CARBON 2185

A CYBERPUNK RPG

炭素 2185 サイバーパンクロールプレイングゲーム

INTERLINKED

A CARBON 2185 MISSION BOOK



DRAGON TURTLE GAMES LTD.



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The Carbon 2185 | A Cyberpunk RPG Core Rulebook by Dragon Turtle Games Ltd. is required to play this mission.

WELCOME!

While Roadblock is a mission designed for new players and game masters, this doesn't mean that veterans players or master GMs won't enjoy it. If this is your first run through a Carbon 2185 mission, we have written this mission to gently introduce you to the rules and some of the unique features of the game. We'll separate the walk through of rules into boxed text, and as you get deeper into the mission these will disappear.

RUNNING THE MISSION

Roadblock is a short mission with only three scenes and a distinct ending. It is meant to set up the world and one of the more villainous companies, Villeneuve Robotics. While designed to work as a prelude to Interlinked, Roadblock can also be played as a stand-alone session with a clean ending.

WHAT'S HAPPENED

What's happened will give you a brief overview of the mission. This will provide context for the mission and let the game master quickly determine where and how this mission will fit into their campaign, whether it can easily slot into a campaign or is best played as a one shot adventure.

Villeneuve Robotics has suffered a system error at one of its main production facilities and are dispatching a repair unit with a sophisticated reboot algorithm. The players are approached to retrieve this algorithm, which functions as a skeleton key capable of unlocking the programming and genetic structure of all Villeneuve synth model's brains, including a unique experimental model. The payoff is generous, but so is the threat.

HOOKS

Hooks are convenient ways to help introduce your players to the mission. You should treat them as suggestions that link to player backgrounds in ways that encourage them to take on the mission. Most hooks are just flavor to help immerse the player in the scenario, but some may have a slight impact on the gameplay.

If none of these catch the eye of your players, encourage them to create their own reasons for wanting to em-bark on this mission. These hooks are optional and should not be attached to established characters unless you feel one of them would fit your character and make sense in their personal narrative. Following is a list of hooks that may be interesting to you or your players for the Roadblock and Interlinked adventures.

SYNTH LIBERATION

You're secretly a member of the SLF, or Synth Liberation Front. A group of freedom fighters and rebels fighting in the shadows for equality for synths. VillR has a bad rep with the SLF, and you're determined to check it out.

EX-EMPLOYEE

Before becoming a cyberpunk you slaved away for VillR under exploitative conditions. You don't care much for politics, and don't care about synth production secrets, but you do care about getting one over on your old boss.

GLORYHOUND

VillR has a reputation for maintaining extremely brutal security forces. Taking a run at Villeneuve and walking away with the prize will leave you a legend at cyberpunk bars across the city.

CORPORATE MOLE

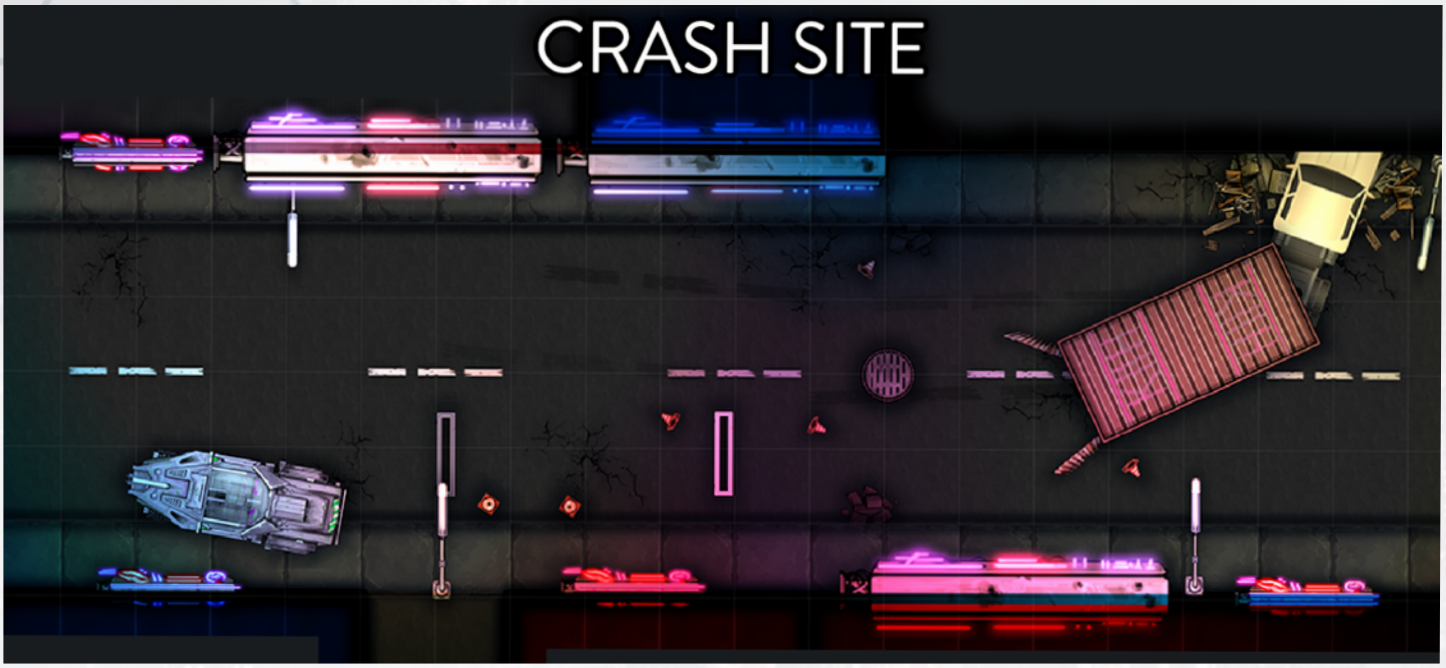
You're intending on stealing synth production secrets from Villeneuve to sell on to the highest corporate bidder.

THE TRUTH IS OUT THERE...

You wish you could learn the truth behind Villeneuve Robotics and its synth production. Now's your chance!

MISSING, PRESUMED GONE.

Someone close to you has disappeared and Villeneuve are implicated in the disappearance. Maybe you can get revenge, or maybe you can get information?



SETUP

Setup is a brief description of the underlying theme of the mission. You should use this as your benchmark for the mission. If the players get side-tracked you can bring this theme to the front of the narrative.

The mission begins with the first step of recovering the data - an assault on a vehicle carrying techs in possession of high-security clearance codes. The goal is to steal the access credentials for the facility from a tech support team en route to the facility. The action begins in the process of ambushing and destroying the security truck carrying the technicians. The cyberpunks will have to move fast, stealing the credentials and arriving at the facility with the means to bypass the security at the factory before it can be reported.

"A famous fixer, Rico Montoya, has offered you a job. Ambush a VillR truck, kill the guards, and steal their access codes. You've laid your trap on a remote street that the truck regularly drives through, and are now waiting."

The trap set by the cyberpunks is a series of remotely detonated explosives that will overturn the truck, and lead immediately to a skirmish with the guards. The cyberpunks have time to move into cover or otherwise attempt to hide. When they are done with whatever extra preparations they want, read the following:

"An explosion rocks the whole street. The truck veers and crashes into the side of a nearby building, its wheels spinning uselessly in the air. A second explosion throws cement into the air as the timed charge goes off a few seconds later than it should have -- that's what you get with cheap explosives. Within mo ments the back door to the truck bursts open and a group of armed figures emerge, sweep- ing the area with guns drawn."

The truck crashed into the side of a building 30ft. away from the cyberpunks, and emerging from the rear exit of the truck are three ***VillR guards***. They attempt to attack the cyberpunks if they see them, but are disoriented from the crash and have disadvantage on their initiative and perception checks made to spot hidden enemies.

Inside the vehicle are two ***VillR technicians.***

Once the guards are defeated obtaining the appropriate information and credentials from the technicians requires a successful DC10 Persuasion or Intimidation check.

If successful the technicians hand over the appropriate codes and badges. Alternatively players can incapacitate or kill the technicians and take the information. One of the technicians is carrying the data card used for storage, which the group has been instructed to grab. Five minutes after the truck has been disabled the cyberpunk with the highest People stat gets a call on their comms from an unknown number:

"On the other end of the line is the raspy voice of your contact, Rico 'Replay' Montoya. He speaks in rapid succession.
"So you hit the truck, good. Got the codes and 404'd the guards? Good. Right now, the deal is simple, use the codes and get into the factory. Go in, find the core, download the factory's schematics and their synth program codes. You have three hours, then meet me at the Six Hearts, it's a bar in district 4, can't miss it. If you aren't there in three hours, you ain't getting paid. If you are there with the data, then I can give you the longs when you arrive. 100 000 a piece, good? Good." With that, the comms go dead."

The factory Rico is referring to is a Villeneuve Robotics facility on the edge of District 2. The cyberpunks are aware of the location of this place due to previous conversations with Rico.

Travelling to the compound takes 20 minutes on foot or significantly less via any vehicle.

XP.

Divide 150xp evenly among the cyberpunks for defeating the guards, and an additional 50xp between them for obtaining the data.

Arriving at the facility begins END RUN.

END RUN

"The compound is a mess. Smoke billows up from one of the buildings where automated firefighting drones are dropping fire suppressant foam. Apparently you've been assisted by a convenient distraction. A fire brigade tanker pulls up as you watch, bringing a squad of heavily equipped firefighters to join the battle to save the building. Groups of bystanders, what you at first mistook as civilians, mill about the compound watching the action. On second glance you see that they are all dressed in identical gray jumpsuits. Synths. Probably the factory workers."

The party may choose a slightly more subtle plan to access the main building or they can simply try to fight their way in through the slightly weakened security. If they try a non-violent approach to work their way into the facility they must succeed on a DC12 appropriate check.

Some examples of how they may talk their way in are provided below, but these are by no means the only way to do it:

Masquerade as synths milling around the compound. The synths are operating on their default programming and are trusting to a fault. There are multiple models of synth and asking them to provide their clothing is easy.

Masquerade as firefighters. How they acquire the gear is their problem.

Masquerade as SFPD officers or some other authority.

If the cyberpunks stole the credentials from the technicians, they may be able to pose as the technicians to enter the facility.

If the cyberpunks come up with a different but plausible method, allow them to roll and see how it goes.

As the characters make their way into the building they will encounter various obstacles before they get to the VillR computer core. Once inside they will have to contend with the various groups that act inside the facility, which has its own defenses and security forces.

INSIDE THE COMPOUND.

The **rooms** in this factory are wide and equipped for the production of synths.

The **ceilings** in this factory are 20ft. tall in any area but the factory floor, which has a 40ft. high ceiling.

Doors in the factory would normally be locked but due to the adjacent fire have been left open in the rush, unless specified otherwise.

C1. KITCHEN AND CAFETERIA

This room is pitch black. If the cyberpunks have a way of illuminating it, or can see in the dark, read the following:

> "This kitchen and cafeteria clearly sees heavy daily use, but is currently empty thanks to the emergency. A pair of small cleaning robots are busy scuttering about."

There is little of interest here aside from a pair of freezers (lockable) where the players might be able to hide or stash captives away. No fire has yet to spread to this area.

C2. FACTORY FLOOR

> "The assembly line is silent, but you can see tanks of synths in various stages of development. The air is hot and clammy, smelling vaguely of rotting apples.
> You remember that scent from an old synth you knew; an older model that was a little twitchy. Now that you look closer you can see that the synths inside the tanks are all deactivated, and attracting flies.
> Four security guards are stationed in here."

The factory floor is filled with equipment and it is easy to locate cover or places to hide. Tools and makeshift weapons are also easy to find.

A group of four security officers approach anyone they see enter.

Convincing the security officers to allow safe passage requires a successful DC13 Persuasion or Deception check. If posing as someone who is authorized to be there, such as a firefighter, SFPD officer, or a VillR technician, the characters can instead make a DC12 Bureaucracy or Presence check. There are a total of four ***VillR guards***. They take cover behind the factory equipment, including the fragile synth holding tanks, should a firefight start.

LOOT.

As well as their standard equipment, the guards each carry 5d20 9mm rounds. Between them, they also have four 100₩ credit chips.

XP.

For defeating or bypassing the guards, award 200xp divided evenly between all cyberpunks.

C3. ADMIN OFFICES

> "A warren of cubicles and glass enclosed meeting rooms, it looks like a pitched battle occurred here with hundreds of rounds peppering the walls. Here and there a quadrant of cubicles are exploded outwards from a tossed grenade. The entire area smells like smoke and cordite.
> Lumbering among the cubicles looking confused and distraught is a powerfully built human wearing a soot-covered gray jumpsuit."

The figure is a ***morris combat synth*** driven mad by the lack of instructions and poisoning from the smoke. The synth screams in rage when it detects anyone enter, and lunges to attack. The cubicles are flimsy and only count as partial cover but could hide the characters for stealth or safety.

If the cyberpunks search the room they locate equipment worth up to 1 000₩. Accessing any computer terminal requires a DC12 Hacking check. Success reveals that the company is -


VillR COMPOUND 1ST FLOOR
2
1
1


ViIIR COMPOUND 2ND FLOOR
3
4

working on an illegal and experimental synth capable of procreating.

LOOT.
Loose equipment worth up to 1 000₩.

XP.
For defeating or bypassing the combat synth, award 100xp divided evenly between all cyberpunks.

C4. DATA CENTER

> "This room is protected by a bulletproof glass enclosure and an encrypted security keypad. Inside are two VillR security guards and a pair nervous looking technicians."

