



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 *CY_BORG*, but a *GURPS Cyberpunk* 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 *CY_BORG*, this means 1st level 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. Ability 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



HP	16	99K to be bribed
Morale	10	

GEAR

- Pain Dampening Neck Bolt -d2
- Jenin Kikibblue Assault Vest -d2
- Metal Knuckles d6
- Centronica Machine Pistol d10a
- Implant Radios and Video Cameras w/ FX Suites
- Infrared Goggles
- Hot New Kawanagi Jet-Bikes

TRAITS

Fickle Reefurb is a revenge happy hang leader. He enjoys doing his own tattoos, but lately his left eye has been twitching from failed eye surgery. Although he shows no mercy when it comes to his street enemies, he's a romantic at heart, however, and will always forgive one of his various girlfriends.

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



HP	14
Morale	10

GEAR

- **Finalcraft Assault Vest** -d2
- **Queen Louis Heavy Pistol** d8
- **Steel Ulna** d6
- **Bionic Eyes** telescopic vision, dark vision
- **Cable Jack**
- **Chrome Skull Plate**

TRAITS

A respected, capable street assassin, Chromatica Darling has become a favorite among corporate VPs, who enjoy her easy-going manner, good humor, and dark stories of her jobs. Her last ex, CFO Jian Jensen, is still a friend, although the rumors on the streets portray her as an angry, jilted lover. The only one she has a vendetta against is Amethyst, who last year assaulted her brother during a concert event, leaving him with brain damage.

- 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 DR 8 KNOWLEDGE 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 DR 8 KNOWLEDGE 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



HP 13

Morale 10

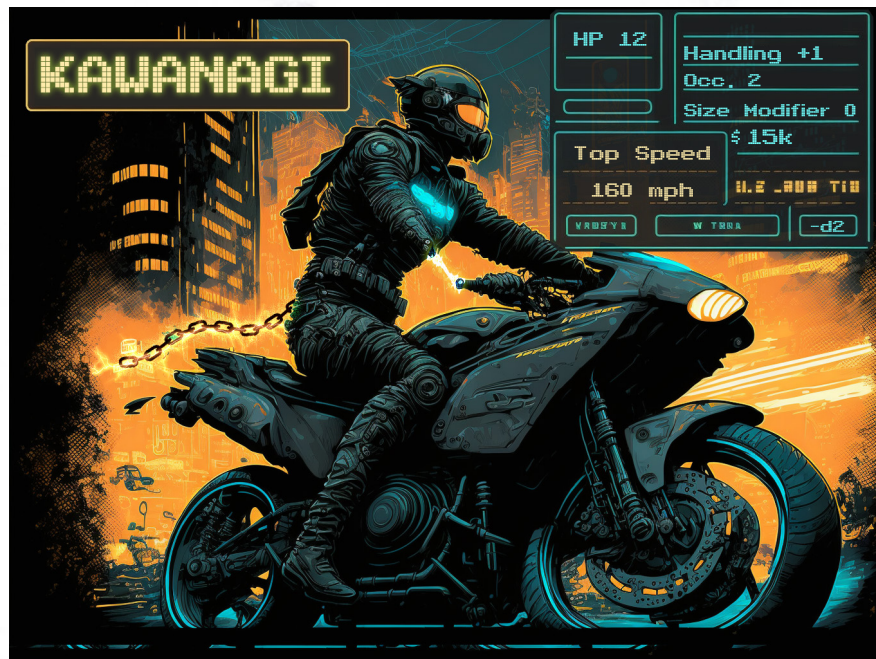
5K to be bribed

GEAR

- Suzie Tac Jacket -d2
- Bionic Arm with Cyberclaws d6
- It-San 10mm Pistol d8
- Implant Radios and Video Cameras w/ FX Suites
- Infrared Goggles
- Hot New Kawanagi Jet-Bikes

TRAITS

Callous bullies who love to film everything, this gang are the most popular artists on the city Snuffnet circuit. While they are egotistical avant-gardes, they won't stick around in a fight that goes against them, especially one they think won't matter to their fans.




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 a hacking attempt, or succeed on a DR 12 KNOWLEDGE roll to overcome the bike's 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

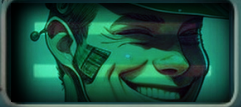
"OUR AI THINKS ABOUT FOOD ALL THE TIME... SO YOU DON'T HAVE TO!"

