

SLA BPNs

### **Decorators Never Die**

Posted on Wednesday, September 25 @ 10:53:28 BST by [Max\\_Hattuer](#)

*Colour: Red*

*Department: Shivers*

*Training Packages: Any/Combat preferred*

*Payment: 600c/squad*

*Media Coverage: Third Eye News*

*Text: Manchine loose in Uptown Sector 12. Eradicate with as little life/property loss as possible. Retrieval of Manchine parts preferred - bonus if intact.*



This BPN was a lot of fun when I ran it. Basically after the Operatives decided to take it they were dropped into the area of the Manchine by Kilcopter/APC/whatever, and pointed in the direction of the building that it was holed up in.

When the squad entered the building, they had to go upstairs. Cool checks started right off the bat, due mainly to the realization that the squishing sound in the carpet was blood.

The Media that was assigned to them only had a Cool of 6 (I believe), and curled up into a whimpering little ball. One Op stayed behind to try and bring her out of it, while the others went to find the Manchine. Be real creative with the description of the hallways and rooms in the building. The first hallway they encountered had all kinds of neat things going on: the lights were dimmed from the amount of blood that was EVERYWHERE, and the entrails that kinda slowly rotated on the ceiling fans was a nice touch (from what I was told).

In one room, an Operative was nailed to the wall, his skin had been made into curtains that swayed in the breeze coming from the open window, and he looked at the Squad member, asking to be killed.

Another room had children, in the advent of good taste, I'm not going to describe that one here.

Anyway, draw it out until you want to finish it.

The Manchine

Str 13 Walk: 2

Dex 12 Run: 3

Dia 12 Sprint: 3

Conc n/a

Cha n/a

Cool n/a

Skills: Unarmed Combat 5, Hide 4, Sneak 4, 1-H Blade 6, Running 10, Torture 10, Detect 10, Decorative Composition 7

Background: Before the disbanding of the Manchine program, this one was a sleeper in the guise of an Interior Decorator. With the disbandment of the program, he continued his work, as of a slight oversight with his records being wiped out. Then, like all Manchines, he went insane.

He is 'redecorating' the building he is in.

Well, that's it. I had a lot of fun with this, I hope you do too.

### **Lets Talk About the Weather**

Posted on Thursday, December 26 @ 08:06:41 GMT by [Max\\_Hattuer](#)

SCL Requirement: 10

Colour: Silver

Department: Third Eye News

Training Packages: Any

Payment: 300c/Operative

Media Coverage: Third Eye News

Text: Well-groomed Operatives needed for various on-camera appearances in popular locations around Mort City. Payment dependent upon performance. Contact J. Jameson at 37-101-0086-8965 for details.



### **Background:**

J. Jameson works for Channel 50 Weather News and is in a bind, the ratings are low and the channel is about to get canned. This BPN was issued as a last-ditch effort to boost ratings.

The payment bonus is there just to attract Operatives to the BPN.

### **The Details:**

Pretty straight forward, the Operatives are to meet up with a camera crew early in the

morning and ride with them/follow them to the various places on a list that the crew has, most of the areas are in Mort Central and Uptown with a few in Suburbia.

When they arrive at the location, the Operatives are to give a quick and entertaining weather report that mentions the area they are in, thus advertising for the location.

Travel time to each location is estimated to be 1-2 hours and the PC's will have a 5-15 min live spot to do the weather news.

The locations include, but are not limited to:

Mort Central Offices

Dark Lament

Karma

Shiver HQ

Necropolis

The Spaceport

The Pit

and just about anywhere else you can find in those areas.

### **The Catch:**

The camera crew that is travelling with the PC's is a bit...odd.

They all wanted to become full-fledged Media Operatives but in some way or another could not handle the Operative life, testing, whatever and were assigned to Channel 50 Weather News. A boring life indeed...