Convincing the two ***VillR guards*** and two ***VillR technicians*** that the cyberpunks have business in the data center requires a successful DC16 Bureaucracy or Persuasion check. Furthermore, the door is locked with a security rating 3 lock (DC14 Hacking) alternatively the door has an AC of 10, 20 hit points, plus resistance to bludgeoning, piercing, slashing, ballistic damage, and immunity to
psychic and radiation damage. The security guards refuse to open the door if not convinced, and prepare actions to fight if someone attempts access. If a fight breaks out, the technicians cower and take the dodge action each turn.

LOOT
The guards carry a combined 3d20 9mm rounds and four 100₩ credit chips (one chip per guard/tech).

XP
120xp divided evenly between all cyberpunks.

If the cyberpunks successfully infiltrate the data center they will still have to conduct a hand off with the VillR repair staff en route to reboot the system. No type of social roll with convince the Villeneuve Robotics personnel to relinquish the reboot datcard. It will have to be taken by force.

A DC13 Hacking check on the rebooted data card reveal its contents. It contains information on the production and development cycles of synths.
The complete genetic sequencing can be used by any corporation to produce specific models of synths that come from Villeneuve Robotics.

COMPLICATIONS

Try to anticipate your players actions and be prepared to react to them. Your worst case scenario could pit the party against four or more VillR guards backed up by the SFPD's finest.

A scenario like that will challenge even experienced players and while this probably won't happen, it might. Be prepared for this scenario and allow the party to seek alternate methods to escape.
Remind them that sometimes it's best to run from a fight than go down in a blaze of glory.

FINISHING THE MISSION

If the party is successful in obtaining the reboot data, they can meet with Rico at the Six Hearts bar. Rico will examine the data card for authenticity and then pay the team.

If the team's hackers decide to look over or hack into the data card they can do so before meeting Rico. He will want exclusivity and will not be happy if the players copy the data, but they can try if they like.

When Rico takes the data card he will jack it into his neurolink and examine at the data. Tell the players the following:

> "Oh yeah, this is exactly what we wanted, specifications right down to the cellular level for half a dozen synths. This is damn good. Have I got plans for this. You guys did good work. Not clean but cleaner than my last team by a long shot.
> Now let's get you all sorted out."
> After handing over the wonlongs, Rico takes several deep breaths. "Okay. Damn right, you did a good job here so my boss has told me to give you a message." He holds out a small screen covered with a faint film, a burnertab.

"Boss doesn't even talk to me, so I have no idea who they are, what they're like.
They only send messages this way, right?
Anyway, don't open it here. Get some R&R for tonight. Open it after you've had a drink and are alone."
With that he stands up and walks out of the bar."

LOOT.
Each cyberpunk will receive the agreed upon number of wonlongs, a flat 100 000₩.

XP.
You should divide 100xp between the cyberpunks for completing the mission.

If the party is successful in obtaining the reboot

VILLENUEVE

Villenueve's newest logo launched in 2184. The rebranding cost a reported 100 000 000₩ and was made as an attempt to distract from the rumours that VillR were using decomissioned synths in their foodstuffs.
The move worked as the online discussion turned to talk of their new overhauled look.

INTERLINKED

Interlinked is a series of scenarios designed for players who have a few missions under their belts and are familiar with the setting and rules.
It is recommended to play this adventure after roadblock as there are a number of combat and social situations that will be especially challenging. A couple of missteps and the body count will quickly grow.
This mission (Carbon 2185 uses the terms "mission" and "adventure" interchangeably) ties into the previous level 1 adventure Roadblock, with much of this adventure calling out or utilizing parts of Roadblock's story, and it is best if players have this previous knowledge, although not necessary.

SETUP
Synths are a common sight across San Francisco and most of the world (with a few exceptions). The life of a synth is forced labor for the many corporations, both on Earth and the colonies. This enslavement is not lost on the synths, and most of them dream of escaping this life. Some of them actively pursue it.

Synths are widely considered nothing more than a machine that makes modern life convenient. However, the advanced degree of their AI and the complete nature of their biology makes them almost human.

The cruel reality of their existence is that they know, they desire, they suffer. Generally speaking human beings ignore this reality, but there are many humans who sympathize with the synths, and this sympathy helps fuel the Synth Liberation Front and its mission to free all synths and establish an independent nation with the same rights and freedoms as their creators.

WHAT'S HAPPENED

A synth working at Frisco's Finest, a food manufacturing facility, was damaged in an industrial accident. The Nightingale model was slated for disposal and shipped back to a Villeneuve Robotics reclamation facility.
On arrival, however, the synth was secretly removed from the facility, suffering and frightened.

Unknown to the management of either facility the chief mechanic at Frisco's, Thomas 'Willy' Williams, has established a relationship with the synth and can't bear to see her destroyed.

Willy arranged to have the Nightingale delivered to a street engineer named Kaito Tanaka.
The cyberpunks first encounter Nightingale in **Part 2: Song Bird.**

Nightingale's disappearance from reclamation has spurred an investigation by an audit and reclamation team from Villeneuve Robotics.

Willy is desperate to hide his tracks, and meanwhile the synth has already started her own process toward freedom. With Tanaka's assistance she reaches out to the cyberpunks for help in getting revenge on the corporations that have abandoned her, and to free her trapped synth brethren.
She resents humanity and especially the corporations that created her, but she knows she needs allies in the process of gaining that freedom.

PROLOGUE

This mission is loosely connected to Roadblock in that Villeneuve Robotics makes an appearance. If your players were successful in that mission, they will have obtained a data card containing synth manufacturing data.

If they were unsuccessful, they will be familiar with the information but may owe the previous employer a favor for failing the first time.

This data card contains the Villeneuve Robotics' synth registry code. A registry code contains all of the data that the company has on each synth it produces including:

/Manufacturing specs
/Imbedded engrams
/Genetic markers
/Serial number
/Environmental tolerances
/Preferred and suggested augmentations
/Maintenance schedule
/Proprietary software (encrypted)
/Operating protocols Options:
/Cause no harm
/Be productive
/Protect yourself
/Be empathetic
/Protect others
/Nurture others
/*ERROR FILE CORRUPTED*
/*ERROR FILE CORRUPTED*
/*ERROR FILE CORRUPTED*
/Protocol unknown...Please Contact supervisor with level 73 clearance to unlock protocol.

Using this datacard, it's possible to adjust a synth's parameters as they mature. A matured synth can no longer be influenced by this data.

"You are building a reputation on the streets, and the anarchists are starting to speak your names. News of your encounter with Villeneuve Robotics isn't exactly common knowledge, but the secret's out. If it was truly common knowledge there would be a VillR kill team knocking on your door, but everything has remained quiet over the last few days. Meanwhile, staring up at you is the burnertab you got from Rico. He told you to open it when you were ready for another job -- and here you are."

The cyberpunks hold a secure data transmitter given to them as a direct message from Rico's *employer.* Unbeknownst to the cyberpunks,

however, Rico is a member of the Synth Liberation Front and is in fact the very employer he pretends to serve.

The Nightingale synth has been working with Rico and the SLF from inside VillR. Her recent accident is the catalyst for the following series of missions.

When the party opens the burnertab read the following:

"The screen is a pixelated mess that slowly coalesces into a hooded shape with sunglasses and a scarf wrapped around its mouth. Low tech but effective. Even if the unit were compromised, there wouldn't be enough to identify the figure or its surroundings. There's no sound, just a scrolling captions like an old timey 2D broadcast. Pretty much standard.

The scroll reads like a telegraph; all instructions and no context.

"Proceed to Frisco's Finest Production Facility within 48 hours.
Infiltrate facility. Insert data package into mainframe. Disguise mission as a snatch-and-grab. Exfiltration without causing loss of life if possible. Payment upon completion 100,000 w/in 36 hours following mission. Delayed deposit to account #6044,2344,23,113."

From the back of the device a smaller data card nudges out of a port, nondescript and easily overlooked.

"Click here to confirm agreement. You have 47 seconds to confirm."

A one-way Wi-Fi connection opens on the screen along with a large overly dramatically red button. A timer begins counting down. Once you agree to the assignment the data card releases from the burnertab port and the hardware sizzles as the internal hardware disintegrates via implanted microcharges."

If the countdown reaches 0 the same microcharges go off destroying the device. Allow the characters to investigate the assignment.
The following information is readily available.

DATACARD

The card is non-distinct, like a billion other cards. The program it contains activates when inserted into a computer system. A DC10 Hacking check will allow the player to dissect the program's commands. It will do two things: locate VillR proprietary software and adjust the inventory database.

Serial number NR 673-998 (Nightingale) is removed from two places: the main inventory and maintenance log. NR 673-965 (a dummy number) is inserted in its place.

A DC15 Computing check allows a hacker to recognize parts of the code as the same in the encryption software the players liberated and sold in Roadblock (if they checked out that data, too).

FRISCO'S FINEST FOOD

Frisco's is best known for the hundreds of small maid cafés, grocery shops, roving robovenders, and a nationwide distribution network of prepak foodstuffs. The company maintains a huge processing facility outside of the city where prepackaged meals are prepared and distributed. Similar facilities exist across the country, but this is the largest by far.
To learn more about Frisco's Finest Food, the players may attempt several skill checks:

A **DC13 Streetwise** check reveals that the corporate headquarters are located downtown. The production facility is more of a factory distribution hub.

A **DC15 Investigation** check reveals the financial status of the company and the corporate asset accounting for the production facility.

A **DC20 Investigation** check allows the data to be extrapolated revealing 10-12 security personal

100 production employees, 300 leased synths, and another 100 casual off-the-books workers.

A **DC13 Hacking** check will provide the players with a copy of the building permits from 20 years ago along with an outdated schematic of the site.

BURNERTAB
2 000₩

Burnertabs are a common method for a prospective employer to maintain anonymity while providing a secure briefing on the mission. The burnertab is similar to a lower tech tablet able to function like any other similar tablet. The encryption and security features make the unit unique. Once the tablet delivers its programmed message, it opens up a one way Wi-Fi connection to a specific preprogrammed network address. The connection will stay open for a maximum of 47 seconds, the minimum time a hacker will take to trace the connection using remote access tech.

The tablet will wait for the user to access the Wi-Fi to transmit a simple binary message either agreeing to the contract or refusing it. Once the message is transmitted or 47 seconds expire, the tablet will trigger a power surge through its batter that will electrify microcharge EMP tape that will destroy the hardware of the tablet, Datacard slot (tied to confirmed delivery) rendering it useless. Most burnertabs have the following features:

- Facial recognition scanner
- White noise generator
- Fractal encryption software (corrupts data as it plays)
- Microcharge EMP tape surrounding hardware
- One charge mini Wi-Fi system outgoing transmission only
- Small package delivery system (tied to confirmed message)

While a burnertab is not 100% secure it is considered unprofessional to even attempt to crack into a burnertab when one is delivered. Cracking a burnertab is most certainly a freelance career-ending move.

PART 1. MISTAKEN IDENTITY

Allow the party to organize their infiltration and escape plan. The facility operates 24 hours a day. Synths do not need as much downtime as humans and their burnout is literally preprogrammed into their maintenance schedule.

Be prepared to improvise and run with whatever plan the party elects to use. The areas detailed below will help guide the action.

F1. ENTRANCE BARRIER

"The chain fence surrounding the facility is almost as rusty as the metal sign displaying the cutesy Frisco's Finest logo. This particular building is labeled Food Preparation Facility No 1. There is a gate and the obligatory guardhouse.
You can see a bored looking security guard blankly immersed in a neurolink videogame."

FRISCO'S FINEST SECURITY

Frisco's maintains a much larger than normal security force on this facility. This is necessary to deal with the threat of rebellion from the synths that inhabit this facility as they have a higher than average rating of non-compliant behavior.

A 10ft. tall chain-link fence topped with razor wire encloses the facility. This is a useful barrier against the odd desperate vagrant, but little challenge for a well-equipped team. The real threat is the warning system that will mobilize if the fence is disrupted.
A DC12 Perception check will reveal that the fence posts are a typical flexing hydraulic electrostatic sensor that will register if the fence is cut or if any weight greater than 20lbs. is applied to it. It is not difficult to bypass this sensor (DC13 Stealth) allowing the length between two poles to be cut or climbed.

The fence is not patrolled.

If the fence is disrupted, the factories security will dispatch a ***surveillance drone*** to examine the site. The drone will arrive within 1d4+2 rounds.

It is possible the cyberpunks will have left the area and left no trace or concealed themselves. If they have not and the drone detects them, the ***security guard*** accompanied by a ***large synthdog*** will be sent to intercept them with drones providing support.

LOOT.
In addition to his normal gear, the guard carries 34 10mm rounds and a 100₩ credit chip.

XP.
If they make it through this area divided 125xp evenly between all cyberpunks.

F2. SECURITY GATE

"The road to the guardhouse covers a 100ft stretch of open ground from the main entrance through the chain link fence to the security gate leading into the facility. The guardhouse is made of concrete punctuated by thick-paned windows."

This location features a small concrete structure where visitors are asked to present credentials. Anyone with valid Frisco's ID will be allowed onto the grounds. Other visitors will be cross-referenced with that day's log of expected visitors and deliveries. If a visitor is not on the list, a call will be made to the administration area to confirm whether they are allowed entry.

This area is also guarded by two ***sentrybots***, located in closed "caskets" on either side of the gate. These enclosures appear at a glance to be part of the gate structure, though a DC12 Investigation check reveals them as part of the security system. Attempting to bypass the security entrance, or a failed attempt at Hacking into the software, activates the sentrybots.

