points)

Stun Handgun (Weapon: d10)

**GENERAL DICE MECHANICS**

1. DICE CHECKS (d20): Whatever the task is, choose an attribute it most closely aligns with. i.e. climbing a wall would be related to DEXTERITY or maybe STRENGTH (or the average of the two). This is the number you have to roll **equal to or under** in order to read as a "success." Sometimes, the task requires multiple checks (i.e. climbing a 10ft wall might just require one check, but climbing a 20ft wall may require two checks - one for each 10ft).

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**NAME:**

**GENDER:** Male

**NOTES ABOUT PERSONALITY:**

**EXPERTISE:** DOCTOR *(List some abilities that fit well with the expertise).*

Medicine. This player can treat another player's wound, and heal d4 hit points (once per day per player).

**ATTRIBUTE SCORES**

13 INTELLIGENCE

13 WISDOM

10 DEXTERITY | *ARMOUR CLASS*

10 STRENGTH (also = *HIT POINTS*)

**10** **BASE HIT POINTS** *(how much damage you can take).*

**ITEMS:**

First Aid Kit (bandages, etc)

One med pack (good for healing 2d6 hit points)

Stun Handgun (Weapon: d10)

Truth Serum (one injection)

**GENERAL DICE MECHANICS**

1. DICE CHECKS (d20): Whatever the task is, choose an attribute it most closely aligns with. i.e. climbing a wall would be related to DEXTERITY or maybe STRENGTH (or the average of the two). This is the number you have to roll **equal to or under** in order to read as a "success." Sometimes, the task requires multiple checks (i.e. climbing a 10ft wall might just require one check, but climbing a 20ft wall may require two checks - one for each 10ft).

NOTE: the GM can change these check numbers depending on the difficulty of the task (i.e. -5 on roll for easy, +5 for hard, etc), the expertise of the player (some who is a mountain climber might get a -5 on roll), or availability of items that help (having a rope set up might equate to a -10 on roll)\*. However, a natural roll of "20" is always a fail.

2. HIT CHECKS (d20): When a player is trying to hit something moving, you must roll equal or above the target's DEXTERITY score (this is why we call it their "armour class"). NOTE: the GM can change these check numbers depending on the difficulty of the task (target is hiding behind a wall), the expertise of the player (a person with weapons training\*). Rolling a "20" is always a hit, and rolling a "1" is always a fail. Note that hand to hand combat does d4 damage, except in special circumstances.

3. NEGOTIATION CHECKS: When having a contest of wills (i.e. negotiating, debating, arguing, etc), add your WISDOM and INTELLIGENCE scores together. Compare that number with your opponents. Note the difference - the individual with the greater score will have that difference as their dice roll modifier. Each person roll a d20 (with modifier if applicable) - highest roll wins and GM determines the outcome (release of info, agreement, etc).

**NAME:**

**GENDER:** Female

**NOTES ABOUT PERSONALITY:**

**EXPERTISE:** EX-MILITARY (*List some abilities that fit well with the expertise*).

Proficient in combat. +2 when rolling HIT CHECK.

**ATTRIBUTE SCORES**

13 INTELLIGENCE

10 WISDOM

14 DEXTERITY | *ARMOUR CLASS*

15 STRENGTH (also = *HIT POINTS*)

**15** **BASE HIT POINTS** (*how much damage you can take*).

**ITEMS:**

Rope,

Cell phone.

One med pack (good for healing 2d6 hit points)

Stun Gun (Weapon: d20)

**GENERAL DICE MECHANICS**

1. DICE CHECKS (d20): Whatever the task is, choose an attribute it most closely aligns with. i.e. climbing a wall would be related to DEXTERITY or maybe STRENGTH (or the average of the two). This is the number you have to roll **equal to or under** in order to read as a “success.” Sometimes, the task requires multiple checks (i.e. climbing a 10ft wall might just require one check, but climbing a 20ft wall may require two checks - one for each 10ft).

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**NAME:**

**GENDER:** Male

**NOTES ABOUT PERSONALITY:**

**EXPERTISE:** PHILOSOPHER/MAGICIAN (*List some abilities that fit well with the expertise*).  
Sleight of hand prowess. Good with logic (+2 negotiation checks).

**ATTRIBUTE SCORES**

10 INTELLIGENCE  
13 WISDOM  
15 DEXTERITY | *ARMOUR CLASS*  
8 STRENGTH (also = *HIT POINTS*)

**8** **BASE HIT POINTS** (*how much damage you can take*).

**ITEMS:**

Pack of cards, rope,

Cell phone.