The camera crew (5 or 6 members strong) will quickly become bored with this assignment after the first one or two locations and will start trying to talk the PC's into going to different, more exciting locales (ie try to talk the PC's into going into gradually more and more dangerous locations, Upper Downtown locations, Lower Downtown locations and finally into the Cannibal Sectors...)

Really, this is mainly an RP BPN, if the PC's do good on camera, they get paid and Channel 50's ratings go up, if they screw up, they don't get paid and luckily Channel 50 has other squads out there in conjunction with the PC squad, nothing bad happens to CH50 but the PC's look like crap on camera =o)

## Just Another Pig Hunt

Posted on Thursday, February 06 @ 12:17:14 GMT by [Max\\_Hattuer](#)

[Max\\_hattuer](#) writes "SCL: 10

Colour: Blue

Department: Any

Training Packages: Any

Payment: 100c/op

Media Coverage: Third Eye News

Text: Carnivorous Pigs seen in sewer Sector 11396A. Approximately 20 in herd. 10c bonus per kill, proof of kill required. Contact Department of Sanitation for more information and transportation.



Simple, go in the sewer, search around for the pigs, destroy the spider-like Tek Trex drone that has already killed most of them, kill the rest of the pigs, gather up the proof and the Tek Trex Drone (err, call actually, the Drone in my WoP was HUGE) and get paid.

Squad is provided transport to sewer entrance #65382-8 Sewer Sector 4, Downtown Level 3, Area 3. Transportation is by APC and takes 1 hour 45 minutes.

Sewer Location Modifiers:

- Spotlights -2
- Flashlights -4
- No Light -5
- Sludge -2
- Sludge reduces movement by ½

The sludge in this section of the sewer is extraordinarily thick and sticky. If a character goes under, they will have to spend two full rounds clearing off their visors.

The sludge is .5m deep.

Walking along the side ledges requires a Dex check every 3m unless the character moves at ½ walking speed because of the slime and waste that has built up in the area.

Dexterity modifiers: -4 walking normal speed, -8 running, -16 sprinting.

Scratch marks can be seen on the walls (Passive Detect 5) and some graffiti in red paints says: "Beware the Arachnids."

A successful Forensics roll will reveal that the scratches were made by a razor sharp, oscillating instrument.

### Encounters

#### Dead Body Floating in Sludge

Passive Detect: 7 (Spotlights) 9 (Flashlights)

Fear Rating 7 if examined.

The Body has been skinned, if touched it will start screaming and thrashing about for 3 phases attacking anyone near it (Unarmed combat 6, PEN 0, DMG 2, AD 0)

### *Fear Rating 10*

*Forensics will reveal that whoever/whatever skinned the body took their time and was apparently very efficient – as all of the skin has been removed (-5 to roll).*

*Pathology will reveal that it was a Human male in almost perfect health (-5 to roll)*

*More scratch marks can be seen on the walls (as above).*

### **5 Carriens Hunting for Food**

*Detect: -5 (spotlights) -7 (flashlights)*

*These Carriens will try to stay hidden if possible, if attacked they will give out short, sharp yelping/barking noises and attack the light sources first. Within 4 rounds (20 phases) 5 more will show up. This continues if 3 carriens are killed. The total number of carriens that will arrive is 20.*

*If 2 carriens are killed in the last group to arrive, the remaining carriens will flee back to their lair.*

*The lair holds 1 Master Carrien (detailed later), 5 Greater Carriens, 10 Mutant Carriens and a remaining 30 Carriens (15 noncombatant ‘pups’).*

*If firearms are used the Tek Trex Spider Drone in this area will show up in 4 rounds, 8 if not. (as 7 below)*

### **Several Dead Civilians**

*Detect: 0 (spotlights) -2 (flashlights)*

*Fear Rating: 6*

*Bodies of 5 people – 3 male, 2 female - that have been ripped apart by the teeth of some animal (carnivorous pigs).*

*A successful Pathology roll (-5) will show that all of the victims were in poor shape (varying diseases) and that one of the females was pregnant (although the fetus is missing).*

