

BABAKKU

POSTED BY: BLACK MAMBA

The Babakku are a native Lagos criminal organization that specializes in kidnapping and metahuman trafficking, but has developed an unsavory reputation for disproportionately high violence against their victims and enemies. While relatively small, the Babakku are a cut above the rest in terms of the coordination that goes into their crimes, and the brutal way they are carried out.

Babakku members are predominantly human, drawn exclusively from young adolescent males of the Hausa people. Information on the gang is sketchy, both because of the close-knit nature of Hausa culture to outsiders and because their victims are rarely left in any state to talk.

The hallmarks of the gang and its current mode of operation can be traced back to five Hausa brothers (the Five Stripes), who publicly tortured the leader of an Igbo gang in 2066 that had been working its way into Hausa-controlled Oshodi-Islo. They disappeared back into the Hausa-controlled neighborhoods, where their close-lipped extended family protected them from retaliation.

- From what I heard, the Babakku's punishment was at least partly sexual in nature. As a tactic, the public defilement of an enemy in this manner carries terrific shock value. The victim, if they survive the initial assault, is also often ostracized by their friends and family and unable to seek proper medical care for their injuries.
- Fianchetto

Underground, the Five Stripes began recruiting their cousins for sophisticated low-tech, large-scale procurement operations under the nominal guise of Hausa tribal nationalism using the image of the *babakku*, the pre-Muslim spirits of the syncretic Bori religion to which many Hausa in Lagos ascribe. The majority of the gang's activities were committed discreetly in and around Hausa neighborhoods until 2068, when the Babakku faced their first real challenge.

The Apostles of Allah, a strident Muslim gang, were cracking down on prostitution and other violations of Islamic law in Lagos. After many individual Babakku brothers were assaulted by the Apostles, the Babakku responded with the infamous Rape of Ajegunle. In the largest mass kidnapping in Lagos history, the Babakku rounded up as many of the Apostles' brothers and sisters as they could and beat, abused, and defiled them in the public market within the urban slum of Ajegunle. Thirty minutes into the event, the Babakku began broadcasting the spectacle to the Apostles, who converged on the area, only to find that they had been set up. Babakku brothers were watching all entrances to the market and killing the Apostles as they came into view. Most of the Apostles died, and the few remaining members haven't dared to move against the Babakku for fear of subjecting their kin to the same fate.

Without major opposition, the Babakku have intensified their human-trafficking operations. Some of their victims show signs of imprisonment, starvation, sleep-deprivation, repeated brutalization, and forced consumption of various street drugs.

- Common and effective tactics to "break" a victim; typically used by law enforcement and intelligence agencies to wear down the subject's resistance and make them more compliant. This suggests they must have a house, apartment, or basement room where they can condition their victims until ready for sale.
- Fianchetto

- Those who don't survive probably supplement Tamanous's successful biz in Lagos.
- Hannibelle

Prior to 2071, community pressure against the gang did not develop because of the Babakku's strict targeting of non-Hausa and the Five Stripes paying a portion of their profits to the family elders. This changed when a copycat gang began a series of public crimes while wearing Babakku colors and stocking-masks. Their victims included a number of Hausa and half-Hausa targets. The Babakku have yet to find the perpetrators of these crimes and were forced to make restitution to the victims and their families to save face and retain the goodwill of the community.

COLORS

The Babakku rarely wish to advertise their status except when intimidating an enemy during a public assault. At that time, members wear five handkerchiefs or cloths tied around their left arms: **red, yellow, black, green, and brown; the colors of the Hausa flag.**

HIERARCHY

In the context of the Babakku, all of the gang members—who must be ethnic Hausa and male—are brothers, and are nominally equal. There are no ranks in the gang, but senior members are denoted as "elder brothers" or "big brothers" and take the initiative in executing assaults and kidnappings.

The Five Stripes are the leaders of the Babakku, planning the large-scale activities. They control the gang's finances from the backrooms of houses in Hausa-controlled neighborhoods using a network of cheap and disposable commlinks. The brothers emerge only to induct new members in their first activities.

Fa'izu Danlami Bayajida, 33, is the eldest brother; a competent strategist and tactician. He handles the coordination of the gang's activities in Lagos. Fa'izu takes it upon himself to set the example for how the gang should operate and to impose discipline in his brothers. In Fa'izu's case, this normally involves ensuring Babakku protect their identities to maintain anonymity, and teaching new members how best to dominate their victims without damaging them past sale value.

