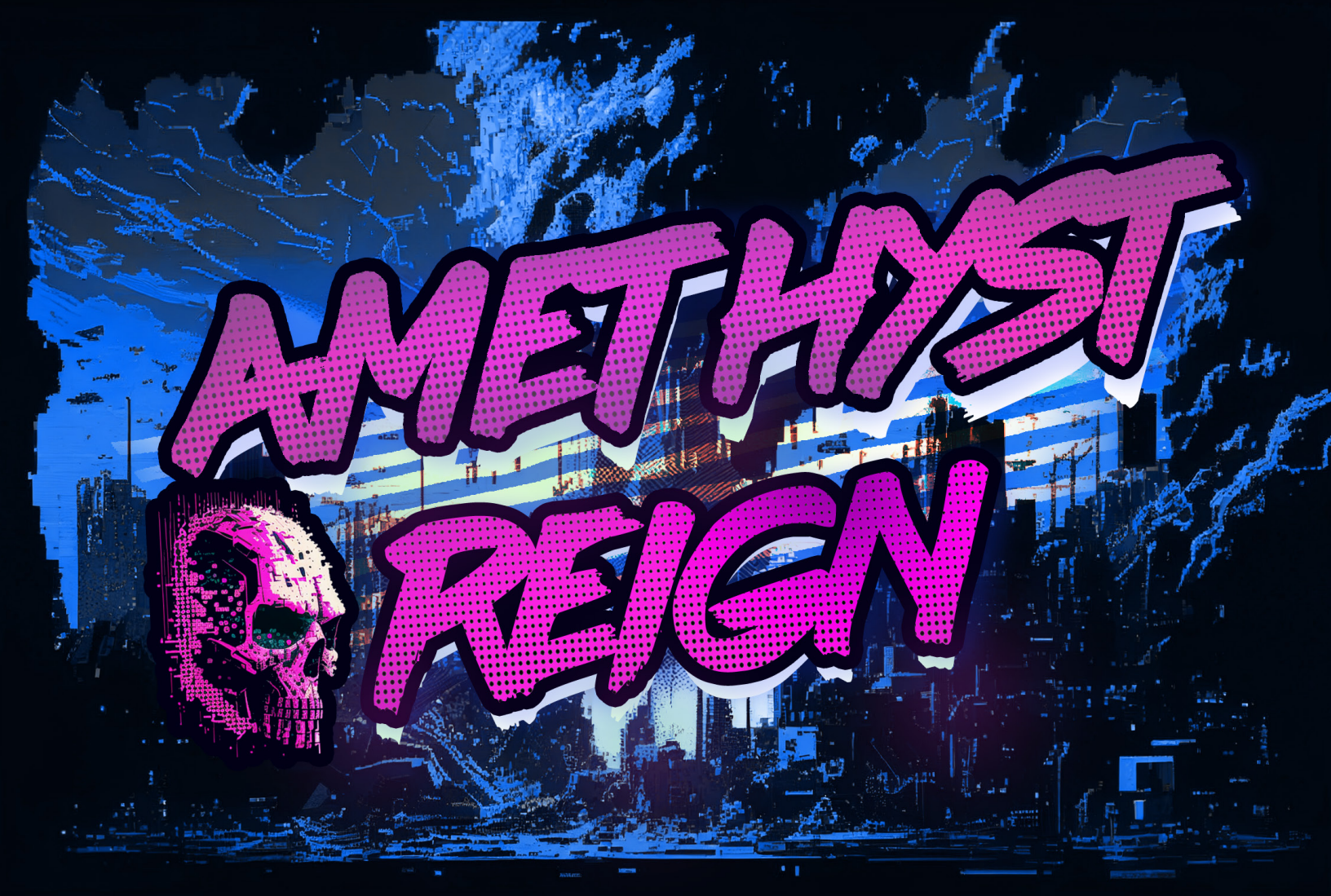




AMETHYST REIGN

ABOUT THE ADVENTURE

Amethyst Reign is a cyberpunk action adventure, where the PCs are asked to assassinate a famous musician in his secret recording studio, days after he gravely insulted a hot-tempered gang leader. Complicating their mission are violent competitors, betrayals, and corporate minions who have their own ulterior motives. This version of *Amethyst Reign* is for GURPS, but a CY-BORG RPG version is available on www.1shotadventures.com].

Amethyst Reign is best for 3-5 high-tech, low-life characters — ones who probably won't last more than a couple more years on the city's dangerous streets. In *GURPS*, this means ~150-point characters. The end of this adventure includes six pregenerated street-level characters so you can get started right away.

Key NPCs making their first appearance in the adventure are written in ALL-CAPS. Skill roll suggestions are in SMALL-CAPS. Sections marked with a 🌐 are side-quests not critical to the overall plot of the adventure. 🧠 indicates a plot for one of the pregenerated PCs.

ADVENTURE OVERVIEW

Amethyst Reign is set in an undetermined, near-future metropolis, where gargantuan gunmetal skyscrapers loom over a labyrinth of unending neon streets. The city is carved into corporate zones, with each one's only commonality is the brutal enforcement of their own policies... unless you're one of the corporate elites of the city, in which case you get to make up your own rules.

The adventure is set 24 hours before the legendary, industrial synth-pop musician Amethyst releases his new album, *Not Enough Grid*. The entire city is eagerly on edge — Amethyst, the “Savior of Synth-pop,” has been hyping this album for seven years, and even his most devoted fans wonder if he's really going to deliver this time. Throngs of people are gathering in the streets, staring up at the city's massive LCD screens, waiting for the new album that they hope will inspire a generation... much like Amethyst's first album, *Impetus*, did two decades ago.

While some non-believers whisper that Amethyst's unnatural ability comes from an experimental music chip

implanted in his brain, he's insisted for decades that his genius is entirely natural.

Meanwhile, as thousands begin to gather for their synth-pop rebaptism, a local low-level gang leader, Fickle Reefurb, is seething. A few weeks ago, his girlfriend of two years, siren singer Hannah Reign, just walked out on him after Amethyst showed up at a club, flashed her a smile, and offered her a ride in his brand new, Violaceous limousine.

Everyone in the zone knows you should *never* make Fickle Reefurb angry. He's well-known for his bad temper, hair trigger, and bloody, over-complicated revenge schemes. Now, he's sworn to kill Amethyst and get his girl back. Fickle is splurging to make this happen — offering up a generous 100k ebucks for whoever blows open the musician's skull and removes his one-of-a-kind music chip. He'll pay 50k more if the hit is so messy that it gets covered in the underground snuff film circuit.

However, there's a perverse twist going on with Fickle's seemingly-simple vendetta. Hannah Reign didn't just strut off with Amethyst on a lark, she and Fickle *planned* the whole thing. The two are so sure that Amethyst's genius comes from a one-of-a-kind music chip, they've paid ridiculous money on an experimental chip cloner. Hannah Reign went off with Amethyst to clone his chip, then once he's dead, reveal to the world that she's somehow inherited his same exquisite musical talent. And in a final secret twist of her own, she plans to come back pregnant with Amethyst's heir as well, claiming that the legendary musician gave her a final "gift" before he died... which will *surely* catapult her to stardom.

For the would-be assassins, killing a legendary singer like Amethyst is a complicated business. The musician lives in a high rise, high-security penthouse in the expensive part of the zone. Getting in, killing the musician, and escaping would be nearly impossible. However, the good news is that Fickle's contacts say Amethyst hasn't been there in weeks. This likely means he's shacking up with Hannah Reign somewhere off the grid, likely his legendary "Orbit Room," the secret recording studio where he composes and remixes the synth-pop music that drives the world's raves.

For the PCs to pull off Amethyst's assassination, they'll have to first find the location of this Orbit Room, which is known only to a handful of Amethyst's confidants who live with him in his penthouse. Infiltrating the penthouse will take a good, creative plan, and from there the PCs can investigate, threaten, or hack the information they need to know.

Once they've secured the location of the Orbit Room, the PCs discover that the site is actually a VTOL heli-jet pad. The heli-jet is programmed to take visitors to a high-altitude balloon pod — the Orbit Room itself — where the musician records his music.

The adventure concludes with the PCs confronting Hannah Reign and Amethyst in the Orbit Room. Who the real foe is depends on what the PCs have uncovered... is it the celebrity musician who "stole" Fickle Reefurb's girl, or is it Fickle Reefurb and Hannah Reign for fabricating the whole thing to steal his music chip?

THE ASPECT UNDERGROUND

"HEY, WHAT'S YOUR KANJI SAY?"

The PCs begin the adventure in the underground back room of the Aspect Underground, a gritty nightclub known for its dark layout, Rorschach-pattern floors, and electric-cabled dancing area. It's customary for patrons

FICKLE REEFURB
VENGEFUL GANG LEADER



ST	13	HP:	12
DX	13	Will:	13
IQ	12	Per:	11
HT	12	FP:	12

Basic Speed: 6.25
Move: 6
Dodge: 10

SM: 0
Punch: 1d+1 cr (Parry 11)

Traits: Appearance (Attractive); Combat Reflexes; Contacts (various criminal groups); Social Stigma (Criminal Record); Revenge happy; does his own tattoos; left eye twitches from failed eye surgery.

Cyberware: Metal Knuckles (Blunt Claws); Pain Dampening Neck Bolt (Bad Temper, High Pain Threshold; DR 2); Biomonitor.

Skills: Area Knowledge (The City)-12; Brawling-15; Guns-15; Intimidation-13; Leadership-12; Public Speaking-11; Sex Appeal-12; Stealth-12; Streetwise-13.

Gear: Jenjen Kikiblue Assault Vest (DR 12 vs. pi, cut); Centronica Machine Pistol (3d+1 pi+, Acc 2, Range 180/2000, RoF 10, Shots 30+1 (3), Bulk -2, Rcl 3).

to wear black hoodies emblazoned with glow tape that spells out nonsense kanji. “What’s your kanji say?” is the start of every conversation, hookup, and brawl at the Aspect Underground.

The basement of the club is reserved for Fickle Reefurb and his closest friends. The room is lined with black couches and smelling vaguely like sweat and tennis balls, and tonight holds a dozen street thugs and wannabe assassins — anyone who wanted to sign up for a chance to kill Amethyst in exchange for 100k ebucks.

Before Fickle Reefurb enters the room, the GM should give the PCs a few minutes to talk amongst themselves, using the **banter cards** in the handouts section. Afterwards, Fickle Reefurb struts into the room with his bodyguards. He’s recently tattooed his face with blue tears, representing his grief of losing his girl, Hannah Reign.

“Listen up, my fodder girls and fodder boys. I’m sure you’ve heard my story many times, but I’m gonna tell you again. Here I was, sitting upstairs in the Aspect Underground, minding my own business, me and Hannah Reign, my beautiful, perfect, glitter girl... when who walks in? Amethyst. Here I think, hey, we got ourselves a celebrity in my house tonight. So I buy him a drink. Not just any drink, but one of those Japanese whiskeys we keep on the top shelf, right? And what does HE do? Does he say thank you? Does he give me a little nod? Nope. He struts right up to my girl, stares her in the eye, and asks if she wants to take a ride in his brand new Violacious Limousine.

And my doll, my beautiful girl, Hannah, just smiles and walks out with him. Now, you all saw me go for my centronica. Was gonna gun him down right there. But rich boys like Amethyst have special security implants now, just turned my four-five right off on me. And I was left like a sucker, watching, as he strut off with my girl.

“Now you listen up real close. I’m not gonna let this rich singer savior boy embarrass me no more. I don’t care how famous he is, cause tonight, one of you is gonna gun him down for me... BEFORE HE RELEASES THIS &\$! NEW ALBUM. If you do this, I’ve got 100,000 ebucks for you. 50k more if you make it so bloody that it ends up on the snuff film circuit, get me? I can’t wait to see how this turns out.”*

The enthusiastic crowd of street assassins shout their support as Fickle breaks down into dramatic tears. Soon, Fickle Reefurb’s right-hand lieutenant, FRIK SHUN, takes over the briefing and tells everyone that Amethyst usually hangs out in his penthouse apartment in the Synagra Agriculture Tower. While it’s possible he’s still there, his

watcher brigade hasn’t seen him entering or exiting for over a week. It’s more likely he’s recording at his secret studio, the Orbit Room. No one knows where it is, except likely his closest friends or manager, ZOLA GENJI, who lives with him in the penthouse.