### **4 Dead Carriens and 2 Carnivorous Pigs**

*Detect: 0 (spotlights) -2 (flashlights)*

*Fear Rating: 5*

*Bodies are all male and seem to have been a hunting party as there are 2 dead carnivorous pigs nearby – also in the same condition.*

*Forensics check at -5 will show that the pigs had recently fed. If cut open, one of the pigs will have a partially digested human fetus in it.*

*The four carriens have baseball bats in their hands.*

### **4 Carnivorous Pigs – Skinned**

*Detect: 0 (spotlights) -2 (flashlights)*

*Fear Rating: 3*

*Forensics check at -3 will show that these pigs were killed in exactly the same manner as*

*the Human found earlier. The pigs have fed recently.  
The walls in this area have the same scratch marks as earlier (Detect: -5).*

### ***Carnivorous Pig Lair***

*In this large section the pigs have made their nest. The reports received by SLA Industries were apparently wrong – there are about 50 or so pigs in this area. Luckily many are still piglets and will not cause too much trouble for the Operatives.*

*Only 30 of these pigs are large enough to fight.*

*The Pigs receive a +1 bonus to hit for using natural weapons and a further +3 for defending their lair.*

*After the battle with the Carnivorous Pigs starts the Tek Trex Spider Drone in this sewer section will show up to investigate the noise (this happens 13 rounds after the battle starts, 6 rounds if firearms are used).*

*This Spider-like drone will arrive from the far end of the nest killing everything it can. If the Operatives run the Drone will stay and kill off the remaining pigs, otherwise it will attack the 'Greatest Threat' first, the Operatives.*

### ***Carnivorous Pigs***

*Standard as in Karma. About 15 are left alive, parts of 15 separate bodies lie scattered about.*

### ***Master Carrien***

*STR 15*

*DEX 12*

*DIA 10*

*CONC 6*

*CHA 4*

*PHYS 14*

*KNOW 11*

*Hits: 29*

*Disadvantage: Bad Vision (Sunlight) 3*

*Skills: Unarmed Combat (11), Club 2-handed (9), Sneaking (8), Running (7), Swim (6), Tracking (9), Detect (7), Survival (10), Streetwise (9), Evaluate Opponent (7), Climb (9), Leadership (4), Pistol (3), Auto/Support (3), Chainaxe (3)*

*Weapons: Chainaxe, DN80 SMG*

*PV 9*

*ID by location:*

*Head: 15*

*Torso: 25*

*Arms: 20  
Legs: 25*

***Spider Drone***

*STR 15  
DEX 15  
DIA 8\*  
CONC --  
CHA --  
PHYS 15  
KNOW --*

*PV 10  
ID by location:  
Head: 30  
Torso: 75  
Legs(8): 25*

***Weapons***

*Legs end in the equivalent of Vibro-Sabres  
Can fire razorwire-like web (AGB Chopper packet, fired all at once)*

***Equipment:***

*Motion Scanner, IR/UV, Cameras mounted in 'eyes' (8) and whatever you deem necessary.*

***Skills:***

*As Manchine from Karma, plus the ability to use each leg independently.*

**The Babysitter's Club**

Posted on Tuesday, February 04 @ 11:13:29 GMT by [Max\\_Hattuer](#)

[Max\\_hattuer](#) writes "SCL: 10

*Colour: Blue*

*Department: Health and Safety*

*Training Packages: Pilot Navigation Required*

*Payment: 50c/Op*

*Media Coverage: Third Eye News*



*Text: Transportation of orphanage children to new building. Squad must contain at least one Pilot/Navigation Operative. Contact Mr. Kenneth Samael at 36-594-6362-14 ext. 001*

*Background:*

*GoreZone has scheduled an episode for tonight that regrettably occurs just outside the 'Usher Home for Children.'*

*The Operative's will be responsible for the safe transport of some of the children to their new home. The Squad will be issued a bus which they must drive to the orphanage, there they will load their charges and drive to the new building, where the children will be dropped off.*