Faisal Danjuma Bayajida, 32, handles the logistics and money for the Babakku operations—commlinks, vehicles, safe houses, food, clothing, and currency go through him. Faisal has strong ties to the Hausa hacker community and regularly relies upon them to set up virtual private networks to facilitate the Babakku's crimes and launder any electronic currencies that the gang acquires.

- Simple two-way radio links are cheaper and more reliable than commlinks in much of Lagos, and the Babakku use a frequency-hopping scheme borrowed from last century's intelligence and military agencies as an additional layer of security. It's nothing a competent hacker couldn't handle, though.
- Fianchetto

The date-rape twins—Hassan Danladi and Hussain Danladi Bayajida, 28—interact directly with the brothels, pimps, and other metahuman traffickers the Babakku deal with. Unlike their brothers, the twins are openly bisexual and licentious, frequenting many clubs and brothels throughout Lagos. Together, they oversee the bulk of the Babakku's recruitment and initiations, as well as interactions with the greater Hausa family.

Isa Dansade Bayajida, 25, is the youngest of the Five Stripes. He Goblinized into a hobgoblin at the age of twelve. Beaten and allegedly molested by his older brothers during his youth, Isa Dansade has developed into the most physically imposing, predacious, and brutal of the brothers. The gang uses him as their public enforcer when it becomes necessary.

TURF

The Babakku lack a well-defined territory. Their kidnapping operations can target nearly any part of Lagos, though they strictly avoid high-security sections like Victoria Island. When faced with opposition, the Babakku flee into Hausa-dominated neighborhoods like Oshidi-Islo and Festac Town.

PRIMARY OPERATIONS

The Babakku make a business of metahuman-trafficking operations. Any given job consists of five to eight active kidnapers and an equal number of look-outs, spotters, sugarmen, and drivers. Likely subjects (male and female) are identified by spotters and communicated immediately to sugarmen though disposable commlinks or even crude radio links. Victims in well-protected or public areas are usually enticed by offers of khat or eX to static or dead zones where they can be captured.

Initial encounters last for up to sixteen hours, with the victim being moved constantly to disorient them, and subject to periodic physical and mental abuse. After that, they are subject to confinement and further degradation for a period of three to sixteen days before being sold to a brothel, factory, or other metahuman traffickers. Awakened and Emerged individuals are not intentionally targeted, and the Babakku will discreetly abandon victims who display any magical or technomantic abilities.



BABAKKU

Territory: Hausa-controlled Lagos
Colors/Symbol: Red, yellow, black, green, and brown bands
Resources: (Firepower) 1; (Magic) 1; (Personnel) 1
Threat Rating: 2
Numbers: 25–45
Professionalism: 1
Training: 1+

PLOT HOOKS—BABAKKU

A surviving member of the Apostles of Allah is attempting to identify Babakku members to attain long-overdue vengeance. Garnering this information means infiltrating at least a segment of the Hausa population of Lagos. The team is hired to perform this infiltration, but discreetly and without identifying Mr. Johnson.

SAMPLE NPCS—BABAKKU

BABAKKU BROTHER

The typical Babakku members are driven by their hatred and loathing. Loyalty to their people and their gang is much less important than the anger that they keep bottled up.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
3	3	3	3	4	4	2	4	6	7	1	1
Armor Rating: 4/0											
Condition Monitor Boxes: 10											
Skills: Close Combat Group 2, Infiltration 2, Intimidation 3 (Physical+2), Perception 3, Shadowing 3											
Gear: Armor clothing (4/0), Microtransceiver (Rating 3), 3 doses of eX, strip of condoms											
Weapons: Ceramic Knife [Blade, D 3P]											

FIVE STRIPE

The Five Stripe brothers train other Babakku members and coordinate the public gang rapes. Though they are undoubtedly depraved, they also are driven and scheme towards a better life for their people.