Frik Shun recommends starting at the penthouse to figure out where Amethyst is, and then opens the floor to questions:

- If asked about Hannah Reign, Fickle is very clear — *nothing* happens to Hannah. He still deeply loves her and wants to “talk it through” once Amethyst is dead.
- Frik Shun reminds everyone that Fickle needs photographic proof of Amethyst’s death, plus Amethyst’s music chip ripped from his skull, to claim any reward.
- Frik Shun hands out a pair of special glasses to anyone who wants them. With a flick of a switch, the glasses can stream encrypted footage to the illegal, underground snuffnet vid houses in the city. Rich folks pay big money to go there and see live street violence.

CHROMATICA DARLING
STREET ASSASSIN

ST	12	HP:	12
DX	13	Will:	12
IQ	12	Per:	12
HT	12	FP:	12

Basic Speed: 6.0 SM: 0
Move: 6 Punch: 1d+2 cr (Parry 10)
Dodge: 10 Kick: 1d+3 cr

Traits: Appearance (Beautiful); Contact (CFO Jian Jensen, Skill 15, 9 or less); Combat Reflexes; High Pain Threshold; Wealth (Comfortable); Still carries a flame for her ex; Talks super fast when excited; Dislikes Amethyst because he once assaulted her brother, leaving him with brain damage.

Cyberware: Biomonitor; Bionic Eyes (Telescopic Vision 1, Acute Vision 1, Dark Vision); Cable Jack; Chrome Skull Plate (DR 7); Steel Ulna (Striking ST+4).

Skills: Acrobatics-13; Area Knowledge (The City)-13; Climbing-13; Current Affairs (Business)-14; Diplomacy-10; Driving-12; Guns-15; Karate-13; Piloting-12; Savoir-Faire (High Society)-14; Stealth-13; Streetwise-13.

Gear: Finalcraft Assault Vest (DR 12 vs. pi, cut); Queen Louis Heavy Pistol (3d+2 pi+, Acc 2, Range 220/2500, RoF 3, Shots 8+1 (3), Bulk -3, Rcl 4); Brass Knuckles.

- If asked why Fickle Reefurb isn't doing the job himself, he gives two reasons. One, he just wants Hannah back, and never wants to see her with Amethyst again. Two, because everyone knows he has a beef with Amethyst, he needs to stay visible at the Aspect Underground, near people and cameras who can corroborate his whereabouts when Amethyst is killed.

A STREETWISE roll during the briefing observes that most of the folks here are no-name scum with little chance of pulling off this kind of job. However, one assassin is the real deal, a woman named CHROMATICA DARLING, so named after she had half her skull replaced with chrome after she took a bullet for her lover, the CFO of the massive Synagra Foods corporation. The relationship ended badly, and word on the street is that she's brutally targeting his new girlfriends (which isn't actually true).

GM's Note: Chromatica Darling can be used as both a potential friend and competitor to the PCs during this mission. Shortly after the briefing, she'll strike up a quick conversation with the PCs, explaining how she's happy to do this job for free. She insists he's a first class creeper, and his music is nothing more than AI-generated trash. Furthermore, Amethyst once broke her brother's jaw when he asked for an autograph after a performance. If the PCs can befriend her, she'll offer to help in an auxiliary capacity, spying and using her contacts to assist them along the way. If they annoy her, she'll show up at exactly the wrong time to ruin their plans, likely at the Baneblade building at the end of the adventure.

🌐 EARLY COMPETITORS

After the kickoff at the Aspect Underground winds down, most of the would-be killers head out into the night streets, determined to find the location of the Orbit Room without actually breaking and entering Amethyst's well-guarded penthouse. This is seen as too daunting a task for most of these hacks.

As the PCs leave the club, they're soon intercepted by three thugs on hot new Kawanagi glidebikes. A STREETWISE, CURRENT AFFAIRS, or similar roll identifies them as the BROTHERS FOUR, ruthless hoodlums known for their "avant-garde" filming of grotesque kills on the snuff vid circuit. (The fourth brother died a year ago, eviscerated when he fell off a monorail trying to get the "ultimate kill shot," as later immortalized in the record-breaking holostream, *The Killing S-Train*.)

BROTHERS FOUR
SNUFFNET GANG



ST	12	HP	12
DX	12	Will	11
IQ	11	Per	12
HT	11	FP	11

Basic Speed: 5.75
 Move: 5
 Dodge: 9

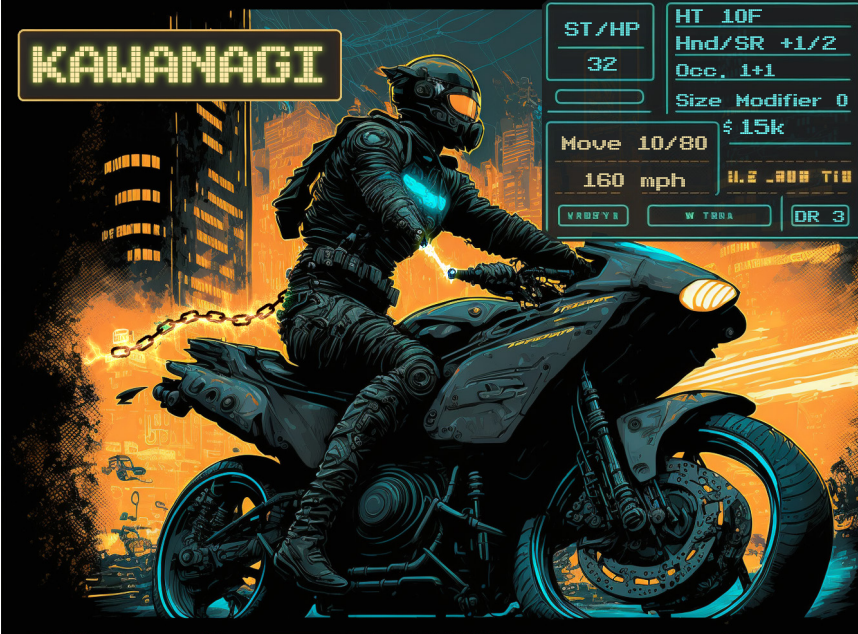
SM: 0
 Punch: 1d+1 cr (Parry 10)
 Chain: 1d+5 cr (Parry 10U)

Traits: Appearance (Unattractive); Bloodlust; Bully; Callous; Combat Reflexes; Compulsive Behavior (Filming Everything); High Pain Threshold; Social Stigma (Criminal Record).

Cyberware: Bionic Arm (Arm ST+4, Blunt Claws, Drivers Reflexes 1); Cable Jack; Implant Radio; Implant Video Camera w/FX Suite.

Skills: Area Knowledge (The City)-12; Brawling-13; Current Affairs (People)-11; Driving-14; Flail-12; Guns-13; Interrogation-10; Intimidation-11; Knife-13; Performance-11; Photography-12; Shadowing-12; Stealth-11; Streetwise-12.

Gear: Suzie Tactical Jacket (DR 7); Ito-San 10mm Pistol (3d pit, Acc 2, Range 180/2000, RoF 3, Shots 20+1 (3), Bulk -3, Rcl 3); Spark Chain (1d+5 (2) cr surge, Parry 10U, Reach 1, 6 lbs.); Infrared Goggles; Small Fine Knife; Motorcycle Helmet (DR 6, 9 vs. cr)



KAWANAGI

ST/HP	HT 10F
32	Hnd/SR +1/2
	Occ. 1+1
	Size Modifier 0
Move 10/80	\$ 15k
160 mph	U.S. RUN TID
YARDY	W TADA
	DR 3

The Brothers see this high-profile Amethyst assassination as a ticket into the big leagues of reality vids. However, running late to Fickle's kickoff event, they are short on details. So the three goons demand details on the job from the PCs — Amethyst's likely location, what the reward is, inside intel on the job, et cetera.

The Brothers Four are obnoxious, ill-prepared for any mission that requires nuance, and not easily deterred from getting an edge on this job. If the PCs refuse to help them, they'll resort to insults — "You're a basic CX40" is a favorite — and then threats that involve horribly killing them and streaming it to the snuffnet.

The Brothers Four, however, are unlikely to start a fight they can't win. If provoked into violence, they'll flee a few turns after gunfire breaks out. Then, any surviving Brothers will shadow the PCs and try to hack the PCs video equipment to steal their video feeds. See p.9 for details on this attempt.

GM's Note: If the PCs manage to commandeer one of the Brothers' new glidebikes, they'll need to make an ELECTRONICS OPERATION (SECURITY), CRYPTOGRAPHY, or COMPUTER HACKING roll vs. the bike's CRYPTOGRAPHY-14 security measures to rekey a bike to someone else. Otherwise, they'll have to use a contact or professional to gain access.

 One of the pregenerated PCs, Complex Ego, has a history with the brothers. She was actually hired to murder the fourth brother, King Rattler, killing him with a sniper rifle while making it look like an accident. The gang was recently tipped off that she was the one who killed their brother.

SYNAGRA TOWER

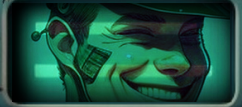
"OUR AI THINKS ABOUT FOOD ALL THE TIME... SO YOU DON'T HAVE TO!"

To find the location of Amethyst's Orbit Room, the PCs will need to investigate his penthouse residence inside the 37-story Synagra Tower, a luxurious skyscraper that celebrates the monopoly of Synagra Foods over most of the eastern seaboard. The building is known for its emerald-hued windows, which somehow gleam brighter than the neon lights that adorn its walls.

A good investigation, RESEARCH, or appropriate CURRENT AFFAIRS roll reveals a few key facts about the tower and where Amethyst lives:

- Amethyst owns a penthouse located on the top two floors of the building.

SYNAGRA SECURITY
CORPORATE DRONES



ST	12	HP	12
DX	12	Will	11
IQ	11	Per	11
HT	12	FP	12

Basic Speed: 6.0

Move: 6

Dodge: 9

SM: 0

Punch: 1d+1 cr (Parry 10)

Chain: 1d+5 cr (Parry 10U)

Traits: Status 1 (Synagra Employee), various others.

Cyberware: Auditory Implant (Acute Hearing 2; Parabolic Hearing 1; Accessory (Radio, Biomonitor); Adrenaline Catalyst (High Pain Threshold; Hard to Subdue 1).

Skills: Computer Operation-11; Electronics Operation-11; Fast-Draw-13; Guns-13; Search-12; Shortsword-12.

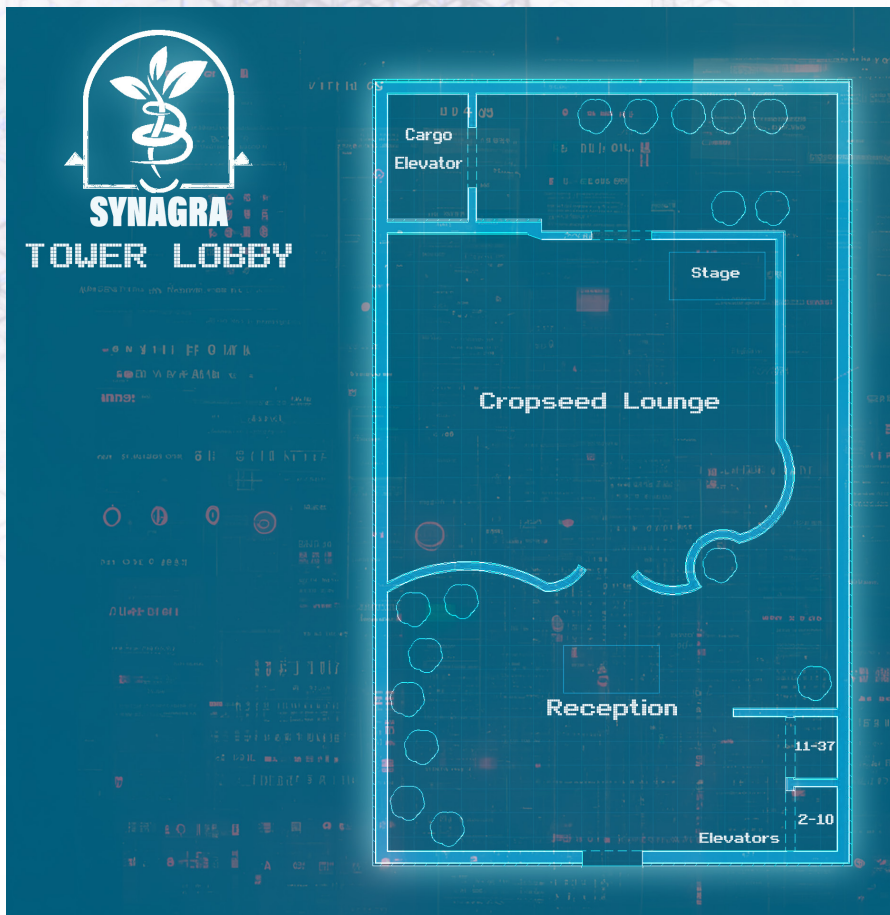
Gear: CorpTech Security Vest (DR 8 vs. pi cut, DR 2); CorpTech Medium Pistol (2d+2 pi, Acc 2, Range 150/1900, RoF 3, Shots 30+1 [3], Bulk -2, Rcl 2); Security Baton (1d+2 cr, Reach 1).

