

Hawks-Skate or Die

The Hawks is a medium sized gang of SINless teenagers of all meta varieties. These kids are violent and not afraid to mix it up with other gangs.

The Hawks wear black leather jackets with a logo for the turn of the century game, Tony Hawk's Skateboarding. They use the name of an even older game for their moto, "Skate or Die". But unlike the 1980's game, they will kill if someone fails on a skate challenge.

All new members start out on regular skateboards. They have to prove their worth through a series of tests. Trick skating on a halfpipe and a busy city street are the first two. Next is knife work both on and off a board. Then they move on to firearms, both pistols and machine pistols.

The final test is a non-lethal fight race where 10 newbs start and have to get to a location in Redmond from Everett. Only 6 will make the gang. The other 4 get their boards and their legs broken.

Usually at least one is never heard from again.

Leadership:

The leader of the Hawks is a large troll of Italian descent that goes by the name 'Tony'. He rides only the best hoverboard money can buy, and has good control over the rest of the Hawks. He is energetic and engaging when people first meet him, giving off a friendly vibe. He isn't afraid to smash your face in if he feels you have disrespected him or his family (the Hawks).

Name	B	A	R	S	W	L	I	C	E	Ess
Tony	7	4	5	6	4	3	3	5	2	6

INITIATIVE SCORE: 8+ 1D6

DEFENSE RATING: 7

CONDITION MONITOR: 13

SKILLS: Close Combat 10, Firearms 8, Influence 6, Perception 7, Skating 8

GEAR: Gang Leather (+1 DR), Erika Elite commlink (DR 4), Bike Chain, Ares Predator V (Personalized grip, sound suppressor), *Aztechnology Alpha Hoverboard-Powered*

Aztechnology Alpha Hoverboard-Powered

Handling	Acceleration	Top Speed	Body	Pilot	Sensors	Seat
3	3	30Kph	2	2	1	1

There are four generals for the gang, one for each of the money making areas and one who is the advisor and security for Tony. These are well tested members who have earned a special set of hoverboards and loyalty from the family.

Name	B	A	R	S	W	L	I	C	E	Ess
Generals	6	4	5	6	3	2	3	5	2	6

INITIATIVE SCORE: 8+ 1D6

DEFENSE RATING: 4

CONDITION MONITOR: 10

SKILLS: Close Combat 5, Perception 4, Firearms 5, Skating 7

GEAR: Gang Leather (+1 DR), Sony Emperor commlink (DR 2), Club, Sojin Jackrabbit MP, Hoverboard

Finally there are the general members. It is thought that they have between 30-50 members, but it is hard to pin down exact numbers as they are always out looking for the next big skating area. Every member is a good skater and respectable shooter.

Name	B	A	R	S	W	L	I	C	E	Ess
Hawks	4	3	3	4	3	2	3	3	2	6

INITIATIVE SCORE: 6+ 1D6

DEFENSE RATING: 4

CONDITION MONITOR: 10

SKILLS: Close Combat 5, Perception 4, Firearms 5, Skating 6

GEAR: Gang Leather (+1 DR), Sony Emperor commlink (DR 2), Club, Ares Predator IV, Skateboard

MONEY

The Hawks are good at making money. They do it in a variety of ways, 1. Protection 2. Drugs 3. Death Race.

1. Protection: The gang shakes down local businesses owners for protection money. They also charge people passing through a safety fee. They don't charge as much as other gangs, so locals don't seem to mind much.
2. Drugs: The gang seems to prefer the more natural drugs. Marijuana and Deep Weed are their biggest sellers, but they have been known to traffic others as well. Nova Coke, Kamikaze, and stronger versions of Long Haul and Psyche have all been pushed.

3. Finally there is the Death Race. This race is a bloody event where the main rule is to survive. This race is a 10 Kilometer (6.2 mile) race through some of the worst parts of the barrens.

All contestants start out with the gear they are carrying and a skateboard. There are no rules except there can be no help from outside sources. Comlinks are strictly forbidden.

Each race has 50 contestants start and a 5K¥ buy in. The winner of the race gets 100K¥ and a powered hoverboard. Second place gets 50K¥ and no one else gets anything.

Betting is done in a warehouse near the finish line of the race. The betting is controlled by either the Mafia, Yakuza, or Scapula Rings depending on the month. Each of the big three organized crime organizations takes different months to protect and run the betting. As long as no one is working against the house, these organizations will keep the status quo.

Watching the race and all contestants are a swarm of Flyspy drones. Riggers monitoring the drones and even jumping into them from time to time to keep the contestant in constant view. Every drop of blood is captured on high definition digital film for the amusement of all the audience.

There have been contestants sniped, stabbed, hit by cars and mauled by ghouls and that was just the last race. Every race has a lot of bloodshed. Contestants use their weapons, cyber, and magic to obliterate the competition. This is an almost anything goes race.

The Hawks are mostly left alone by the other gangs, being a medium sized gang does have some perks. Smaller gangs left them alone, and the larger ones don't want to bother with a bunch of teenage skateboarders.

GM and Run Hooks:

There are many usable ways to run this gang. There can be the normal 'stop the protection' racket or 'Stop the drugs' in the area.

Then there is:

1. Protect contestant XXXX keeping them safe until they move into the final stretch.
2. Kill contestant XXXX before they get to the final stretch.
3. Drop gear for a contestant at location YYYYYY

4. Rob the house in the betting hall. Facing Yakuza, Mafia, and Scapula Rings along with several gangs and other patrons.
5. Hack the riggers system taking down the cameras causing the race patrons and judges to be blind.

6. Participate in the race
7. Bet on race