B	A	R	S	C	I	L	W	Ess	M	Init	IP
4	3	4 (6)	4	5	5	3	6	3	9(11)	1(3)	1
Armor Rating: 6/4											
Condition Monitor Boxes: 11											
Skills: Close Combat Group 4, Pistols 3, Intimidation 5 (Physical +2), Instruction 4 (Sex Ed +2), Negotiation 4, Perception 3, Shadowing 4											
Cyberware: Wired Reflexes (2)											
Gear: Armor vest (6/4), Contacts (Rating 1 with Smartlink), Disposable Commlink, 2 Doses of Galak, Box of Condoms											
Weapons: Ceramic Knife [Blade, D 3P], Walther PB-120 [Pistol, DV 4P, smartgun link, 30 rounds regular ammunition]											

BLINDFISH

POSTED BY: 2XL

If you've traveled around North America as much as I have, you've probably seen a go-gang called the Blindfish. If you have, I hope it was from a distance. Up close, the Blindfish can be plain nasty. I mean, most of the time they're fine and are content to ignore those who don't actively annoy them. But, from time to time, they're violent and merciless. Whether peaceful or not, they're always inscrutable. They wear full-body biking leathers and opaque full-faced helmets, so you can't identify them, and sometimes you can't even tell what metatype or sex you're looking at. Here's some information I've compiled on the Blindfish.

HISTORY

In the height of the orxploitation craze back in '64, a large biker club calling itself the Orkland MC appeared in the California Free State. They were a go-gang, but insisted on using the older term, "one-per-center club." They were a mixed crowd, but about half of them were orks. They drove around the western half of North America, picking up individual members and absorbing smaller go-gangs. Shortly after Crash 2.0, the Orkland MC imploded, and the Blindfish was one of the fragments that broke off from the main group.

- Imploded is the wrong word for what happened. A better word would be hyperexplodingdeathblossomrunninggunfight. Nobody knows why it happened, though.
- Slamm-O!
- It happened because there were a number of philosophical disagreements between internal factions. Some believed the gang should switch to wireless control rigs with the rest of the world, while others believed they should stay with the tried-and-true cable interfaces. Some wanted to allow orks to join, some orks and trolls, and some wanted to leave it open to anyone. There was even a faction that wanted to ditch all of the female members. Lively debate gave rise to heated words, which gave rise to heated gun muzzles. After reading the rest of this post, I believe the Blindfish are of the wireless-adopting faction.
- Riser

A group of bikers just broke off from the fighting and rode away. Not long afterward, the Blindfish's signature look appeared in Western North America. They started recruiting solitary riders or subsuming other go-gangs, building to their current numbers.

I should note that the Blindfish did not name themselves. The earliest use of the name comes from a go-gang fan site run by a then-teenage blogger. The name caught on, but no one knows what the gang calls itself.

DESCRIPTION

The Blindfish colors are white, gray, and black ... sort of. Each member dresses in a single shade of one color from head to toe; each member's motorcycle is the same color as his or her leathers. They never remove their helmets, at least in the presence of outsiders. I have never seen a report of a Blindfish eating or drinking (even with a straw).



RISER'S RANKING

BLINDFISH

Territory: Western North America
Colors/Symbol: Black, white, and gray
Resources: (Firepower) 4; (Magic) 2; (Personnel) 2
Threat Rating: 3
Numbers: ~1000
Professionalism: 2
Training: 3

- That's because the Blindfish are actually anthropoid drones riding remotely controlled motorcycles.
- Plan 9

- Nah. Blindfish bleed red.
- Stone

Another chillingly distinct feature of the Blindfish is the fact that they do not speak. At all. To anyone. A repair shop owner once told me about a time when a group of them rolled into town. One of them just left his bike in her garage and walked away. She poked around it and found it had a timing problem, fixed it, and made up an invoice. When the ganger came back, she greeted him and offered the invoice, but he ignored her and started his bike. Just as she started to protest, he dropped a credstick on the floor and drove off with his buddies. It more than covered the cost of the repair, but she couldn't help but feel the man had been rude.

- She's smart—or lucky. There's a similar tale about a guy in Colorado, but he didn't take the hint. They beat the crap out of him and shot up his shop when they came back and the bike hadn't been serviced.
- Turbo Bunny
- I've seen them beat up a guy. They started out hassling him and pushing him around and finally beat him until he pissed himself. Then they laughed and left him sobbing in an alley. The eeriest thing was that none of them uttered a sound, even when they were laughing. The taunting, the jeering, all of it was pantomimed perfectly, but you could clearly hear the scrape of boots on the pavement, the creak of sythleather, and the poor sod weeping. It was chilling.
- Traveler Jones
- Sounds like they communicate with each other wirelessly.
- /dev/grl
- Duh. Just another part of their psychotic little group thing. I don't let 'em near my shop.
- Banshee
- Not psychotic, just different. Different things set them off. Their violence is just a result of a culture clash, that's all.
- Haze



AETHERPEDIA SEARCH KEYWORD: ONE-PERCENTER CLUB

This term refers to motorcycle clubs who embraced their identity as outlaws. It was coined when an American Motorcyclist Association representative stated that 99 percent of motorcyclists were law-abiding citizens, after an incident in 1947.