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 or successful KNOWLEDGE rolls 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 (DR 6).

SYNAGRA SECURITY
CORPORATE DRONES



HP	6	3K to be bribed
Morale	7	

GEAR

- **Emerald Green CorpTech Security Vest** -d2
- **Auditory Implant** Gives Parabolic Hearing
- **CorpTech Medium Pistol** d8
- **CorpTech Baton** d6
- **Implant Radio**
- **Adrenaline Catalyst Implant** Heals d3 hp

TRAITS

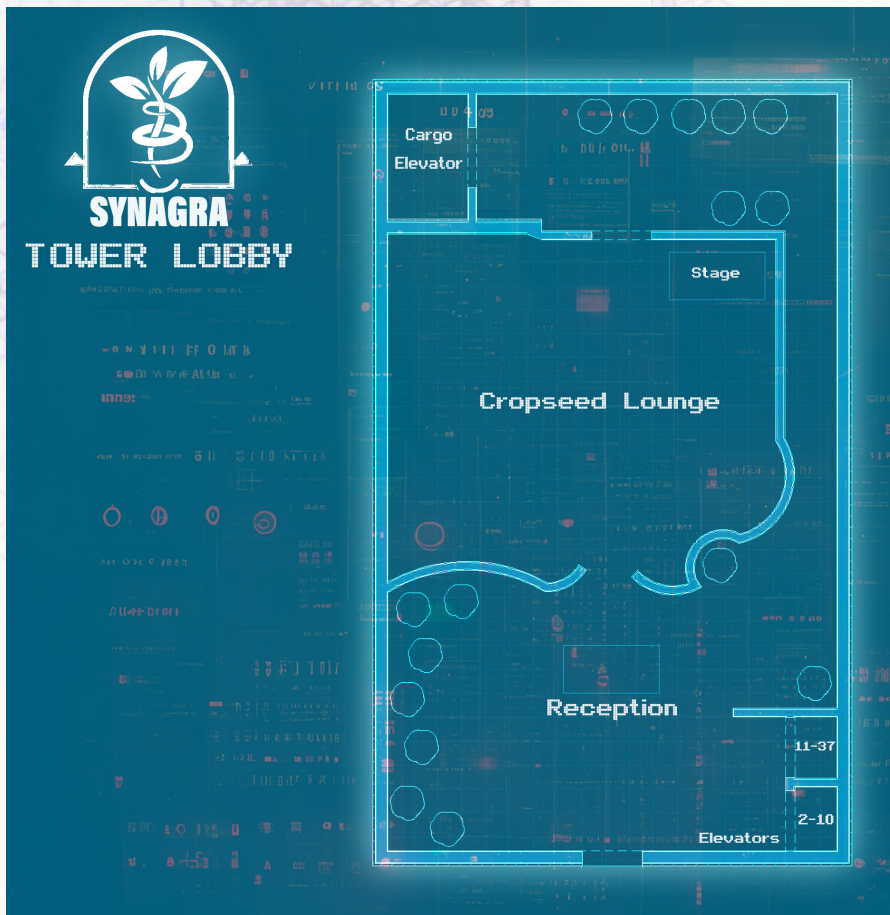
Loyal to Synagra and highly motivated to move up the corporate ladder, these security guards generally take their jobs seriously.

KOM BADGER, the big, elite security agent, has a carbon-steel skeleton, which gives him 12 hp. His enormous strength allows him to do d8 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 (DR 10).
- The top ten floors of the tower are Synagra offices, the upper floors are luxury condominiums (DR 8).
- Synagra takes security seriously. It hires smart employees and trains them to protect the tower's employees and occupants. It can be discovered that the security have expensive parabolic hearing implants, allowing them to monitor conversations from very, very far away (DR 14).

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.