*The squad will be met at the orphanage by Jackylynne Kelly, Superintendent of the orphanage-Human female, SCL 8, Business Package- a rotund, motherly figure of a woman. She will provide a list of approximately 70 children between the ages of 6 and 12 to be transported to the new location.*

*She will then instruct the operatives to go to the cafeteria and obtain the children. If she sees any 'irresponsible' actions by the operatives, she will immediately report them, but because of the time frame, she will not dismiss them unless they are abusive.*

*The BPN:*

*If the operatives ask the older children to gather up the younger children of the same race, obtaining the children will happen very quickly (10 minutes or so), otherwise there may be problems... ;)*

*All of the children are fairly well behaved and in good health. If the operatives show ANY sign of weakness or confusion, the children will quickly start to annoy them.*

*The operatives may notice (passive DETECT rank 4) that all of the children in the cafeteria are in good health. They will obviously hear some children crying. If they ask Jackylynne she will just say that being shuffled around so much upsets them. If they talk to one of the crying children or one of the adolescents who are comforting them, they will learn that some of the children are not going to be moved-mainly those with incurable diseases or missing limbs.*

*Not much can really be done about this, if they take the diseased children, they may infect their charges, and the other children will take too long to load up.*

*The squad should be able to move the children before GoreZone starts, if not then it could get messy.*

*The Shivers and GoreZone personnel that arrive to get things started will inform the PC's that traffic is pretty light, and may help get the children loaded onto the bus.*

*The guest operatives will arrive about an hour early before GoreZone starts and some of them will be glad to help, creative ideas will get everybody out of the way with plenty of time to spare.*

*There are 4 other squads that have accepted this BPN, and they will use the Shivers and Contract Killers to the best of their abilities. The Media will take great care to watch the operatives on this BPN, at least right now anyway, and the PC's may be able to get a quick spot on TV if they are smart.*

*Encounters:*

*If the squad does not evacuate the children by the time GoreZone starts:*

*5 Carriens will show up every round, 2 Ex-War Criminals will show up every 5 rounds, 5 Carnivorous Pigs will arrive every 7 phases, 6 DN operatives will show up every 15 phases and 10 Tek Trex drones will arrive every 10 phases.*

*Throw in anything else that you may want to play with, TRY to kill them with numbers, show no mercy on the children.*

*If the squad gets away they will be ambushed by the Skin Trade 30 mins after they leave the orphanage, unless they take a different route prescribed to them (Navigation check to find a quicker route IF the PC's ask about it)*

*The ambush consists of 10 Skin Trade agents dressed as Shiver units who have set up a roadblock. Other than the standard equipment carried by Shivers, these agents are also carrying 603's.*

*There are also 2 snipers set up in windows above, they will attempt to shoot out the tires on the bus if trouble occurs, and of course they will shoot the operatives*

*That's pretty much it for this one.*

*-Kevin, finding new ways to torment his players...*

***Note:** This is the third time I have posted this BPN, once on the original site, once on slaindustries.net and now here...sorry about the rehash =o)"*

## **Friends or Executioners**

Posted on Friday, March 21 @ 09:23:08 GMT by [Max Hattuer](#)



*SCL: 10*

*Colour Code: Yellow*

*Department: Housing*

*Training Package: Investigation*

*Payment: 400c per Squad*

*Media Coverage: Station-Analysis*

*Test: Locate and retrieve sensitive documents stolen from SLA Industries. Speed is of utmost importance*

### **What the PC's are told:**

The forms came up missing about an hour ago. Forms are housing records of Operatives, which include address, phone number, occupants, security type (personnel, electronic, etc), SCL, squad, department and other personal information.

The Department believes these forms were stolen to be sold on the Black Market to Terrorist organizations.

### **What is really going on:**

Forms were stolen for the above reason, check it out, the company doesn't always lie!