The gate is standard chain-link, which will impede small vehicles, but anything larger than a van will be able to crash through the gate with little problem.

XP.
Bypassing or defeating the sentrybots will net the cyberpunks 200xp divided evenly among them.

DOWNLOADING DATA.
If the cyberpunks download any data from the facility, please turn to page 27 to see what they may have learned.

F3. DISTRIBUTION BAY

"A pair of Frisco brand haulers are pulled up at the loading bays. The robotic machinery moves back and forth loading stacks of boxes for the order. Sophisticated picking and sorting programs allow each pallet to be customized for their specific destination, be it a multinational grocer or mom & pop convenience store. A few synths move around the stacks assembling and packing the boxes."

This is where the processed foodstuffs are shipped to the city and across the country. Within the bay are stacks of palletized boxes. Each box contains one hundred packages: tacos, quesadillas samosas, fish and ramen. Most of the packages come in a standard, deluxe, and self-heating options, with multiple flavors.

Robotic pallet movers stack and prepare the pallets for shipping. Painted lines, featuring ferrous infused paint, allow the pallet movers travel unimpeded between the distribution bay, intake bay, production floor, algae tanks, and recycling bins.

The pallet movers are immensely strong and as such very durable. They are programmed to follow simple instructions, which are inputted into a touchscreen or programming port at the rear.

The bay is entered by a set of stairs to the north or by the sunken vehicle bay, which lets trucks back-in flush to the bay for easy loading and unloading. The pallet movers, under the control of five synths, are loading two trucks at the dock.

FRISCO'S FINEST SELF-HEATING FISH TACO

Our delicious cod fillet is soaked in Frisco's award winning teriyaki glaze. The fish is nestled within a genuine corn tortilla wrap, along with fresh lettuce, onions, and pickled turnip.
The flavor is world-renowned!
Self-heating options are available in all markets and uses our unique double-layered packaging with polymer-infused chemical catalysts that will heat your meal with a simple press of a tab. Three minutes later, your steaming hot taco is ready to eat.

Available in singles, doubles, and six-packs.

Treat yourself today! Happy eating!

F4. PRODUCTION FLOOR

"The heat and noise emanating from the building is incredible, hitting you like a physical blow. Dozens of synths work side by side with human line-workers, pressing and forming patties of flavor-infused algae and protein paste into nearly passable food shapes. After the food is cooked, processed, and freeze-dried, it is wrapped, boxed, and stacked onto pallets that are moved out of the room and along to the warehouse and distribution bay. The entire room is a cacophony of sounds and movement, and you imagine that if you did not know what you were doing you could be seriously injured."

This building is massive, with assembly lines of cookers, ovens, vats of sauces, and machines that form and package the food. Each assembly line is calibrated for a specific run of product. Generally, the production line will run two or three products at the same time. This week the production run is geared for fish and lamb tacos. Of course, the extent of fish and lamb in each taco is limited to the DNA infused in the algae grown in the vats out back.

The synths here are all engaged in operating the machinery and guiding the pallet movers.

There is a lot of activity on the production floor with 100 synths and 50 human employees operating the machines.
There are also 10 supervisors to maintain order on the production floor. Generally, this is accomplished with an electronic schedule but they also carry stun batons in the event a synth gets out of line. Human employees are far too afraid of losing their job to get out of line.

A single ***security guard*** sits on a folding chair at the entrance to the admin building. From here, they can see down the length of the production floor to the doors to the intake bay. While the production lines do obscure the distribution bay doors, the guard can see straight down the middle of the room. Unless the facility is on alert, they will be oblivious to anything going on around them due to the activity in the room.

LOOT.

As well as their usual items, the guard has 34 10mm bullets and a 100₩ credit chip.

XP.

Divide 25xp evenly between all cyberpunks for completing this area.

F5. ALGAE TANKS

"A handful of synths tending three large tanks located in the center of this room. The scum growing on the surface of each tank is being skimmed by a bucket conveyor and deposited into large wheeled tanks. Someone has painted each tank with multi-colored graffiti: Fish, Fowl, and Feet. Looks like someone has a sense of humor as the algae tanks reek of all three."

The synths in this area are all wearing the standard gray work overalls, but there are three human workers each wearing thick gloves and a full face-covering breather mask. If the players are looking to disguise themselves, they can get a set of masks from an equipment cabinet at the entrance to this area.
Posted in the area to scan for and incapicitate any intruders are three ***stealth spiderbots***. Anyone not in uniform is


FRISCO'S FINEST FACILITY
7
6
5
4
3
2
1

attacked by the spiderbots from stealth. Somebody with a passive perception of 16 or higher, or those who succeed on a DC16 Perception check avoid being surprised by the attack.

XP.
Award 150xp divided evenly between the cyberpunks.

F6. INTAKE BAY

"This small vehicle bay is nestled in the rear of the facility between the manufacturing area and the garbage/recycling dump. There are not any vehicles off-loading supplies or equipment at the moment. You see a couple of employees enjoying nicsticks but otherwise no one is around."

There is no one in the bay at the moment, but there are a number of equipment racks that hold work uniforms and equipment. Gray jumpsuits are for synths, blue for human workers. If the alarms are activated, two ***sentrybots*** emerge from areas in the wall to defend the intake.

XP
200xp divided evenly between all cyberpunks.

F7. GARBAGE RECYCLING CENTER

"Rows of dumpsters lead to a set of recycling bins like offerings to the gods. There is a long line of tables set up in front of the recycling bins and a trio of very dirty synths are sorting through barrels of trash. A concrete path and ramp leads back into the intake bay allowing robotic pallet movers to move empty dumpsters back into the facility in exchange for filled ones."

The recycling is handled piece meal with synths pushing carts with barrels into the recycling area and sorting it manually. This is labor intensive but synth labor is cheap and recycling fines are expensive.

Of the entire facility, this is the quietest location, its silence broken only by the light clatter and scraping of the recycling activity. Occasionally a pallet mover chugs through the area to exchange a full dumpster for a fresh one. If the characters watch long enough they will see the synths pocket the occasional piece of trash after examining and discussing it among themselves. A DC14 Sense Motive check indicates that this is a typical synth attachment psychosis. Generally, this is not dangerous but it indicates the maintenance cycle is not being followed.

ROBOTIC DUMPSTER.

As you would expect these dumpsters are foul and disgusting messes, but only on the inside. The outsides are relatively clean as they are regularly scrubbed by synths. The dumpsters contain an internal hydraulic press to compress the trash and increase the internal carrying capacity. They also have a set of road worthy wheels and a hitching mechanism that allows the dumpsters to be fastened together in a sequence.

Once a week the sanitation department sends a pick up crew, hooks the dumpsters into a sort of road train, and brings them to the dump for emptying.

F8. SYNTH HOUSING

"A large gray building with only a few barred windows and a single steel reinforced door stands like a prison within the compound. Inside the building are rows of bunks, a communal bathing room, and a cafeteria where the synths relax between shifts."

This building is set off from the production facility to allow the synths to conduct their refresh-and-relax cycles. They are not programmed to require much in the way of relaxation or recreation time, but the synths have personalized their spaces somewhat. Small discarded items from the outside world decorate the free space around their bunks. Most of these are discarded by the human employees and are worthless to anyone other than the synths. They are protective of these little mementos of normal human

existence. Damaged dolls, pages ripped out of an old paperback novel, or once colorful pinwheels that no longer turn are all samples of the dross the synths collect.

There are around 100 synths milling about the housing unit at any one time. They are programmed not to harm humans but they will protect themselves and their belongings. The characters can certainly mingle with the synths but they will not be able to blend in, and the synths will simply stare at the intruders among them. The synths will not report the humans and will only interact with them if the characters initiate conversation. Defending the synth housing facility from intrusion and making sure the synths are working properly are five ***security guards.***

LOOT.
170 10mm bullets. Five 100 wonlong credit chips.

XP.
125xp divided evenly between all cyberpunks.

Frisco's Finest Foods maintains an inventory of approximately 300 synths working on a three-shift rotation.
At any one time there may be as many as 150 of the units on the production floor or scattered across the facility.
The remainder spend their time in the synth housing complex.
The inventory consists of three basic models, all repurposed by Villeneuve Robotics for a second life in the food preparation industry.

DOWNLOADING DATA.
If the cyberpunks download any data from the facility, please turn to page 27 to see what they may have learned.

Frisco's FINEST FOODS
フリスコの最高の食べ物

F9. ADMIN BUILDING

"The administration building is topped with a faded but still jauntily colored sign proclaiming "Frisco's Finest Foods, San Fran's best employer three years running."
The state of the rundown vehicles cluttering the parking lot indicates those three years must have been long ago."

The large parking lot is on the north side of the admin building and features an assortment of vehicles, mostly compacts and the occasional van or truck scattered throughout. The lot is not anywhere near capacity and most of the vehicles are rundown or in need of repair. If the characters are interested in taking one they will find it an easy DC10 Mechanics check to override a vehicle's theft protection and get it running. One area of the lot is taken up with a small fleet of six robotic food trucks. These are bright, shiny, and in the best repair of any of the other vehicles since sales are better from a clean vender.

There are two other vehicles that stand out among the rest: a security vehicle with off road tires, and a heavily armored van. These vehicles look in good condition, though grubby.
Both are parked close to the stairs leading to the admin building.
The security vehicles are a bigger challenge to break into, requiring a DC15 Mechanics check.

"This warren of cubicles and offices is less rundown than the rest of the facility, but only because it is where the majority of the human employees work. The office color is soul-crushing beige, its walls broken only by an occasional graphic broadcasting the current sales figures or a trite 3D inspirational hologram. Both are intended to improve productivity but neither succeeds."

The admin building is one of the only places where the health and safety of the workers is considered. The HVAC maintains the temperature and humidity at a reasonable level, soundproofing keeps the sounds of the production facility to a minimum, and the lighting is indirect and pleasant. Sure the décor is boringly standard, but it's a clean and healthy environment to work in.

F10. SALES

"This area is a maze of cubicles filled with a few personal items: stress balls and the like, maybe a potted plant, but little else."

A basic communications system allows the employees to cold call potential or existing clients. Noise is kept to a minimum and aside from whispered comment when the supervisor is not looking, there is only the ever-present cross-sampling of employee-to-client conversation.

The characters should not have any real problems navigating this location.
There are 10-12 employees and 2 supervisors, but they are all busy maximizing their sales stats, and will not engage the party unless forced to.
If the characters attempt to access the main admin systems from here, they will find that the sales department is **firewalled** from the entire production facility. This is due to the number of casual employees the department utilizes and a few regrettable incidents last year. Access is closed.

PATROL VEHICLE

A heavy patrol vehicle, SUV style, with a segregated rear cabin for suspects. Built for all-terrain with four-wheel capability. Can transport five armed guards and up to four detainees in the very back.

SYNTH TRANSPORT VAN

A transport van that allows the company to move up to twenty synths in the rear cabin. The cabin has two rows of benches with a series of snapping locks built into the floor of the vehicle. An equipment cabinet holds sets of manacles attached to steel cabling. These are used to secure the synths for transport to and from Villeneuve Robotics when they are being repaired, reconditioned, or replaced.

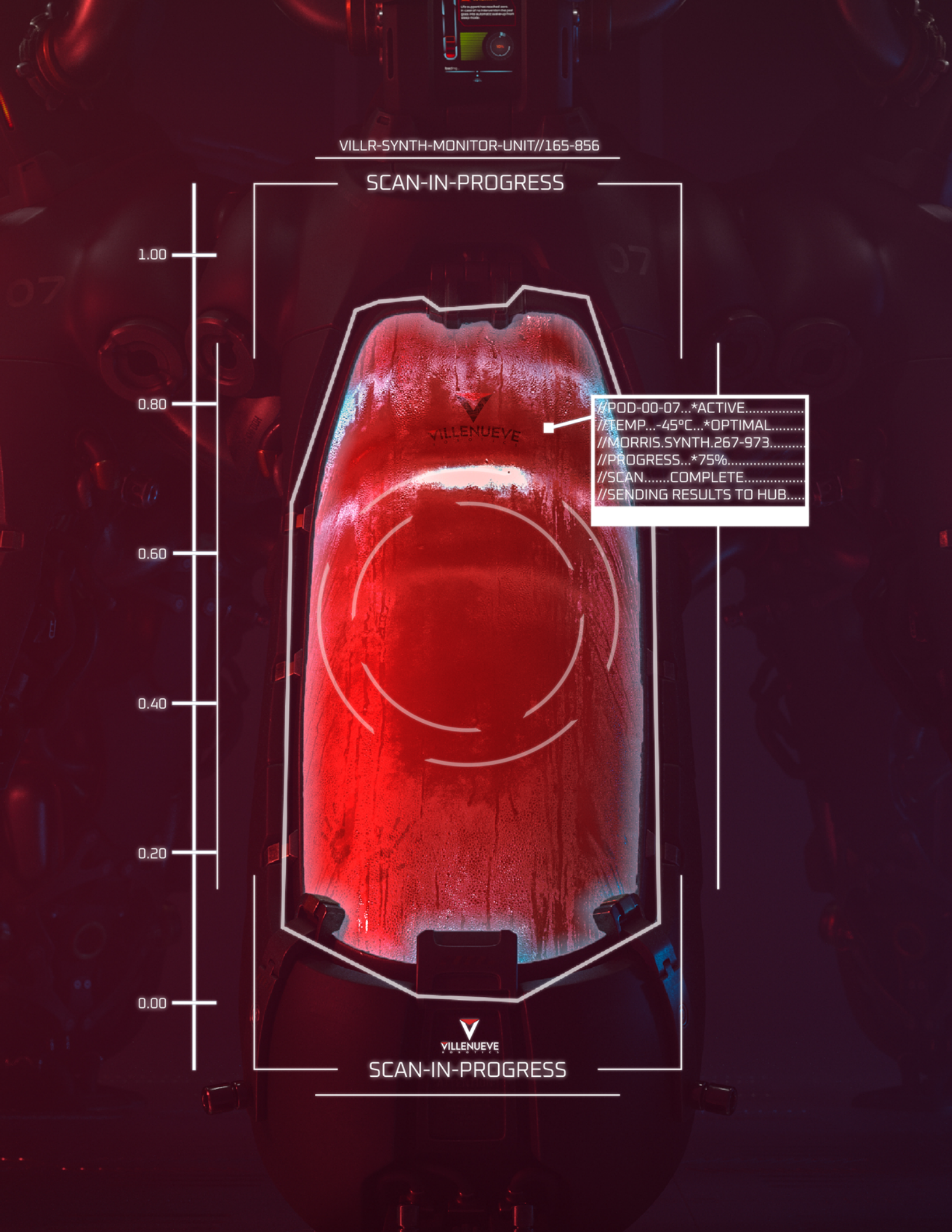
ROBOTIC FOOD TRUCK

These trucks are mobile food kitchens equipped with cooking and reheating facilities and are manned by a crew of two to three employees. They are also outfitted with an AI robotic that is only capable of preparing prepackaged food servings from an onboard store. Frisco's Finest maintains this fleet from a number of locations, supplying them for contracted delivery services.