Notes: Kom Badger, the big, elite security agent, has a carbon-steel skeleton, which gives him ST 15, DR 4, and Hard to Kill 2. He does 2d+1 cr damage with his baton.

- Three people live with Amethyst: his manager, ZOLA GENJI; his butler, SWADE GEOFFREY; his muse and bodyguard, LECIA FEELS. It's likely these three know the location of the Orbit Room.
- The top ten floors of the tower are Synagra offices, the upper floors are luxury condominiums.
- Synagra takes security seriously. It hires smart employees and trains them to protect the tower's employees and occupants. If a RESEARCH roll is made by 3 or more, it's discovered that the security have expensive parabolic hearing implants, allowing them to monitor conversations from very, very far away.

THE TOWER LOBBY

The lobby of the Synagra Tower looks like a cavernous hotel lobby. To pay homage to the agricultural giant that built the tower, it's decorated with hundreds of varieties of rare plants and crops — all woven from the highest-tech plastics to realistic-perfection. Well-produced commercials for the agricultural giant play on massive screens all around the place.

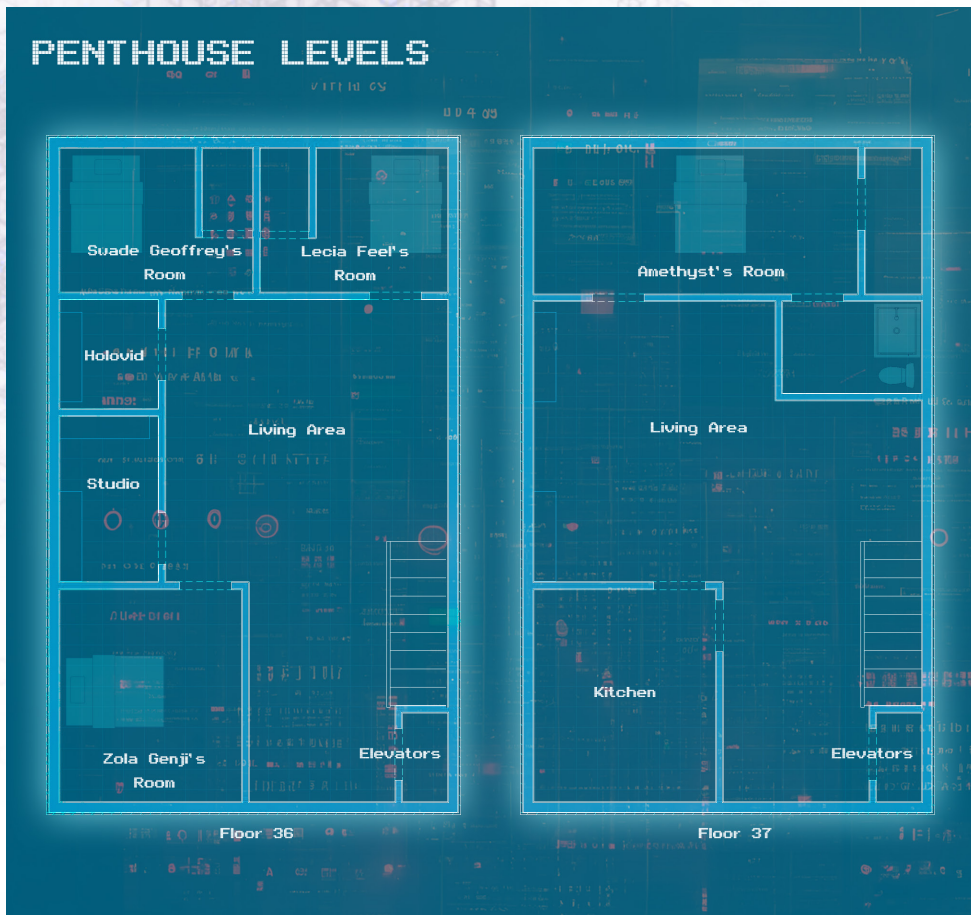


An upscale lounge, the Cropseed, is in the middle of the lobby. It's usually half-occupied by bored Synagra execs who don't want to go home to their tiresome partners. A jazzy middle-aged singer, COZANDRA SVELTE, with a, expensive vocal implant is singing in a sultry, color-changing sequined get-up. Cozandra is friendly and flirty. If the PC's make successful conversation with her, she admits to once having a fling with Amethyst after he joined her for an impromptu song in the lounge. If the PCs impress her or win her trust, likely through social skills like FAST-TALK or SEX APPEAL, she'll also share that she is fairly confident that Amethyst has a music chip in his brain, as she saw a scar on the back of his head that night in bed, and when she asked him about it, he sheepishly said it was something no one should know about.

Two lifts near the entrance can take visitors to the Synagra offices on the first ten floors or the apartments and penthouses on the upper floors. To function, the elevators require a special pass issued by an information desk, which is occupied by a very strict attendant and several attentive security guards.

To gain a pass, PCs must use some cleverness or deception. Some examples:

- The savvy, snarky Synagra receptionist, KILEY VENNA, can't be easily fast-talked into letting anyone into the building that doesn't have all the required credentials. However, any good research into Kiley's background discovers that they are blackmailing one of Synagra's vice presidents, after discovering that she is using a Synagra greenhouse to create *Rainbow Acidall*, an extremely addictive and illegal drug. If Kiley's secret was discovered, it would have grave consequences. They'd likely be fired and killed in an "accident." With this information, the PCs can blackmail their way into a penthouse pass!
- Venna can be blackmailed to giving out a pass to the penthouse as Gaining a business pass typically requires an invite from a Synagra executive. This can be forged with a success COMPUTER HACKING or similar roll made from jacking into the building (a port is near the stage at the bar, in an area reserved for Synagra executives). This pass gets PCs into the first ten levels. From there, getting to the penthouse requires hacking a smaller elevator on floor 10 with a successful Computer HACKING or CRYPTOGRAPHY roll vs. the building's skill-15 security measures. If the PCs have befriended Chromatica Darling from earlier in the adventure, she can potentially get an invite through her ex-boyfriend, the CFO of Synagra.
- Gaining direct access to Amethyst's penthouse requires someone be on his guest list, which includes Amethyst's various celebrity friends, close cousins, or recent girlfriends. In addition to needing a great disguise, PCs would also have to talk to Swade Geoffrey, Amethyst's butler, for a few minutes over video, since he's in charge of letting guests up (or, if Swade is gone, Amethyst's bodyguard Lecia Feels takes over this job).
- A cargo elevator in the back of the lobby can access all floors, but the elevator can only be operated by one of six authorized vendors; otherwise, PCs need a special pass. Also, an older and especially stubborn and loyal guard, KOM BADGER, escorts anyone using this elevator to wherever their final destination is. They've just had *too* many fans try to use the cargo elevator to sneak into the celebrity apartments here.
- The elevators *can* be hacked, but they are highly secure and require the PCs to infiltrate the guarded parking garage below the building, jack into the elevator port from their, and succeed a COMPUTER HACKING roll against the security's skill 16.



FINDING THE ORBIT ROOM

Here in the penthouse, the PCs can discover that the Orbit Room, Amethyst's secret recording studio, is accessible from roof of the Jonn F. Baneblade building in the Finance District. It's located several miles from the PCs' current location in Synagra Tower. There are three main ways to find this information out:

- Each of the three occupants of the penthouse know the location of the Orbit Room, as well as the entry code to use once there ("4M37HY57"). See below for ways that they can be convinced to give up the information.

- Computer terminals are located in each of the four bedrooms, as well as the studio. A COMPUTER HACKING roll can bypass security (treat as skill 15) and find the location of the Orbit Room, its entry code ("4M37HY57") along with confirmation that Amethyst is currently there. However, anything but a perfect hack will result in Synagra security being alerted to

the break-in. Security will immediately dispatch several security guards to the penthouse to investigate.

- A search of Amethyst's room finds a framed lease of a helipad mounted in the closet. It shows that it's located on the roof of the Jonn F. Baneblade building. The lease is signed by the CFO of the Baneblade fin-tech company — "To orbit and beyond!" (see [Handout A](#)).

AMETHYST'S PENTHOUSE

"IT'S WHERE THE MAGIC HAPPENS RIGHT BEFORE THE MAGIC HAPPENS."

Amethyst's luxurious penthouse is decorated in the style of neon brutalism. Sharp edges, bold lighting, and uncomfortable, sharp-edged furniture is the hallmark of the place. The low hum of his music is ever-present in the place.

The penthouse is spread across two floors. Amethyst himself spends most of the time on the top, 37th floor, where his elaborate bedroom and living area are, both decorated with glow-glass replicas of all of his awards on the walls and on pedestals in each of the rooms. Today, of course, Amethyst is not present — he's holed up in the Orbit Room with Hannah Reign.

The 36th floor is usually where Amethyst's staff and three closest friends live. Zola Genji is usually holed up in her bedroom working. Licia Feels can usually be found watching holovids or composing her own music in the small studio. Amethyst's butler, Swade Geoffrey is a busybody, and can usually be found moving between floors, tidying up, taking messages, or on secretive calls with his various girlfriends and boyfriends.

MALICIOUS SIGNS

Any investigation on Amethyst's network, especially if a COMPUTER HACKING attempt is made, reveals that the network is littered with evidence of wrongdoing. First, there's a hidden executable named ChipCopy. A CRYPTOGRAPHY roll can crack the encryption and discover that it's a very expensive custom program designed to copy the proprietary code on Amethyst's one-of-a-kind AI music chip. A COMPUTER PROGRAMMING roll identifies that it is designed to copy the chip whenever Amethyst's biomonitor connects to the network, which seems to happen every few minutes. However, the local network CPU in the penthouse is not fast enough or sophisticated enough to do the job; it's just too slow, and a log file shows that it fails when it hits the countermeasures installed on the chip. Basically, the program will work, but needs to work from a higher-speed, more cutting-edge network.

Second, the PCs will find dozens of poorly hidden executables that have a basic AI program that is trying to write original Amethyst music using the stems from other, older recordings that are on the network. Any CRYPTOGRAPHY+2 roll can crack the amateurish password on the AI programs (“Feels1234”). The PCs will likely deduce that Lecia Feels, Amethyst’s muse and bodyguard, is trying to copy Amethyst’s music, but her programs are nowhere near the level of sophistication to pull off the stunt. This information is useful in the event the PCs try to get information from Lecia Feels on the location of the Orbit Room (see below).

AN EARLY COPY OF NOT ENOUGH GRID

Hidden in the penthouse is the long-awaited album cover for *Not Enough Grid* (see [Handout B](#)), as well as one song, “Splurge the Climax.” The PCs will find this if they hack into Amethyst’s local network and are specifically looking, or if they investigate the computers in the recording studio here with a simple COMPUTER OPERATION roll.