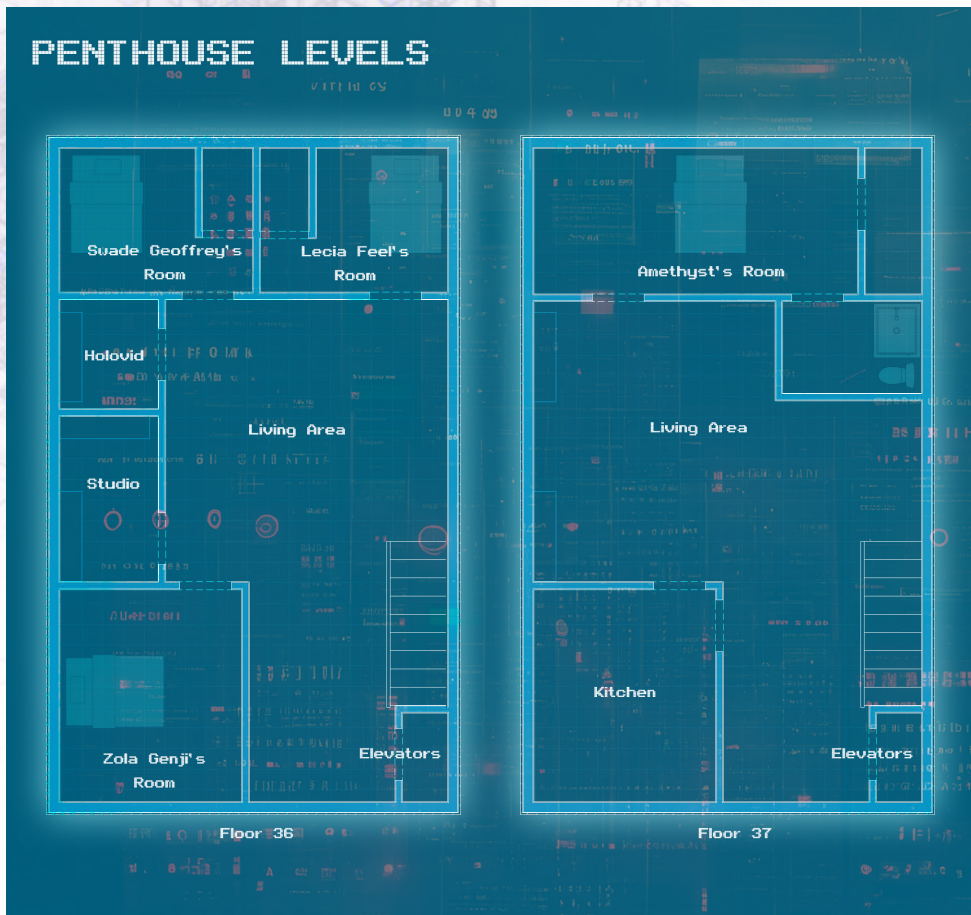


An upscale lounge, the Cropseed, is in the middle of the lobby. It's usually half-occupied by bored Synagra execs who don't want to go home to their tiresome partners. A jazzy middle-aged singer, COZANDRA SVELTE, with a expensive vocal implant is singing in a sultry, color-changing sequined get-up. Cozandra 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 good roleplaying attempts, 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 hacking attempt 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, facing off against the building's decent 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 hacking attempt (or DR 12 AGILITY roll to hotwire it).



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 successful hacking attempt can bypass security 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.

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. Lecia 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.

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](#)).

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 **DR 14 KNOWLEDGE** 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 **DR 10 KNOWLEDGE** 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. Even a clumsy hacking attempt 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 use of the computers.

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. 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 11 pm. 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 (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 hack 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. Their devices will hack the PC's video feed on a roll of 12+ on a d20; a DR 12 KNOWLEDGE roll spots the hack. 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 (includes around-the-corner shooting option, d10a).

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 hack-

ing attempt, or by carefully studying the smudged fingerprints on the terminal and making a DR 14 KNOWLEDGE 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

AES-40L
ENFORCEMENT SENTINEL



HP 26
Morale —

GEAR

- 7mm Fenris Minigun d10a
- Metal Plating -d6
- Artificial Intelligence

TRAITS

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 2d10 turns 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.

If destroyed, the scrap from AES-40L can be sold for 50,000 ebucks.

make it to its destination. PCs must make a DR 10 TOUGHNESS roll or become nauseous during the flight, suffering -2 to all rolls 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.