AREA OF OPERATIONS

The gang’s membership is close to a thousand, give or take a few hundred. It travels around North America in groups of six to twelve. Once a year, they all gather in one place, a city or a town that usually isn’t ready for them. There they meet and ... do something. No one really knows why they meet, or why they even need to with the modern wireless Matrix.

Gang members are always armed, often heavily. They take great pains to follow local carry and concealed carry laws, or at least appear to, so law enforcement grudgingly leaves them alone. This goes double for their bikes.

Aside from weapon possession, the Blindfish also participate in various types of criminal activity of the sort one would expect from a free-riding go-gang: drug smuggling, gun running, petty theft, and even some strong-arm enforcement.

- How can they get these jobs if they do not make deals with the outside world? Perhaps they do the deed and then stand around until they get paid, hoping their reputation precedes them? No, someone from the inside must talk to someone from the outside. This is how commerce works.
- Am-mut

NOTABLE MEMBERS

THE BIG BLACK BLINDFISH

The Big Black Blindfish is reputed to be the largest member of the go-gang, topping out at nearly three meters by most accounts. He (or maybe she) is likely a giant, or a large troll who has had his horn(s) removed. He is notable because he has patience with outsiders who cannot guess what he wants. He doesn’t exactly communicate, but he’s willing to let people make guesses and even react to them a little bit.

PLOT HOOKS—BLINDFISH

Zach Hong was the star forward for the Texas Rattlers combat biking team, and kept up a reputation as a rich playboy for the media. Secretly, Zach was married with three adopted children. When the paparazzi discovered his family, he panicked and fled. His agent thinks he joined Blindfish. The Rattlers have a game in three days that decides whether or not they’ll make the playoffs. The agent needs a team to track Zach down and make sure he plays on Thursday.

SAMPLE NPCs—BLINDFISH

BLINDFISH BIKER

The Blindfish’s opaque viewscreen and eerie silence are as distinctive as their riding abilities. The thick racing leathers conceal any distinguishing characteristics, and their commlinks, running stock iconography, stay in hidden mode.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	4	3	2	3	3	4	5.4	7	1
Armor Rating: 8/8										
Condition Monitor Boxes: 10										
Skills: Dodge 2, Electronic Warfare 1, Firearms Skill Group 2, Gunnery 3 (Ballistic +2), Intimidation 3, Pilot Ground Vehicle 3(Bike +2), Unarmed Combat 3										
Qualities: More than Metahuman										
Augmentations: CommLink (Firewall 3, Response 4, Signal 3, System 3), Control Rig										
Gear: Armored Synthleather Biker Armor, Full-Face Helmet (Image Link, Smartlink, Flare Compensation), Motorcycle (any type w/ concealed visibility weapon mount and rigger adaptation), Analyze 3, ECCM 3										
Weapons: Ares MP-LMG (mounted) [LMG, DV 6P, AP -1, 250 rounds regular ammunition, smartlink], Ares Predator IV [Pistol, DV 5P, AP -1, 30 rounds regular ammunition] or Ingram Smartgun X [SMG, DV 5P, RC 2(3), 60 rounds regular ammunition]										

BLINDFISH LIEUTENANT

As silent as their fellows, Blindfish lieutenants are often difficult to identify, as they do little to distinguish themselves. Visually, their hand gear is the most significant identifier.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	5	3	4	4	3	4	5.4	9	1
Armor Rating: 8/8										
Condition Monitor Boxes: 10										
Skills: Dodge 2, Electronic Warfare 1, Firearms Skill Group 3, Gunnery 4 (Ballistic +2), Intimidation 4, Leadership 2, Pilot Ground Vehicle 4 (Bike +2), Unarmed Combat 3										
Qualities: More than Metahuman										
Augmentations: CommLink (Firewall 4, Response 5, Signal 4, System 4), Control Rig										
Gear: Armored Synthleather Biker Armor, Full-Face Helmet (Image Link, Smartlink, Flare Compensation), Motorcycle (any type w/ concealed visibility weapon mount and rigger adaptation), Analyze 3, ECCM 3										
Weapons: Ares MP-LMG (mounted) [LMG, DV 6P, AP -1, 250 rounds regular ammunition, smartlink], Ares Predator IV [Pistol, DV 5P, AP -1, 30 rounds regular ammunition] or Ingram Smartgun X [SMG, DV 5P, RC 2(3), 60 rounds regular ammunition]										



