


ECLIPSE PHASE



BUMP IN THE NIGHT

*An Adventure for
The Roleplaying Game of
Transhuman Conspiracy and Horror*



BUMP IN THE NIGHT



THE HOOK

People are waking with a small knot on their forehead. 3 days later, they disappear. It is up to you to discover what is happening and rectify the problem.

SYNOPSIS

A plan to illegally “tap” people to record erotic XPs and maybe get a little blackmail has gone wrong, turning the targets into missing persons. The characters are called in to find out where the bodies are being hidden and what has happened to their inhabitants. Along the way they get a taste of the more decadent side of inner system life.

Bump in the Night (aka The Best Little Whorehouse on Venus) is a starter scenario for *Eclipse Phase*. It casts the player characters in the role of investigators who must get to the bottom of a medical/criminal mystery and deal with its source.

MISSION HOOK

It was supposed to be a simple meet for a favor that required a team with special talents. But upon arrival at Parvarti, a Venusian aerostat, the characters learn that their contact is missing and the station has quietly imposed a medical quarantine due to a mysterious outbreak. Nearly a dozen victims have disappeared

after developing a strange bumpy patch on their foreheads. One of the missing is the woman that the characters came here to talk to: Dwala Chatterjee. Several more inhabitants have begun to display the tell-tale bumps on their foreheads and it is all Taurus Security can do to maintain order. The characters, traveling under the guise of security specialists, are asked to help out by tracking down the source of the outbreak.

PLAYER CHARACTER BACKGROUND

Given the one-off nature of this scenario and the fact that it does not deal with an existential threat, it is not necessary that the characters be members of Firewall. Since the characters’ original mission and reason for coming to the station is sidelined for this scenario, the gamemaster can concoct any sort of background they like. For example, the characters could be freelance security specialists hired and brought here by Chatterjee to undermine a socialite rival, or they could be a hypercorp security outfit sent to assist Chatterjee in covering up some indiscretions by a prominent hypercorp figure. If the characters are Firewall sentinels, then Chatterjee should be someone connected to Firewall who has recently come across some information about a burgeoning x-risk—something that Firewall is taking seriously enough to send some sentinels to deal with. This can in fact set the stage for a follow-up adventure once the characters complete this scenario and rescue Chatterjee.

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RESOURCES:

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The characters may start with any of the sample characters provided in the *Eclipse Phase* core rulebook or the gamemaster may provide characters they devised on their own. Morphs that are common to Parvarti are olympians, sylphs, pleasure pods, and synth.

THE SETTING: PARVARTI

The adventure begins with the characters egocasting to Parvarti, a Venusian aerostat (see p. 36, *Sunward*). Parvarti is known for its somewhat seedy reputation as a sort of inner system swinger's club or red light habitat where literally any sort of sexual kink or perversion goes—as long as it's discreet. The habitat's marketplace offers the entire range of adult services: customized companions, doll houses, robo-sex, exotic pleasure simulspaces, neotenic prostitution, porn XP casting, anonymous mass orgies, etc. For people in the know, various gray and black market agents provide darker services: animal sleeving/bestiality, illegal fork-sex operations, snuff XP, non-simulated rape scenarios, and worse. It is part whorehouse, part non-stop bacchanal, and part shady speakeasy. Just about any deviance and permutations of sexual services the characters can imagine are available, and private spaces (small and large) can be rented for special occasions, no questions asked, on short notice.

Parvarti is unusual among aerostats in that it has a high turnover rate in terms of residents and it is owned and run by a group of anonymous and very private benefactors. No one looks too deeply into the backgrounds of these transhumans since Parvarti's

services are under high demand and they have built a solid reputation for efficient custom service and guaranteeing the privacy of their patrons. Simply put, on Parvarti you can make your dreams come true, if you have enough credits. This also makes Parvarti an ideal location for other sorts of meetings. The characters are here for one such meeting but instead get drawn into the drama unfolding on the aerostat.

BACKGROUND

Dario Silvestri has been a bad boy. He racked up too much in gambling debts and has had to do a few favors for the Night Cartel (see p. 83, *EP*) to try and pay them off. One of these favors involved secretly modifying the (biomorph) sleeves at the resleeving facility he works at with a back-channel XP caster. Installed as a custom nano-infection, this secret implant taps into the morph's mesh inserts, recording everything the morph experiences and transmitting the XP out to a dedicated Night Cartel server via a hidden channel. The Night Cartel hopes to use this secret surveillance tap to either collect some XP porn footage they can sell or perhaps acquire even juicier information useful for blackmail purposes.