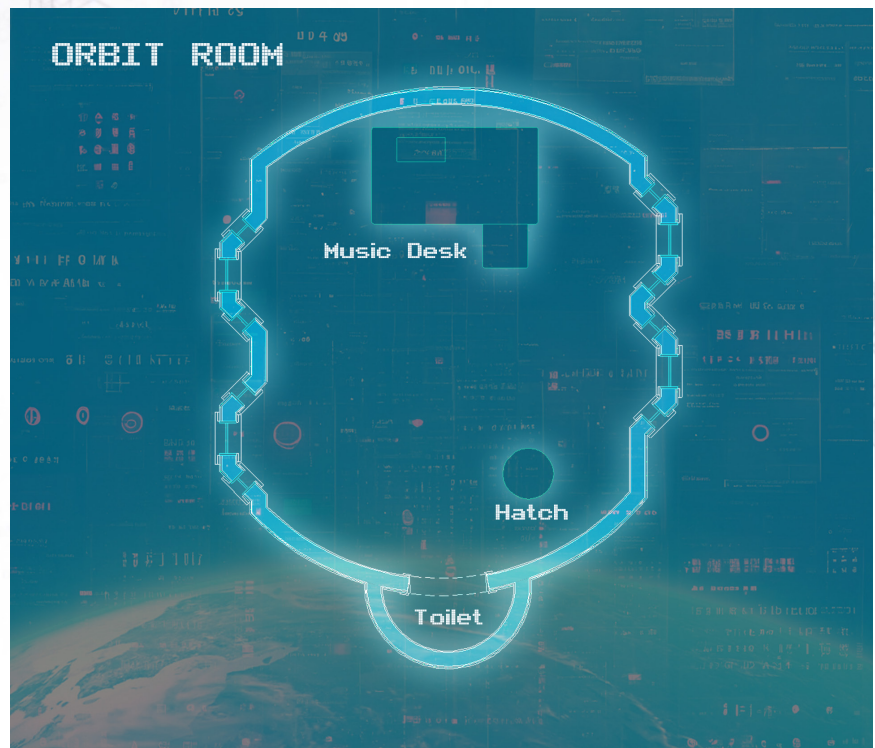
The heli-jet cannot land *on* the Orbit Room. Instead, it hovers underneath the sphere and automatically opens a ceiling hatch, so that passengers can climb up a short utility ladder, directly into the famous studio.

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 qui-



et (but GM’s should still allow a 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 DR 10 KNOWLEDGE 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 a computer hacking attempt is made, then PCs see that it is a ludicrously expensive computer made by the elite hacker S8GAN, 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 1d20, 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 1d6):

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 DR 12 STRENGTH roll to grab on to something, and then an additional DR 8 STRENGTH 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 TOUGHNESS turns of heavy exertion, PCs lose 1 HP per second. At 0 HP, they must make a DR 12 PRESENCE roll every turn 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 STRENGTH or AGILITY roll to stay on their feet, or take 1d4 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 DR 8 STRENGTH or AGILITY roll. If the PCs don't get to the VTOL within 2d6 turns, 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 DR 10 KNOWLEDGE roll, although anyone who knows drugs well can roll at +5. Otherwise, he will wake up in about an hour.

HANNAH REIGN
CON ARTIST



HP8

Morale8

GEAR

- **Seiyru Machine Pistol** d8a
- **S8GAN Laptop** worth 10k ebucks
- **EarWyrn Deluxe Headphones**
- **Club Fuel™ Implant** Heals d3 hp

TRAITS

Hannah Reign is an ambitious up-and-coming singer. She only started dating Fickle Reefurb because he could get her gigs in exclusive clubs in the city (those clubs are the same ones that blew her hearing out...). She's a compulsive partier, compulsive liar, and not loyal to anyone other than herself.

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!). 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 Hanna 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 probably level up, rolling normally for more HP and ability changes. 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 decade-old graffiti. The warehouse is known by local gangs

AMETHYST
SAVIOUR OF SYNTH-POP



HP 8
Morale 8

GEAR

- **Compact LCD StoreDisc** with the very first copy of *Not Enough Grid*
- **Experimental Music Chip** makes him a musical genius
- **Biomonitor**
- **Cable Jack**
- **Club Fuel™ Implant** Heals d3 hp

TRAITS

Amethyst is utterly loyal to his friends, but always distracted by finding new ones (especially ones who can essentially act as his muse). This quest has cost him years of productive work. Still, he's filthy rich, has contacts everywhere in the industry, and actually has a great natural voice.