Each truck has a pre-programmed route, entered by the sales department to supply the local area. At any one time there are 500 trucks patrolling the streets looking for customers. You do not have to look far to see the garishly painted trucks, and if you cannot find any it is easy enough to summon one through the net.

F11. MARKETING

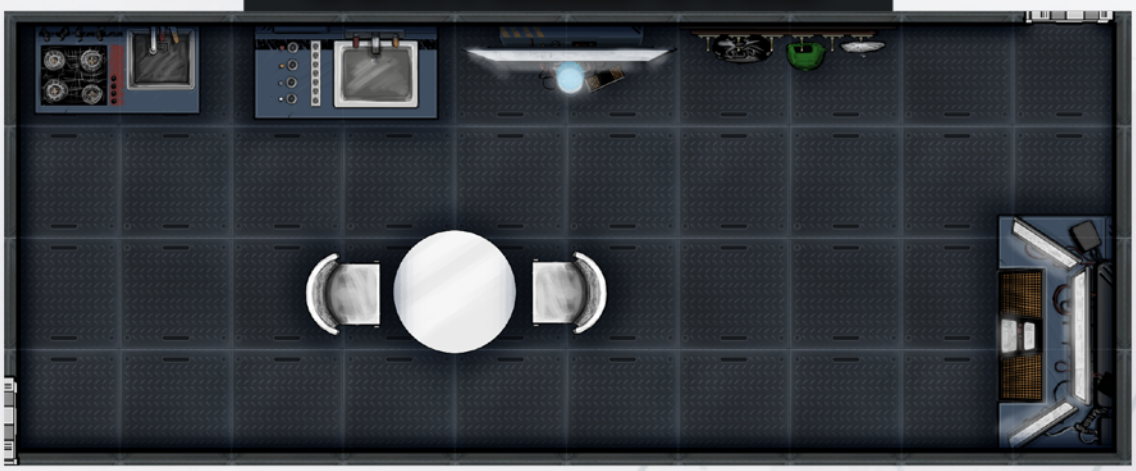
"Here are two small offices, each cluttered with charts and stacks of papers. The department also has a fancy meeting room for entertaining clients. Presently this meeting room is only occupied by a mostly eaten birthday cake and a couple of dismal looking mock ups of a new line of veggie samosas. The cake is dry, but not as dry as the cardboard mock ups."


VILLR-SYNTH-MONITOR-UNIT//165-856
SCAN-IN-PROGRESS
1.00
0.80
0.60
0.40
0.20
0.00
VILLENUEVE
//POD-00-07...*ACTIVE.....
//TEMP...-45°C...*OPTIMAL.....
//MORRIS.SYNTH.267-973.....
//PROGRESS...*75%.....
//SCAN.....COMPLETE.....
//SENDING RESULTS TO HUB.....
VILLENUEVE
SCAN-IN-PROGRESS

SYNTH HOUSING



SURVEILLANCE



The marketing department is small at this site, as the main offices downtown are where most of the management conducts its day-to-day work. Marketing maintains a small presence here focusing on the industrial market by providing ready to eat meals for business sites.

The rooms have a panoramic window giving an unobstructed view of the grassy area between the parking lot and the synth housing: it could be a quick exit if needed. There is also a sophisticated holographic imager that, in defiance of corporate protocol, is connected directly to the outside world. If properly hacked this connection could allow a call for help. The imager is also connected to the main IT servers, but is firewalled to allow limited access to marketing and admin files only. It is has a security rating of 5. If this check fails, a corporate security measure dispatches an ***advanced sentrybot (CR1)***, which arrives in 1d4 rounds.

XP
200xp divided evenly between all cyberpunks.

F12. DISTRIBUTION

"This office overlooks the parking lot and the brilliantly painted fleet of robotic food trucks. While there are only six trucks in the lot at present, an interactive display of the city allows real time tracking of another 300 or so. Mounted on the opposite wall is a map of the country, with a smaller inset map of the world."

Across this map are small points of moving lights, representing outgoing shipments of product and incoming deliveries of materials. Stacks of binders fight for space on the tables with an old style canister coffee maker. There are boxes of packaged samples and racks of prepared press release kits, all in various states of assembly. It looks like the office is doing double duty as a prep area.

F13. FINANCE

"This drab space features two windowless offices with desks facing the walls. There is little of interest here, aside from a basic computer set up and comm system. There are a pair of framed photographs featuring a nondescript family unit. If you moved the frames from one desk to the other, it's unlikely anyone would notice. The computers are little more than terminals, with no data card reader."

As described, these offices are little more than glorified cubicles.

F14. MANAGEMENT

"This location houses three offices all with full picture windows occupying an entire wall. The windows also double as fully functional 2D displays, shifting from transparent through opaque to interactive high-def, using a control mounted in the central office desk or by remote. Each room also features a small couch and table for more informal meetings. There is a wet bar and fully stocked refrigerator. Art pieces hang on the opposite walls along with a few moderately tasteful statues in alcoves inset into the walls."

If the players examine the desks, they will find an assortment of personal items of little worth. There is a level 4 security system built into each desk that can access all IT systems. They are each biolocked to their owner's biosignature. This can be bypassed with a DC16 Hacking check. Once accessed, any of these systems can be used to upload the data card into the main system.

F15. TECH

"Numerous synths busy themselves working throughout this large room. Some appear focused on small equipment repair jobs, while others move equipment into and out of the room. In the center of the room sits a robotic food truck, hood up, while a synth appears to work on the engine. In an odd juxtaposition, numerous active network servers occupy one quadrant of the repair bay."

This large room is where the company maintains its corporate server stacks as well as doing double duty as a technical repair facility. Small repairs to the facility's equipment can be conducted here and at any time, there will be 3-5 Rathbone model synths working on broken pieces of equipment along with 6-8 Morris model synths moving equipment in and out of the room. If the players check the food truck, they will find the truck fully functional, though empty of any foodstuffs.

Along one side of the room is workbench with a data terminal allowing access to the servers. If the players examine this terminal they will find that there is no firewall protecting the server and simply inserting the data card into the terminal is sufficient to access the servers. Around the terminal are a few old time paperbacks, which would be worth a few wonlongs if the players take them. Deactivated in the corner of the room is a restrained insane ***morris synth***.

If anyone comes within 5ft it activates and breaks its restraints. The other synths flee the room.

LOOT.
Odd bits of equipment worth 1d10 x1 000₩, old paperback books worth 500₩ each, to the right buyer.

XP.
100xp divided evenly between all cyberpunks.

The books are all of assorted poetry: Tennyson, Wordsworth, Byron, and the like. Inside one of the books is a dog-eared 2D flat photograph of a Nightingale model synth (this is a photo of Nightingale from Part 3 - feel free to describe her to the players and use the same description when they meet her later).

F16. SURVEILLANCE

"The door to this room is solid metal and features a bioscan lock. Stenciled on the door is the tell-tale word 'Surveillance.'"

Two bored ***security guards*** share a tablet to play a 3D holo-game. This office features a desk and a series of monitors flashing from one scene of industrial productivity to another, with the occasional glimpse outside at the facility's border.

The security office maintains a computer system that has its own connection to the network as well as a laser link to a surveillance drone on the roof of the building. There is a metal ladder outside the building, which gives access to the roof and the drone hangar for maintenance. There is a ceiling mounted hatch here, which allows the officers to switch out the surveillance package in the drone with a waldo mounted sniper rifle assembly. Changing the drone's package takes 10 rounds

The security office computer is connected directly to the servers in the tech room. If the characters wish, they could attempt to install the data card here. In the event an alert is sounded, the security room has a panic button that will isolate the servers from the rest of the facility and also jam any outside landline, cellular, or radio communication. This will not stop any direct sight laser comm system but it is effective otherwise. The security personnel will be reluctant to use the button unless the servers are compromised. This will not stop the data card insertion but will flash comm an SOS to the San Francisco police, who will respond in force.

LOOT.
68 9mm bullets. Two 100₩ credit chips.

XP.
Award 50xp divided evenly between all cyberpunks.

Frisco's

FINEST FOODS

フリスコの最高の食べ物

私たちと一緒に歌いま
一緒に食べましょう



OPENS at 9AM
CLOSES at 9PM





♥MENU♥

Self-Heating Fish Meal 自己加熱魚粉	50 ₩
Algae Burger 藻バーガー	50 ₩
Frisco's Ramen フリスコのラーメン	60 ₩
Synth Beef and Bell Peppers シンセビーフとピーマン	80 ₩
Protein filled Dim Sum たんぱく質入り点心	90 ₩
Roasted Synth Duck ローストシンセアヒル	100 ₩

ESCAPING THE FACILITY

With the data card downloaded and the information now safely contained, it is time to escape the facility, past any surviving or incoming security forces and SFPD. This will be a **set piece.**

A set piece is a group action where success or failure can affect the whole group and their current plans. This usually involves an elaborate escape or a scene that would be montaged. As a group the cyberpunks must succeed 4 skill checks, before failing 3 others. If they can do this then they successfully escape the facility. If they instead fail 3 skill checks before succeeding 4, then they are cornered by the security force that Villeneuve sends three ***large spiderbots*** to incapacitate and capture the cyberpunks.

SKILL CHECKS

ACROBATICS (DC13).
Simply finding an appropriate drainage pipe, or jumping into a padded fall will make this escape so much easier for getting out of the facility and onto the street.

ATHLETICS (DC12).
This check is a dead sprint and leap away from anyone who would try to catch the group. Run faster than them and they will never catch up.

BUREAUCRACY (DC12).
Knowing the people and the systems in place for exactly this kind of situation works to the team's advantage, and they are allowed to slip away.

ENGINEERING (DC16).
Rigging part of the facility's production line to halt without stopping anything else. That will quickly cause issues: the best case for the corps is that it overheats and shuts down everything else; the worst case, however, is the build up in pressure causes an explosion in the algae bay.

HACKING (DC14).
Once the hackers are into the system it should be relatively easy to reroute some of the security squads to another part of the facility, thereby allowing the team to slip away.

MECHANICS (DC10).
Weren't there some food delivery trucks out by the back of the facility? One of those may do nicely for a quick getaway.

PRESENCE (DC17).
Hiding among the workers is a classic move. With any luck, and hoping no one turns them over, the team can make their escape.

STEALTH (DC15).
Slipping away using the shadows is the best way to live to fight another day. This is one of the oldest methods of evading capture -- hiding, usually in plain sight.

LOOT.
2d20 + 10 9mm bullets. Plus 100 000₩ for each cyberpunk if successful.

36 hours after their escape, the group receives the appropriate payment. Once the payment has cleared through, divide the xp evenly between the cyberpunks.

LEVELING UP 1-2

During Part 1, the cyberpunks should have reached level 2. If they did not, now would be a good time to add your own twist on the mission so far by adding side excursions designed to get them up to level 2 before Part 2.

LOOT AND XP

From this point on, loot and xp are given at the end of each section, rather than as soon as they are earned.

IMMEDIATE CORPORATE EXTRADITION TREATY

Most police and government agencies maintain a suite of corporate extradition contracts. These documents allow a duly appointed officer of a corporation to request that a suspect be remanded to their custody. These contracts allow a corporation to interrogate a suspect for a specified period ranging from hours to weeks, depending upon the details of the contract.

A few corporations have their own accredited court system, penal institutions, and even halfway houses to reintroduce convicts to the general public once their sentence is over. A multinational entity like Villeneuve Robotics has extradition contracts with municipal and national courts across the globe. Immediate Corporate Extradition Treaty.

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If the players download any of the information from the security system, they might learn the following:

Thomas 'Willy' Williams appears on security tapes on many occasions. He spends a lot of time with one specific Nightingale model synth.

Maintenance records show more than normal check-ups with this particular model.

Focusing on the feeds reveal him reading poetry to the synth.

Byron, Tennyson, Wordsworth

Over time, the synth repeats the poems back to him. Private moments alone show the Nightingale synth whispering lines of poetry to herself.

Footage of an industrial accident that injured the Nightingale synth show the following:

Willy attending the scene and trying to provide aid. Willy's manager Jake Clarkson completing an accident report.