Unfortunately, Dario is a grade-A fuck-up and is just as bad at installing black market implants as he is at cards. In his crude attempts to install the bug he used some inferior low-grade medical nano. This has caused the modified morphs to develop rather pronounced bumps on their foreheads due to skin irritation and cranial bleeding. In a few cases this even resulted in loss of consciousness from blood loss, approximately 72 hours after symptoms first materialized.

The Night Cartel, monitoring their recently installed feeds, realized that there was a problem and the operation was in risk of exposure. They instructed Dario to stop using the low-grade medical nano, but not before dozens of morphs had already been modified. To cover their tracks, they discreetly kidnapped many of the first few victims—those who lost consciousness—as well as several others who were exhibiting symptoms and were likely to soon pass out (destroying the morphs and selling the egos on the black market). The combination of visible symptoms and disappearances was noticed however, rapidly spreading through the habitat's rumor mill. Given paranoia over TITAN nanoplagues and other x-risks, Taurus Security, who handle the habitat's security ops, immediately placed the habitat under medical quarantine—no one is allowed to leave. Taurus is also censoring transmissions made from the station, as they do not want word of the problem leaking out to other habitats. They cannot stop darkcasts and quantum entangled communications, however, so it is just a matter of time before the news hits the solar system (rumors are already circulating).

DEEPER INTO PARVARTI

GM's wishing to provide more information on Parvarti and its denizens are encouraged to refer to the entry for the habitat in *Sunward* presented on p. 36 and the preceding discussion on the political situation on Venus between the Planetary Consortium and Morningstar. Success by the characters keeps Parvarti from losing its independence. If the characters fail it is likely that the Planetary Consortium sweeps in to take over operations and clean up any evidence of the Night Cartel's operations.

Additionally, information on Blackvein and his plots and plans is presented on p. 42 as part of the discussion on criminal activity on Venus. Assuming the characters are successful and help him, Blackvein uses his influence over Smith to increase his standing in the Venusian underworld and can make a useful criminal contact. If the players deceive or doublecross Blackvein he makes a powerful enemy who may try to take revenge on the characters the next time they find themselves on Venus. ■

STAGE 1: ARRIVAL

When the characters arrive on Parvarti they will be contacted by the chief of security, **Jadeyn Smith**, who will inform them that Ms. Chatterjee is indisposed and will be unable to see them at this time but that he would like to have a word with them regarding some freelance work. Once they assemble in his office, he lays out the situation as described in the background—including the fact that Chatterjee is among those who are missing. He wants the situation resolved with some immediacy, before word spreads to other habitats and the station's image is irreparably tarnished. He also wants to head off the inevitable civil disturbances that are likely to arise locally once the realization that everyone is quarantined and trapped here sets in. Already rumors are spreading throughout the habitat like wildfire, and his security officers are occupied with keeping the populace subdued. Both the Planetary Consortium and the Morningstar Constellation (Parvarti remains neutral, belonging to neither) are sending teams to investigate and evaluate the situation that are due to arrive in about six hours. Jadeyn wants this situation taken care of and all evidence disposed of by the time they arrive; if not it could jeopardize the independent standing of the aerostat. If the characters seem reluctant to help, Jadeyn will remind them they have nothing else to spend their time on, they can't leave, and they will be substantially rewarded for their efforts (in either payment of ~2,000 credits each or a boost to their c-rep scores).

Once the characters agree to help, Jadeyn grants them security access to all non-critical parts of the station and suggests that they start by examining those who have started showing symptoms in the infirmary or by searching the data backtrail of the missing.

STAGE 2: RESEARCH AND LEGWORK

Online research (p. 249, *EP*) or intelligent use of social networks to acquire information (p. 285, *EP*) on what the victims have in common should eventually reveal that everyone who has disappeared or shown symptoms was resleeved into a biomorph within the past few days. Oddly, these people were (almost) all resleeved in different body banks. Further research into the history of the morphs (at a more difficult -20 modifier) shows that the morphs all passed through the hands of a small morph brokerage facility known as **Dai Khan Enterprises**. This operation is rather small, being a shell company for a hypercorp that prefers its personnel visits to Parvarti to be discreet, and has only 3 on-site employees: **Hellen Alvarez**, **Dario Silvestri**, and **Landon Markus**. The current location of each is easily tracked down online (p. 251, *EP*).

