

# LORD LEOHN

The following is a conversion guide that details the revisions necessary to make the *Mercenary Breed: Lord Leohn* campaign module compatible with SWADE. Changes are highlighted in red.

---

## PAGE 13

---

### WARTHOG

*Warthog is an underground thug who has taken too many drugs, including steroids.*

**Attr:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 6; **Toughness:** 7; **Language:** Argosian

**Skills:** Athletics d8, Fighting d8, Gambling d8, Intimidation d8, Notice d6, Taunt d8

**Edges:** Brawler, Brawny, Improvisational Fighter

**Armor:** None

**Weapons:** None

**Special Abilities:**

- **Low Light Vision:** Warthog has grown accustomed to the dark light in the underground city and ignore penalties for Dim and Dark lighting.

---

## PAGE 14

---

### BECK (NOVICE)

*Beck is a male l'nel bounty hunter working in the underground.*

**Attr:** Agility d8, Smarts d8, Spirit d4, Strength d8, Vigor d8

**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8 (2);

**Language:** L'Nel, Argosian

**Skills:** Fighting d8, Notice d8, Persuasion d6, Piloting d6, Shooting d8, Stealth d8, Survival d10

**Hindrances:** Mean (Minor), Arrogant (Major), Cautious (Minor), Greedy (Minor)

**Edges:** First Strike, Quick Draw

**Armor:** Reinforced Leather (Torso, Arms, and Legs +2)

**Weapons:** Dagger (Str+d4), hand revolver (12/24/48; 2d6+1; RoF: 1; Shots: 6; AP 1, Revolver), semi-auto rifle (24/48/96, 2d8, RoF: 1, Shots: 8, AP 2, Semi-Auto)

### UNWELCOME PARTY

Rodie Tibbert is now a disheveled man struggling to survive in the underground. He is wary of the characters' approach and even more if Beck is at their side. He has heard stories of the l'nel bounty hunter and fears for his life as he sees Beck drawing near.

Rodie loudly protests the presence of Beck as the bounty hunter explains that he's only assisting the characters. Beck will attempt to calm Rodie, but remains as passive as possible, handing the conversation over to the characters.

The conversation that ensues depends on what questions the characters ask and what direction they give Rodie. Here are some possible answers:

- Yes, I am Rodie Tibbert; at least I used to be.
- Drake exiled me after finding some compassion when I tried to right what I wronged.
- I have no intention of returning to Drake.
- Living in the underground sucks, but I'm getting by.
- Yes, I remember Leohn. He was a close personal friend of mine.
- Leohn always helped me out and I have always wished to return the favor.
- There's no way I'm returning to work for Drake.

If the characters pressure Rodie to return to Drake with them, he runs and attempts to reach the surface. The area is crowded so using ranged weapons could cause innocent bystander death. If this occurs, the characters are branded as criminals and handed over to the local authorities. Beck may even help the authorities.

If the characters chase Rodie, use his stats to run a chase with the understanding that the area they're running through is full of people. If the characters walk away, Rodie disappears.

Rodie Tibbert is panicking and flees to the surface, hoping to find transport off-world. Upon arriving at the surface, the detection ring trips his collar and alerts Recover of his escape from the underground. Recover agents begin searching for Rodie alongside the characters. Additionally, Beck joins the search putting his **Persuasion** and **Survival** skills to full use. The Recover agents wish to avoid a firefight and will attempt to subdue Rodie without killing him. They're not against causing harm, but it's better to take Rodie alive than to explain to their superiors why they killed a man. The Recover agents have **Survival** d6 for finding Rodie.

---

## PAGE 15

---

### RODIE TIBBERT (SEASONED)

*Rodie Tibbert is a former executive from Drake Mining and Manufacturing expelled to a life in the underground city.*

**Attr:** Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

**Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Language:** Argosian

**Skills:** Academics d10, Driving d6, Fighting d6, Persuasion d6, Piloting d6, Research d10, Stealth d4, Streetwise d6, Survival d6

**Hindrances:** Habit [Narcotics] (Major), Overconfident (Minor), Stubborn (Minor), Yellow (Major)

**Edges:** Attractive, Linguist, **Scholar (Academics)**

**Armor:** None

**Weapons:** None

## TROUBLESHOOTING

Characters that don't pick up on the hints to speak with Beck instead find him looking for them. Word spreads throughout the underground that a group of outsiders is looking for someone and Beck decides to investigate. His intentions are monetary as he's hoping to land another job, but he remains friendly and helpful if the characters don't actually need his services.