Clarkson's accident report. Indicates the synth should be reconditioned and sets a pick up date for the VillR reclamation team to arrive.

Thomas 'Willy' Williams annual employee review (conducted prior to the accident). His supervisor has reprimanded him on four occasions for inappropriate interactions with synths. Inordinate time periods spent with a specific synth. Cleaning and repairing synth clothing. Providing books and small gifts to synths. Inappropriate adjustment of synth work schedule

The review further identifies the specific synth (ID 673-998) as the focus of his attention. The floor manager Jake Clarkson recommends the synth (Nightingale model ID 673-998) be reconditioned and memories wiped.

PART 2. SONG BIRD

If the players were successful in Part 1 they are no doubt enjoying the rewards of their work. Within two days, however, they receive an urgent summons from Kaito Tanaka, a local electronics restoration store owner. Tanaka is well known on the streets as an honorable man. He calls with the following message:

> "I heard that you had some action in the suburbs. Paid handsomely I heard, but someone was sloppy. Come to the shop. We need to talk. The streets are always bustling here. Vendors ply the crowd trying to hawk their questionably legal wares. Of course, no one comes this far uptown for anything legal. You clear the riff raff out of your way with a surly glance and spot your goal. Uncle Tanaka's Off Market Repairs. The street's glaring neon gives way to a dimly lit shop punctuated here and there by the telltale blinking lights of equipment struggling to continue operation."

Tanaka's shop specializes in repairing old or obsolete technology. If you have an old Commodore 64, Rolex, or gas powered moped, Tanaka's can get it working for you. The interior looks like a cross between a pawnshop and an old-timey Radio Shack. The real work is done in the back.

Once the characters arrive, Tanaka declines to discuss things with them. He is abrupt, saying only, "Talk. But not to me."

> "Tanaka leads you through the house to an upper story and into a cluttered bedroom dominated by a hospital bed. Surrounding the bed is an array of medical and mechanical equipment. In the bed is a badly injured synth. Her left side is burned and she appears immobile. Her face is scarred along the left side and one eye rolls uncontrollably."

If the players succeed in a DC15 Computing check, or have reviewed the Frisco's security footage or the data card, they recognize her as a Nightingale model. they recognize her as a Nightingale model. They might also recognize her from the photo in **Part 1**, though her injuries make it more difficult.

Though listless in her current condition, Nightingale answers any questions with determined effort. At times it's difficult to understand her as she lapses into snippets of poetry when not directly engaged.

> "In a sudden moment of clarity Nightingale speaks: "Find Willy before they take him. Kidnap him if you must."

If they ask for payment, Nightingale laments that she has no money, but offers a return favor once she's set up in the liberation effort - a favor in the wings is as good as money when it's needed. If the characters force the matter, a disappointed Tanaka offers 10 000₩ each to accomplish the task.

If the players ask about Nightingale's wounds and mental state, Tanaka assures them that, with rest and his help, she'll be back to form soon. He refuses any offers to join the team as he is too old, but he assures the group he'll be pulling strings on his end to cover contingencies if things go south.

As the group negotiates Willy calls Tanaka on the comms. He's on the run from VillR detention squads and needs help. If the party agrees, go to Part 3: The Defector.

XP

Each cyberpunk earns 100xp for this section.

TANAKA'S OFF MARKET REPAIRS STOREFRONT

T1. ENTRANCE

This room is filled with a clutter of ancient and cutting-edge technology. Uncle Tanaka can probably locate any specific piece of equipment a player is looking for. An armored door (concealed behind a wooden one) allows access to the rear of the shop.

TANAKA'S STOREFRONT



'Uncle' Kaito Tanaka is an elderly Japanese citizen whose history is shrouded in secrecy.
He lives in San Francisco because his country of origin has exiled him for crimes unknown.
He is a brilliant technician who dabbles in all the physical sciences.
He may seem gruff and dismissive, but he has a soft spot for the synths, and acts as a spy for the loosely organized Synth Liberation Front.
He maintains his cover as a dabbler in ancient technology and a purveyor of repurposed technology, while also maintaining his clandestine support for the SLF.

The door is reinforced and has a security lock (DC30). At some point during the mission, this door will probably be the only thing standing between the players and the VillR.

T2. REAR STORAGE
On the other side of the door is what at first glance looks like a meat locker. The room is kept at a chilly 5 degrees to maintain the integrity of the vats and freezers filled with synth parts.

T3. MED BAY
This is an autodoc that is programmed to conduct first aid and surgical repairs on both human and synth patients. The autodoc also has a minigun in the corner that ensures compliance in reluctant patients but also can be set to attack any intruders.

T4. REPAIR BAY
Technology repairs are conducted here.
Various pieces of equipment are scattered about the workstations. An SFPD robot is partially disassembled against one wall.
A few adjustments and the robot can be brought into the fight either as a distraction or to slow down any assault.

T5. BACK ALLEY
A van is pulled up against one wall of the alley. It is a non-descript delivery van that could be hot-wired and easily pressed into service to make a quick or stealthy escape.

UPPER FLOOR
T6. NIGHINGALE'S ROOM
This bedroom is dominated by a large hospital bed and associated medical monitors. A small cot with dirty bedding is set up beside the bed making it hard to move around.

T7. TANAKA'S ROOM
This small room overlooks the front street and is as sparse as the rest of the building is cluttered. Tatami mats cover the floor and an alcove containing a simple white banner with a motto 'Do nothing which is of no use' in Japanese. A small set of chests holds personal items and clothing as well as a rolled up futon with bedding. Hidden beneath the clothing is a military style webbing and holster holding a *revolver* and a *monoedged katana*. There is a leather bound book containing a handwritten account of Tanaka's experiences during the war (in Japanese of course).

PART 2.5
ON THE ROAD AGAIN

This section can be used for any vehicle chase scenes initiated by mission escapes during any other part of the adventure. The essence of this scene is a classic style car chase. Run the scene knowing that the cargo (prisoner) could be one or more of the player characters, an ally, Willy, and/or even Nightingale herself.

The escape on the road is another set piece (similar to ambushing a convoy holding prisoners before it reaches the interrogation compound).

Goal: attempt to escape the Villeneuve corporation facility. To succeed the group must pass six skill checks before failing four skill checks as follows.

SKILL CHECKS

ACROBATICS (DC16).
Leaping from one moving vehicle to another is incredibly dangerous, but boarding that vehicle may be the way to get rid of your pursuer. A character who fails this check takes 2d10 bludgeoning damage from the fall and is potentially out of the chase.

DECEPTION (DC13).
Using your skills at deception to feint down one road or alley than another can throw people off of the trail.

HACKING (DC14).
Scrambling their sensors and disrupting their computers can completely throw an assailant off.

MECHANICS (DC13).
Just get a little bit more kick out of the engine and maybe just maybe you can get ahead of the people chasing you.

NAVIGATION (DC12).
Knowing the city may give you an edge in the chase and get you to somewhere safe.

PRESENCE (DC14)
Hiding in plain sight by dropping behind some of the other cars on the road might be enough to drag their eyes off you.

STEALTH (DC13).
Once out of sight it is best to stay there. Time to find a place to lay low and hope they don't find you.

VEHICLE (LAND) (DC10+).
Driving at a fast pace through the streets of San Francisco is a death race. Start at DC10 and increase by two for every maneuver that requires a new check.

> If using a map you can and should insert obstacles for both the VillR pilot and the players to avoid or crash through. Planning obstacles ahead might be easier than making them up on the fly.

If the players succeed they avoid capture and disappear from their pursuers.

XP
The cyberpunks earn 100xp each for completing this esacape. Use this value each time there is a vehicle chase.

PART 3.
THE DEFECTOR

District 3 is the heart of San Francisco. The bridge between the haves and the have-nots. If there is still a middle class you'll find it here in all of its squirming, miserable desperation. Willy is a D3 guy, and as such he knows too well that shafting the corp that feeds you is suicide on every level. Six months ago he was a committed VillR lifer, firmly set in middle-management and trusted with a secret or two at some of VillR's most important sites.
Then she came down the line: a Nightingale model, #NR 673-998 - even her serial number was poetry. Six months later and here he is, hiding around the corner as four VillR reclamation agents scan the streets and alleys 50 feet away.

The process for finding Willy is a set piece.

Goal: Get to Willy before the VillR reclamation teams do. To succeed the party must pass 4 skill checks before failing 3 skill checks as follows:

SKILL CHECKS

ACROBATICS (DC13).
Get to the roof and leap between buildings. It's a lot easier than moving through crowded streets and can make up critical time.

ATHLETICS (DC12).
One way to get to the roof is to climb. Fortunately there's also the fire escape once you reach that ladder.

HACKING (DC16).
The VillR hunter teams might know something. Hacking into their comms is a good way to stay a step or three ahead.

NAVIGATION (DC13).
Anyone from District 3 should know exactly where to go and how to get there. Make this check for a good idea about where to look for someone who's trying not to be found.

PERSUASION (DC14).
People on the street don't want to talk, but the right words might yield a clue.

STEALTH (DC13).
Slipping past a well-trained hunting team isn't the easiest task. Be quick and get to the target first.

TRACKING (DC12).
A work-a-day salary guy isn't exactly going to sneak away from anyone. Follow the leads and grab him.

Finding Willy is just the start. Now to get him out of the thick of it. By the time the party catches up to Willy they're sixteen blocks from Tanaka's.

At this time there are two VillR ***mercenary*** squads in the immediate area, each consisting of a four-man squad. One member of the first team is operating a ***surveillance drone*** while one member of the second team guides a leashed ***synthdog.***

1. TOP FLOOR APARTMENT

Willy has made his way to the sixth floor of an apartment building and can't figure out where to go from there. Assuming the party succeeds in finding him first, this is where he'll be. In the streets below the VillR teams are approaching from the street side out front and the alley behind, leaving each end of the building momentarily unguarded. The surveillance drone is slowly circling the building, scanning through windows on each floor.

> "In the middle of a narrow, cluttered hallway you spy the mark. The now-familiar form of Thomas 'Willy' Williams looks lost in the confusion of open apartment doors, bags of garbage, and scattered toys. He still has his name badge on. A toddler scampers out of an open doorway, weaving its way through Willy's legs as he looks at you with desperation in his eyes. He glances at the bank of window panes on the street side, and for a moment you think he might jump for it."

2. ENCOUNTERED ESCAPE

If the party ends up in a vehicle escape refer to **Part 2.5: On the Road Again** to negotiate the chase. Once the party eludes all pursuit, return to the series of encounters below.

3. STEALTH ESCAPE

If the party manages to get Willy out of the apartment undetected, give them advantage on all skill checks until they either fail or some unforeseen event blows their cover. Once discovered by the VillR teams skill checks return to normal.

> "You hold up the escort long enough to peer both ways down the street. Once you're sure it's clear you hustle the mark onward, scanning quickly for signs of trouble and maybe a quick way out of the neighborhood."

4. STREETSIDE OPPORTUNITY

Once on the ground party members can make DC14 Perception checks to identify a momentarily abandoned Frisco's delivery truck across the street. The vehicle is large enough to carry everyone and the irony is too delicious.

> "Just your luck. One of the brightly colored Frisco's trucks sits right at the edge of an alleyway. No doubt on delivery rounds, the driver appears to have stepped away just long enough to make the opportunity worth considering."

5. POLICE VEHICLE

It would be just like VillR to involve the SFPD in the search, but have they?

A slow-moving patrol car ought to be more than a passing concern, especially if the team just stole the Frisco's truck. Any number of checks might determine whether the police see, and furthermore stop to investigate, the team.

> "Easy come easy go - an SFPD patrol vehicle hovers into view moving slowly at street level. Now what could they possibly be looking for?"

6. STREETS SKIRMISH

Regardless of whether they're on foot or driving, the team manages to get themselves caught in the middle of a gunfight.

If driving, someone from one of the gangs might try to grab the vehicle. The team may try to fight their way out, but the wiser thing to do is use the distraction to hide their exodus and get out ASAP.

> "The closer you get the farther away it seems. That's when gunfire erupts into a flashmob. It looks like two of the local gangs are having it out, and you happen to be in the wrong place at the wrong time. It won't be long before the cops arrive, and you don't want to be here when all that attention zeroes in."

Each gang has 1d20+10 street rats fighting on its side.

7. DANGER CLOSE

When the team finally arrives back on Tanaka's street there's one more surprise waiting for them. A third VillR team waits inside one of the security vans from the production facility. As long as someone from the team spots it, they can plan accordingly.

A DC12 Perception check should allow them to identify the vehicle from their earlier work at the facility. VillR doesn't know for sure that Nightingale is at Tanaka's, but he and a few other street engineers are always on the top of corp lists when things go funny at the office. If the party doesn't show themselves then the surveillance team stays put. Their presence should be enough warning, however, that VillR is constantly nearby.

"Day or night it's hard to miss the heavy presence of a corporate security vehicle. You recognize this one from the production facility: oversized tires, tinted windows, and probably four or more stiffs inside waiting to crack your skulls. Tanaka might not like it, but you aren't going to be able to walk in through the front door."

LOOT.
1d20 + 10 9mm bullets; possibly 10 000 wonlongs each if forcing Tanaka to pay.

XP.
Award 950xp plus an extra 200xp if the SFPD are involved.
Consider a 200xp mission bonus for an especially well-planned mission.
Divide total equally between all cyberpunks.

Once Willy and the cyberpunks return they find a much-improved, though physically mending Nightingale. She informs the group of the next stage of the mission if they are inclined to help. Nightingale wants to lead an attack on the reclamation facility and free the synths there.
She wants to wreck the place and send a message to VillR (and by extension to all corps) that there's a war coming.