MEDICAL EXAMINATION

If the PCs examine the infected morphs (with successful use of the Medicine: Nanomedicine skill

at -20) they can determine that the morphs are suffering complications from use of low-grade medical nano. The problem is easily fixed with a healing vat, but it does indicate that the morph has been subjected to some sort of tampering. An investigation into this (requiring a Medicine Test: Implant Surgery at -30) finds that each morph has been implanted with a secret mesh inserts. An examination of this implant (Another Medicine Test) reveals that it secretly records XP (the user's experiences) and broadcasts it via a hidden signal to a site on the local mesh. Research into the site reveals that it is a highly-secure server. Attempts to hack it (p. 255, *EP*) will be countered by an actively monitoring security AI (p. 332, *EP*). A successful intrusion will find that the server is a depository for secret lifelog XP recordings made from each of the tapped morphs.

HELLEN ALVAREZ

Alvarez is at her small domicile in the mid-levels of Parvarti. She refuses all contact attempts and won't answer the door if the team comes knocking. If the PCs break in they are met with a very suspicious synthmorph of older design. She is evasive and taciturn and very obviously trying to hide something. This is a red herring as Alvarez is actually complicit in helping another crime syndicate traffic in restricted egos and sleeves (the gamemaster is encouraged to be creative: they may be selling the egos/forks of children into sexual slavery or trafficking in illegal/dangerous animal or even alien critter morphs for bestiality/snuff kinks). Alvarez keeps to herself at work and knows nothing about the other two.

LANDON MARKUS

Landon Markus is a scum merc who's in between barges at the moment and decided to make a little extra cash providing security for the sleeving facility. He also uses his unique looks and abilities to earn some money on the side by doing Greco-Roman wrestling for private events and—sometimes—at one of the clubs on Parvarti. If the PCs visit him he is en route to such an event. He offers to answer any questions the characters have after the fight if they tag along. When they arrive at the club's private suites Markus is told that his opponent canceled and he will not be needed (or paid) for the evening unless he can find a replacement to wrestle. One of the PCs can step up and volunteer—a character with a high Unarmed skill is preferable since Landon wants it to look good for the client, but anyone can try to do it. During the bout both Markus and the character will be subjected to lewd taunts, splashed liquids, and attempts by the party guests to reach out and goose the wrestlers. The other PCs may also find themselves propositioned to join in the bacchanalian festivities (the GM can be as inventive as they like here—keeping in mind the players' comfort zones of course). Afterwards, Markus is true to his word and tells them everything he knows, which is little. He knows that Alvarez has some secret

that she is trying to hide and keeps to herself most of the time. He also knows that Silvestri has a gambling habit, never seems to have money, and is constantly begging extra shifts from Alvarez.

DARIO SILVESTRI

Silvestri is tipped off as soon as the characters start moving in his direction. He bolts for the gambling den called Salo 120 (see *Salo 120 Map*, p. 10), run by the Night Cartel. He holes up there and the team must either negotiate the Night Cartel soldiers into giving him up or take him by force. The place is protected by four Cartel enforcers in augmented splicer morphs. Once Silvestri is captured, he gives up the goods fairly quickly; he has no desire to be tortured and reasons the Cartel will be sending reinforcements to deal with the characters soon (and if they fail, the PCs may actually take down the Cartel operation here, which would give him time to disappear and try to get out of his debt). He tells them that he was paid to add implants into the morphs about to be sleeved as part of the standard prep. He doesn't know what's happened to them but suggests that his fixer, a neo-avian named **Blackvein**, might.

If the PCs linger too long at Salo 120, the Night Cartel will indeed send reinforcements to remove the threat. See *Stage 3: The Night Cartel Strikes Back*, at right.

DAI KHAN ENTERPRISES

Dai Khan Enterprises is a small morph storage facility near the rim of the aerostat. Since it has access to an outer airlock it is perfect for Alvarez's side business. The warehouse is heavily guarded by 3 sentry bots (use the guardian angel from pp. 345–6, *EP*), under the remote supervision of Landon Markus. A thorough search of the facility—in particular Silvestri's workstation area—and a successful Investigation Test will find a small cache of pre-packaged nanobot implants treatments (what Silvestri was using to tap the morphs). These may be analyzed with a Programming: Nanotechnology or Medicine: Nanomedicine Test to reveal their purpose.

