

LOCATION ROSTER

CRATER X-91

SECURITY

Security HQ – Area 1
Security HQ – Area 2
Security HQ – Area 3
Security HQ – Area 4
Security HQ – Area 5
Security HQ – Area 6

Normal

1 Basic Crater Security
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1d3-1 Basic Crater Security
2 Basic Crater Security
2 Basic Crater Security + 2 Snipers
3 Basic Crater Security + Jammer

Alert

2 Basic Crater Security
2 Basic Crater Security + Sniper
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2 Basic Crater Security + Jammer
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Research Hab – Area 1
Research Spike – Area 3
Research Spike – Area 4
Research Spike – Roof

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2 Basic Crater Security
1 Basic Crater Security
1 Basic Crater Security
Sniper

Security Perimeter

2 Flying Serpents

2 Flying Serpents

RESEARCH

Quarters (Hab Area 2-4)
Labs (Hab Area 5-12)
Research Spike

Day

1d4-1 researchers
Head Researcher + 1d4 researchers
2d4-1 researchers

Night

Head Researcher + 6 researchers
1d3-1 researchers
1d3-1 researchers

* Basic Crater Security can use the exoskeleton in Security HQ 1, see stat block.

AIs

Security AI
Research AI
Research AI Fork
Sensor AI

Security HQ
Research Hab
Research Spike
Research Spike

AI SYSTEMS

The Security AI performs a security handshake with the Research AI and the Research AI Fork once per hour.

SECURITY AI: Aptitudes: 10. Skills: Hardware: Electronics 30, Infosec 40, Interfacing 40, Kinetic Weapons 40, Language: Chinese 80, Professional: Security Systems 80, Programming 40, Research 20, Perception 30.

RESEARCH AI: Aptitudes: 10, COG 20. Skills: Academics: Astrobiology 30, Academics: Biochemistry 40, Academics: Geology 30, Academics: Xenobiology 40, Hardware: Electronics 30, Infosec 20, Interfacing 20, Language: Chinese 80, Research 40.

RESEARCH AI FORK: Same as Research AI.

SENSOR AI: Aptitudes: 10. Skills: Hardware: Electronics 30, Infosec 20, Interests: Sensor Specs 80, Interfacing (Sensor) 40, Kinesics 40, Language: Chinese 80, Perception (Sensor) 40, Programming 20, Research 20.

SECURITY TEAM

BASIC CRATER SECURITY (x10)

COG 15	COO 25	INT 15	REF 25	SAV 10	SOM 15	WIL 10	MOX 1
INIT 8	SPD 1	LUC 20	TT 4	IR 40	DUR 35	WT 7	DR 53

Morph: Exalt

Skills: Beam Weapons 50, Clubs 40, Fray 40, Intimidation 40, Investigation 30, Kinesics 35, Kinetic Weapons 50, Networking: Hypercorp 20, Perception 40, Profession: Security Ops 40, Protocol 40, Unarmed Combat 40

Rep: c-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Medichines

Gear: Cuffband, Prisoner Mask, Specs, Tactical Software

Mobility: Walker (4/20)

Senses: X-Ray Emitter

Armor: Heavy Body Armor + Ablative Patches + Shock Proof + Full Helmet (20/18)

Melee: Shock Baton 40 (DV 1d10+3 and shock)

Ranged: Microwave Agonizer 50 (AP 0/-5, DV pain/2d10 – SS – 50 ammo)

Ranged: Automatic Rail Rifle 60 (AP -9, DV 2d10+8 – SA, BF, FA – 30 ammo)

Add-Ons: Safety System, Smartlink

Ranged: Medium Rail Pistol 60 (AP -5, DV 2d10+4 – SA, BF, FA – 12 ammo)

Add-Ons: Safety System, Smartlink

Ablative Patches: +4/+2 armor (in stat block); reduce by 1 per hit.

Pain: -20 penalty to target's actions. WIL test or forced to move away. Synthemorphs are immune.

Safety System: Biometric sensor imbedded in weapon.

Shock Proof: +10 bonus when resisting shock attacks

Smartlink: +10 modifier to attack test (already in stat block).