If the investigation appears to be too quick, allow the characters to wander throughout the underground searching through dive taverns and immoral places looking for Rodie Tibbert. **Persuasion** and **Survival** rolls are allowed but force the players to roll at least one Raise before actually finding any signs of Rodie Tibbert.

##SIDEBAR##

### ~~HACKING VS. INVESTIGATION~~

~~Hacking was introduced in Mercenary Breed to represent someone with advanced skills in computer and handheld computing device usage. When searching for data in this fashion, the Investigation skill can locate that data, but it requires hours of time. The Hacking skill, on the other hand, represents a character locating that same data in minutes instead of hours or traversing a secure network. To avoid detection by security, Hacking should be the skill of choice. If none of the characters have the Hacking skill, the extra amount of time needed draws the attention of security.~~

##END SIDEBAR##

## THEODORE WORSHU

*Theodore Worshu is a former military officer who became greedy as an executive.*

**Attr:** Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 7; **Toughness:** 8 (2)

**Skills:** Athletics d8, Fighting d10, Notice d8, Persuasion d8, Shooting d10, Stealth d10, Taunt d8

**Edges:** Command, Command Presence, Fervor

**Armor:** Reinforced Leather (All +2)

**Weapons:** Combat knife (Str+d6), S&W (12/24/48, 2d6+1, RoF: 1, Shots: 6, AP 1, Revolver)

**Gear:** Black outfitting (black armor and masks granting a +2 bonus to Stealth rolls in Dim or Dark lighting)

## GEOGRAPHY

ATP 0125 is dominated by a large landmass in the northern hemisphere with periodic islands nearby. The southern hemisphere contains very little land, but underwater volcanic activity is slowly forming islands dotting the large ocean. The

most prominent feature of the planet is the color of the water. As the characters draw near, they see a planet-spanning ocean colored green in the southern hemisphere, giving way to a pinkish-hue as it draws nearer any land. The shoreline along the large landmass is mostly pink with a hint of green.

As they enter the planet's atmosphere, the ship's scanner detects breathable air and an average gravity. The atmosphere is thick enough to hold in all necessary gases and a magnetic field repels the harmful rays from the local star. So far, the planet appears inhabitable. Additionally, no signs of defensive measures are attacking the ship, nor have any escorts appeared in the sky. Birds can be seen flying about, but none of them are so large as to be a concern.

Exploring a new planet entails standard Alliance requirements, of which the characters are made aware of before landing:

- Define the gases within the atmosphere. (This is usually done automatically by the ship's computer as they land.)
- Define the composition of major water sources.
- Establish a generalization of the geology.
- Document a sample of the local flora and fauna.
- Search for indigenous species.
- Scout for resources or areas good for agriculture.
- Provide any additional notes relating to possible exports.

The order in which the characters perform these activities is not important as long as they do them all. However, the ship they travel in analyzes the atmospheric gases as they enter the planet's atmosphere. While the characters can make discoveries in any order, the information is listed in the order of the preceding list. How the characters proceed will be mostly up to them and where they are located. For instance, if they land near the water, they will probably investigate the massive ocean first. However, if they decide to travel inland and explore the region, allow them to come back to the ocean. If they leave without covering all Alliance requirements, they will not receive payment and their efforts will be wasted (although the Alliance will use that information and finish the exploration themselves). Remind them of this before leaving the planet if they haven't finished the mission.

Once the characters land and take off their helmets, they realize the air is very warm and extremely humid. It's breathable, and the characters don't incur any penalties, but xeno species susceptible to the effects of heat may find it unbearable.

ATP 0125 is a timed mission. For simplicity's sake, the characters have 16 hours to complete this mission. Each ~~Tracking or~~ Survival roll uses thirty minutes of traveling exploring, and surveying. Group Rolls only count as one roll, but each character's ~~Tracking or~~ Survival roll counts as one 30-minute block. A Raise counts as two successes and only consumes a single 30-minute block (regardless of how many Raises were achieved). Thus, the characters can make a total of 32 rolls before having to return to the spaceship. This is due

to the fuel capacity of the ATVs and the amount of time allotted by Lord Leohn.