BLACKVEIN

Blackvein's Den is located high atop Rajni Estates, one of the aerostat residence towers. Blackvein himself is an uplifted raven who makes his living collecting bits and pieces of information and selling them to the highest bidder. He also takes book on a number of activities in the hab and has quite a bit of pull in the underworld. Any check of g-rep reveals this and it should be suggested to the characters that getting in and staying in his good graces is something to aspire to on Parvarti.

Blackvein knows all about the botched attempts to make bootleg recordings of the visitors to Parvarti—he hired Silvestri and is willing to give up his accomplices on one condition: he wants to be cut in on the administration board of Parvarti. The PCs, of course, do not have the authority to grant this, and if they

bring it to Jadeyn's attention they will be laughed at. Jadeyn doesn't have this sort of power, either. The most he can guarantee is that he will be willing to look the other way towards some of Blackvein's future indiscretions, but even this will only be offered if time is running out and he is desperate for the situation to be resolved. Jadeyn would much rather that the PCs "persuade" Blackvein to talk. Once the PCs make a deal or deceive Blackvein into believing they have cut a deal (a Persuasion vs. Kinesics Opposed Test), he tells them that the Night Cartel is responsible for the morph-tapping operation and that the kidnapped victims were all taken to **Corvalis Synthetics**, a front for the cartel's illegal biomed clinic on Parvarti. He believes that the morphs are still present at Corvalis, but **Fiala O'Donnell**, the Cartel's local boss, has probably already sold off the egos.

STAGE 3: THE NIGHT CARTEL STRIKES BACK

At some point the Night Cartel is likely to learn of the characters' investigation. This may happen when the team investigates the other victims (who are of course tapped and transmitting when the characters run their tests) or when the PCs track down Silvestri. Alternately Fiala may be alerted by Blackvein, in which case she will attempt to reach them via the mesh and attempt to either negotiate (meaning: buy or threaten them off) or lure them into a face-to-face meeting on an exterior aerostat platform (requiring vacsuits). This latter attempt will simply be a ruse to draw the characters into a situation where they are easily ambushed and eliminated.

If given the opportunity, Fiala will send a Cartel strike team to kill and dispose of the characters. This is a squad of trained killers brought in from off-world and sleeved in dangerous synthetic shells. See the *Cast of Characters*, p. 7, for the strike team's stats.

STAGE 4: SHOWDOWN AT CORVALIS SYNTHETICS

Corvalis Synthetics is where the cartel provides illegal (by inner system standards) biomodifications for wealthy patrons. As such it's a fully staffed bioclinic fronting as a simple medical supply center (see *Corvalis Synthetics Map*, p. 11). When the PCs arrive it will be on full alert due to Blackvein's warning. Fiala will be here with her personal bodyguards (2 slitheroids—use the Extropian Smuggler sample character from the *EP* core rulebook with appropriate combat skills of 70) and the clinic's normal retinue of security personnel, 4 Olympians armed with SMGs (use the stats for *Landon Markus*, p. 8). If the PCs did not yet encounter or defeat them, Fiala's strike team (see *Stage 3: The Night Cartel Strikes Back*, above) will be nearby, on call.



The Cartel will hold no quarter in dealing with the PCs, seeking to kill them and grab their stacks so they can be interrogated, tortured, and/or sold on the black market later.

If the characters win the fight or successfully sneak past the cartel, they will find the kidnapped morphs in storage, scheduled to be destroyed. All of the cortical stacks have been removed—these poor egos were already uploaded and transmitted via Night Cartel darkcast to another habitat, to be sold on the black market.

If the characters have already dealt with Fiala by the time they arrive here, they will only find automated defenses and a completely wiped local mesh network. The contaminated morphs have already been disposed of and most of the incriminating evidence has been taken away by the Cartel.

DEBRIEFING

Jadeyn will only pay the characters if they manage to be fairly discreet in their investigations and avoid contributing to the overall panic. If the characters are able to do this and do it quickly, Jadeyn will throw in an additional 1,000 credits as a reward—with a warning to keep quiet regarding this matter. Assuming success, Parvarti quickly returns to normal and Jadeyn and Blackvein may strike up more of a working

relationship in keeping the habitat independent. Because Fiala was acting without permission from her superiors, they are happy to simply consider the matter closed and will take no revenge on the characters for interfering in their schemes.