Although the new album is only hours from getting released, the PCs can make a quick buck by releasing Amethyst’s material early... at the cost of making some big enemies at Amethyst’s record label!

AMETHYST’S COMPANIONS

All three of Amethyst’s friends know that his Orbit Room is accessible via the roof of the Jonn F. Baneblade building in the Finance District. However, none will readily reveal it without an opportunity for discretion, coupled with good roleplaying or social skill use. The PCs have to get one of them alone, build a rapport, and then try to pry the secret location from them (stats for these three are on p.15):

Zola Genji (Manager) — Zola is Amethyst’s longtime manager. She’s also an *exceptional* engineer; she designed the AI customizations for the Amethyst’s one-of-a-kind music chip that helps him create the world’s best tech-industrial synth-pop. Lately, however, she’s been frustrated with Amethyst. He’s running late on delivering his latest music, distracted while on a quest find a new muse, the “muse of his century” as he calls it. Zola Genji is taking heat from the music label, Defunct Records, for Amethyst’s tardiness. She’s even gotten some death threats from some men on the board of the company, who are insisting they can find someone else to do her job. As a result, she’s been holed up in Amethyst’s apartment, begging him to start recording again, and she’s not leaving until the final song drops.

Convincing Her: If Zola thinks Amethyst is in danger, and the PCs are authentically here to help, she’ll give them



the location of the Orbit Room. She’s also not a fan of Hannah Reign, and thinks that she’s too “low-brow” for Amethyst, so she’ll readily believe troublesome stories about her.

Swade Geoffrey (Butler) — Old Swade is Amethyst’s trusted man servant, accountant, and wingman. With his rugged good looks and giant mustache, Swade is quite the ladies man himself. Swade is also the only one of Amethyst’s close friends who leaves the penthouse regularly. Every day, at 9 pm, he goes down the back elevator, leaves through an alley, and takes a car to visit one of his many boyfriends or girlfriends. He always returns promptly by 11pm. However, although Swade is more easily accessible than the other residents, he is deeply loyal to Amethyst.

Convincing Him: Swade will never willingly give up the location of the Orbit Room, without some kind of drugs, torture, or threat to one of his admirers. However, if he’s threatened convincingly, he’ll feign cowardice and instead give out a false location — a warehouse in a bad part of town that is infested with a mutant gang of Surgeon Rats (see Extending the Adventure).

Lecia Feels (Original Muse and Bodyguard) — Lecia is Amethyst’s long-time confidant, muse, and ever since she won last year’s MMTA fighting championship, unpaid bodyguard. She’s not the jealous type, however, and doesn’t care that Amethyst is off with Hannah Reign. “Amethyst always comes back to me,” is Lecia’s motto. In the meantime, she’s happy to hang out in his penthouse, playing the latest expansion to *Galatrol*, the world’s most popular sci-fi multiplayer game.

Convincing Her: Lecia has wracked up a lot of gambling debt in the el-sports circuit, and needs money fast. She's been secretly trying to use AI to create "original" Amethyst's music from the stems of his unfinished recordings. She's hoping she can sell the fake songs under the guise of being a song Amethyst left on the cutting room floor. However, she's sloppy, and evidence of her attempts are all over the place's computers. If she's confronted about this, she'll get scared and give up his location in exchange for wiping all evidence of her attempts. She will also admit that an elite hacker named S8GAN tried selling her a ridiculously expensive experimental chip copier to compose *truly* original music, but she couldn't afford it, and he sold it to someone else.

S8GAN

If the PCs go down the rabbit hole to try to find this S8GAN guy, they'll have to use underworld contacts to do so; S8GAN is an elite hacker that is almost impossible to find on a regular basis. If the PCs contact him electronically, all he'll confirm is that he sold the chip copier a couple of weeks ago. He won't identify the buyer without being bribed a lot of money, in which case he'll identify the buyer as Fickle Reefurb, which will likely cue the players that there's a con in play here tonight. GMs who want to extend the adventure can allow the PCs to track down S8GAN in person; he lives in a secret flat above a warehouse in the bad part of town (see *Extending the Adventure* for ideas on how to handle this location).

IF ALL ELSE FAILS

Infiltration jobs can go poorly. If the PCs utterly botch breaking into Amethyst's penthouse to get the information they need, there is another way to find out the location of the Orbit Room. The empty penthouse on floor 35 was originally going to be part of Amethyst's residence, but at the last minute he decided he didn't need it. As a result, the computer terminals there are still linked to the ones on his floors. A **COMPUTER HACKING** roll from that location can access the information about the Orbit Room.

THE BANEBLADE BUILDING

"THE BEST INVESTMENT YOU'LL NEVER HEAR ABOUT."

The Jonn F. Baneblade is located in the heart of the city's financial district. The towers here are monolithic structures of steel and glass, reaching towards the sky like skeletal fingers. The windows of the Baneblade building are dark, reflecting the gloomy cityscape and the ever-present rain that falls from the smoggy sky.



Like most of the financial buildings in this zone, it is bustling with suited bankers, finance czars, and high-speed trading wizards during the day. At night, however, the place is a ghost town, with only security staff guarding the lobby and patrolling the building.

Getting up to the helipad is straightforward; the guards rarely question anyone with a good story of using the express elevator that goes directly to the pad. Not only does Amethyst and his staff use this elevator, but so do dozens of bank executives, every hour and throughout the night. (Besides, the security staff know that the helipad is guarded by something far more sophisticated and dangerous than themselves.)

THE BROTHERS FOUR RETURN

At some point during the encounter at the Baneblade building, the criminal Brothers Four may return again. (If the PCs already disposed of them, they can easily be replaced by another competitive gang from the first encounter at the Aspect Underground.) First, they'll try hacking the PC's video feed as they enter the building, hanging out in the shadows of a nearby alley across the way. Treat their device as a skill-14 Computer Hacking attempt against each of the PC device's security of skill-15; this hack will essentially let the Brothers steal any footage that the PCs record, perhaps beating them to Fickle Refurb's reward for killing Amethyst.

If the video hack attempt fails, or the PCs detect it, the Brothers try following the PCs up to the rooftop to violently stop them from finding the Orbit Roof first. Their clumsy attempt at an ambush will no doubt alert Baneblade security that their building is under attack. (Use the statistics for Synagra Security, but financial security is more serious — the guards use CorpTech Rifles (6d+1 pi, Acc 4, Range 750/4200, RoF 3, Shots 10+1 (3), Bulk -5, Rcl 2).

THE HELI-JET PADS

The top of the Baneblade building has two working heli-jet pads; one is used by Baneblade bank executives, the other is exclusively reserved for Amethyst's use only.

The bank's pad usually has a small, luxury VTOL craft standing by, waiting for some finance vice president who needs it to either do business, or embark on a personal affair that requires speed, luxury, and discretion. Two well-paid BANEBLADE PILOTS stand by near this aircraft, not easily bribed or blackmailed.

Amethyst's pad does not have an aircraft on it. However, there is a custom control pad nearby that can summon an autonomous VTOL if a special code is entered ("4M37HY57"). This takes a few minutes, after which the VTOL lands, and can take up to six passengers through the dark clouds and to the Orbit Room.

GM's Note: The pad's code must be obtained either from Amethyst's penthouse, hacking this terminal with a Com-

PUTER HACKING-2 roll, or by carefully studying the smudged fingerprints on the terminal and making a PERCEPTION-3 roll to figure out the combination. One of the Baneblade pilots also knows the code — because once a very drunk Amethyst told him the code while awaiting his shuttle.

Once the code is punched in, an autonomous, purple and gold VTOL appears from high in the clouds and lands on the heli-jet pad. Without serious hacking, it is programmed to only go to one location — the Orbit Room, Amethyst's secret recording studio located in low earth orbit.

AES-40L

The rooftop, however, is guarded by one of Jonn F. Baneblade's prized possessions — the AES-40L, an ultra-expensive Autonomous Enforcement Sentinel, a two-legged, armed metal monstrosity with full authorization to gun down trespassers or anyone else who damages Baneblade property.

AES-40L patrols the rooftop helipads in a predictable pattern. It will cease its patrol when anyone new appears at the helipad rooftop; it is programmed to scan any non-Baneblade employee that walks on to the roof, and permanently store their biometrics in company records. (And privacy be damned, anyone scanned will immediately start receiving aggressive Baneblade banking spam within seconds...)

If AES-40L detects an unusual loud noise, detects damage being done to the property, or is summoned by voices, it will go on yellow alert and aggressively investigate the scene. It will also investigate if the wrong code is entered into the Amethyst's helipad control panel three times in a row.

AES-40L will go into red alert — i.e., full-on murder mode — if it is attacked, detects gunshots or obvious violence, or serious damage is done to the building. For various reasons only known to the Baneblade executives, all of AES-40L's safety protocols have been deactivated. Once into red alert, it is a bloodthirsty killing machine that cannot tell the difference between friend or foe.

THE ORBIT ROOM

"EARTH'S ALREADY CREATED PLENTY OF MUSIC... SO I'VE DECIDED TO CREATE MUSIC SOMEPLACE ELSE..." -AMETHYST

The heli-jet ride to the Orbit Room takes about an hour. The VTOL's obscene speed coupled with the ominous storm clouds above the city cause horrible turbulence that will make the PCs wonder if the heli-jet can even make it to its

AES-40L
ENFORCEMENT SENTINEL



ST	30	HP:	30
DX	10	Will:	10
IQ	8	Per:	11
HT	12	FP:	12

Basic Speed: 5.5

SM: +2

Move: 4

Punch: 3d+2 cr (Parry 9)

Dodge: 8

Traits: DR 150; Bloodlust; Artificial Intelligence; Machine.

Skills: Brawling-12; Gunner-12.

Gear: 7mm Fenris Minigun (6d pi, Acc 4, Range 700/4000, RoF 100, Shots 400(5), Bulk -7, Rcl 2).

Notes: AES-40L has a *lot* of bugs. Once in red alert mode, it wantonly targets any moving thing, regardless of whether it is friend or foe. It never aims, just spraying its minigun at any target in sight. Eventually, after 3d seconds of this out of control behavior, a remote operator will detect the malfunction and reboot the robot. This takes a couple of minutes, after which it will resume its berserk behavior.

destination. PCs must make a HT roll or become nauseous during the flight, suffering -2 to all attribute and skill rolls, and -1 to active defenses for an hour after the flight.

The Orbit Room is a spherical structure somehow suspended in low-Earth orbit, 800 miles above the surface. It is a marvel of technology, and even the most engineering-savvy observers will not understand how it stays afloat at this point in orbit. However, multiple cylinders emblazoned with the “Gammatrox Rex Industries” logo — the pet R&D company of a bored celebrity billionaire — highlights how Amethyst’s success allowed him to afford *very* cutting edge technology.

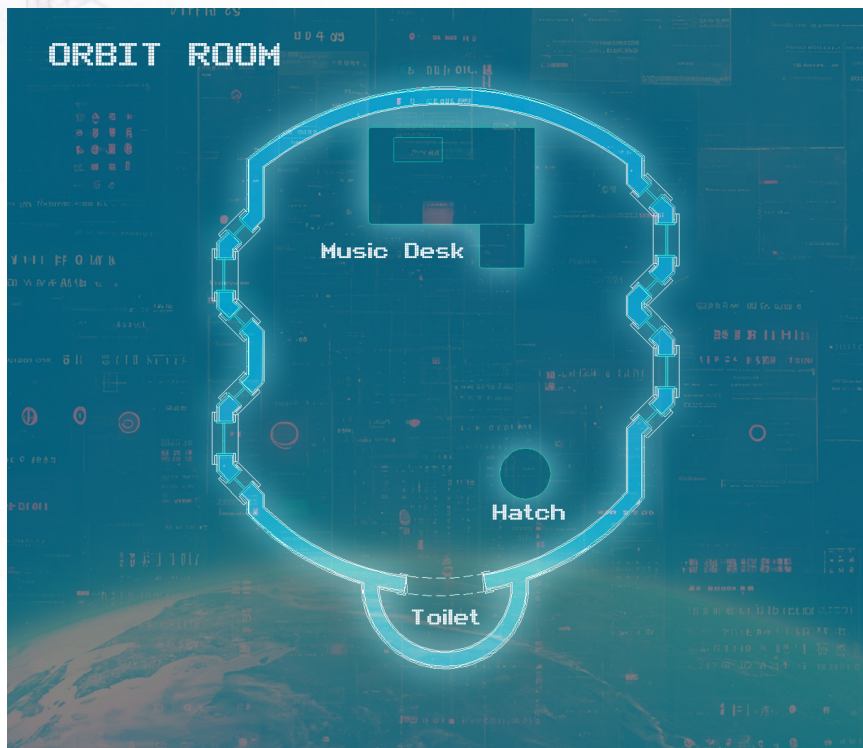
The heli-jet cannot land *on* the Orbit Room. Instead, it hovers underneath the sphere and automatically opens a ceiling hatch, so that passengers can climb up a short utility ladder, directly into the famous studio.