Forms were stolen by an employee who is going to give them to a DN Operative that has his family hostage.

The Employee has left several clues pinpointing it was him. Fingerprints all over the filing cabinet, computer, whatever. Also, there is a matchbook from the Golden Goose Club in Downtown, a known (to the company, ie, they have to check the computer for reference) DN hangout (this is SCL 10 information). Inside is a time (PC's should have about 3 hours). And getting his Cellphone number is very easy, if the PC's ask.

IF the PC's give him a call, and are polite and friendly, he will tell them what is going on and actually turn himself in...after his family is safe.

The catch is, at the appointed time, if he does not show up at the Golden Goose, the DN Operative will kill his family. If the PC's are rude or unfriendly, he will turn the papers over to the DN Operative.

If the PCs succeed in helping the Employee, they might be able to get a decent contact

out of it (depending on how they handle the situation, there are ways to keep him out of trouble...)

If the PC's fail to help him, it will be a race against time to catch him.

If the PC's help him and turn him in, good for them. =o)

### **Keeping him out of trouble:**

Basically it comes down to how devious the PC's can be in keeping his name clean, maybe if they talk to his supervisor this whole thing can be swept under the rug...or maybe they can pin it on the DN Operative and say this guy was on his way to retrieve the forms on his own because he was afraid of getting in trouble...

Another way, the PC's can wait until the exchange has been made, grab the DN guy, and try for the Grey to get the Employee...

Or they can turn in the Employee for stealing, and ask if there is compensation for arresting him (ie, ask for a Grey), and possibly get another Grey for the DN Operative, all in all, they might be able to swing a total of 3 BPN's all at once!

Of course, that would require contacts...

Tons of ways...

=o) Enjoy

### **Let Them Eat Cake**

Posted on Wednesday, July 23 @ 11:02:11 BST by [Max\\_Hattuer](#)

*SCL: 10*

*Colour Code: Yellow*

*Department: Health and Safety*

*Training Package: Any*



*Payment: 1000c per Squad*

*Media Coverage: Third-Eye News*

*Test: Reclaim welfare asset distribution vehicle lost during transport through sector 97 of Upper Downtown.*

*Bonus available dependent on number and condition of items retrieved.*

*Contact Rex Newisson at 37-101-0023-4587*

*BPN Number: HS/09135/DT*

What the squad is told:

A welfare distribution vehicle lost contact with the Department of Health and Safety a little while ago on its way through Sector 97 or DownTown level 3.

Its destinations included an Orphanage and a Welfare Distribution Center on Level 3, Sector 35.

The cause of the disappearance is unknown.

The vehicle was filled with food packets and 5 metal briefcases.

Contact was lost 1 hour ago.

Transport via guass train can be provided.

What has happened:

A group of DarkNight converts has taken the vehicle. They set up an ambush on the standard route. There are 7 of them, 4 in DN armour and 3 in SHIVER armour.

DN knows of the money kept in the vehicles on these routes and has decided to go ahead and start raiding them (there is a total of 50000unis in the vehicle, 10000unis in each briefcase).

When the vehicle stopped for the SHIVERS, the DN agents ran up, killed them, left the bodies on the street and drove off.

The hideout isn't too far away and players who talk to the populace will be able to find it quickly.

If the Operatives are quick enough, they will be led to a warehouse with the DN Converts are holed up. Besides the van, there is also a SHIVER HammerHead APC.

The DN Converts are fairly well armed, each has a DN Pistol and 3 of them have the standard SHIVER equipment, plus FEN 603's.

Not to mention, the SHIVER APC is almost fully loaded...

