Things in and around the area

Microphone for public address (no camera; canned imagery)

Personal customized surgical tools

Lots of swabs and jars of alcohol

Boxes and boxes of heavy files (papers, photos); shelving

Consoles and recording devices for lab communication

Private recording logs (reels)

Local batteries (car style)

Panic buttons for Progeny squad, for captives’ termination

Extra pistol under the desk

Sure enough, a spare TransEgo Device – not quite working

Onzas

Isabella’s Security Creatures

Superior Alertness, Passable Fate, Good Willpower, Superior Agility, Inferior Stamina, Good Strength

Wounds: L L M

Weapons: Leap, Fangs (Good x 1, ongoing)

Appearance: Dog-sized tarantulas

Personality: Tenacious, bestial

Motivation: Catch the prey

Isabella’s Doll Bodies (3)

Cybor Vigilante

Passable Alertness, Good Charm, Passable Cunning, Passable Fate, Feeble Willpower, Poor Knowledge, Poor Mechanical, Superior Agility, Great Dexterity, Good Stamina, Good Strength

Wounds: L L M M H

Weapons: Pistol (Good x 5)

Appearance: Beautiful and creepy passive

Personality: Almost completely gone – but if prompted, perhaps notable

Motivation: As above

Isabella’s Honor Guard (2)

Progeny cyber-guards

Good Alertness, Poor Charm, Poor Cunning, Poor Fate, Good Willpower, Passable Knowledge, Great Mechanical, Great Agility, Passable Dexterity, Great Stamina, Good Strength

Wounds: L L M M H H C

Weapons: Psychotronic rife (Good x 7), Retractable Spike (Good x 4)

Armor: H H H

Psychotronics: Eye (Great Alertness), Damper (Great Willpower vs. attack)

Appearance: Scary robo-women

Personality: Ruthless but inflexible

Motivation: Probably something buried in there