As the PCs enter Amethyst’s music studio, they’ll be stunned by the view, which provides a panoramic vista of the Earth from above. The walls and ceiling of the studio are made of gleaming silver metal, and the floors are black and shiny. In the center of the studio is a large, circular console covered in a multitude of buttons, knobs, and screens, which Amethyst uses to control his music. Surrounding the console are various high-end synthesizers, samplers, and drum machines, all of which are connected to the central console. Fluorescent blue lights line the walls, and neon strips of light run along the edges of the ceiling, pulsing in time with the music.

One corner of the studio is dominated by a holographic projection system. Projections of lithe bodies dance and sway erotically mid air.

The PCs will immediately notice AMETHYST, his lithe body unconscious and draped over a console. A hypodermic needle juts from his neck at an awkward angle. He’s alive, but has been drugged into a medical coma, so that his bio-monitor can be better hacked. A cable goes from his skull to a portable computer sitting on a nearby desk, which is in turn hooked up to the powerful, cutting-edge CPUs in the Orbit Room.

HANNAH REIGN operates the computer, slowly copying the data Amethyst’s prized music chip. She’s wearing bulky headphones blasting music, so it’s unlikely she’ll hear the PCs climbing into the Orbit Room if they are



quiet (but GM’s should still allow a PERCEPTION-3 roll for her to spot them!). The PCs may also spot her machine pistol within reach on the desk.

THE FINALE

The finale of the adventure can play out in different ways. The outcome changes dramatically if the PCs realize that Hannah Reign is cloning Amethyst’s music chip, either because of talking to Lecia Feels in Amethyst’s penthouse, who knows that there’s a chip cloner on the market, or because they have the expertise to realize in the moment what Hannah Feels is doing. Of course, if confronted, Hannah Reign denies everything — she’ll just explain how she and Amethyst were doing skeletal muscle relaxants to help him relax before his big release, and she’s just helping him organize his files before he wakes up.

If a PC can get access to Hannah Reign’s computer, a COMPUTER OPERATIONS roll identifies the laptop as a custom job designed to break tough encryption schemes and hack chips... as long as its supplemented by a high-speed network, like is installed in the Orbit Room. If the roll is made by 4 or more, or a COMPUTER HACKING attempt is made, then PCs see that it is a ludicrously expensive computer made by the elite hacker SGBAN, and designed specifically to hack only a handful of custom music chips available in the world.

If the PC’s confront Hannah with evidence about her actions, she’ll immediately blame Fickle Reefurb, saying that he funded the equipment just to clone Amethyst’s chip

and then put a hit out on him. She'll lie that Fickle always wanted to be a music star. She'll beg the PCs to let her go, on the promise that she'll stop the copy and give the authorities anything they want.

If the PCs threaten her, she'll try to maneuver herself towards the ladder that leads down to the heli-jet, then use her machine pistol to wantonly spray the windows and operating consoles.

ORBITAL MALFUNCTION

Gammatrix Rex's experimental, orbital technology hasn't been designed to withstand a hail of bullets. Any large spray of firepower has a good chance of causing the Orbit Room to malfunction and begin to plummet towards the ground. Each spray of gunfire (10+ damage) has a chance of causing the room's antigrav to fail; roll 3d, on a 16+ there's a catastrophe. 20+ points of damage cause a catastrophe on a roll of 12+. A catastrophe has an equal chance of causing the following issues (roll 1 die):

1-2: Windows cracked! Spider web cracks appear in the windows of the Orbit Room. Within 2d6 turns, one window bursts open, sucking the air out of the station. Anyone within 2 yards of the window is sucked out to a horrible death. Everyone else can make a ST-2 roll to grab on to something, and then an additional ST roll each turn to claw their way to the ladder back to the VTOL.

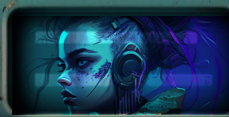
3-4: Fire! A console bursts into flames, quickly sucking the oxygen out of the room. PCs must hold their breath. After HT turns of heavy exertion, PCs lose 1 FP per second. At 0 FP, they must make a Will roll every second or fall unconscious and likely die.

5-6: Antigrav Failure. The fragile antigrav units have suffered serious damage. The entire Orbit Room lurches 45 degrees. Everyone must make a ST or DX roll to stay on their feet, or take 1d-1 cr damage from a fall. Then, moments later, the entire thing starts to fall through orbit. The PCs can crawl one yard at a time by making a ST or DX roll. If the PCs don't get to the VTOL within 2d6 seconds, it disconnects violently, leaving everyone left inside to hopelessly plummet to the ground.

AMETHYST AND NOT ENOUGH GRID

Amethyst has been knocked out by a standard nervous system depressant. He can be woken up with a FIRST AID -1 roll, although anyone who succeeds a PHARMACY roll to identify the drug rolls at +5. Otherwise, he will wake up in about an hour.

HANNAH REIGN



ST 11

DX 12

IQ 12

HT 12

HP: 11

Will: 12

Per: 12

FP: 12

Basic Speed: 6.0 SM: 0

Move: 6 Punch: 1d-1 cr (Parry 9)

Dodge: 9

Traits: Appearance (Beautiful); Compulsive Carousing; Compulsive Lying; Fit; High Pain Threshold; Voice. Has a hard time hearing in loud places; No loyalty for anyone.

Skills: Acting-12; Computer Hacking-9; Computer Operation-12; Connoisseur (Music)-13; Gun (Pistol)-14; Gun (SMG)-13; Karate-12; Musical Composition-10; Sex Appeal-13; Singing-15.

Gear: Seiyru Machine Pistol (3d-1 pi, Range 170/1900, RoF 10, Shots 25(3), Bulk -4, Rcl 2, 7 lbs). Ear Wyrms Deluxe Headphones.

Amethyst awakens dazed, though fully aware that his new muse, Hannah Reign, was attempting to copy the secret music chip in his brain

Shockingly, however, a distraught Amethyst reveals to the PCs that he *never knew* that he had a music chip. He authentically believed that his genius talent was natural. Suddenly, he recalls that years ago, his manager Zola Genji insisted that he get treated for a concussion after a minor stage accident. He thought he was fine, but she insisted on a small procedure. The doctors treated him, and he awoke from the procedure unnaturally inspired. Pulling an ultra-fine razor knife from his pocket, the artist insists the PCs remove the chip before he returns to Earth (something that would require a Surgery roll!). If the PCs refuse, the crazed artist rushes the music station in the Orbit Room and tries deleting all work associated with his new album. "I didn't make this! I didn't make this!" he screams angrily as he tries deleting everything he crafted over the years.

THE CONCLUSION

"WE HAVE NO FUTURE BECAUSE OUR PRESENT IS TOO VOLATILE." -WILLIAM GIBSON

The adventure concludes with the fate of Amethyst and Hannah Reign decided. The PCs may decide to continue with their original mission, kill Amethyst, and broadcast his death on the snuffnet. This will earn them an easy 150,000 ebucks, although if they are revealed as his killers, they will be wanted by the authorities for years to come. If they kill him after he releases his final cut of *Not Enough Grid* to the record label for release (24 hours after the adventure begins), Fickle Reefurb pays half the bounty.

Or, they may decide to unite with the musician, either helping him remove the chip from his head and destroying *Not Enough Grid*, or convincing him that the world needs his music, and to celebrate the release with him, broadcasting his legendary synth-pop live from the Orbit Room.

Finally, the PCs will have to decide what to do with Hannah Reign, and her boyfriend Fickle Reefurb. Amethyst will feel betrayed by the girl, but be unwilling to kill her outright. He's less generous about Fickle Reefurb, and will contact his patrons to make sure that the gangster is dealt with. Or, he could send the PCs on a reverse assassination mission, which could make for a sequel to this adventure.

REWARDS

For successfully completing this adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying. It is also likely that success in this mission will result in a positive Reputation, either with the criminal underworld, or with Amethyst and his fans. Great success may also earn PCs appropriate Patrons, Contacts, or Enemies.

EXTENDING THE ADVENTURE

OR, EVERY CITY HAS ITS RATS

Far in the outskirts of the city is an old industrial zone, long abandoned after its corporate owner was sued into oblivion by its own shareholders. The corporation Overload Medical, was found to be experimenting with illegal DNA manipulation equipment sourced by nefarious black markets located in Asian warlord-held territories.

In this rotting zone is a lone warehouse built in the old style of corrugated steel, now long rusted and sprayed with de-

AMETHYST
SAVIOUR OF SYNTH-POP



ST	10	HP:	10
DX	12	Will:	11
IQ	12	Per:	12
HT	13	FP:	12

Basic Speed: 6.25 SM: 0
Move: 6 Punch: 1d-3 cr (Parry 9)
Dodge: 9

Traits: Appearance (Handsome); Fit; Laziness; Oblivious; Pacifism (Cannot Harm Innocents); Reputation +5 (legendary singer); Secret (Has a music chip, utter rejection); Sense of Duty (Friends); Status 4; Voice; Wealth (Filthy Rich). Has an obsession for finding a new muse; loves making new friends.

Cyberware: Experimental Music Chip (Musical Ability 5).

Skills: Acting-11; Connoisseur (Music)-14; Diplomacy-12; Guns-12; Intimidation-11; Merchant-11; Musical Composition-18; Musical Instrument (Various)-16; Piloting-12; Savoir-Faire (High Society)-12; Singing-22.

Gear: Compact LCD StoreDisc with the first physical copy of *Not Enough Grid* on it.

cade-old graffiti. The warehouse is known by local gangs as "The Execution Box," first because gang members liked to nail rivals to its walls, and then because bloody bodies just seemed to show up by themselves outside of it, stripped of their cyberware and tortured in horrific, indescribable ways. Now, no one goes near this place.

The warehouse has not one, but two dirty secrets. First, it is the home to a gang known as the Surgeon Rats, formed when scientists from Overload Medical began experimenting on local gang members, twisting their bodies into warped mutants designed to handle the worst, most painful cybernetic surgeries. Now, they are obsessed with stealing cyberware and installing it — clumsily — into themselves. Twisted and insane, the dozen or so surviving Surgeon Rats kidnap, torture, and perform horrific surgeries on their victims. These procedures almost never work, but the victims always die painfully. A STREETWISE-3 roll will recall the rumors around these horrors.

Second, the famous hacker S8GAN lives in a small superstructure atop the warehouse, accessible only via a ladder to its rear. He feels an unusual sympathy for the Surgeon Rats, and uses his skills to provide them regular food, supplies, and entertainment.

The PCs may end up at the Execution Box in one of two ways. First, Amethyst's loyal butler, Swade Geoffrey, will lie to the PCs if they interrogate him as to the location of the Orbit Room. He'll insist that the room is located in the Execution Box, and even go so far as giving them a code to the back door of the warehouse, which he knows will lead them directly into the heart of Surgeon Rat territory.

Second, if the PCs try tracking down S8GAN, they'll eventually discover that he lives at the warehouse. Any close, extended observation of the area will spot cutting-edge network cables running from the warehouse into his small abode atop the warehouse, as well as evidence that someone lives there, mostly working late into the night. If the PCs ever threaten S8GAN, he has a special communication device that will sound an alarm and summon his friends to his aid.

SPECIAL THANKS

Midjourney was used to create some of the artwork of the adventure's NPCs and locations.