**Note:** *I have to make sure that I give out a thanks to the creators of the random BPN*

*generator on Pandora, and to the person who did the departmental ID phone numbers.  
Thanks Sue, Eldritch and Hellraiser*

### **Wonkers Chocolate Factory BPN**

Posted on Tuesday, August 26 @ 11:58:01 BST by [Max\\_Hattuer](#)

*Colour Code: White*

*Required SCL: 10*

*Department: Health and Safety*

*Training Package: Investigation/Interrogation*

*Coverage: Third Eye News*

*Bonus: 300c/Squad*



*Text: Investigate Wonker Chocolate Factory in Suburbia Industrial Sector 81,  
preliminary reports indicate possibility of Skin Trade involvement.*

### **Background:**

5 years ago, the Wonker Chocolate factory in Suburbia started a lottery to let children and thier parents win a VIP tour of the facility.

The lottery works as follows: Children, or thier parents, buy candy bars from local stores that carry the Wonker brandname, when the candy is opened, if the inside or the wrapper is gold, they win. There are only 6 winners per year.

This has caused a few riots in Suburbia as Wonker candy bars are very popular.

Reports have been made of children and parents missing after visiting this facility. Strange men have also been seen in the area.

The Factory is owned by William 'Willy' Wonker, the man who gives the popular VIP tours (normal cost is 100c/person for the tour)

### **Information:**

The strange men in the area are employees of Mr Wonker. They are approximately 4' high and have orange skin (Lumo), wear white jumpsuits (PV 4 ID 5 in all locations except head) and a funny white hat (PV 4 ID 5).

The strange men are all members of an old Frother clan called the Oomperlooms, renowned at one point for their singing abilities. They are all addicted to Lumo, and prefer the orange version of the drug (orange #34 to be exact)

The tour normally goes as follows:

Mr Wonker meets all the children at the gate and brings them inside with their parent/guardian to show them around and give them free samples. From there, children start to disappear in odd unexplained ways with their parent/guardian. After about 4 or 5 hours, a balloon is seen to leave the factory and head out over Suburbia.

Supposedly, the child and guardian are taken to a place to live in splendor.

### **What is really going on:**

Mr Wonker and the Oomperlooms are actually involved in procuring fresh faces for the Skin Trade. The disappearances are all staged through the use of gastrochemicalbiology. Some of the candies inside the factory are injected with a myriad of different chemical concoctions to produce wild and varied results that Wonker tells the group, "Perfectly safe, just needs a few bugs worked out, the Oomperlooms will fix them right up and send them home. Let that be a lesson to you, only eat what I say you can eat, no stealing."

The Oomperlooms will then take the child away, with the parent/guardian...never to be seen again...

The children and the parents/guardians are taken underground and put through intense psychological torture consisting of the Oomperlooms singing constantly. These songs have very invasive tunes and words that hypnotize the victims, along with many psychoactive drugs that are given to the now docile captives, the Oomperlooms create sex slaves out of them for sale to the Skin Trade.

## **The Basic Blue**

Posted on Friday, November 28 @ 15:08:20 GMT by [Max\\_Hattuer](#)

*Colour: Blue*

*Department: Sanitation*

*Training Packages: Any*

*Payment: 100c/Op*

*Media Coverage: Third Eye News*

*Text: Sewer sweep in Sector 2113.68~9a/z. Report any disturbances. Eliminate any problems in appropriate manner.*



This BPN is designed to be a quick, rough and tumble job to get the Blue out of the way. It was run off-the-cuff, and the entire idea was created and 'fleshed' in about 5 minutes. The player's actually loved it, until they realized exactly how lucky they were. Now that they've seen the stat's...they don't want to meet any more of the antagonists, they also have decided to give me more time to prepare.

### Background:

About a year ago, an operative came back from a planet and brought his children a new 'pet.' His wife didn't really like the addition to the family, and she flushed it. It ended up in the sewer. Now it eats what it can find, which has proven detrimental to the effectiveness of the Dept. of Sanitation. They know something is going on down there, but have made this a Blue so as not to make a big deal out of the problem.

### The BPN:

The day is a normal day, if the squad is new and 'unformed,' have them herded together by their superiors by giving them all the same bpn, or having the higher-ups introduce them. If the squad is already formed, it should be even easier to work this in, obviously.