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 DR 14 KNOWLEDGE 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

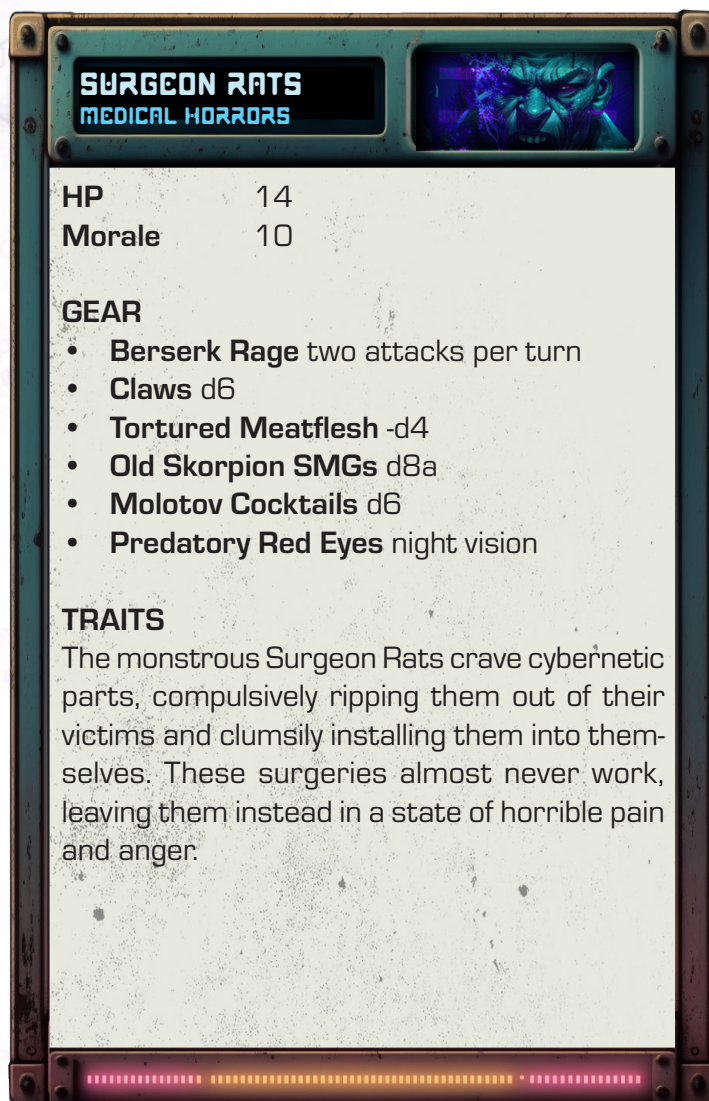
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VERSION INFO

- 1.0 - Original version
- 1.01 - Updated License
- 1.02 - Minor corrections



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

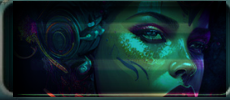
Traits: Appearance (Attractive); Bad Temper; Fit; Sense of Duty (Amethyst); Status 3; Wealth (Wealthy). Hides her innate kindness. Talks fast.

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
Amethyst

W.R. CATCHER
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.

Name **THE CRYING MAN**

Info/ A deliberate, reputable,
and always-reliable bounty
hunter



CLASS

DISCHARGED CORP

KILLER

Autofire tests at -1 DR

Mano Presence DR12 / **Apps** Knowledge DR12

Fumble

STRENGTH +0

AGILITY +2

PRESENCE +1

BOUGHNESS +1

KNOWLEDGE -1

HIT POINTS

current 7 max 70

debt 10,000

creds

ABILITIES

Die_ d2 1

Crowd Control Airgun
d6 damage, can hit d3 close targets

mags 2

mags

AR-
MOR

① ② ③
-d2 -d4 -d6

Equipment Strength+8 items or DR+2
on Agility/Strength tests

Metro Card

Collapsible Ladder

2x Adrenochrome
(Heals d6 HP, +1 to abilities for
d6 rounds, then -1 until rest)

CYBERTECH

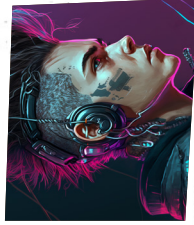
Retinal Com Device (RCD)

Bionic Hand looks cool

Max damage, Reroll, -d6 damage, DR-4, No Crit/Fumble

Name **RAEGAN RATTANA K**

Info/ Reclusive hacker who finally emerged from hiding to pay off her brother's debt



CLASS
BURNED
HACKER

Wano Presence DR12 / **Apps** Knowledge DR12

Boomboom d4 nearby simple devices explode, d6 damage to up to d4 targets

False Flagger Fake an alarm or the location of a triggered alarm. Any response to a real alarm is delayed by 2d6 minutes.