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Please post a note on 1shotadventures.com

DISCLAIMER

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VERSION INFO

- 1.0 - Original version
- 1.02 - Minor corrections
- 1.03 - Fixed issues with the Crying Man PC

SURGEON RATS

MEDICAL HORRORS



ST	15	HP:	15
DX	12	Will:	11
IQ	9	Per:	9
HT	13	FP:	13

Basic Speed: 6.25

Move: 6

Dodge: 9

SM: 0

Punch: 1d+2 cr (Parry 10)

Traits: Appearance (Monstrous); Bad Temper; Bloodlust; Claws (Blunt); DR 8 (except skull); Hard to Kill 2; High Pain Threshold; Night Vision 3. Compulsively installs cyberware.

Cyberware: Various, but it all doesn't work and instead keeps them in a state of horrible pain and anger.

Skills: Brawling-14; Guns-12; Throwing-12; Intimidation-12; Surgery-6.

Gear: Most wield older Skorpion SMGs, purchased by their mentor S8GAN (2d-1 pi-, Acc 2, Range 90/1000, RoF 14, Shots 20(3), Bulk -3, Rcl 2. Many also carry molotov cocktails (Malfunction 12, Range 52, 3d burn followed by 1d burn per second, most DR protects at 1/5 value).

SWADE GEOFFREY
AMETHYST'S BUTLER



ST 12 **HP:** 12
DX 12 **Will:** 14
IQ 12 **Per:** 12
HT 11 **FP:** 11

Basic Speed: 5.75 SM: 0
Move: 5 Punch: 1d-2 cr (Parry 9)
Dodge: 8

Traits: Appearance (Attractive); Charisma 1; Fit; Lecherousness; Secret (Multiple Lovers); Sense of Duty (Amethyst); Status 2; Wealth (Comfortable). Has a cruel, callous streak when it comes to strangers. Speaks in an unusual accent.

Cyberware: Bionic Eye (Acute Vision 2, Night Vision 5)

Skills: Acting-12; Administration-13; Connoisseur (Music)-13; Detect Lies-12; Guns-13; Intimidation-13; Karate-11; Judo-11; Sex Appeal-12; Stealth-13.

Gear: Clickiee Holdout Pistol (2d pi-, Acc 1, Range 100/1200, RoF 3, Shots 18+1 (3), Bulk -1, Rcl 2).

ZOLA GENJI
AMETHYST'S MANAGER



ST 10 **HP:** 10
DX 11 **Will:** 13
IQ 14 **Per:** 14
HT 11 **FP:** 11

Basic Speed: 5.5 SM: 0
Move: 5 Punch: 1d-3 cr (Parry 8)
Dodge: 8

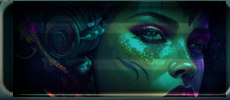
Traits: Appearance (Attractive); Bad Temper; Fit; Sense of Duty (Amethyst); Status 3; Wealth (Wealthy). Hides her innate kindness. Talks fast.

Cyberware: "Workaholic" Chip (Single-Minded, Increased IQ 1, Reduced Consumption, Workaholic)

Skills: Administration-15; Computer Operation-15; Computer Programming-15; Connoisseur (Music)-15; Current Affairs-14; Detect Lies-13; Fast-Talk-14; Guns-11; Intimidation-12; Savoir-Faire (Business)-14.

Gear: She's never seen without her work laptop.

LECIA FEELS
THE ORIGINAL MUSE



ST 12 **HP:** 12
DX 13 **Will:** 11
IQ 11 **Per:** 11
HT 12 **FP:** 12

Basic Speed: 6.25 SM: 0
Move: 6 Punch: 1d cr (Parry 11)
Dodge: 10 Knife: 1d+1 cut (Parry 10)

Traits: Appearance (Beautiful); Charisma 1; Combat Reflexes; Debt 10; High Pain Threshold; Secret (Hacking Amethyst's music); Status 1; Very Fit; Wealth (Struggling). Pretends she doesn't care.

Skills: Computer Operation-11; Computer Programming-9; Dancing-13; Fast-Draw-13; Fast-Talk-10; Gambling-11; Guns-14; Karate-14; Knife-14; Musical Composition-9; Sex Appeal-13; Singing-13; Thrown Weapon (Knife)-14; Wrestling-14.

Gear: Bombamax Shotgun Pistol (4d pi++, Acc 1, Range 100/500, RoF 3, Shots 5+1 (3), Bulk -3, Rcl 5). Very fine small knife (1d+1 cut, reach C, 1, Parry 10)

HANDOUTS (BANTER CARDS)

THE CRYING MAN

- This gang leader Fickle Reefurb has a reputation for not wanting to get his hands dirty.
- Last year some VP from Synagra Foods died on the dance floor in this club. Everyone thought it was poison, but it was actually a malfunctioning brain chip that exploded when the music hit a certain frequency.
- The rates for legitimate bounty hunting are way down ever since the city's warden was assassinated.
- A few years ago, you helped Amethyst's assistant, Swade Geoffrey, track down an old lover.

LONNY GLITTERJAW

- It's crazy that Amethyst stole Fickle Reefurb's girl right out of his own club. He's going to definitely want revenge.
- This club, the Aspect Underground, used to be an old fight club. It was shut down after someone bombed it.
- You saw some guys riding hot new Kawanagi glidebikes about an hour ago. If you can pull off this job, you might buy one for yourself.
- You are wearing really expensive grip boots. The same ones the famous footballer Clyng Corsack wears.

RAEGAN RATTANA K

- Amethyst is so overplayed. There is now way his new album No More Grid is going to be any good. Zero chance.
- You HATE crowds. Remind you never to come to the Aspect Underground again.
- The security in this club is terrible. Just assuming everyone is watching you constantly.
- You heard that Amethyst lives in a high-rise with a crappy, 20-year old network. There's no way he makes his music there.

COMPLEX EGO

- Fickle Reefurb's always putting out hits on the guys he doesn't like. Like three a week. They pay okay.
- You could totally take all of these guys here in a fight. The bounty for Amethyst must be low, or else there would be more skill in the room.
- You're a big fan of Amethyst's music. You hope his new album No More Grid gets released after he's dead.
- You have done some big hits. A few weeks ago you sniped a guy right off the top of a monorail. Paid big.

HANDOUTS (BANTER CARDS)

MORTIMER KRIZ

- You've heard a rumor that Amethyst's genius comes from an experimental music chip in his head. But there's no way that's true.
- Amethyst drives around in a Violacious Limousine. That would sell for a ton of ebucks on the black market.
- You're a big fan of Amethyst, every album gets better and better. This new one is going to change the world.
- Fickle Reefurb's girlfriend who left him is named Hannah Reign. She's actually a pretty good singer herself.

MARYLAND S

- You have never listened to Amethyst before. What does synth-pop even sound like?
- This place makes you feel a little uncomfortable. You are glad to have friends here.
- This place makes you feel a little uncomfortable. You are glad to have friends here.
- There are only three people in the world who have music chips in their head that provably work, but even then, it's not dramatic improvement over their native ability. Even the most cutting edge technology can't seem to unlock creative genius.

Handout - Banter Cards to Kick off the Session. Players should take turns reading or paraphrasing any one of their tidbits of information (in any order). Once they've gotten through all of them, the adventure begins as Fickle Reefurb enters the room and gives his big speech.

LEASE AGREEMENT

PARTIES

This Lease Agreement (hereinafter referred to as the “**Agreement**”) is entered into on January 4, 2071 (the “**Effective Date**”), by and between Amethyst, with an address of 3701 Synagra Agricultural Tower, (hereinafter referred to as the “**Lessor**”) and the Jonn F. Baneblade and Partners, with an address of 1 Finance Plaza, (hereinafter referred to as the “**Lessee**”) (collectively referred to as the “**Parties**”).

PREMISES, USE, AND OCCUPANCY

The premises that are to be leased by the Lessor are located at 1 Baneblade Plaza, Floor 55 Helipad. The premises are to be used for transportation purposes only.

TERM AND COMPENSATION

This Agreement will be valid for a period of 5 years. At the end of the term of the Agreement, it will not be automatically renewed for a new term. The monthly lease to be paid by the Lessee to the Lessor is 125,000 ebucks. It is to be paid by the Lessee before the first day of every month.

UTILITIES

The Lessee hereby agrees to pay for all transportation costs and any other transportation-related services during the period of the lease.

SIGNATURE AND DATE

The Parties hereby agree to the terms and conditions set forth in this Agreement and such is demonstrated by their signatures below.



Amethyst



Wilton R. Catcher
CFO, Jonn F. Baneblade and Partners

TO ORBIT +
BEYOND!

HANDOUT 3



Handout B - Exclusive Album Cover found on the computer in Amethyst's apartment, and also in physical form on his person in the Orbit Room.

CYBERPUNK

Name **THE CRYING MAN** Player _____ Point Total **150**
 Ht **6'0"** Wt **170** Size Modifier **+0** Age **37** Unspent Pts **-**
 Appearance **A deliberate, reputable, and always-reliable bounty hunter**

ST	12	[20]	HP	12	[0]
DX	12	[40]	WILL	11	[0]
IQ	11	[20]	PER	11	[0]
HT	12	[20]	FP	12	[0]

CURRENT

MOVE

6

DR

6

(vest)



REACTION MODIFIERS

Appearance **-1**

Status _____

Reputation **-1** from corporate types

-1 from past victims, or those with Empathy

+3 from underworld types

BASIC LIFT (ST×ST)/5 **29 lbs** DAMAGE Thr **1d-1** Sw **1d+1**
 BASIC SPEED **6.0** [0] BASIC MOVE **6** [0]

ENCUMBRANCE

None (0) = BL	29
Light (1) = 2 × BL	58
Medium (2) = 3 × BL	87
Heavy (3) = 6 × BL	174
X-Heavy (4) = 10 × BL	290

ACTIVE DEFENSES

Dodge	Parry	Block
10	10	-
	(Brawling)	

ADVANTAGES + PEAKS

Combat Reflexes (+6 to recover from surprise or stun)	[15]
Offhand Weapon Training (Pistols)	[1]
Reputation +3 (Reliable bounty hunter; underworld types)	[5]
_____	[]
_____	[]
_____	[]
_____	[]
Bionic Hand (Electrical, Mitigates One Hand)	[18]
DR 3 (Right Hand Only)	[]
Gunslinger (One-handed guns only)	[]
High Manual Dexterity +2	[]
Blunt Claws	[]

DISADVANTAGES + QUIRKS

Alcoholism	[-15]
Appearance (Unattractive)	[-4]
Callous	[-5]
Code of Honor (Professional)	[-5]
Social Stigma (Second Class Citizen)	[-5]
_____	[]
_____	[]
_____	[]
Courteous... generally	[-1]
Dislikes loud places	[-1]
Eyes are always watery (from a failed surgery)	[-1]
Talks deliberately	[-1]
Walks with a slight limp	[-1]
_____	[]

SKILLS

Name	Level
Area Knowledge (The City)	12 [2]
Brawling	13 [2]
Computer Operation	11 [1]
Detect Lies	10 [2]
Driving (Motorcycle)	12 [2]
Electronics Operation (Security)	11 [2]
Fast-Draw (Pistol)	14 [2]
First Aid (heals 1d+1 hp)	12 [2]
Guns (Pistol)	15 [8]
Holdout	12 [4]
Intimidation	12 [2]
Lockpicking (includes bonus for his lockpicks)	15 [2]
Merchant	11 [2]
Search	12 [4]
Stealth	12 [2]
Streetwise	11 [2]
Tracking	11 [2]
Wrestling	12 [2]
Arm Lock	13 [1]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]
_____	[]



CYBERPUNK

HAND WEAPONS				
Weapon	Damage	Reach	Parry	Notes
Punch w/ bionic hand	1d-1 cr	C	10	<i>Skill 13</i>
Kick w/ boots	1d cr	C, 1		<i>Skill 11</i>

HAND WEAPONS				
Weapon	Damage	Reach	Parry	Notes
Punch w/ bionic hand	1d-1 cr	C	10	<i>Skill 13</i>
Kick w/ boots	1d cr	C, 1		<i>Skill 11</i>

Cost	Weight
	-

[illegible][illegible][illegible]

SPEED/RANGE TABLE		
For complete table, see p. 550.		
Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

SPEED/RANGE TABLE		
For complete table, see p. 550.		
Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
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Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

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Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

WEALTH

10

To afford a typical item, roll Wealth. Success gives -1 to future rolls for one month.