---

PAGE 45

---

### WATER

Unless the characters explicitly state they land the spaceship on the shoreline, the best places to land are near the coast. Reaching the large ocean requires one successful ~~Tracking or~~ Survival roll. (Remember, each roll consumes 30 minutes of the 16-hour total. The characters may make as many as necessary, but keep track of how much time is spent before achieving the required number of successes.)

The water appears harmless, although its bed is filled with a reddish moss. As the moss grows farther away from the coastline, its hue changes from red to green (from the sky, the hue is altered by the water). This is caused by the amount of sunlight the moss receives. Those in shallower water turn from green to red as they receive more sunlight piercing the water. Where the sunlight barely makes it to the seabed, the moss is completely green.

This moss is caused by the high volcanic activity throughout the ocean. Additionally, the volcanoes heat the ocean to a fairly high temperature, causing the air to be quite warm and humid. This keeps snow from developing anywhere on the planet as the ocean is so vast and a fairly uniform temperature. However, the water is also toxic.

Any character that tastes the water must immediately make a Vigor roll or gain one level of Fatigue due to the toxins in the water. If any character fully submerses themselves in the water (as in swimming), the Vigor roll is made at (-2) as the toxins surround the body. If any character fully drinks the water, the Vigor roll is made at (-4). If, for some reason, the character doesn't learn the first time and makes the mistake a second time, they gain two levels of Fatigue. This Fatigue remains for 1d6+3 days and is akin to having influenza.

Any characters familiar with detecting poisons, testing water, or discerning a planet's composition may make a Common Knowledge or Science roll to determine the water is toxic. Those without this familiarization may make a Science roll at (-2). A subsequent roll at (-2) allows the character to discern that the toxins could probably be filtered to make the water drinkable.

### GEOLOGY

Either from their landing spot or the coast, the characters need to succeed on five ~~Tracking or~~ Survival rolls to survey the general geology of the planet.

---

PAGE 46

---

### FLORA AND FAUNA

Along the coastline and further inland, the characters can survey the indigenous flora and fauna. This requires five successful ~~Tracking or~~ Survival rolls. If a character attempts to use Shooting to hunt an indigenous creature, they are

allowed to do so, but the time spent hunting increases the success requirement from five to six. (Basically, one 30-minute block is consumed hunting.)

ATP 0125's flora and fauna are fairly common for a landmass of this type. There are insects, insectivores, herbivores, and carnivores. There doesn't appear to be any piscivores, but that's only because they are so rare. The fish in the toxic ocean are toxic to most creatures and only a couple rare species of animals can tolerate those fish toxins. If the characters investigate the fish, they will quickly find that the scales of the fish cause exposed skin touching it to become irritated. No Vigor rolls are needed unless the character eats the fish. Then, and only then, a Vigor is required at (-2) or gain one level of Fatigue. This Fatigue lasts for 1d4+2 days and is akin to having the stomach flu.

If the characters do hunt one of the animals, most likely an observed herbivore, they find succulent meat that is quite hardy and healthy. This can be done after the required five ~~Tracking or~~ Survival rolls without affecting the time consumed. A standard Shooting roll allows the character to take down one of these animals.

Creatures can simply be observed to detect their natural habits and possibly spot their habitats; discerning whether plants are poisonous or not is a little more difficult. Characters with **Science familiarization** in herbalism or botany can make a roll to distinguish poisonous plants from those that aren't. Additionally, Notice rolls can be made to watch the herbivores to find what plants they prefer to eat. Either way, the characters find that poisonous plants are rare, although the occasional carnivorous plant can be found (and probably avoided).

### INDIGENOUS SPECIES

Finding the indigenous species is the most difficult task the characters face. They are being watched and the local inhabitants are making all efforts to avoid them. They need to succeed on ten ~~Tracking or~~ Survival rolls to find a group of inhabitants or their village. However, once they do, the characters will be pleased to find a timid, but intelligent, species.