Fumble

STRENGTH -1

AGILITY +0

PERCEPTION +0

BOUGHNESS +0

KNOWLEDGE +2

HIT POINTS

current 4 max 60

creds 60

debt 30,000

ABILITY

Die_ d2

1

Old Kyiv Revolver
d8 damage

mags 2

mags

AR- StyleGuard -d2
MOR

① ② ③
-d2 -d4 -d6

Equipment Strength+8 items or DR+2 on Agility/Strength tests

Cyberdeck
6 slots

Old-school
Motorcycle

Microtorch
d4 uses

Tiny Surveillance
Drone 300m range

CYBERTECH

Retinal Com Device (RCD)

Max damage, Reroll, -d6 damage, DR-4, No Crit/Fumble

Name **LONNY GLITTERJAW**

Info/ Gym rat, lazy mechanic,
hotshop martial arts tour-
nament competitor



CLASS FORSAKEN GANG GOON

All Presence and Agility tests are -2 DR
Brawler test DR 14 Agility to sucker punch
a foe in melee. Deal normal damage and give
all allies -2 DR on their next attack against
him.

Wano Presence DR12 / **Apps** Knowledge DR12

STRENGTH +0

AGILITY +1

PRESENCE +1

BOUGHNESS +2

KNOWLEDGE -1

creds

60

debt

11,000

HIT POINTS
current 4 max

SHOCKIES

Die_ d2

2

Fumble

Electrified Nunchaku
d8 damage

mags

mags

AR-
MOR

① ② ③
-d2 -d4 -d6

Equipment Strength+8 items or DR+2
on Agility/Strength tests

Mirrorshades

Suberlube

CYBERTECH

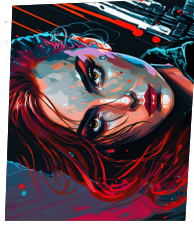
Retinal Com Device (RCD)

Subdermal Shockers d4 damage to anyone grab-
bing or hitting you in melee, +2 DR to avoid electri-
cal damage.

Max damage, Reroll, -d6 damage, DR-4, No Crit/Fumble

Name **COMPLEX EGO**

Info/ Teenager trained by a billionaire to be a personal assassin



CLASS
RENEGADE
CYBERSLASHER

Wano Presence DR12 / **Apps** Knowledge DR12

Fumble

STRENGTH +1

AGILITY +0

PERCEPTION +1

BOUGHNESS +0

KNOWLEDGE -1

creds

90

debt

8,000

HIT POINTS
current max
7

ABILITIES

Die_ d2

2

Ancient Blade
d8 damage, x2 damage when you strike first

mags

Venom 10mm Pistol
d8 damage

mags

2

AR- Kevlar Jacket
-d4
MOR

① ② ③

-d2 -d4 -d6

Equipment Strength+8 items or DR+2 on Agility/Strength tests

2x Hand Grenade
d6 damage to d3 targets

Redjuice Stim
3 doses, heals d10 HP

30m Paracord

CYBERTECH

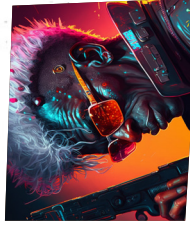
Retinal Com Device (RCD)

Strangler Filament wire hidden in a finger; d6 damage each round when grappling

Max damage, Reroll, -d6 damage, DR-4, No Crit/Fumble

Name **MORTIMER KRIZ**

Info/ Wheelman who also loves some breaking-and-entering on the side



CLASS FORSAKEN GANG GOON

All Presence and Agility tests are -2 DR
BNE You have a talent for opening doors and getting inside buildings. Test Agility DR10 to pick any mechanical lock or Knowledge DR10 for any electronic lock.