The plan is to infiltrate the reclamation facility to set demolition charges and free as many synths as possible.

Nightingale wants her people out and the buildings destroyed. Willy can show them where to set the charges. This means that Willy is going along and the team has to keep him alive.
In return Nightingale offers any gear they can steal from Villeneuve, and street influence within the SLF, at least within the sphere she controls. Tanaka provides the demolitions gear, which is already on hand. Keep in mind that with a day or two notice he can find most anything the cyberpunks need.

There is enough C-4 for each cyberpunk to carry 4 charges for a total of 16 charges.

Demolitions charges generally consist of a shaped explosive compound (C-4) applied for the purpose of blowing things up! The amount of C-4 required to do the job varies by all sorts of factors including, the size of the structure, material, and engineering specs.

The radius of a single charge is 10ft. plus 5ft. per additional charge used in one explosion. Charges are fitted with timers that can be set from zero seconds to several hours.

When placed properly C-4 does 8d6 points of piercing damage per charge. The DC for proper placement is the object's AC. A failed check means the explosive either didn't go off, did little damage, or possibly did half damage, depending on the GM's ruling.

A single brick of C-4 equals one frag grenade in size and weight when determining encumbrance.

PART 4.
MESSAGE IN A BOTTLE

This section might occur sooner if the party is required to rescue one of their own as an outcome of the prior mission. Most likely, however, the group will encounter the reclamation facility after they retrieve Willy and while assisting Nightingale on her assault mission.

If you ran the Roadblock introductory adventure, you will be familiar with the VillR production facility, where a synth begins its artificial life. The reclamation facility is at the other end of the process as this is where VillR ends a synth's life. Security here is on par with the production facility. There are more armed guards walking rounds, however, since the synths are nearing the end of their production lives making them twitchy, and occasionally violent. Add to it the recent espionage, and all VillR facilities are on high alert.

VILLENEUVE ROBOTICS RECLAMATION CENTER

"This compound is a heavily guarded collection of buildings where the city's synth population go when their contracts are completed. The synths are reconditioned and returned to the workforce, or they are decommissioned and never heard from again. Of course, the process is proprietary and VillR takes great pride in not letting any of its secrets out - let alone anything else."

The reclamation center is surrounded by a twenty foot high segmented wall. Each segment is ten feet wide by twenty feet high and composed of a concrete wood fiber polymer with a tensile strength equal to a foot of steel. The segments act as a sensor and sound baffle.

If the party spends any time reconnoitring the area they will observe a single patrol wandering the perimeter of the compound. Another two patrols wander the internal grounds of the complex. Allow the cyberpunks to gain advantage on stealth checks to avoid the patrols if they spend a minimum of 20 minutes observing their patterns of movement.

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If the party spends any time reconnoitring the area they will observe a single patrol wandering the perimeter of the compound. Another two patrols wander the internal grounds of the complex. Allow the cyberpunks to gain advantage on stealth checks to avoid the patrols if they spend a minimum of 20 minutes observing their patterns of movement.

Encounters within the reclamation center: As the party moves about the center they will encounter other people going about their work. Roll a percentile die to determine what they encounter as they move from one area to another. Modify the roll as such:

If the party encountered a VillR team in **Part 2.5 On the Road Again** or **Part 3: The Defector** add + 10% to your roll.

If the party caused a disruption in **Part 1: Mistaken Identity** add + 5% to your roll.

If the party springs an alarm within the center add +20% to your roll.

0-10 Three synths are cleaning the room.

11-20 A team of 2 **technicians** are adjusting equipment in the room.

21-30 A tech is leading a string of 4 manacled synths through the room.

31-40 A pair of techs are wheeling a badly damaged synth, strapped to a gurney, through the room.

41-50 A robotic manipulator (self-propelled) is moving a sealed vat/canister through the room.

51-60 A string of 6 manacled synths are being led through the room (the lead is on a track attached to the ceiling)

61-70 A team of 2 **security guards** are loitering in the room.

71-80 A team of 2 **security guards** are checking IDs in the room.

81-90 A VillR exec with 3 **security guards** is touring the room.

91+ A pair of **security guards** with a fully deployed reprogrammed **combat mech** are checking IDs in this room.

V1. GUARD HOUSE

"A pair of security guards watch the approach to the heavy steel gates. While there are buildings around the reclamation facility they are all much smaller than the walled compound. Industrial warehouses vie for space, and a clear 30 foot area is maintained between buildings. As you approach the gates you can smell the DDT that keeps the foliage at bay."

A pair of ***security guards*** maintain watch at these gates. They are alert at all hours of the day and are difficult to surprise. Inside the guardhouse is another guard who checks all visitor IDs. If the players can manufacture a false ID (DC16 appropriate check - the GM may set this higher depending on recent activity) they may masquerade as VillR employees and gain entrance. They may also try to pass themselves off as company employees returning or picking up synths.

V2. DELIVERY BAY

"There are three armored bay doors, one of which has a single transport truck backed up against it. The other two are firmly closed. Leaning against one of the doors is a guard with an electronic clipboard. He looks bored."

The van is empty and of similar design to the Frisco's van in **Part 1.** There is only the single ***security guard*** patrolling the outside of the bay.

Inside the bay are half a dozen benches where synths wait for pickup or processing. There are wheeled gurneys to transport synths that are immobilized or need to be restrained. The bay looks like any other area for handling cargo, with one notable exception. There are a number of rails set in the ceiling each paired and in distinct colors. Dangling from these are automated jigs that travel the tracks. Each rig is 10 feet in length with two chains dangling from it on hydraulic lifts. The chains end in hook and ring attachments which can be used for lifting cargo but are actually used to secure the links of manacles between each hook.

These chains feature manacles every foot allowing up to ten synths to be chained, one on each side of the chain, between the heavy hook and ring mechanism. Once the synths are attached, the mechanism is raised until their arms are above their heads and the rig moves towards its destination.

The rails are color coded: red to recycling, blue to reconditioning, orange for repairs, green for storage.

V3. RECONDITIONING

"This room looks similar to a VR lecture theater at a university campus. Auditorium seating surrounds a central dais where racks of computer equipment are arrayed. Hardwired goggles with brain tap inserts are connected to the array, each leading to a seat. Most of the seats are empty, but a few are occupied by synths undergoing propaganda conditioning. The room is silent except for the hum of the array and the occasional clatter as a synth shifts in their restraints."

Synths are brought here for training in an attempt to brainwash them into compliance, they have completed rehabilitation from prior damage, or when they have been repurposed for

another task. Human conditioning efforts such as this are forbidden by city law, but corporations can legally condition synths by any means they deem effective without restriction.

Here synths experience a curriculum of servitude and loyalty. The inner monologue that all sentient beings maintain is simulated by a fractal algorithm of memetic scenes, which simulates what we would call a stream-of-consciousness. It does not interfere, when programmed properly, with the synths proper functioning, but occasional errors manifest over the course of the synth's lifetime. Refreshing the stream-of-consciousness simulation of a synth is occasionally called for.

This is covered in the maintenance schedule of all synths.

Defending the inside of this chamber are a group of 3 ***security guards***. They intercept and attempt to subdue anyone entering this room without proper credentials.

In addition to the guards there are 1d8 synths at any given time. If the party is with Nightingale there is a 60% chance they'll join in a fight. If the cyberpunks are alone the chance drops to 30%. Synths who choose not to fight will flee the facility (a first sign to security teams that something is happening).

V4. RECYCLING

"A large machine housed in a dark encasement dominates this room. The manacle conveyer here is set in the floor rather than the ceiling as seen elsewhere. The conveyor track leads into the machine. There is no rear exit to the machine."

A pair of dull-looking men are waiting to accept and sign for any synth deliveries.
There is also a group of three ***security guards*** present in case any twitchy synths try to make a break for it.
The men will attach manacles to the synths and let the automated and soundproofed machine pull the synths into its workings.
All employees in this area are equipped with an electronic stun baton that is especially effective when used against synths.

SYNTH TRANQ-BATON

This normal looking stun baton is delivers a pulse of data in addition to an electrical discharge. When applied to the skin of a synth the data stream overloads synth protocols, causing the synth to lose control of its motor functions (DC12 Fortitude save) and drop to the floor Incapacitated and Parlayzed for one minute. A synth can save again at the end of every minute. The baton has a reset switch to reverse the effect, requiring a second application to the skin. When utilized against any other adversary the weapon functions as a standard stun baton.

SYNTH RECYCLER

This machine owes its heritage to the automated abattoirs of the cattle industry. Where once hooks on conveyors dragged slaughtered animals along a line of workers who would bleed, strip, and render the meat, now automated manipulators serve the same function. Robotic arms fitted with various tools and laser scanners treat the synths with chemical baths to loosen the proteins maintaining the integrity of their outer coatings, and begin the breakdown of the flesh beneath. Industrial lasers score, but do not pierce the skin, as the synth moves through the machine's interior. Suckered manipulators complete the flensing process. Outer coatings are stored in a chemical bath for reconditioning as medical supplies and the synth is encouraged to move to the next station. Here the bulk of the synth is removed and placed into mechanisms built to reduce the majority of the material to a nutrient paste that can be reused for various purposes. A small rotor agitates and skims fat from the surface of the vats attached to the machines. Robotic manipulators carry filled vats to the cargo bays for redistribution to manufacturing interests.


9
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RECLAMATION CENTER
1

If the party ends up here with an unescorted synth, the two workers will be mildly annoyed but not surprised. They will simply offer to guide the synth into the reclamation machine. The security guards, however, will want to check credentials and log the activity.

If one of the characters are somehow inserted into the machine, or they decide to hide in it, they are at risk of serious injury or death. They can try to hack into the machine, computer rating 2, to stop the armatures from attacking them: DC14 Hacking check. As the machine is optimized for physical attacks and the area is cramped, do not let the characters engage in combat as normal. Instead, each character will suffer 1d6 bludgeoning damage per round until the machine is hacked or they deal a total of 30 HP damage (AC 10). The machine has resistance to bludgeoning and ballistic damage. At 30 points of damage the machine stops working.

Nightingale and/or Willy instruct placement of demolition charges in this room, and on the machine specifically.

V5. REPAIRS

"You have seen enough operating rooms to recognize one when you see one. This one, however, is more of an assembly line than a true surgical bay. Conveyor belts move metal beds from station to station as medical, mechanical, and robotics specialists work on damaged synths. There are a number of synths in various states of repair. A pair of synths are shackled to the wall waiting for their turn. One is missing an arm."

The repair teams all look very tired but unless they are disturbed they continue with their workrepairing synths. If the team looks closer, they will see that the surgical and electronic techs are all wearing VR goggles and logged into a virtual simulation allowing the technicians to manipulate their patients at a genetic level. With this equipment the techs can repair at the cellular level, and can also reset expiration algorithms.

Wholesale physical damage is the least common repair not because it's hard, but because it's cheaper to use augmentations.

Replacing a damaged synth with a new synth is cheaper still. Inside this room is a ***trained engineer*** who is currently repairing a ***Uitkijk mech.*** The Uitkijk mech is missing part of its armor plating and has an AC of 11.

The engineer and the mech will be hostile to anyone that is not authorised for this area.

The room has enough heavy equipment that it can be barricaded to delay incoming security teams, depending on what the security personnel have available for breaching. Such equipment includes:

Warming beds for returning the synths to room temperature when removed from storage.

A pair of metal beds for robot-assisted surgery.

The party is also instructed to place demolitions in this room.

V6. STORAGE

"The room is kept at a low temperature to ensure the longevity of deactivated synths. Your breath clouds the air as you make your way through the dimly lit interior. The rustle of plastic sheeting in the frigid air is unnerving, but not as unnerving as the suspended silhouettes behind the plastic."

The storage chamber features rows of synths arrayed on racks in the temperature controlled room. Each area is sectioned off by thick plastic sheeting to stop the circulation of warm air and prevent decomposition of the synths. Barcodes on the sheeting correspond to bar codes stencilled under the eyelids of the synths, and are so marked for easy retrieval. A robotic retrieval system allows three levels of rack storage in the room, with the top rack located nearly 50ft. above the floor. Each synth hangs suspended behind the plastic sheeting, and each rack rotates the bodies forward or backward for

retrieval by the robotic attendants.

There are two storage robots that slide forward to great anyone entering the room. They scan new entrants for eyelid tattoos and process any synth with the obligatory code. Anyone without a bar code will be asked to help prep and store synths. The robots are easy to reprogram should the players wish.

This area poses an ethical dilemma for Nightingale. There are too many synths to revive and release, but destroying the compound will certainly kill them all. Nightingale knows there is no real decision - but the choice will forever affect her, adding to a ruthlessness she had, heretofore, not yet discovered.

Still, she does not allow the team to place demolitions in this area.

STORAGE ROBOT

This robot model is semi-autonomous and easily programmed for a number of tasks. Its primary function is to scan incoming synths for storage or to retrieve synths already in storage. A rudimentary barcode scanner/writer allows the robot to classify and recall different categories of synth by: gender, model, damage, and standard function.

Its form is dominated by a set of heavy lifting arms with a smaller set of manipulators. The robot straps a harness to the synth and lifts it either onto or off of the storage rack. Four telescoping legs allow the robot to raise up to 50 feet to place the synth on its designated rack.

V7. ADMIN

"A set of non-descript offices filled with the detritus of the soulless salarymen struggling to make it through another day working for the corp."