If the characters fail to resolve the mystery in the time allotted, the teams from the Planetary Consortium and the Morningstar Constellation arrive and immediately begin rounding up all “persons of interest,” which includes the characters. The characters will be grilled and possibly end up on the radar of internal security agencies if they cannot give reasonable alibis (remember they likely arrived on Parvarti via illegal darkcast so they probably don’t have a legitimate reason to be there).

If the characters are particularly ham-handed or clumsy in their efforts to uncover the trail of the bodies, Jadeyn refuses to pay them and they will be rushed off Parvarti even if they stop Fiala. Examples of this include killing any innocent bystanders or causing large amounts of damage to the habitat.

REZ AND REP AWARDS

The rewards listed at the bottom of the next page should be handed out depending on how the players roleplayed, and how the characters completed the mission.

CAST OF CHARACTERS

This section lists game stats and details on major NPCs.

JADEVN SMITH

Security Chief and Corporate Tool

Morph: Splicer

Motivation: +Responsibility +Discretion –Planetary Consortium

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	15	20	20	15	15	20	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
80	1	40	8	80	35	7	53

Active Skills: Beam Weapons 65, Fray 55, Investigation 65, Kinesics 60, Networking: Hypercorps 55, Perception 50, Persuasion 60, Unarmed Combat 55

Knowledge Skills: Interests: Parvarti Patrons 65, Professional: Security Ops 85

Reputation: c-rep 60, f-rep 20

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Gear: Microwave Agonizer

Armor: Armor Clothing (3/4)

MELEE Unarmed 55 (DV 1d10 + 1)

RANGED Microwave Agonizer 65

(AP 0/–5, DV pain/2d10, Ammo 50)

Roleplaying: Smith is an overworked, underappreciated man. He knows he doesn't have the resources to do the job but he's going to try anyway and make his employers look good even though he knows they take him for granted.

DARIO SILVESTRI

Sleeve Tech and Small Time Hood

Morph: Splicer

Motivation: +Self-Preservation +Gambling +Get Rich Quick

COG	COO	INT	REF	SAV	SOM	WIL	MOX
10	10	15	15	15	10	10	1

INIT	SPD	LUC	TT	IR	DUR	WT	DR
60	1	20	4	40	35	7	53

Active Skills: Fray 45, Medicine: Biosculpting 40, Medicine: Nanomedicine 40, Palming 55, Perception 50, Programming: Nanofabrication 30, Spray Weapons 25

Knowledge Skills: Interests: Gambling 80

Reputation: c-rep 10, g-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Gear: 2 doses of Alpha, Shard Pistol

Armor: none

MELEE Unarmed 10 (DV 1d10 + 1)

RANGED Shard Pistol 25

(AP –10, DV 1d10+6, Ammo 100)

Roleplaying: Silvestri is a nervous man constantly beset by the paranoid suspicion that the next person he runs into is going to call his debts due. Because of this his eyes are always darting around and he walks with a hunched-over hesitant gait.

Appearance: Silvestri's splicer is reasonably attractive but merely plain by the standards of Parvarti. His natural good looks are somewhat spoiled by the constantly rumpled appearance of his clothing and his rather cavalier attitude to personal hygiene at times. He usually neglects to run a comb through his mid-length blond hair and constantly sports a three day growth of beard.

REZ & REP

OUTCOME

AWARD

Characters succeed in exposing the Night Cartel's plan and stopping Fiala	3 RP, +5 c-rep
The morphs are recovered before they're destroyed	1 RP, +3 c-rep
The characters fail at their mission and word leaks out	–5 c-rep
The characters avoid any collateral damage while on Parvarti	1 RP
The characters strike a deal with Blackvein to increase his influence	1 RP, +5 g-rep
Character participated in mission	1 RP
Character contributed to achieving success in a significant way	1 RP
The character achieved a motivational goal (p. 121, EP)	1 RP
The player engaged in good roleplaying	1RP
The player significantly contributed to the session's drama, humor, or fun with roleplaying	1 RP

LONDON MARKUS

Scum Merc

Morph: Olympian

Motivation: +Self-enhancement +Exploration
+Hedonism

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	25	15	20	15	30	15	4

INIT	SPD	LUC	TT	IR	DUR	WT	DR
70	1	30	6	60	40	8	60

Active Skills: Blades 60, Fray 80, Freerunning 60,
Kinetic Weapons 65, Networking: Autonomists 40,
Perception 50, Unarmed Combat 75