Mano Presence DR12 / **Apps** Knowledge DR12

Fumble

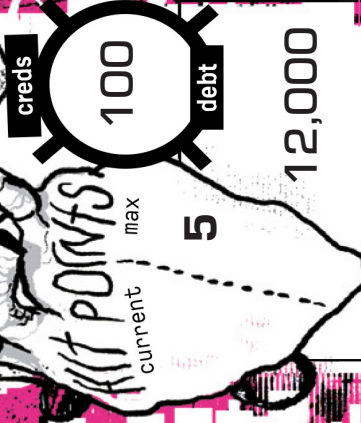
STRENGTH +0

AGILITY -1

PRESENCE +2

BOGINESS +0

KNOWLEDGE +1



creds

debt

ABILITY

Die_ d2

1

Dual Machine Pistols
d8a damage (only autofire)

mags 2

mags

AR- StyleGuard
MOR -d2

① ② ③
-d2 -d4 -d6

Equipment Strength+8 items or DR+2 on Agility/Strength tests

Stolen Taxi

Crowbar
d4 damage

Fake ID

Lockpicking Tools

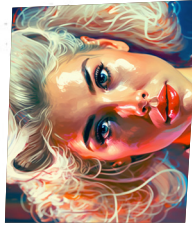
CYBERTECH

Retinal Com Device (RCD)

Max damage, Reroll, -d6 damage, DR-4, No Crit/Fumble

Name **MARYLAND 5**

Info/ A highly modified caretaker clone with mostly synthetic parts



CLASS

SHUNNED

NANOMANCER

Unnatural Eyes Once per day, test DR 8 Presence to detect a lie. If successful, you can detect lies on that person for the rest of the day.

Wano Presence DR12 / **Apps** Knowledge DR12

Benevolent Suturedroids d2 people regain d10 HP each. A roll of 6+ comes with a free migraine.

Dead Cell Sprites By consuming a handful of something dead, you can relive their last moments as if through a hazy and distorted lens. Test DR 14 Presence to avoid taking d6 damage from ego death.