There is little here of interest and the few employees working here have pretty much seen it all. They would help the party if asked, but will not have a chance when security gets involved. The best they can do is get out of the way in the event of violence. In a side office (**area 8**) is a group of 6 **security guards** who immediately confront any visitors once aware of them.

To make up for the lack of charges in the storage area, the team is directed to place demolitions here instead.

V8. SECURITY

"Surprisingly there is a state of the art gulag built into the facility. Plexiglas cells contain synths, corporate rivals, and down on their luck residents of the city.
No one looks happy to be there, not even the heavily armed guards."

Four cells and an intake desk comprise this otherwise featureless room. One of the cells holds a medical examination chair and a stainless steel rolling tray holding various small medical tools. If Willy or one of the characters have been captured they will be here undergoing questioning. Leading any interrogations is a ***retirement officer.***

The guards engage with everyone they notice, demanding IDs and treating any visitors with immediate suspicion.

V9. CENTRAL MAINFRAME

"What first appears as a singular wall quickly reveals as a secure portal. A bioscan security system underscores the priority of security in this room."

Entrance to this room is protected by bioscan security measures. Anyone approaching within 8 feet of the door is automatically read by the laser-eye scanner. If the scanner detects an unknown profile, a computerized voice warns the individual to please wait. Meanwhile the AI signals for security from area 8 as well as one advanced sentrybot (see below). Bypassing the measure requires a DC18 Hacking check and any roll result under 19 sets off an alarm. If the alarm gets tripped on a failure, additional locking mechanisms slide into place, reinforcing

the door. In addition, 1d4 advanced sentrybots deploy to investigate, arriving in 1d3 rounds.

If the party initially fails to access the mainframe Nightingale will demand that they blow the door with demo charges. The door has two qualities depending on whether the alarm was triggered:

NO ALARM:	AC 14	HP: 50
ALARM TRIGGERED:	AC 16	HP: 75

Once the party accesses the mainframe chamber they can set additional charges to blow the computer equipment. Each server housing has the following properties. There are three servers. Computer mainframe servers:

SEVER HOUSING:	AC 11	HP: 10

LEVELING UP 2-3

The cyberpunks should have reached level 3 during this section. Either make sure that your cyberpunks are level 3 before continuing, or reduce the difficulty to suit their lower level.

"From a safe distance you watch as the chaos of fleeing synths, scattered guards, and wailing sirens is consumed by a thunderous explosion. In rapid succession more explosions shatter the air. The ground rumbles, and a rain of concrete, metal, and other materials rattles across the ground. Fireballs erupt and structures collapse. You hear shouts of the alarmed, and screams of the dying.
More explosions rock the compound. Nightingale stares at the carnage, and you are shocked to see the glistening trail of a single tear roll down her cheek."

With not much time to spare, the party should make their way back to Tanaka's.

LOOT.
2d20 + 10 9mm bullets plus 1d4 wonlong chips worth 5 000₩ each.

XP.
1100xp + a possible 500xp mission bonus for an especially well-planned mission. Divide total equally between all cyberpunks.



PART 5.
A SONG IN MOCKERY

Uncle Tanaka has secured false IDs for Nightingale and Willy, but there wasn't time to arrange them for the cyberpunks. Tanaka's plan is for the party to escort Nightingale to the bullet train on the west side of District 4 and help make sure she gets onto the train safely, distracting any pursuit teams as necessary.

If the team has been stealthy throughout the adventure, this will be a piece of cake. It is more likely, however, that they will be running ahead of a posse of VillR agents in a desperate race to the finish.

"A few blocks from Tanaka's is a B.A.R.T. station. This rail-driven insane asylum provides transportation throughout the city for any number of down-and-out residents. It's anonymous, quick, and available. You'll arrive in District 4, where you'll blend right in. In fact, any standard corp security slugs are going to stand out a lot more with their uniforms and iznsignia. Once you cross into D4 you're on firmer footing."

The quickest and least conspicuous route to the train is via B.A.R.T. This rail transport does not require ID. B.A.R.T. does employ its own security team. These guards are no-nonsense types, typically busy dealing with any number of disturbances among the downtrodden, drug-addled, and mentally ill passengers. B.A.R.T. is a dirty and dangerous way to travel, given to random violence and extreme behaviors by some passengers.

Although weapons are illegal on the B.A.R.T. there's not much the city can do about those who bring them aboard. In any case, none of this should be an issue for the cyberpunks - they're a lot more dangerous than most of the people on the transit.

"Rolling into the train station you see a familiar throng of humanity: vendors, travelers, train security guards - the whole scene is a swell of bodies. A cursory glance back verifies the armor-clad troops of VillR, led by a rat-faced retirement agent. It's time to move."

The bullet train is considered one of the few areas of neutral ground within the city. Weapons are either surrendered at one of the many checkpoints or security locked by the police manning them. Pairs of station ***security guards*** wander the area ensuring no one disturbs the peace. In the event of a disturbance, 2d12 more guards arrive within two rounds.

The cyberpunks should give up or security lock their weapons if escorting Nightingale to the passenger-only area. This will not stop VillR agents from pursuing them, but it will ensure that no one has weapons, aside from anything smuggled in, of course.

Signs indicate passenger boarding, help desks, restrooms and the like. The party probably wants to head straight to passenger boarding. Once Nightingale (and Willy, if he decides to join her) is on board the party can do their best to ward off the reclamation teams.
There are five VillR team members (use ***mercenary*** stat block) and one ***retirement agent*** in total.

You should run this scene as a cat and mouse escapade.
Players should make contested challenge rolls against the VillR troops to hide themselves within the crowd. Keep in mind the various actions the players might take and the various constraints they may have.

Since the VillR knows about Willy and Nightingale they will try to track down their seat reservation. This effort is thwarted by the fake IDs and reservations, but a retirement agent might realize this. The party may want to do the following in case VillR agents get on board:

Hack into the reservation system and change the seating schedule.

Remove the reservations entirely.

Advise Nightingale to ignore the reservation and choose another seat or hide on the train.

In all instances the party should keep the VillR agents off of Nightingale until the train leaves.

Keep in mind that a fist-fight in the middle of the train station will end up with everyone arrested and new police records for the cyberpunks. It's unlikely that a weaponless brawl will lead to any deaths.

LOOT.
1d20 9mm bullets; a favor from Nightingale; 3 street influence.

XP.
Each cyberpunk gains 500xp for this section. Consider awarding a 400xp mission bonus split equally among them for an especially well-planned mission.

PART 6. POSTSCRIPT

Regardless of the outcome at the train station - whether the party somehow boards the train and leaves with Nightingale, gets themselves arrested, or slips back into the city, as long as Nightingale escapes they are successful. They have earned 3 street influence in addition to a favor from Nightingale. If Tanaka offered to pay them and they haven't collected, this would be a good time to do that.

If Willy is still with them it should be obvious that he's safest at Tanaka's. Whatever the situation, the party should hear from Tanaka within hours of departing from Nightingale:

"You might be exhausted but the world keeps turning. A message from Tanaka echoes across your comms. 'Get back here, he says. Something came up!' ."

Tanaka doesn't stick around to explain, but the urgency in his voice is obvious. Travel back to the repair shop should be easy. If the party comes in the front way they see no sign of the VillR surveillance team from earlier. Regardless of which way they enter Tanaka's shop, however, the scene is the same:

"Tanaka's door is suspiciously wide open. Among the dim and blinking lights, the sputtering fluorescents, the shop is eerily quiet. Proceeding up the stairs, weapons drawn, you find Tanaka's body sprawled among the bits of equipment and a scattering of tools. His augments are missing, leaving behind a pathetically human corpse."

A DC12 Medicine check reveals that Tanaka is dead.

A DC14 Medicine check indicates he has been dead less than an hour.

A DC16 Medicine check determines that he died from nerve draining.

Use the layout from **Part 2: Song Bird** if the party explores Tanaka's residence. A DC14 Hacking check on the security equipment reveals Tanaka being assaulted by a **nerve drainer** - an imposing and highly illegal mech used by augment pirates to subdue or kill people without harming their augmentations. After the assault, two more figures move in and remove the gear from Tanaka's body. The lighting and angles of the camera obscure some details, though one of the scavengers turns their face momentarily to the camera. The face is unfamiliar, a pale caucasian male of thin build. After the two scavengers move off a fourth figure moves in under the camera. Judging by its build the figure is male, with short hair and broad shoulders, but the dark overcoat masks further detail.

The figure appears to look down on Tanaka's body before turning away and disappearing from view.

The mysterious fourth figure is Rico Montoya. An escaped synth, Rico has been successfully posing as a fixer for the last few years. His true mission, however, has been to build up the SLF. Of the many synths he's been tracking, Nightingale stood out. When her engineer, Thomas 'Willy' Williams started working with her, Rico knew she was the one he'd been waiting for. As a newer model Nightingale showed the insight and strength to lead the synths to real liberation.

Rico arranged for Nightingale's accident in order to get her out of the facility. He arranged the botched espionage attempt that brought the cyberpunks bidding for his "job." He was responsible for the data virus that reprogrammed Nightingale's serial number, and he was the masked figure on the burntab that sent the cyberpunks into the production facility to deliver the virus. Now that Nightingale is free, Rico is cleaning up the trail of those who know her true identity. First was Tanaka, next is Willy and the cyberpunks.

Rico's assassination team consists of twenty ***street rat goons*** (all synths) and one ***nerve drainer***.

Thomas 'Willy' Williams - If Willy is with Nightingale then Rico will attempt to deal with him later. If Willy is with the party Rico will deal with him at the same time as he attacks the party if possible, but if he has a chance to get to Willy alone he will take it.

2505 MARIPOSA STREET

> "A day after Tanaka's death you get a message from Rico:
> "Hey, hey, you kids looking for work? Meet me in one hour. 2505 Mariposa St. Come in the front door.
> I'm upstairs. Big payday. One hour." "

Rico has laid a trap for the cyberpunks. Within are five ***street rat goons***. It's important to note that these goons are synths, so if the party investigates their assailants after the smoke clears they can pretty easily identify their true nature. This discovery should set off some red flags.

Assuming the party arrives by the front door, they'll walk straight into a kill zone. The layout of 2505 Mariposa is a two story, open floor plan. The second floor looks down on the first just eight feet above. Rico's assault team waits on the second floor, prepared to fire on anyone who enters the space.

Assuming Willy does not attend the team to this meeting, the party returns to find him killed in the same way as Tanaka. The backstory to this is that while the ambush team was waiting for the cyberpunks, Rico and the nerve drainer visited Willy.

At this point it should be obvious that Rico is out to get rid of the cyberpunks.

LOOT.

Four black market uzis; 3d20 + 10 10mm bullets. 1d4 5 000₩ chips.

XP.

500xp plus a possible 500xp mission bonus if none of the cyberpunks die in the ambush. Divide all experience evenly between cyberpunks.

2505 MARIPOSA STREET



HUNTER OR HUNTED

At this point the party might decide to do themselves a favor and hunt down Rico. There are several ways they can attempt to do this:

A DC16 Hacking check could trace Rico's location as long as someone can keep on comms long enough.

The party could also set their own ambush if they can get Rico to meet them.

Rico doesn't have any immediately obvious weaknesses, but there is a trail back to him through the local SLF. Perhaps the most prominent synth in the rebellion still in San Francisco, Silvermute is an influential and charismatic synth renowned for his own slate of attacks against the megacorps. It's almost certain that he and Rico have crossed paths. It might take that favor from Nightingale, or it might be enough that the cyberpunks have influence with the synths now, but if they're willing to take the risk, Silvermute might be an ace they can play to find Rico.

To succeed on any leads to contact Silvermute have someone make a DC15 Investigation check. Success means they've found a contact, who knows a contact, who can set up a meeting - for the right price (10 000₩).

Another option the party has is to stake out the Six Hearts bar and see if they can catch Rico by surprise.

SILVERMUTE

If the party manages to make contact with Silvermute, use this section to describe the encounter.

"Silvermute only meets at night. Probably has augmented eyes - ever an advantage against normal human wet-works. You arrive at the meeting place where a bonfire rages between two abandoned buildings. Dozens of figures stand in the shadows, or as silhouettes against the firelight. The sounds of the sea ravaging the protective wall mingles with night cries of the gulls that crowd the upper lip way above.

Among the dozens of figures, synths every one of them, a singular figure cuts an imposing presence. He doesn't hide his face: white, crew cut hair tops a handsome, square-jawed face. His eyes watch you, as if reading the coding in your soul. Part of you wants to be known to him. He hasn't even spoken a word and yet, you know this man understands life, understands the yearning struggle of existence. Somehow he seems more human than human."

There is nothing threatening about Silvermute beyond his overwhelming appeal. Seductive, commanding, he speaks in an even tone, reassuringly composed. It's as if he knows everything already. At his command are nearly four dozen armed synths. With a snap of his fingers he could rain terror on the small group. But he wouldn't do it if there was no need.

Silvermute knows Rico Montoya. The good news is they aren't friends. Rico doesn't agree with Silvermute's style. Rico wants a warrior to lay waste the lands of their enemies and wrest control from the very top. The party should get the sense that Silvermute, however, has a bit of a Christ complex. He prides himself of subtlety, caution, and strategy. He'd just as soon win enemies into his ranks as kill most of them.

The bad news is, Silvermute doesn't trust Nightingale. He sees her as an impetuous youth, trigger-happy, and too radical. Silvermute recognizes her as a challenge to his power in the rebellion, and while he clearly sides with all synths, he isn't as eager to ally with a bunch of renegades following their own agenda.

