

GM preparation for Khaotic

Procedure

They're told what region to shoot for, but they've seen the map, so what they actually do, well, let's see

They do have a specific mission about intel, it's not just reconnaissance

At the ISES HQ

General political tensions

- U.S. military is greatly concerned with this privatized transnational endeavor

Planned attack or sabotage by the Church, probably some online hacking thing

- Aiming hard at the senator

Danny's plan regarding JC, with VONU

Wanda Welcome's march for, uh, welcome: no real stresses but they look like they might be

On Xenos

Specific direct action by the Timmys

Complete power/policy breakdown regarding the first Jump mission

- Ebu Da, with the cybors he's whipped up about the demonic threat from Earth
- Kantos the Huntmaster, focus on rebels
 - Totally dismisses this "demon" thing and wants to focus on Timmy; also basic turf problem with Ebu Da in terms of who gets to bully around the city
 - Dredani is his most dedicated agent
- Onopeido, Isabella's direct line to cybor squad – she has tasked him with Jump Team problems
 - Zei-Krel is involved at this level
 - Conflict with Ebu Da as he's going off-leash with one of the squads and influencing others

Isabella herself is getting weird

- Policy shift of some kind, making Krog nervous

Typical Progeny

Passable Alertness
 Poor Charm
 Good Cunning
 Poor Fate
 Good Willpower
 Passable Knowledge
 Great Mechanical
 Good Agility
 Passable Dexterity
 Good Stamina
 Good Strength
 Wounds: L L M M H
 Armored chest: H H
 Weapons: Psychotronic rifle on left arm (Passable x 7), retractable spike on right hand (Passable x 4)

Typical Spawn

Poor Alertness
 Inferior Charm
 Passable Cunning
 Passable Fate
 Great Willpower
 Poor Knowledge
 Poor Mechanical
 Passable Agility
 Good Dexterity
 Superior Stamina
 Awesome Strength
 Wounds:
 L L M M H H C C
 Weapons: Claws (Good x 3), bite (Passable x 4), psychotronic rifle (Good x 6), 3 pod rocket launcher (Good x 7)

Typical Human "Worm"

Passable Alertness
 Passable Charm
 Passable Cunning
 Passable Fate
 Passable Willpower
 Passable Knowledge
 Passable Mechanical
 Passable Agility
 Passable Dexterity
 Passable Stamina
 Passable Strength
 Wounds: L L M M H
 Weapons: Fist (Passable x 1)

Typical Rebel

Good Alertness
 Passable Charm
 Good Cunning
 Passable Fate
 Good Willpower
 Passable Knowledge
 Poor Mechanical
 Good Agility
 Good Dexterity
 Good Stamina
 Good Strength
 Wounds: L L M M H H
 Reinforced Vest: M M
 Weapons: Assault rifle (Good x 6, 30 shots), haku blade (Good x 3)

Passable Alertness
 Inferior Charm
 Poor Cunning
 Passable Fate
 Awesome Willpower
 Good Knowledge
 Passable Mechanical
 Superior Agility
 Great Dexterity
 Inhuman Stamina
 Superior Strength
 Wounds: (L) (M) H H C C D D
 Weapons: Grenade launcher, wide field flamer (Passable x 7, area affect)

Onopeido

Gator Soldier

Onopeido is a military leader with a unit of Cybor soldiers at his disposal.

Kantos the Huntmaster

Progeny Huntmaster
 Great Alertness, Great Charm, Superior Cunning, Great Fate, Superior Willpower, Great Knowledge, Good Mechanical, Superior Agility, Good Dexterity, Great Stamina, Great Strength
 Wounds: L L M M H H C
 Cybernetic Body Armor: H H H
 Weapons: Psychotronic rifle (Good x 6)

Psi-Powers: Kantos wears a psi-helmet that grants him the id master talent and the powers of Psi-Scan and Psychic Blast. It generate 4 psi-points per day.

Appearance: Kantos carries a number of weapons and is cybernetically enhanced. He is very lithe and powerful looking.

Ebu-Da

Cybor Vigilante

Passable Alertness, Poor Charm, Passable Cunning, Passable Fate, Good Willpower, Poor Knowledge, Poor Mechanical, Passable Dexterity, Awesome Stamina, Superior Strength

Wounds: L L M M H H C C D

Weapons: Shoulder mounted energy cannon (Passable x 8), 6 pod rocket launcher (Poor x 9) with 3 pods mounted on each hip, claws (Passable x 4)

Psi-powers: A psychotronic implant gives Ebu-Da the power of Locate. The device generates 5 psi-points per day.

Appearance: Ebu-Da is a cybor with a skull plate and mechanical claws.

Personality: Though not very bright, Ebu-Da is a dedicated soldier in Isabella's army.

Motivation: To track down and destroy jump-teams; to serve Isabella.

Zei-Krel

Gator Cult Leader

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

Wounds: (L) (M) H H C C D D

Weapons: Psychotronic cannon (Great x 7), cybernetic claws (Great x 5)

Appearance: Zei-Krel has dyed several scales of his skin a bright blue to indicate that he is a Priest of the Zei-Isabella, or Cult of Isabella. He wears a helmet of shiny chrome, which resembles one of the machine parts used to develop the TransEgo Device, and has an enhanced right arm, which allows him to convert his fingers into drills or slashing claws.

Personality: Driven and fanatical.

Motivation: To keep the Gators loyal to Isabella; to make certain they follow the rules of the Cult of Isabella.