### RESOURCES AND AGRICULTURE

During the course of their exploration, the characters are probably making mental, or even physical, notes about the planet's resources and possible agriculture. They need to succeed on five ~~Tracking or~~ Survival rolls to finish their investigation, test the soil, and assemble any notes they've taken.

---

PAGE 47

---

### POSSIBLE EXPORTS

The characters can't really discern what the possible exports are, but their spaceship is equipped with a computer system to do the analysis. This requires the characters to collect additional samples, make notations about additional observations, and follow-up on any possible input the

computer system needs (such as a sample of the underwater moss). This requires four successful ~~Tracking or~~ Survival rolls to finish and should be done at the end of the full exploration and survey (as the characters are getting ready to wrap-up the mission). The computer system comes up with the following list of possible exports: fruit, moss (for possible medicinal purposes), water (after filtering), obsidian, iron (from flecks found in the soil), and lumber.

---

PAGE 48

---

## FIRST LANDING

Tholgar has a single spaceport on the surface of the water. A large elevator brings the mercenaries to the main atrium where visitors are required to register.

Life underwater is truly exotic, especially with the facilities the golgesh are able to build. The sunlight above turns into a faint glow piercing the clear water as the characters travel down the elevator. Under the water, Tholgar is filled with pleasant lighting and amenities for visitors' and residents' comfort. There are many pools fed from the ocean waters. As the water can get frigid, they are heated, creating a tropical ambiance like that of a coastal paradise.

The upper level of every facility is equipped with a large glass dome to view the underwater world. Creatures and plant-life of all types can be seen through these windows, including the enormous whulnor, an oddly gentle oceanic creature that exceeds the size of a single facility.

After a lengthy wait, the characters are escorted to a room to speak with Raf Kuldra, the Tholgar Ministry's head official. Raf attempts all types of pleasantries to avoid upsetting his new guests and offers each one a chair across from his desk. He has little desire for further idle chatter and immediately begins business discussions.

Raf is aware that the characters are there to secure permission to begin mining one of the planet's islands. However, he does not think it's a good idea and tries to convince the team that life under the water is the preferred locale. Raf has a Persuasion of d6 and the characters should attempt to persuade him to their cause. This is a Dramatic Task requiring 3 successes within 5 rounds (assuming none of the characters have a very high Persuasion skill). If one of the characters happens to have a high ~~Charisma and~~ Persuasion, increase the difficulty to 5 successes in as many rounds.

---

PAGE 50

---

## ISLAND FOUR

The characters have to use their skills and intelligence to properly survey the island for undesirable land formations or possible threats. They must make Survival rolls to find suitable land. Notice rolls are allowed but with a (-2) penalty as the search requires more than just simply scanning the environment. Any character that grew up on a jungle,

mountainous, or volcanic landmass gains a +2 bonus to either roll.

Upon establishing a suitable location, the characters are asked to scan the rest of the island for possible hostilities. They make additional Survival or Notice rolls and find only small insects and a few suspicious plants (as their color mimics poisonous plants on other planets). Successful Survival rolls with a (-2) penalty allows the characters to locate faint footprints in the rocky ground. Following them produces nothing as they disappear after 100 feet, but they are definitely there.

---

PAGE 51

---

## SABOTAGE

The sumenskers are wary of the island visitors and very cautious to avoid encounters during the day. During the night on day four, a small party of six sumenskers ventures to the settlement. They see a lava-resistant platform 30 feet above the ground.

Regardless if the characters are asleep or awake, they hear (or are startled awake by) loud shouting from one of the construction areas as three workers are complaining about their equipment not working. At least one character should investigate to find a power source running from the construction area to the ground where a large generator is being stored.

After climbing down the ladder and approaching the air compressor, a successful Repair or Notice roll shows the air line running from the compressor to the construction workers has been removed. The line has not been cut or maliciously destroyed; it has simply been pulled out of the air compressor.

The sumenskers' wandering group of six approached the air compressor, completely unaware of its purpose. Through curiosity, they pulled the air line on the generator and fled once the workers above started yelling. However, instead of fleeing to their home, they decided to continue investigating the curious platform being built on their territory.

Considering it's dark and the precautions the sumenskers are taking, the characters are unable to follow any tracks but are able to easily repair the air line. On the other side of the platform, they hear more shouts about equipment failure and investigate.