Knowledge Skills: Interests: Gambling 45, Interests:
Gladiatorial Sports 55, Professional: Security
Procedures 65

Reputation: @-rep 45, c-rep 25, f-rep 10, g-rep 10

Implants: Basic Biomods, Basic Mesh Inserts,
Cortical Stack

Gear: Heavy Kinetic Rail Pistol, Orbital Hash

Armor: Armor Clothing (3/4) or none

MELEE Unarmed 75 (DV 1d10 + 3)

RANGED Heavy Kinetic Rail Pistol 65

(AP -7, DV 2d10+6, Ammo 32)

Roleplaying: Landon Markus grew up on the scum barge *Failboat* and only recently left to see the solar system beyond the barge. After spending some time on Mars he made his way to Venus and found employment first as a bodyguard but more recently as an entertainer of the idle rich and part-time security consultant for the body broker. Markus likes his current position since he is seen as exotic by many of the inner system types who frequent Parvarti and he craves the attention this brings him. When the team meets him he is an open man with nothing to hide.

Appearance: Markus is a massive hulk, standing nearly six and half feet tall, whose entire body is covered in biotats and ritual scarification. He prefers loose clothing that allows for freedom of movement and that comes in in loud colors. He likes being noticed. His olympian morph is of Middle-eastern stock and he has flowing curly black hair that reaches to his mid-back. Despite his appearance, he is an easy-going man with a quick smile.

BLACKVEIN

Underworld Fixer

Morph: Neo-Avian

Motivation: +Capitalism +Self-enrichment
+Information Acquisition

COG	COO	INT	REF	SAV	SOM	WIL	MOX
20	20	20	20	20	10	20	5

INIT	SPD	LUC	TT	IR	DUR	WT	DR
80	1	40	8	80	20	4	30

Active Skills: Deception 60, Flight 70, Kinesics 70,
Networking: Criminal 70, Networking:
Hypercorps 70, Persuasion 75

Knowledge Skills: Interests: Black Markets 80,
Interests: Criminal Groups 70, Interests: Parvarti
Rumors 80

Reputation: c-rep 25, f-rep 45, g-rep 75

Traits: Beak/Claw Attack (1d10 DV, use Unarmed
Combat skill), Flight

Implants: Basic Biomods, Basic Mesh Inserts (but see
below), Cortical Stack

Gear: Guardian Microswarm, White Noise Machine

Armor: none

MELEE Unarmed 10 (DV 1d10 + 1)

RANGED None

Roleplaying: Blackvein runs an empire of secrets from his roost atop Rajni Towers. There is little that goes on aboard Parvarti that he is not privy to and he also keeps good tabs on both the Planetary Consortium and Morningstar Constellation. Despite his criminal inclinations he has no desire to see Parvarti fall into the more repressive hands of either of the other two powers so he is more than willing to sell out the Night Cartel if it means a chance to keep the entire incident contained. Of course, he's also a pragmatic old bird, so he hedges his bets by letting the Cartel know about the player characters as well. Blackvein knows that most inner system inhabitants are put off by mercurials so he plays up the "caged bird" stereotype by flitting from perch to perch in his meeting room, never standing still, and often flying quite close to the character' heads.

Appearance: Blackvein stands approximately one meter tall and has decorated his jet black plumage with nano-dyes that cascade in iridescent colors across his wings and back. Additionally he wears a mesh-enabled monocle in his right eye that has an advanced scanning package installed in it so he can get a better read on potential clients.

FIALA O'DONNELL

Cartel Boss

Morph: Fury

Motivation: +Dominance +Sadism +Wealth

COG	COO	INT	REF	SAV	SOM	WIL	MOX
10	25	20	25	10	30	15	2

INIT	SPD	LUC	TT	IR	DUR	WT	DR
70 (90)	1 (2)	20 (30)	6	60	50	10	75

Active Skills: Blades 70, Deception 55, Fray 60, Kinetic Weapons 65, Networking: Criminals 60, Perception 45, Persuasion 55, Unarmed Combat 60

Knowledge Skills: Interests: Night Cartel 80

Reputation: c-rep 15, g-rep 70

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack

Gear: Kick (2 doses), Kinetic SMG with 100 rounds regular ammo, 200 rounds Biter smart ammo, Light Body Armor, Monofilament Sword, Muse, Nanobandages (5), Shock Gloves