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WEALTH

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To afford a typical item, roll Wealth. Success gives -1 to future rolls for one month.



[illegible][illegible][illegible][illegible][illegible]

The GOOD jobs have been scarce ever since the City Warden was killed last year. Best bounty you can get pays a pitiful 5K ebucks these days. But when you heard FICKLE REEFURB, a mid-tier street Kingpin, was looking to put a hit out on a celebrity musician, you knew it had to pay well. While you hate to kill someone as famous as Amethyst, you need the cash more than the world needs his music...

The GOOD jobs have been scarce ever since the City Warden was killed last year. Best bounty you can get pays a pitiful 5K ebucks these days. But when you heard FICKLE REEFURB, a mid-tier street Kingpin, was looking to put a hit out on a celebrity musician, you knew it had to pay well. While you hate to kill someone as famous as Amethyst, you need the cash more than the world needs his music...

Totals:

\$ _____ 18 Lbs.

CYBERPUNK

Name **RAEGAN RATTANA K** Player _____ Point Total **150**

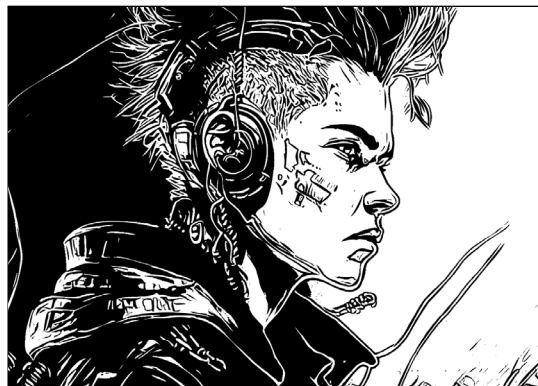
Ht **5'4"** Wt **115** Size Modifier **+0** Age **25** Unspent Pts **-**

Appearance **Reclusive hacker who finally emerged from hiding to pay off her brother's debt**

		CURRENT	
ST	9 [20]	HP	9 [0]
DX	12 [40]	WILL	12 [0]
IQ	12 [40]	PER	12 [0]
HT	10 [0]	FP	10 [0]

MOVE	
5	

DR	
1	
(jacket)	



REACTION MODIFIERS

Appearance _____

Status **-1**

Reputation **-1** macho individuals

+1 from engineers and scientists

+3 from hackers

ENCUMBRANCE

None (0) = BL	16
Light (1) = 2 × BL	32
Medium (2) = 3 × BL	48
Heavy (3) = 6 × BL	96
X-Heavy (4) = 10 × BL	160

ACTIVE DEFENSES

Dodge	Parry	Block
8	9	-
	(Unarmed)	

ADVANTAGES + PEAKS

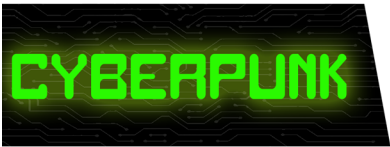
Ambidexterity	[5]
Born to Be Wired 3	[15]
Contact (Twin brother Yod, skill 15, appears 12-, totally reliable)	[12]
Daredevil (+1 to rolls when taking unnecessary risks)	[5]
Language (Thai) - Accented	[4]
Night Vision 3	[3]
Single-Minded (+3 on lengthy mental tasks, -5 to notice stuff)	[5]
Souvanatong J[Chip (Electrical)	[18]
Absolute Direction	[4]
Hard to Kill 1	[]
Mathematical Ability 1	[]
Telecommunication (Cable Jack)	[]

DISADVANTAGES + QUIRKS

Bad Temper	[-15]
Demophobia (Fears of Crowds)	[-15]
Low Pain Threshold (double shock penalties)	[-10]
Status -1 (Low Class)	[-5]
	[]
	[]
	[]
	[]
Hates popular music	[-1]
Fangirls other hackers	[-1]
Loyal to her brother	[-1]
Always listens to "good" music	[-1]
Doesn't like boisterous people	[-1]
	[]

SKILLS

Name	Level
Computer Hacking*	15 [8]
Computer Operation *	16 [2]
Computer Programming*	15 [4]
Connoisseur (Music)	12 [2]
Cryptography	16 [4]
Current Affairs (Entertainment)	12 [1]
Driving (Motorcycle)	11 [1]
Electronics Operation (Security)	12 [2]
Electronics Operation (Surveillance)	12 [2]
Electronics Operation (Computer)*	12 [2]
Escape	10 [1]
Fast-Talk	11 [1]
Filch	13 [4]
Gambling	11 [1]
Guns (Pistol)	12 [1]
Mathematics (Computer Science)**	12 [2]
Meditation	11 [2]
Musical Composition	10 [1]
Sleight of Hand	10 [1]
Stealth	12 [2]
Streetwise	12 [2]
	[]
	[]
	[]
*includes +3 from Born to Be Wired	[]
**includes +1 from Mathematical Ability	[]



HAND WEAPONS				
Weapon	Damage	Reach	Parry	Notes
Punch	1d-2 cr	C	9	Skill 12

Cost	Weight
	-

RANGED WEAPONS								
Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes
Kyiv 7.5mm Holdout	2d pi-	1	100/1200	3	18+1 (3)	-1	2	Skill 12

Cost	Weight
	1 lb

SPEED/RANGE TABLE		
For complete table, see p. 550.		
Speed/Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15
* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon		

HIT LOCATIONS	
Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull
Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)	

WEALTH

10

To afford a typical item, roll Wealth. Success gives -1 to future rolls for one month.

POSSESSIONS	Location
Item	
Nice heels	Feet
Small radio communicator	Pocket
(10 mile range)	
Implant video camera	Right eye
Leather jacket (DR 1)	Body
Personal Computer	Backpack
Small Computer	Backpack
Tiny Computer	Pocket
Elec-Optical Surveillance Drone	Pocket
300m range, night vision,4x mag	

Cost	Weight
	2 lbs.
	0.5 lbs
	- lbs.
	8 lbs.
	5 lbs.
	0.5 lbs
	- lbs.
	0.5 lbs.

CHARACTER NOTES

You have a good deal going with FICKLE REEFURB. As long as you "help" in one of his bloody revenge schemes, you get half the normal pay. You don't need to pull the trigger or make a mess, just do a little security or hack work for the goons with the blood-thirst. And when you heard his girl HANNAH walked off to go hook up with a cocky celebrity musician, this revenge job on AMETHYST was an easy one to accept. Who does that? Seriously?

Totals:

\$ _ 17 Lbs.

REVENGE

REVENGE

CYBERPUNK

Name LONNY GLITTERJAW Player _____ Point Total 150
Ht 6'1" Wt 190 Size Modifier +0 Age 28 Unspent Pts -
Appearance Gym rat, lazy mechanic, hotshop martial arts tournament competitor

		CURRENT	
ST	13 [30]	HP	13 [0]
DX	14 [80]	WILL	9 [-5]
IQ	10 [0]	PER	10 [0]
HT	12 [20]	FP	12 [0]



BASIC LIFT (ST×ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1
BASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>34</u>
Light (1) = 2 × BL	<u>68</u>
Medium (2) = 3 × BL	<u>102</u>
Heavy (3) = 6 × BL	<u>204</u>
X-Heavy (4) = 10 × BL	<u>340</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
10	11	-
	[Karate]	

REACTION MODIFIERS
Appearance _____
Status <u>-1</u>
Reputation <u>-1</u> from non-criminals who know you
<u>+2</u> from young or naive folk / <u>-2</u> from veterans
<u>-2</u> from police who know about your record

ADVANTAGES + PEAKS	
Arm ST +1	[5]
Combat Reflexes (+6 to recover from surprise or stun)	[15]
Fit (+1 to all HT rolls)	[5]
	[]
	[]
	[]
Off-brand Pain Inhibitor Chip (Electrical)	[12]
DR 2	[4]
High Pain Threshold (ignore shock)	[10]
	[]
	[]
DISADVANTAGES + QUIRKS	
Colorblindness	[-10]
Laziness	[-10]
Overconfidence	[-5]
Social Stigma (Criminal Record - Carjacking)	[-5]
Wealth (Struggling)	[-10]
	[]
	[]
	[]
Hates walking when he can drive	[-1]
Obsessively follows martial arts tournaments	[-1]
Secretly dreams of being a celebrity	[-1]
Spends money frivolously	[-1]
Terrible at comebacks	[-1]
	[]

SKILLS	
Name	Level
Climbing (includes +1 from gripboots)	15 [2]
Computer Operation	10 [1]
Connoisseur (Sports)	9 [1]
Driving (Automobile)	12 [1]
Fast-Draw (Knife)	15 [1]
Flail	15 [8]
Guns (Pistol)	14 [1]
Karate	15 [8]
Disarming	16 [2]
Kicking	15 [4]
Knife	15 [2]
Mechanic (Automobile)	10 [2]
Mechanic (Vertol)	9 [1]
Running	12 [2]
Thrown Weapon (Shuriken)	15 [2]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]



CYBERPUNK

Hand Weapons				
Weapon	Damage	Reach	Parry	Notes
Punch	1d+1 cr	C	11	<i>Skill 15</i>
Kick w/ boots	1d+3 cr	C,1		<i>Skill 15</i>
Electrified nunchaku	2d (2) cr	1	11U	<i>Skill 15 - disguised</i>
Very fine small knife	1d+1 imp	C	10	<i>Skill 15</i>

Cost	Weight
	-

[illegible][illegible]

SPEED/RANGE TABLE		
For complete table, see p. 550.		
Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in *melee* combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS	
Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

WEALTH

9

To afford a typical item, roll Wealth. Success gives -1 to future rolls for one month.



[illegible][illegible][illegible]

You've never actually pulled off a hit job before. Everything until this moment was small time stuff - carjackings, cash machine heists, etc cetera. But FICKLE REEFURB is paying big bucks to kill off a big time music celebrity, AMETHYST. I mean, sure, you're a fan (who isn't?) but you gotta get on to Fickle Reefurb's radar somehow, right? That guy runs the zone like a real boss kingpin, and if you play your cards right, you can be his enforcer.

Totals:	\$ _ 17 Lbs.