A successful Repair or Notice roll shows another air line removed from another generator on the opposite side of the platform. Again, no tracks are found, and the sumenskers have fled the area. At this time, the characters should choose to either ignore the situation, as nothing was damaged, or investigate the island. If they choose to ignore the situation, suggestions should be made to move the generators to the platform as soon as space becomes available.

If the characters choose to investigate the island, Notice rolls are needed to hear the sumenskers shuffling away approximately 50 feet from the platform. Further Survival

rolls can be made to follow the sound and look for clues of the sumenskers (such as a dropped item or scratch mark from moved rocks).

---

PAGE 52

---

### AN INOPPORTUNE MEETING

Assuming the characters have shared their findings of the sumenskers with the heads of the settlement construction, all workers are advised to stay on the platform during the night and to remain cautious during the day. By day six, the workers shrug off the information and venture out after working so hard to get the platform finished.

Two workers walk across the island to get closer to the volcano and come upon two sumenskers. The workers and sumenskers all scream in terror, which can be heard with a Notice roll at a (-2) penalty for distance. Unfortunately, one of the sumenskers becomes so frightened that an involuntary reaction occurs, shooting heat (in the form of the burst spell) at one of the workers. The worker dies instantly while the other one flees after throwing rocks at the creatures.

The worker that lives returns to the settlement and forms a posse to hunt down the sumenskers. The characters are unaware of this unless a **Research** or **Persuasion** roll may prove otherwise. If the characters succeed with the roll, they are able to follow the workers as they track down a small group of sumenskers, out foraging for food, attack them, and return with a body in hand. If the characters are unsuccessful in their rolls, they are completely unaware of what's happening and don't see the workers until they return with a dead native.

---

PAGE 57

---

### CLINT CAVALIERO

*Clint is the newest member of the unit. He just passed boot camp and the Guzzler is his first assignment. Something of a science wiz, he is the unit's demolitions expert.*

*Clint is naive, not having seen much of the galaxy outside of the classroom. He joined a mercenary force because he was enamored with tales of their daring when he was a boy. As a consequence, he finds his squad mates to be something of a letdown. They are just as normal as all the other people he's met, not the shinning heroes of fiction. Despite this realization, he does his best to live up to his imagined ideal of what a mercenary should be.*

**Attr:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

**Skills:** **Driving d6, Fighting d6, Notice d6, Repair d8, Research d6, Shooting d6**

**Armor:** Leather covering (Torso, Arms, Legs +2)

**Weapons:** Assault rifle (24/48/96; 2d8; RoF: 3; Shots: 30; AP 2, Auto, 3RB), hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto), molecular knife (Str+d4+2; AP 2)

### CAPTAIN KAI ZOLLOTA

*Kai Zollota began her career as a pilot and worked her way up to being the captain of her own ship. She feigns disgust at the ship's name, lamenting the superstitions around changing a ship's name, but secretly is amused by the fact that she works for a fuel company while captaining a ship called Guzzler. She runs a tight ship, but permits her crew certain liberties as long as it doesn't interfere with efficiency.*

*Kai is not a tall woman and she wears her hair short; her brown locks hang just below her ear. Her uniform is always in order, with her badge of command displayed prominently. Kai always speaks matter of factly, cutting straight to the matter at hand, and usually does so while pacing back and forth with her hands clasped behind her.*