SECURITY TROOPER – SNIPER (x2)

COG 15	COO 25	INT 15	REF 25	SAV 10	SOM 15	WIL 10	MOX 1
INIT 8	SPD 1	LUC 20	TT 4	IR 40	DUR 35	WT 7	DR 53

Morph: Exalt

Skills: Beam Weapons 50, Clubs 40, Fray 40, Intimidation 40, Investigation 30, Kinesics 35, Kinetic Weapons 50, Networking: Hypercorp 20, Perception 40, Profession: Security Ops 40, Protocol 40, Unarmed Combat 40

Rep: c-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Medichines

Gear: Cuffband, Prisoner Mask, Specs, Rocket Pack, Tactical Software

Mobility: Walker (4/20)

Senses: X-Ray Emitter

Armor: Armor Clothing + Armor Vest + Light Helmet (11/12)

Melee: Shock Baton 40 (DV 1d10+3 and shock)

Ranged: Microwave Agonizer 50 (AP 0/-5, DV pain/2d10 – SS – 50 ammo)

Ranged: Rail Sniper Rifle 60 (AP -15, DV 2d10+12 – SA – 12 ammo)

Add-Ons: Safety System, Smartlink

Ranged: Medium Rail Pistol 60 (AP -5, DV 2d10+4 – SA, BF, FA – 12 ammo)

Add-Ons: Safety System, Smartlink

Pain: -20 penalty to target's actions. WIL test or forced to move away. Synthmorphs are immune.

Safety System: Biometric sensor imbedded in weapon.

Rocket Pack: Handling -20, Max Velocity 700 kph, Armor +5/+5, DUR 40, WT 8 (*Eclipse Phase*, pg. 345)

Smartlink: +10 modifier to attack test (already in stat block).

SECURITY TROOPER - EXOSKELETON

COG 15	COO 25	INT 15	REF 25	SAV 10	SOM 15	WIL 10	MOX 1
INIT 8	SPD 1	LUC 20	TT 4	IR 40	DUR 35	WT 7	DR 53

Morph: Exalt

Skills: Beam Weapons 50, Clubs 40, Fray 40, Intimidation 40, Investigation 30, Kinesics 35, Kinetic Weapons 50, Networking: Hypercorp 20, Perception 40, Profession: Security Ops 40, Protocol 40, Unarmed Combat 40

Rep: c-rep 15

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Medichines

Gear: Cuffband, Hyperdense Exoskeleton, Prisoner Mask, Specs, Tactical Software

Mobility: Walker (8/20)

Senses: X-Ray Emitter

Armor: Hyperdense Exoskeleton + Heavy Body Armor + Ablative Patches + Full Helmet (26/30)

Melee: Shock Baton 40 (DV 1d10+3 and shock)

Ranged: Particle Beam Bolter (AP -2, DV 2d10+4 – SA – 50 ammo)

Ranged: Medium Rail Pistol 60 (AP -5, DV 2d10+4 – SA, BF, FA – 12 ammo)

Add-Ons: Safety System, Smartlink

Ablative Patches: +4/+2 armor (in stat block); reduce by 1 per hit.

Hyperdense Exoskeleton: Handles as a vehicle, DUR 100, WT 20.

Pain: -20 penalty to target's actions. WIL test or forced to move away. Synthmorphs are immune.

Safety System: Biometric sensor imbedded in weapon.

Smartlink: +10 modifier to attack test (already in stat block).

SECURITY JAMMER

COG 30	COO 15	INT 20	REF 15	SAV 15	SOM 15	WIL 20	MOX 2
INIT 7	SPD 1	LUC 40	TT 8	IR 80	DUR 30	WT 6	DR 45

Morph: Splicer

Skills: Beam Weapons 45, Fray 45, Gunnery 65, Hardware: Electronics 70, Hardware: Industrial 70, Hardware: Robotics 55, Infosec 65 (Security 75), Interests: Bot Designs 55, Interfacing 60, Investigation 55, Kinetic Weapons 50, Networking: Hypercorps 40, Perception 55, Pilot: Aircraft 60, Pilot: Groundcraft 60, Profession: Network Admin 65, Profession: Security Procedures 55, Programming 55 (Security Software 65), Research 55, Seeker Weapons 55

Rep: c-rep 25

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Ghostrider Module, Multi-Tasking, Oracles, Skillware

Gear: Guardian Nanoswarm, Repair Spray, Skillsofts (choose two Pilot skills at 40), Software (Image/Pattern Recognition, Tactical Network, Tracking), plus 3 or more bots

Mobility: Walker (4/20)

Armor: Armor Vest (6/6)

Melee: Unarmed 15 (DV 1d10+1)

Ranged: Medium Pistol 50 (DV 3d10+2 – SA, BF, FA – 12 hollow-point ammo)

Add-Ons: Smartlink, Safety System

Multi-Tasking: +2 mental/online Complex Actions per phase. (*Eclipse Phase*, pg. 307)

Safety System: Biometric sensor imbedded in weapon.

Smartlink: +10 modifier to attack test (already in stat block).