CYBERPUNK

Name **COMPLEX EGO** Player _____ Point Total **150**
 Ht **5'4"** Wt **132** Size Modifier **+0** Age **17** Unspent Pts **-**
 Appearance **Teenager trained by a billionaire to be a personal assassin**

		CURRENT	
ST	11 [10]	HP	11 [0]
DX	12 [40]	WILL	12 [0]
IQ	12 [40]	PER	12 [0]
HT	12 [20]	FP	12 [0]

MOVE

6

DR

12/4
(Bodysuit)



BASIC LIFT (ST×ST)/5 **24 lbs** DAMAGE Thr **1d-1** Sw **1d+1**
 BASIC SPEED **6.0** [0] BASIC MOVE **6** [0]

ENCUMBRANCE	
None (0) = BL	24
Light (1) = 2 × BL	48
Medium (2) = 3 × BL	72
Heavy (3) = 6 × BL	144
X-Heavy (4) = 10 × BL	240

ACTIVE DEFENSES		
Dodge 10	Parry 10 (Sword)	Block -

REACTION MODIFIERS
Appearance _____
Status _____
Reputation +1 from Charisma
+1 to influence rolls from Diplomacy

ADVANTAGES + PEAKS	
Charisma +1	[5]
Combat Reflexes (+6 to recover from surprise or stun)	[15]
Fit (+1 to all HT rolls)	[5]
Damaged Z-19A Combat Chip (electrical, activation 11-)	[16]
Combat Reflexes (+6 to recover from surprise or stun)	[9]
Fearlessness +1	[2]
Hard to Kill +1	[2]
Hard to Subdue +2	[3]
Synthetic Eye Lenses (Electrical)	[13]
Acute Vision +3	[5]
Infravision	[8]
Wealth (Comfortable)	[10]
DISADVANTAGES + QUIKS	
Code of Honor (Soldier's) - Follow the rules of war	[-10]
Compulsive Carousing (resist on a 9 or less)	[-7]
Curious (Mild)	[-5]
Enemy (Brothers Four; weak group, 9 or less)	[-10]
Truthfulness	[-5]
	[]
	[]
	[]
Etches kills on her father's blade	[-1]
Obsessed with nightclubs	[-1]
Really into vengeance as a concept	[-1]
Respects father figures	[-1]
Only wears black	[-1]
	[]

SKILLS	
Name	Level
Area Knowledge (The City)	12 [1]
Armoury (Small Arms)	12 [2]
Brawling	13 [2]
Broadsword	13 [4]
Climbing	11 [1]
Computer Hacking	9 [1]
Computer Operation	13 [2]
Computer Programming	10 [1]
Dancing	11 [1]
Diplomacy	11 [1]
Driving (Motorcycle)	11 [1]
Fast-Draw (Pistol + Sword)	13 [2]
Guns (Pistol + SMG + Rifle)	13 [6]
Leadership	12 [1]
Merchant	13 [2]
Observation	11 [1]
Piloting (Vertol)	11 [1]
Research	12 [2]
Savoir-Faire (High Society)	13 [2]
Search	11 [1]
Stealth	13 [4]
Streetwise	12 [2]
Tracking	11 [1]
	[]
	[]
	[]



CYBERPUNK

Weapon	Damage	Reach	Parry	Notes
Punch w/ brass knuckles	1d-1 cr	C	10	<i>Skill 13</i>
Kick w/ boots	1d cr	C,1		<i>Skill 11</i>
Superfine Broadsword	1d+4 cut (2)	1	10	<i>Skill 13</i>

Cost	Weight
	-

Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Rcl	Notes
Gyroc Pistol	6d pi++	1	1900	3	4(3i)	-2	1	<i>Skill 13</i>
Venom 10mm Pistol	3d pi+	2	180/2000	3	20+1(3)	-2	3	<i>Skill 13</i>
Tangler Pistol 25mm	1d pi++	1	20/130	1	4+1(3i)	-3	2	<i>Skill 13</i>
Stun Grenade	HT-5 roll	0	38	1		0	-	<i>Skill 10</i>

[illegible]

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

11

To afford a typical item, roll Wealth. Success gives -1 to future rolls for one month.

[illegible][illegible]

*Tangler grapples anyone hit (cannot move and -4 DX). To break free, the victim must make a ST or Escape roll vs. ST 15 (+1 per additional tangle layer). Attacking strands is at -4, they have DR 3 and reduces its ST by 1.

2011年10月10日

\$ 13 Lbs.

CYBERPUNK

Name MORTIMER KRIZ Player _____ Point Total 150
Ht 5'9" Wt 180 Size Modifier +0 Age 47 Unspent Pts -
Appearance Wheelman who also loves some breaking-and-entering on the side

		CURRENT	
ST	12 [20]	HP	12 [0]
DX	11 [20]	WILL	11 [0]
IQ	12 [40]	PER	11 [0]
HT	12 [20]	FP	12 [0]

MOVE

5

DR

6
(Vest)



BASIC LIFT (ST×ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>29</u>
Light (1) = 2 × BL	<u>58</u>
Medium (2) = 3 × BL	<u>87</u>
Heavy (3) = 6 × BL	<u>174</u>
X-Heavy (4) = 10 × BL	<u>290</u>

ACTIVE DEFENSES		
Dodge 8	Parry 8U (Crowbar)	Block -

REACTION MODIFIERS
Appearance _____
Status _____
Reputation <u>+2 from passengers on rides</u>

ADVANTAGES + PEAKS	
Acute Hearing +1	[2]
Danger Sense (GM will warn you of danger; +2 to Per for danger)	[15]
Driver's Reflexes 2	[10]
Luck (once an hour; reroll a roll two more times)	[16]
Telecommunication (Cable Jack)	[5]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES + QUIRKS	
Addiction (Blue Endorphinzine, Expensive)	[-10]
Bad Sight (Nearsighted, Glasses; -6 to hit without them)	[-10]
Kleptomania (Resist on a 12 or less)	[-15]
Wealth (Struggling)	[-10]
	[]
	[]
	[]
	[]
Talks really fast	[-1]
Terrified of surgery (after his first)	[-1]
Gets sick around blood	[-1]
Fidgets a lot - especially when he's going to steal	[-1]
Goes out of his way to be nice to old ladies	[-1]
	[]

SKILLS	
Name	Level
Acrobatics	11 [4]
Breakfall	12 [1]
Axe/Mace	11 [2]
Climbing	10 [1]
Filch	11 [2]
Computer Operation	13 [2]
Computer Programming	10 [1]
Cryptography	10 [1]
Current Affairs (People)	13 [2]
Driving (Automobile + Motorcycle)*	13 [4]
Fast-Talk	13 [4]
Filch	12 [2]
Forced Entry	12 [2]
Guns (Pistol + SMG)	11 [1]
Lockpicking	11 [1]
Pickpocket	12 [8]
Piloting (Vertol)*	12 [1]
Research	11 [1]
Sex Appeal	11 [1]
Shadowing	12 [2]
Stealth	11 [2]
Streetwise	12 [2]
Throwing	10 [1]
	[]
	[]
* includes +2 from Driver's Reflexes	
	[]



CYBERPUNK

Hand Weapons				
Weapon	Damage	Reach	Parry	Notes
Punch	1d-2 cr	C	9	<i>Skill 11</i>
Crowbar	1d+4 cr	1	8U	<i>Skill 10</i>

[illegible]

SPEED/RANGE TABLE			HIT LOCATIONS		POSSESSIONS		WEALTH	
For complete table, see p. 550.			Modifier	Location	Item	Location	Cost	Weight
Speed/Range Modifier	Linear Measurement (range/speed)		0	Torso	Assault boots (DR 6)	Feet		3 lbs.
			-2	Arm/Leg	Small radio communicator (10 mile range)	Pocket		0.5 lbs
			-3	Groin	Bulletproof Vest (DR 6)	Torso		8 lbs.
			-4	Hand	Lockpick Gun	Body		1 lb.
			-5	Face	+4 vs. basic locks, -5 for others			
			-7	Skull	Simple padlock	Pocket		-
			<i>Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)</i>		Stolen taxi			
Close	0-5 yds	0*						
Short	6-20 yds	-3						
Medium	21-100 yds	-7						
Long	101-500 yds	-11						
Extreme	501+ yds	-15						
* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon								

[illegible]

When gang leader FICKLE REEFURB put out a call for someone crazy enough to assassinate legendary musician AMETHYST, you made sure to be the first one in line. Not that you want to pull the trigger... it'd be crazy to kill a legend like that. But where Amethyst is, so is a trillion ebucks of rare guitars, unreleased music, and deluxe, turbo Violicious Limosines. Steal any one of those and you'll be set up for life!

THE UNIVERSITY OF CHICAGO PRESS

Totals:

\$ _ 18 Lbs.

CYBERPUNK

Name MARYLAND S Player _____ Point Total 160
Ht 5'10" Wt 150 Size Modifier +0 Age 5 (25) Unspent Pts -
Appearance A highly modified caretaker clone with mostly synthetic parts

ST	10	[0]	HP	10	[0]	MOVE	5	
	11	[20]		WILL	14			[0]
	14	[80]			PER			14
	HT	10		[0]				FP
				CURRENT		(Skin)		



BASIC LIFT (ST×ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>20</u>
Light (1) = 2 × BL	<u>40</u>
Medium (2) = 3 × BL	<u>60</u>
Heavy (3) = 6 × BL	<u>120</u>
X-Heavy (4) = 10 × BL	<u>240</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
8	8	-
	[Karate]	

REACTION MODIFIERS
Appearance <u>+3</u>
Status _____
Reputation <u>-4 from No Sense of Humor</u>
<u>+1 in close quarters from Sanitized Metabolism</u>

ADVANTAGES + PEAKS	
Appearance (Beautiful, Off-the-Shelf)	[6]
Fit (+1 to all HT rolls)	[5]
High Pain Threshold (never suffer shock penalties)	[10]
Jack of All Trades 1 (skill defaults at +1)	[10]
	[]
Biomonitor Implant (Accessory)	[1]
Bioplastic Skin (DR +5, DR +10 vs. burning, piercing)	[35]
Gyrobalance (Perfect Balance, Klutz, Electrical)	[10]
	[]
No Hangovers	[1]
Sanitized Metabolism	[1]
Lightning Calculator	[2]
DISADVANTAGES + QUIKS	
Curious (Mild)	[-5]
Dead Broke	[-25]
No Sense of Humor	[-10]
Social Stigma (Valuable Property)	[-10]
	[]
	[]
	[]
	[]
Loyal to a fault	[-1]
Looks weird and artificial under a black light	[-1]
Barely eats	[-1]
Never leaves injuries unattended	[-1]
Desperate to find her original (non-clone) self	[-1]
	[]

SKILLS	
Name	Level
Biology (Biochemistry)	11 [1]
Computer Operation	14 [1]
Detect Lies	13 [2]
Diagnosis	13 [2]
Diplomacy	13 [2]
Electronics Operation (Medical)	14 [2]
Karate	11 [4]
Merchant	13 [1]
Pharmacy (Synthetic)	12 [2]
Physician (heals 1d HP)	13 [2]
Savoir-Faire (High Society)	14 [1]
Singing	10 [1]
Surgery	12 [2]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]



CYBERPUNK

HAND WEAPONS				
Weapon	Damage	Reach	Parry	Notes
Karate punch	1d-2 cr	C	8	<i>Skill 11</i>
Karate kick	1d-1 cr	C,1		<i>Skill 9</i>

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Weapon	Damage	Reach	Parry	Notes
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Karate kick	1d-1 cr	C,1		<i>Skill 9</i>

Cost	Weight
	-

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	-

[illegible][illegible][illegible][illegible]

SPEED/RANGE TABLE		
For complete table, see p. 550.		
Speed/ Range Modifier	Linear Measurement (range/speed)	
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HIT LOCATIONS	
Modifier	Location
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-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

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WEALTH

—

To afford a typical item, roll Wealth. Success gives -1 to future rolls for one month.



WEALTH

—

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[illegible][illegible][illegible][illegible][illegible][illegible]

You were cloned to be the caretaker of ELIJAH FARTHINGTON, the elderly president of Pet-Tech Corp. A few years into his service, the Kind old man died of a heart attack and you were unable to save him. His ex-wife took possession of everything he owned and rudely dumped you out on the street, calling you a living blow-up doll. Since then, you've been homeless... but fortunately you found some friends tonight who promised you a job that might get you back on your feet.

You were cloned to be the caretaker of ELIJAH FARTHINGTON, the elderly president of Pet-Tech Corp. A few years into his service, the Kind old man died of a heart attack and you were unable to save him. His ex-wife took possession of everything he owned and rudely dumped you out on the street, calling you a living blow-up doll. Since then, you've been homeless... but fortunately you found some friends tonight who promised you a job that might get you back on your feet.

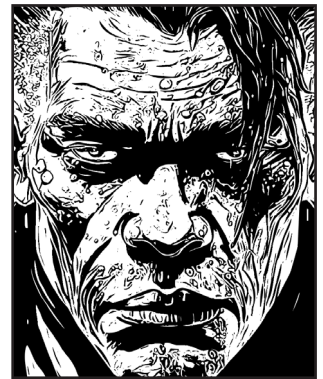
Totals:

\$ _ 7 Lbs.

\$ _ 7 Lbs.

THE CRYING MAN

Always Reliable Bounty Hunter



PER 11

RÆGAN RATTANA K

Reclusive Hacker



PER 12 | LOW PAIN THRESHOLD

LONNY GLITTERJAW

Gym Rat & Hot Shot Martial Artist



PER 10 | **CRIMINAL RECORD**

COMPLEX EGO

Teenage Assassin



PER 12 | **ENEMY (9-)**

MORTIMER KRIZ

Wheelman



PER 11

MARYLAND 5

Modified Caretaker Clone



PER 14 | SOCIAL STIGMA (PROPERTY)