Armor: Light Body Armor (10/10)

MELEE Monofilament Sword 60 (AP -4, DV 2d10 + 5)

RANGED Kinetic SMG 55 (AP -2)

AMMO Regular (DV 2d10 + 5)

AMMO Biter (DV 3d10 + 5)

Roleplaying: Her position as the boss of Night Cartel operations for Parvarti has gone to Fiala's head. Never the most subtle of cartel operators, she earned her current position by killing her previous superior and framing her closest rival. She was rewarded with the Parvarti operation. When she recently found a shipment of bootleg synth xp modules decided to implement her plan to make some money on the side. She's only given the cartel the basics of her plan but promised them probably more than she would have been able to deliver even if the plan had gone off without a hitch. Personally she's violent, vindictive, and enjoys making her opponents suffer. If she defeats the characters, they have several lifetimes of suffering to look forward to. In combat, she prefers to come in close so she can feel the damage she inflicts on her opponents.

Appearance: Fiala favors power suits of expensive manufacture and cut. She wears whatever will make her look the most important and wealthy. Her morph is not only powerfully built but also has sculpted Scandinavian good looks

CARTEL STRIKE TEAM (4)

Synthetic Killers

Morph: Slitheroids

COG	COO	INT	REF	SAV	SOM	WIL	MOX
15	20	15	25	10	25	15	

INIT	SPD	LUC	TT	IR	DUR	WT	DR
80	1 (3)	30	6	60	45	9	68

Active Skills: Beam Weapons 60, Blades 60, Clubs 45, Fray 70, Kinetic Weapons 65, Perception 50, Unarmed Combat 55

Enhancements: Access Jacks, Basic Mesh Inserts, Cortical Stack, Cyberbrain, Enhanced Vision, Mnemonic Augmentation, Neurachem (Level 2)

Mobility System: Snake (4/16; 8/32 rolling)

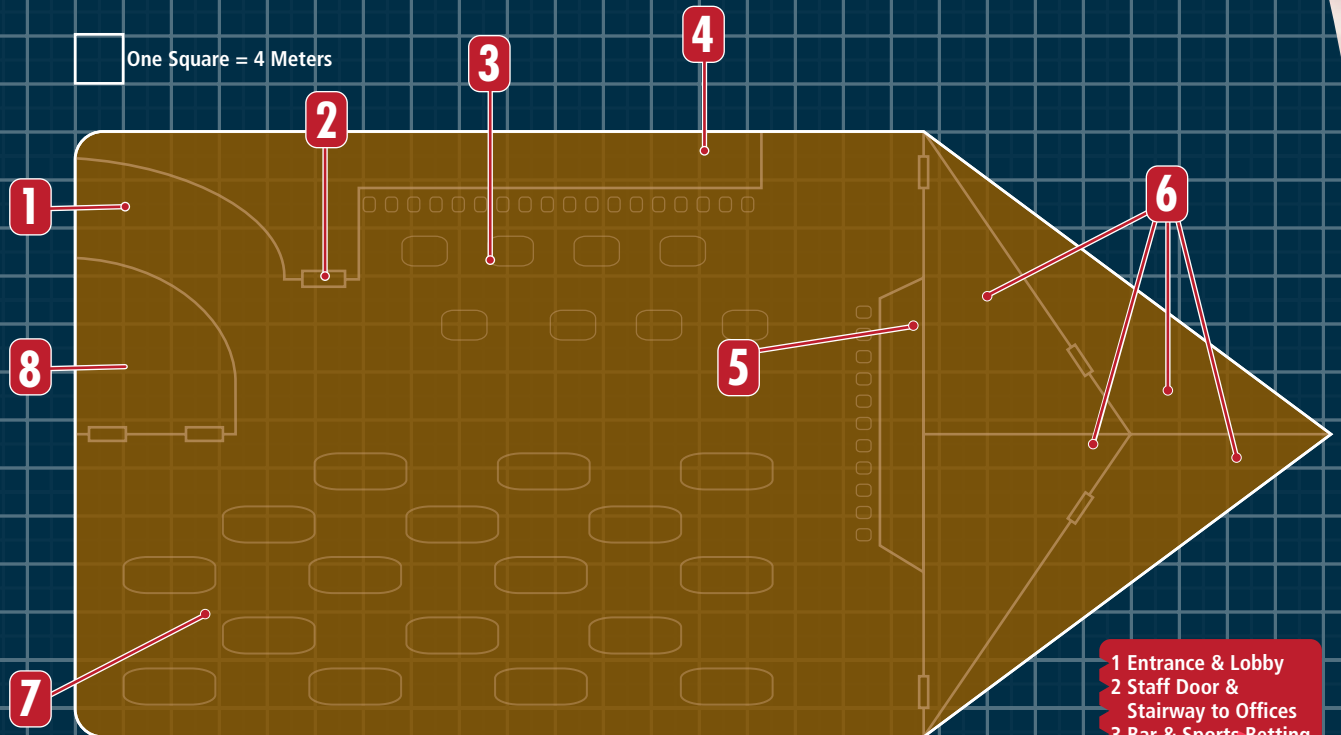
Gear: Kinetic SMG with 100 rounds regular ammo, Microwave Agonizer, Shock Baton