**Attr:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

**Pace:** 6; **Parry:** 6; **Toughness:** 10 (4)

**Skills:** Fighting d8, **Navigation d10**, Notice d6, Piloting d10, Shooting d8

**Edges:** Ace, Command, Command Presence, Inspire, Leader of Men, Natural Leader

**Armor:** Body glove (Torso, Arms, Legs +4)

**Weapons:** Hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto), molecular knife (Str+d4+2; AP 2)

---

PAGE 65

---

### GUARD

*Guards travel in pairs along with a guard dog.*

**Attr:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (2/4)

**Skills:** Fighting d8, Notice d8, Shooting d8, **Survival d6**

**Edges:** Alertness

**Armor:** Kevlar vest (Torso +2/4, Negates 2 AP from bullets)

**Weapons:** Shockstick (2d6; Requires 1 action to reload), hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto)

### EGRESS LABS MERCENARY 1

*Egress Labs hires its own mercenaries to guard their assets in Machenko.*

**Attr:** Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Pace:** 6; **Parry:** 7; **Toughness:** 10 (4)

**Skills:** Fighting d10, Notice d8, Shooting d8, **Survival d8**

**Edges:** Ambidextrous, Two-Fisted

**Armor:** Body glove (All +4)

**Weapons:** Hand-forged sword (Str+d8, AP 2), hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto)

### ENGINE CORP GUARD

*These guards are determined to capture the PCs and force them to work.*

**Attr:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

**Skills:** Driving d6, Fighting d6, Notice d6, Riding d8, Shooting d8

**Edges:** Steady Hands

**Armor:** Leather jacket (Torso, Arms, Legs +1)

**Weapons:** Assault rifle (24/48/96; 2d8; RoF: 3; Shots: 30; AP 2, Auto, 3RB), hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto)

---

PAGE 66

---

**RADICAL**

*Radicals are rebels dedicated to the views of their affiliated group.*

**Attr:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

**Skills:** Athletics d6, Fighting d8, Notice d8, Shooting d6, Stealth d6

**Armor:** Reinforced leather (All +2), Black Outfitting: Radicals use black armor and masks granting a +2 bonus to Stealth rolls in Dim or Dark lighting.

**Weapons:** Combat knife (Str+d6), S&W (12/24/48; 2d6+1; RoF: 1; Shots: 6; AP 1, Revolver)

**RADICAL ASSASSIN**

*Radical assassins are trained to exterminate those who truly pose a threat.*

**Attr:** Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

**Pace:** 8; **Parry:** 7; **Toughness:** 10 (4)

**Skills:** Athletics d10, Fighting d10, Notice d10, Shooting d10, Stealth d10

**Edges:** Ambidextrous, Dodge, Fleet-Footed, Florentine, Two-Fisted

**Armor:** Body Glove (All +4)

**Weapons:** Dagger (3/6/12, Str+d4), katana (Str+d6+2, AP 2)

**RADICAL WARRIOR**

*Radical warriors are highly skilled rebels necessary for military action.*

**Attr:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

**Skills:** Athletics d8, Fighting d8, Notice d8, Shooting d8, Stealth d8

**Armor:** Reinforced leather (All +2), Black Outfitting: Radicals use black armor and masks granting a +2 bonus to Stealth rolls in Dim or Dark lighting.

**Items:** Night Vision Goggles (ignores penalties for dim and dark lighting), Laser Sight (may aim while moving)

**Weapons:** Combat Knife (Str+d6), M-16 (24/48/96; 2d8; RoF: 3; Shots: 20; AP 2, Auto, 3RB)

**UNDERGROUND THUGS**

*Underground thugs are insane geminisprung-out on drugs and looking for a fight.*

**Attr:** Agility d6, Smarts d6, Spirit d4, Strength d8, Vigor d6

**Pace:** 6; **Parry:** 6; **Toughness:** 5

**Skills:** Athletics d8, Fighting d8, Gambling d8, Notice d6, Shooting d6

**Edges:** Improvisational Fighter

**Armor:** None

**Weapons:** Switchblade (Str+d4) or brass knuckles (Str+d4), ruger (10/20/40; 2d6- 1; RoF: 1; Shots: 9; Semi-Auto)

---

PAGE 68

---

**SUMENSKER WARRIOR**

*These small reptilian creatures have a strange love for extreme heat.*

**Attr:** Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

**Pace:** 7; **Parry:** 5; **Toughness:** 7 (2)

**Skills:** Athletics d8, Fighting d6, Notice d8, Stealth d8

**Armor:** Tough skin (All +2)

**Weapons:** Bite or claw (Str+d6), obsidian rocks (3/6/12, 2d4)

---

PAGE 69

---

**SUMENSKER CHIEFTAIN**

*Chieftains are leaders or elite warriors within the sumensker tribes.*

**Attr:** Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d10

**Pace:** 7; **Parry:** 6; **Toughness:** 8 (2)

**Skills:** Athletics d8, Fighting d8, Intimidation d8, Notice d10, Stealth d10

**Armor:** Tough skin (All +2)

**Weapons:** Bite or claw (Str+d6), obsidian rocks (3/6/12, 2d4)