The area of sewer that they are given to sweep is pretty nasty, even for a sewer. The gunk is about waist height, and anybody without a filtration system on their armour is in for some bad smells.

A couple of encounters with dead bodies is good here, the basics: ripped to shreds, pounded into the walls, fully equipped sewer maintenance personnel, things like that. It should also be noted that there are NO rats or pigs in the area.

Keep that going for as long as you like, then spring it on them. Use your best judgement on how to do this, I had it sneak up on them from just under the sludge, in a group of three.

### **Sewer Croc's:**

STR 15 Walk: 1

DEX 7 Run: 1

DIA 1 Sprint: 2  
CONC 2  
CHA 0  
PHYS 11  
KNOW 1  
COOL (they ain't scared)  
Height: .5 metres at the shoulder  
Length: 3 metres nose to tail  
Weight: (don't know, lots...)  
Skills: Detect 4, Hide 4, Unarmed Combat 6, Sneak 4, Tracking 6, Swim 6, Survival 3  
Teeth:  
PEN: 4 DMG: 6 AD: 2  
Tail:  
PEN: -1 DMG: 10 AD: 0  
Advantages: Natural armour (thick hide: PV 5 ID 20), Natural Swimmer rank 6

Scare 'em, make the 'Croc's' meaner, let them use tactics, strike from under the water, NEVER forget the mods for darkness, only the eyes being above water, etc...

It should prove fun, even if it's not all that challenging of a creature. But, it proves that stats do not make a difference, I killed 1-2 players from tactics alone, and had the rest scared out of their wits.

### **When Daddy Came Marching Home...**

Posted on Wednesday, February 04 @ 12:27:22 GMT by [Max Hattuer](#)

*Colour: White*

*Department: Psychology and Psychosis*

*Training Packages: Investigation*

*Payment: 200c/Squad*

*Media Coverage: Station Analysis*

*Text: Retrieval of escaped mental patient from Arkham Asylum. Recovery of patient alive is required. Contact Dr. George Jules at 96-567-3321-51 ext. 1103 for more information.*



#### **Background:**

Seven years ago, 6 year old Johnny waited anxiously for his daddy to come home from Cross. He stood alone with his mommy at the spaceport waiting for the shuttle to drop him off. He was so excited all he could do was stand there and wait, happy tears streaming down his face.

Then the white shuttle landed, and out stepped his daddy. White Crackshot armour gleaming in the sun, FEN Warmonger held proudly in his hands.

Mommy ran forward first, for Johnny couldn't move, at first awestruck over the presence of his father, and then in horror as his father shot his mother full bore in the chest with a grenade. He could only stand there in shock, eyes wide, not knowing why.

Johnny, for some reason was not harmed by his father, who fled to the Cannibal Sectors. Not physically anyway. Mentally he was a wreck. He started torturing the children in the orphanage he was placed in, then it went to far.

One night while everyone was sleeping, Johnny sneaked out of bed and killed 34 children and the Superintendent. He was then handed over to Arkham.

The BPN:

Johnny is very homicidal, he likes to kill, and he does it well for a thirteen year old.

Unlike many of the common Serial Killers, he doesn't try to gain their trust or anything, unless he wants to torture them, he just kills them outright.

There are no common denominators on this one, except that he seems to slowly be making his way to the Cannibal Sectors.

Johnny has managed to get his hands on a pair of MAC knives and a Resigel suit with built in ECM.

He has the basic Serial Killer stats out of the back of Karma, with the following changes...

STR 5, DEX 9, no Pistol skill, Blade 1H 7, Climb 6, no Disguise, no Auto/Support, Torture 6, Intimidation 4, Video Games 4, Sleight 5, Hide 6, Sneaking 5, and Literacy 3.

Advantages: Good Luck Rank 7 (heehee), Ambidextrous

Disadvantages: Sociopath 10, Psychopath 10

-Kevin, finding new ways to torment his players...