Pen Knife (d4)

One med pack (good for healing 2d6 hit points)

Stun Handgun (Weapon: d10)

**GENERAL DICE MECHANICS**

1. DICE CHECKS (d20): Whatever the task is, choose an attribute it most closely aligns with. i.e. climbing a wall would be related to DEXTERITY or maybe STRENGTH (or the average of the two). This is the number you have to roll **equal to or under** in order to read as a “success.” Sometimes, the task requires multiple checks (i.e. climbing a 10ft wall might just require one check, but climbing a 20ft wall may require two checks - one for each 10ft).

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3. NEGOTIATION CHECKS: When having a contest of wills (i.e. negotiating, debating, arguing, etc), add your WISDOM and INTELLIGENCE scores together. Compare that number with your opponents. Note the difference - the individual with the greater score will have that difference as their dice roll modifier. Each person roll a d20 (with modifier if applicable) - highest roll wins and GM determines the outcome (release of info, agreement, etc).

**NAME:**

**GENDER:** Female

**NOTES ABOUT PERSONALITY:**

**EXPERTISE:** POLITICAL SCIENTIST (*List some abilities that fit well with the expertise*).  
+2 when rolling NEGOTIATION CHECK.

**ATTRIBUTE SCORES**

10 INTELLIGENCE  
14 WISDOM  
8 DEXTERITY | *ARMOUR CLASS*  
10 STRENGTH (also = *HIT POINTS*)

**10** **BASE HIT POINTS** (*how much damage you can take*).

**ITEMS:**

Cell phone.

One med pack (good for healing 2d6 hit points)

Stun Gun (Weapon: d20)

**GENERAL DICE MECHANICS**

1. DICE CHECKS (d20): Whatever the task is, choose an attribute it most closely aligns with. i.e. climbing a wall would be related to DEXTERITY or maybe STRENGTH (or the average of the two). This is the number you have to roll **equal to or under** in order to read as a “success.” Sometimes, the task requires multiple checks (i.e. climbing a 10ft wall might just require one check, but climbing a 20ft wall may require two checks - one for each 10ft).

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**NAME:**

**GENDER:** Male

**NOTES ABOUT PERSONALITY:**

**EXPERTISE:** ARTIST (*List some abilities that fit well with the expertise*).

Proficient in combat. +1 when rolling HIT CHECK.

Able to draw, paint.

**ATTRIBUTE SCORES**

10 INTELLIGENCE

13 WISDOM

11 DEXTERITY | *ARMOUR CLASS*

9 STRENGTH (also = *HIT POINTS*)

**9** **BASE HIT POINTS** (*how much damage you can take*).

**ITEMS:**

Rope,

One med pack (good for healing 2d6 hit points)

Stun Handgun (Weapon: d10)

Smoke bomb (x2)

**GENERAL DICE MECHANICS**

1. DICE CHECKS (d20): Whatever the task is, choose an attribute it most closely aligns with. i.e. climbing a wall would be related to DEXTERITY or maybe STRENGTH (or the average of the two). This is the number you have to roll **equal to or under** in order to read as a “success.” Sometimes, the task requires multiple checks (i.e. climbing a 10ft wall might just require one check, but climbing a 20ft wall may require two checks - one for each 10ft).

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**NAME:**

**GENDER:** Female

**NOTES ABOUT PERSONALITY:**

**EXPERTISE:** BOTANIST *(List some abilities that fit well with the expertise).*

Good at identifying plants, but also generally knowledgeable about biodiversity as well as genetics.

**ATTRIBUTE SCORES**

12 INTELLIGENCE

11 WISDOM

13 DEXTERITY | *ARMOUR CLASS*

10 STRENGTH (also = *HIT POINTS*)

**10** **BASE HIT POINTS** *(how much damage you can take).*

**ITEMS:**

One med pack (good for healing 2d6 hit points)

Stun Handgun (Weapon: d10)

Binoculars

**GENERAL DICE MECHANICS**

1. DICE CHECKS (d20): Whatever the task is, choose an attribute it most closely aligns with. i.e. climbing a wall would be related to DEXTERITY or maybe STRENGTH (or the average of the two). This is the number you have to roll **equal to or under** in order to read as a “success.” Sometimes, the task requires multiple checks (i.e. climbing a 10ft wall might just require one check, but climbing a 20ft wall may require two checks - one for each 10ft).

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