THE GENTLEMEN

POSTED BY: LEI KUNG

The Gentlemen are a gang that developed out of the Kwun Tong district. In the heart of Hong Kong's manufacturing center, Kwun Tong is a harsh, working-class district that offers little future for workers aside from long hours of tedious manual labor on assembly lines. The Gentlemen are a product of this oppressive environment. They began as a group of friends, local orphans who kids survived through petty shoplifting and picking pockets. They would obsessively watch old American gangster movies and dream of becoming old-style crime lords like Al Capone or Don Corleone.

They wouldn't have amounted to much, except that the leader of the then fledgling gang, David Long, Awakened at puberty and landed a corporate scholarship. He left Kwun Tong for several years, riding his scholarship through graduate studies.

A few years later a well-educated Long returned to his home.

Long never forgot where he came from, and, despite the opportunities his education offered him, he eschewed the good life of a wage slave. Instead, the well-educated Long returned to his childhood neighborhood and his old friends. Life in the factories had been hard on them, but Long resurrected their old dreams and reformed the gang. The group started wearing the 1930s tuxedos and hats of the classic American gangsters and went to work making money.

The gang, masterminded by Long, had a flair for planning industrial B&E jobs against the factories in Kwun Tong. They had no trouble recruiting youths willing to do the actual work for them. This turned out to be a winning formula for them. After a few early successes, they began calling themselves the Gentlemen.

The Gentlemen rarely get their hands dirty. They plan the jobs meticulously, then outsource all of their grunt work, both physical or Matrix-based, to eager up-and-comers. The best and brightest are recruited as new members. The Gentlemen are effectively a gang of unusual fixers. They command a lot of respect in Kwun Tong—almost every local hood has worked for them at one point or another, and they've kick-started a few shadowrunning careers.

Image is a way of life for members of the Gentlemen. Members take the 1930s mobster image to extremes. They dress like gangsters, act like gangsters, and talk like gangsters. They spread money around their communities, gaining the gratitude of the locals, and party with their "dames" in the nightclubs. All of the Gentlemen know some English from their favorite flatvids, so they even speak the part.

- If you're a gwaio, you can get on a Gentleman's good side by acting the part yourself. Just watch a couple of movies and talk about it like you were there. They love that.
- Traveler Jones

The disadvantage of their model is that the gang has limited growth potential. Also, outsourcing all of the work means less money in their pockets. However, the Gentlemen seem content to stay small-time, earning enough money and respect to live like gangster barons.

The Gentlemen's home turf of Kwun Tong is also the breeding ground for the anti-corporate 9x9 movement. The Gentlemen are said to be intertwined with the group. Many of the Gentlemen's hirelings are also card-carrying 9x9 members. However, none of the core members of the Gentlemen are thought to be 9x9 members, as ideology separates the two. The Gentlemen steal for profit; 9x9 seeks affirmative



RISER'S RANKING

THE GENTLEMEN

Territory: Kwun Tong district, Hong Kong
Colors/Symbols: Retro 1930s suits
Resources: (Firepower) 2; (Magic) 2; (Personnel) 1
Threat Rating: 2
Numbers: 20
Professionalism: 4
Training: 1

actions against the corps to better the lives of the working class. 9x9 leaders consider the Gentlemen selfish and arrogant, while the gangsters consider 9x9 idealistic fools. However, as they find each other mutually useful, they coexist peacefully.

LEADERSHIP

The Gentlemen are led by David Long, a magician following the Wuxing way. He goes by the name Gentleman Long. Each of the members of the gang uses an appellation of "Gentleman" followed by



a name of their choosing. Long chose to keep his last name, but most take a different one. Gentleman Long's second in command, a childhood friend, is called Gentleman Corleone, for example.

- Corleone and Long grew up together as best friends. But there are rumors that Long and Corleone are in fact more than friends. It would explain why Long came back to form the gang. Maybe there was something—or someone—else waiting for him there.
- Ma'fan

Long is a man of few words, but he has an intense, forceful presence and commands absolute loyalty from his gang. The senior members, who were with him as kids, never forget how he threw away his ticket to an easy life and came back for them. Newer members may not feel the same attachment, but Long's commanding presence and the loyalty of the core members ensures that no one can gain enough momentum for a leadership challenge. It helps that Long is an accomplished ritual sorcerer rumored to fry people in their sleep when they step out of line.