Fumble

STRENGTH +1

AGILITY +0

PRESENCE +2

BUGINESS -1

KNOWLEDGE +1



ABILITY

Die_ d2

1

Broken Bottle
d3 damage

StyleGuard
-d2

AR-
MOR

① ② ③
-d2 -d4 -d6

Equipment Strength+8 items or DR+2 on Agility/Strength tests

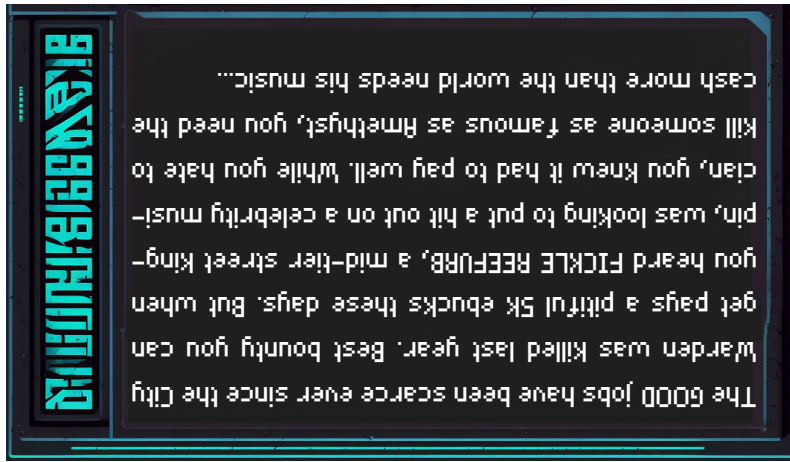
Metro Card
5 trips left

Bio/ID Scanner
can track a person within 50m

CYBERTECH

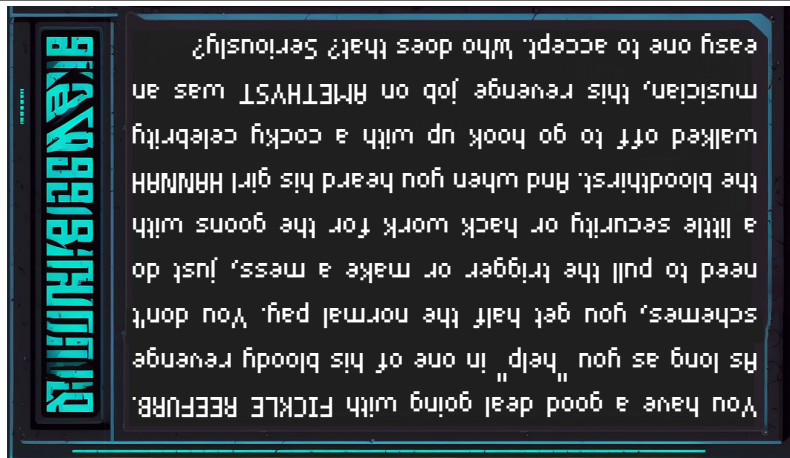
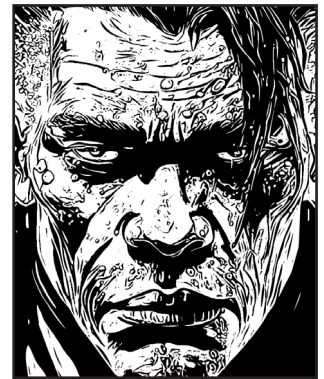
Retinal Com Device (RCD)

Max damage, Reroll, -d6 damage, DR-4, No Crit/Fumble



THE CRYING MAN

Always Reliable Bounty Hunter



RÆGAN RATTANA K

Reclusive Hacker



REEFURB
FICKLE REEFURB

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.

JONNY GLITTERJAW

Gym Rat & Hot Shot Martial Artist



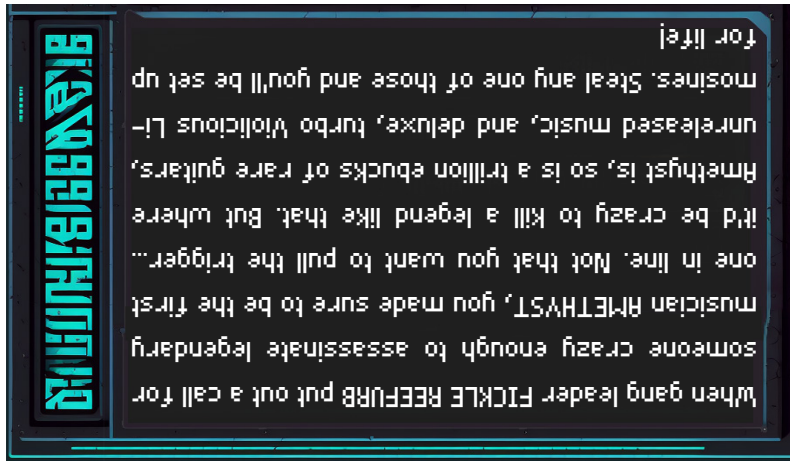
REEFURB
FICKLE REEFURB

Your adoptive father raised you to be a brutally efficient killer. But his lessons weren't done when he was killed off by some fat Baneblade VP. He was too much of a coward to do the job himself... paid a hell-jet to gun him down with a gauss rifle one night. One day you'll get revenge, but right now you have to make ends meet and fix your #501 combat chip. And when you heard this street thug FICKLE REEFURB was hiring a big hit, well, it sounds like it pays good.

COMPLEX EGO

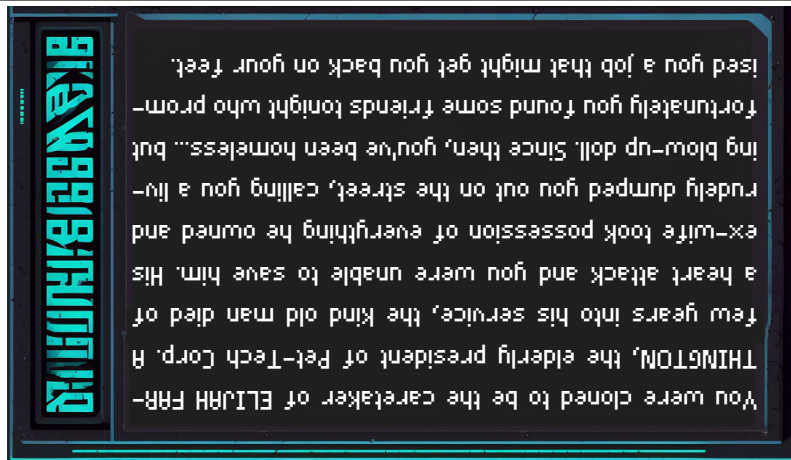
Teenage Assassin





MORTIMER KRIZ

Wheelman



MARYLAND S

Modified Caretaker Clone