RESEARCH TEAM

RESEARCH SCIENTISTS (x8)

COG 30	COO 20	INT 25	REF 15	SAV 15	SOM 20	WIL 20	MOX 1
INIT 8	SPD 1	LUC 40	TT 8	IR 80	DUR 35	WT 7	DR 53

Morph: Menton

Skills: Academics: Biochemistry 70, Academics: Xenobiology 60, Academics: Genetics 60, Fray 40, Free Fall 30, Hardware: Electronics 80, Interfacing 65, Investigation 60, Networking: Ecologists 40, Networking: Scientist 65, Perception 50, Profession: Lab Technician 55, Profession: Mining, Programming 55, Research 65

Rep: e-rep 20, r-rep 40

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Hyper Linguist, Math Boost, Multi-Tasking, Nanophages

Gear: Companion Bot*, Nanoswarms (Engineer, Guardian), Repair Spray, Specimen Container, Specs

Mobility: Walker (4/20)

Armor: Armor Clothing (3/4)

Melee: Unarmed 20 (DV 1d10+2)

* Each researcher has 50% chance of having a companion bot – creepy, lab servitor, or speck.

Math Boost: +30 modifier on any task involving mathematical calculation.

Nanophage: Automatic immunity to nanodrugs and nanotoxins.

Specs: T-ray emitter. Receive t-rays, x-rays, gamma rays. 5 power magnifiers. +10 bonus to Perception no reflected in stat block).

COMPANION BOTS (*Eclipse Phase*, pg. 345-346)

BOT AI: Aptitudes: 10, REF 20. Skills: Hardware: Electronics 20, Infosec 20, Interests: Bot Specs 80, Interface 40, Language: Chineses 80, Research 20, Perception 40, Pilot: (appropriate field) 40.

CREEPY (PLUSH MILLIPEDE): Walker 4/12, Max Velocity 12, Armor 2/2, DUR 25, WT 5
+5 COO, Access Jacks, Chameleon Skin, Extra Limbs (8), Grip Pads (+30 Climbing)

Chameleon Skin: Infiltration +10; +20 when stationary or walking slow.

Hypodermic Needle – Twitch (2 doses): Convulsive agent. SOM test (+30 with medichines) or become incapacitated with severe muscle tremors. On success, -20 penalty on all actions. 10 minutes (5 minutes with medichines).

LAB SERVITOR: Wheeled 4/20 (max 20 kph), Armor 4/4, DUR 30, WT 6

Access Jacks, Extra Limbs, Mobile Lab

Mobile Lab: Performs material analysis using various methods (built-in AI with Academics: Chemistry 30).

SPECK: Winged 1/5 (max 5 kph), Armor --, DUR 5, WT 1

+5 REF, +5 COO, -10 SOM, Access Jacks, Grip Pads (+30 Climbing), Enhanced Hearing, Enhanced Vision, Synthetic Mask

Enhanced Hearing/Vision: +20 to Perception tests involving hearing/vision.

Synthetic Mask: Looks like a living creature. (-30 modifier on tests performed to test this.)

HEAD RESEARCHER: ALEXANDER CARLYLE

COG 30	COO 20	INT 25	REF 15	SAV 15	SOM 20	WIL 20	MOX 1
INIT 8	SPD 1	LUC 40	TT 8	IR 80	DUR 35	WT 7	DR 53

Morph: Menton

Skills: Academics: Nanotechnology 70, Academics: Computer Science 60, Academics: Cryptography 60, Fray 40, Free Fall 30, Hardware: Electronics 80, Infosec 55, Interfacing 65, Investigation 60, Networking: Hypercorps 40, Networking: Scientist 65, Perception: 50, Profession: Science Administrator 55, Profession: Data Forensics 65, Programming 65 (AI 75), Psychosurgery 45, Research 65

Rep: c-rep 20, r-rep 40

Implants: Basic Biomods, Basic Mesh Inserts, Cortical Stack, Eidetic Memory, Hyper Linguist, Math Boost, Multi-Tasking, Nanophages

Gear: Mobile Lab, Nanodetector, Nanoswarms (Engineer, Guardian), Repair Spray, Specimen Container, Specs

Mobility: Walker (4/20)

Senses: Specs (t-ray emitter, receptive to x-rays and gamma rays)

Armor: Armor Clothing (3/4)

Melee: Unarmed 20 (DV 1d10+2)

Math Boost: +30 modifier on any task involving mathematical calculation.

Mobile Lab: Performs material analysis using various methods (built-in AI with Academics: Chemistry 30).

Nanophage: Automatic immunity to nanodrugs and nanotoxins.

Specs: T-ray emitter. Receive t-rays, x-rays, gamma rays. 5 power magnifiers. +10 bonus to Perception no reflected in stat block).