The gang's organization is basically a pyramid structure based upon length of membership. Members must come up with money-making jobs, though cooperation between Gentlemen is common. Senior members receive kickbacks from the profits of newer members. In return, the older members share resources and contacts with their underlings.

TURF

The gang operates from the industrialized Kwun Tong district of Hong Kong, though they claim no turf. Gentlemen "fixers" usually meet in the small noodle shops nestled in residential areas. Each member favors his or her own locations for meets. The Gentlemen thrive on respect. When meeting a Gentleman, it is essential to be respectful and even bring small gifts. Gentlemen may not seem tough, but they close ranks when threatened and can bring overwhelming support from their small armies of petty crooks, hitmen, and enforcers.

- I knew a razorboy with more brawn than brain who gave a solid beating to a Gentleman one day, because he thought he could. He didn't make it two days before getting caught up in an alley by a flow of street urchins who stabbed him from all sides. The Gentleman he'd beaten finished him with a .38 shot between the eyes.
- Jimmy No

The Gentlemen do not like paying tribute to the bigger fish, such as the Triads. They try to plan jobs on unclaimed turf, but they don't let that stop them. Their usual line is to claim they had nothing to do with a job, should a Triad come looking for a cut of the profits. This has not endeared them to the bigger syndicates, but so far they've managed to avoid any lessons in humility.

OPERATIONS

The Gentlemen specialize in industrial B&E, hijackings, robberies, and computer crimes. Their modus operandi is to carefully plan out jobs, then have them executed by hired guns. The gang is ill-equipped to perform any activities that require a sustained presence—racketeering, drugs, prostitution, etc.—due to their small membership. In a way, this is a good thing, as they avoid stepping on the toes of the Triads.

The Gentlemen do not appreciate it when assets deviate from their carefully laid plans. Even successful operatives who disregard their instructions never get work from the gang again. Those that fail because they deviated from the plan tend to disappear. The Gentlemen will sometimes work with non-members who come to them with plans for a heist. If the plan is solid and the job works out, the associate may be offered membership. In effect, this is the gang's initiation rite.

PLOT HOOKS—THE GENTLEMEN

The Black Chrysanthemums have decided that the Gentlemen are infringing upon their business. They want a clear message sent to the Gentlemen, and then an agreement to start giving the triad a cut of all their jobs. The runners may be hired as enforcers for the triad or bodyguards for the Gentleman, or they may simply be caught in the middle when they try to collect payment on a job that came from either party.

SAMPLE NPCS—THE GENTLEMEN

GENTLEMAN MEMBER

Most gentlemen are low-level fixers, who coordinate wannabes to work small-scale heists, cons, and computer crimes.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	3	2	4	3	3	3	5.5	6	1
Armor Rating: 5/3										
Condition Monitor Boxes: 10										
Skills: Perception 3, Computer 2, Data Search 2, Pistols 2, Influence Group 3, Shadowing 3										
Augmentations: Datajack, Skillwires (Rating 2)										
Gear: Tailored 1930s gangster suit, Novatech Airwave (with Iris Orb and FTL Matrixware Net Wizard program suite)										
Weapons: Streetline Special [Hold-Out Pistol, DV 4P, AP 0, SS, RC 0, 6c]										

GENTLEMAN LIEUTENANT

Experienced members of the gang are better-connected operatives, who oversee the less-experienced members while managing their own scams.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	3	2	4	4	4	4	5.05	7	1
Armor Rating: 5/3										
Condition Monitor Boxes: 10										
Skills: Perception 4, Computer 3, Data Search 3, Pistols 3, Automatics 3, Influence Group 4, Shadowing 3, Intimidation 2, Forgery 2										
Augmentations: Attention Coprocessor (Rating 1), Math SPU, Datajack, Skillwires (Rating 2)										
Gear: Tailored 1930s gangster suit, Hermes Ikon (with Novatech Navi, FTL Matrixware Net Wizard, Agent Rating 3 with Blackhammer 3)										
Weapons: Cavalier Scout [Hold-Out Pistol, DV 6S(e), AP 0, SA, RC 0, 7c, 14 rounds Stick-n-shock]										