Armor: 8/8 (Slitheroid)

MELEE Shock Baton 45 (DV 1d10 + 4 + shock)

RANGED Kinetic SMG 65 (AP -2, DV 2d10 + 3, Ammo 40)

SALO 120



The four walls in the back section (6) can be moved to accommodate different-sized and -shaped rooms. By default, each room serves up a different type of entertainment: sports in one, invite-only card games in another, bored strippers orbiting in the far back. Silvestri is likely holed up in one of these rooms, trying to blend in with the crowd to avoid detection.

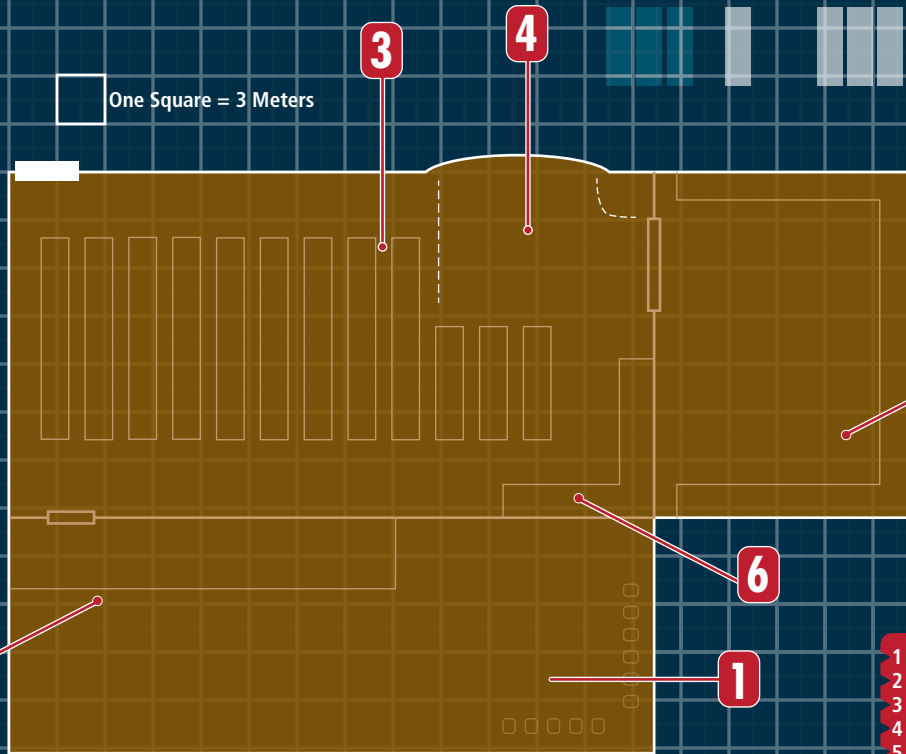
Downstairs are offices, storage rooms, and technical support. It can be configured however necessary to make for interesting encounters. No other info relating to Bump in the Night is downstairs, but other sensitive Night Cartel info may be. Downstairs is only accessible via the locked door (2).

- 1 Entrance & Lobby
- 2 Staff Door & Stairway to Offices
- 3 Bar & Sports Betting
- 4 Vidscreens for Sports Betting
- 5 Bar
- 6 Back Rooms
- 7 Card Tables
- 8 Restrooms

KEY

CORVALIS SYNTHETICS

One Square = 3 Meters



- 1 Waiting Area
- 2 Front Counter
- 3 Warehouse
- 4 Cargo Loading
- 5 Secret Morph Storage & Bioclinic
- 6 Computer Systems