On the other hand, he recognizes the contribution the cyberpunks tried to make on behalf of the rebellion, and whatever their motive he ultimately feels obligated to help.

The bottom line is, Silvermute doesn't know where Rico is at the moment, but once he finds out he'll send word. It's the best the party has to go on and gets a line in the water if they're going to catch him before he catches them.

POT SHOT

At some point the next day the party suffers another close call. Whether they're holed up at Tanaka's, hiding out in a warehouse, or walking down to a noodle stand for lunch, one of Rico's ***street rat goons*** takes a sniper shot at one of the punks.

If the attack initiates a chase, use contested skill checks for the chasing characters to attempt to run down the shooter. A combination of stealth versus perception to find the perpetrator and then a series of acrobatics checks to run him down.

Three successful checks in a row means success for whichever side is successful. In other words - three successful checks for the runner means they escape. Three successful checks for the chaser means they catch their target.

The shooter doesn't know where Rico's main hideout is, but he knows where the gang meet-ups happen. The meet ups are random, so the street rat doesn't know when the next one is, but the shooter tells the party Rico is probably already aware that this mission failed.

As if on cue Rico rings the comms.

> "Stubborn bunch of punks, aren't ya? You ought to sit still and maybe this would go a lot easier. You want me? I'll tell you where to find me. Tonight, at midnight, address to follow. Bring what you got."

LOOT.

Biolocked sniper rifle; 2d6 .308 bullets; 5 000₩.

XP.

Divide 100xp among the cyberpunks for dealing with or defeating the street rat.

A HAUNTED HOUSE

Rico gives another obscure address to some slanted street, drug den neighborhood in District 5. Apparently Rico wants to make it a public affair where the audience won't get involved. If the party stays put then it's a quiet night. If they decide to head over, whether stealthing or not, they get the following first impression:

> "The neighborhood is a disaster zone of junk cars, techno-trash beats, and loiterers. Every house has a dozen or more people partying, negotiating, fighting, hooking up. Gang toughs wander everywhere, along with the wannabes, gutter punks, dealers, hookers, and pimps. This is no place for the very young nor the very old. The air stinks of trash, of stagnation and body odor. Mixed among the sounds of laughter and screaming, cursing and singing, air-vehicles whiz by overhead, and an occasional police cruiser shines a spotlight on some activity on a street somewhere. Here and there a body lies prone, though whether dead or alive, it's hard to say. It's a wonder why Rico would call you down here, unless he's somehow got the whole district in on the fight."

About this time two ***street rat goons*** in clown masks make their way toward the party. A DC11 Perception check is all that's needed to see them as they approach. When they get within range they pull out their weapons and fire at the cyberpunks before running back the way they came.

Two more of Rico's clown-faced street rats hide behind cars, surprising the party as they chase the runners. They each fire once and then run with the others toward a large house a block away. Unless killed or incapacitated the attackers flee into the building where three more street rats wait in ambush.

The three inside are armed with shotguns and also wear clown masks. The four runners head upstairs and hide.

Run this encounter as a normal combat sequence. Match the hider's Stealth against the cyberpunk's Perception. If the player's fail their rolls the hiding shooter gets a first round surprise attack.

Rico has rigged one more bothersome detail for the party. When they step inside the house they hear his voice mocking them over speakers placed throughout the lower rooms. There is

no light on in the house and the switches do not work.

H1. SITTING ROOM

"Double doors open into a front sitting room. A filthy threadbare rug sits askew on hardwood floors. Broken furniture and rotting cushions sit where they've apparently always been, slowly decaying over the decades. A toppled bookcase appears to still have actual books trapped and ignored underneath. A staircase ascends against the far right wall. Two more double doors on the right third of the back wall lead further into the house."

H2. STAIRS

The aforementioned staircase leads to the second floor. It's old, wooden, and creaky. Stealth checks are at disadvantage when on the stairs. Note: if any of the attackers from outside are wounded there may be a blood trail leading into the house and up the stairs. Have any inquiring player roll DC11 Perception at disadvantage.

H3. DINING ROOM

"The doors to this room swing on double hinges and lead into an apparent dining room. A large dining table lays discarded on its side, the flat surface of the tabletop facing your direction. A few broken chairs litter the floor as well. Two windows line the wall on the right, and another set of double doors hang on the immediate left wall. The dark room extends to a short hallway that fades into darkness at the back end."

As soon as anyone steps into the dining room one of the shotgun-wielding attackers pops up from behind the table, clown face grinning dimly in the dark, and fires at one of the cyberpunks. The clown then charges through the doors on its right, into area 5.

H4. HALLWAY

A short hallway recedes to the back end of the house. Halfway down double doors line both the left and right side. The hallway ends at a window looking onto a small yard, fence, and the back of the house on the other side. Be sure to only reveal what the characters can see per the limitations of available lighting. Rico's voice continues to mock the party throughout the house.

H5. KITCHEN

"Two more double-hinged doors rock gently into place where the clown shooter passed through."

Depending on how the party handles this room, two more clowns fire shotguns at the doors, blowing holes in them and making them a non-factor. The shooters are hiding behind a kitchen island. The island offers partial cover (+2 to AC). Otherwise the room is trashed and littered, a basic kitchen area with little of use. The water is still on, however, should anyone try the sink.

H6. ABANDONED ROOM.

Whether a former servant's quarters, oversized pantry, or brewery room, there's nothing but dust and light debris in here.

H7. LAUNDRY ROOM

"Through yet another set of double doors you gaze into a smaller room. A second set of double doors directly across the way indicate yet another area. The same for a third set on the left. To the right is a small window looking out onto the main front yard."

It's hard to tell what this room was used for. Not big enough for a bedroom, nor ideally located, the space was actually a laundry preparation area (the washing machines stayed in area 8). Now it's just a space with some broken bits of wood framing.

H8. WASHROOM

"An even smaller room yet, the apparent water and electrical hookups suggest this was a washroom. A dark and narrow staircase leads creepily down below the house."

Aside from the wall fittings and a faint perfumed tinge to the must, this room serves as nothing more than access to the cellar.

H9. UNUSED ROOM

"Someone's bedroom? A junk closet? A catch-all? A quick glance about shows a larger room with windows in each of the three external walls. Up from the furniture stacks pops a clown - and he fires!"

The third assailant on this floor is in this room. It's an utter junk heap and offers the clown partial cover. Moving through room counts as **difficult terrain** (movement is halved) and Dexterity checks are at **disadvantage**. Scouring through the debris might yield one or two things of modest value.

SECOND FLOOR

H10. UPSTAIRS HALLWAY

"The staircase leads to a stuffy upper floor and what appears to be a long hallway leading to numerous sets of doors."

A great hallway branches from the top of the staircase and extends half the length of the house. There is a single window at the top of the stairs. Beyond the staircase the hallway indents into a large nook. As much as the characters are able to see (depending on lighting) there are double doors on the near left wall and again on the far left wall, in addition to at the end of the hallway. Across from the doors on the far left wall is another set on the far right wall beyond the nook. Aside from must and a worn carpet, there isn't much else. Rico's voice wafts up from below albeit a bit muffled.

NOTE.
If there is a blood trail allow for proper checks and information. You may have to determine which room the wounded subject(s) occupy.

H11. BEDROOM

"The first proper bedroom you've seen, this large room is as ransacked as any. The hideous leering visage of a clown appears from behind a pile of debris and fires its pistol at you!"

The first of the four attackers from outside is hiding here. The debris in this room allows for partial cover for this enemy. There are two windows in this room, on the left wall and the wall opposite the doors. A single door in the right corner sits ajar.

Once the battle concludes the party can search this room for whatever they might find.

H12. PRIVATE BATHROOM

"Peering inside this door you find a simple bathroom. The wash basin has been torn from the wall and broken into pieces. The toilet is equally trashed."

One of three private bathrooms on this floor. The mirror above the sink has been shattered.

H13. GUEST BEDROOM

"A moderately sized bedroom opens here. With less to hide behind the clown in this room fires a shot that barks off the doorframe, giving away his position before the fight even starts."

No surprise attack for this clown. Go with standard initiative and resolve. There is a single door to the left and a single window across the room on the far wall. Aside from the enemy there isn't too much here.

H14. BATHROOM

The private bathroom to this room. The sink still stands. The commode is cracked and there's a pie-shaped wedge missing from the bowl.The mirror here is scratched up but not broken.

H15. READING ROOM

"Small for a reading room, the empty bookshelves suggest this was, nonetheless, a library of sorts. Aside from the missing books, there is a reading chair in decent shape, and an old electric lamp still standing. Apparently this room has been largely left intact."

There is a single window on the opposite wall between the bookshelves. Too bad the books are gone - that would have been some find.

H16. MASTER SUITE

"The doors to this room open on a generously sized master suite. In the right hand corner a writing desk pitches forward in a perpetual fall, apparently balanced on the stub of one broken leg. Whatever contents remain litter the floor. An upside down trunk dominates the middle of the room, and a king size bed frame has lies collapsed near the far wall. Both nightstands rest in piles near the bed frame, and more empty bookshelves take up space on the left and right walls. Two windows open out from the right wall, and at the far end of the left wall is another double door, though obviously leading to a large bathroom or walk-in closet."

This room is still, and unless there are any blood trails there is no evidence that anyone else is here. Two clowns are hiding in the walk-in closet in area 17, however, and will attack as soon as at least one of the characters moves halfway into the room.

H17. WALK-IN CLOSET

This generous walk-in closet also features the door to the master water closet in area 18. Once a luxurious home, this one has been used and abused by countless vagrants over the years. Listed as property #1,086 on the city condemnation schedule, no one really bothers with such municipal duties any longer.

H18. MASTER BATH

The master bath including walk-in tub, rainforest shower head, and designer faucets. Everything is grimy now, but it's easy to see that this was once a very nice place.

CELLAR

H19. OVERGROWN

At the bottom of this staircase is a small, earthen cellar. In years past it served as a pot growing operation, a meth lab, an herb garden, and unknown other applications. Now it's home to some wild strains of sterile cannabis, weeds, and a particularly chocolatey basil growth.

What is completely absent from the place is Rico. If the players investigate the speaker system they eventually find a simple recording device broadcasting a digital recording of his voice. He was never here.

LOOT.

Four 21 Century pistols; 3d10 9mm bullets; three sawed-off shotguns; 1d20 shells; clown masks; 1d6 5 000₩ chips; successful scavenging finds: a used backpack, 1 dose of nerve toxin; one-handed concealable holster; a small steel mirror.

XP.

1000xp plus consider a 500xp mission bonus for an especially well-planned mission.

THE LEAD

"4am, message from Silvermute's camp. Rico found living in an apartment on the east side, Potrero Hill, address incoming. Registered under the alias Randall Morris, Apt. 505. Apartment security light, but personal security unknown. Now you owe me."

Rico tends to be here between 10pm and 9am unless business calls him out. If the party goes storming in during the day they won't find him home, but the rest of the floor will be sure to let him know they paid a visit. One thing the team would find if they went in when Rico was gone is his **nerve drainer** mech, a linebacker dummy-looking thing out of a space fantasy nightmare. The nerve drainer is self-deploying and will attack intruders.

The rest of the 5th floor is populated by ***street rat goon*** synths. Rico only has pull with a certain level of the synth populace - those dumb enough to slip away from Silvermute. They tend to be a little haywire in their processing and lean toward the criminal side. There are two synths in each apartment (8 total street rat goons).

The apartment itself has 15 floors, each with five units - one three bedroom suite and four two bedroom units. Security is managed by a round-the-clock five man team, and if anything goes down they immediately call in the SFPD. Access to the building through the front door requires a subdermal chip, implanted in all tenants, as well as a facial-scan at the elevators. Once on the elevator a fingerprint reader in every floor button verifies the tenant for access.

The exterior of the building is a series of textured facades, balconies, and windows. Other access points include emergency exits on the mezzanine, basement, ground floor, and roof access. The windows are double paned, ½" panels each, with a ½" gap filled with argon gas for insulation between the two panes. This glass is tempered but not reinforced in any other way.

If the party practices caution and goes with surveillance first, they will spy Rico arriving alone at 10:15pm the next night. On subsequent nights his arrival varies by up to half-an-hour earlier, but no later. Likewise if the party watches through the morning hours, Rico emerges just after 9am. In each case he travels by Ultra X ground cab.

COMPLICATIONS

Accessing and exiting the building are the hardest parts of the mission. The GM will have to prepare for any option the party takes, estimating difficulties and skill checks for success. A well-equipped and skillful team should be able to find a stealthy way. Less subtle options include masquerading as apartment personnel and slipping into an elevator with tenants.

Other options include scaling the building and going through a window or the roof. Posing as a delivery person could grant access to the mezzanine. Other options include scaling the building and going through a window or the roof. Posing as a delivery person could grant access to the mezzanine. Once on the 5th floor, there are eight street rats to contend with before they even reach Rico's suite. Each suite also has a security system. Hacking the system requires a DC17 check, whether to access the entire system or the individual apartment sensors. Failure to deactivate the system alerts apartment security as well as the floor occupants.

In addition to Rico's team, a lone **security guard** may appear at random. Roll for encounters en route to the floor, and again if the team lags too long in one area.

5TH FLOOR

A1.

"The elevator opens into a generous foyer with a small table holding a fake potted plant under a large picture frame mirror. The hallway continues right under fluorescent light, with offset doors on both sides leading to the suite some 80 feet at the end. The doors are spaced 25 feet apart on either side. The hallway is 10 feet wide."

A lot of this encounter depends on the time of day. Anytime Rico is out expect half of his team to be out, too. After 11pm the full team is in andany disturbance brings them running. If asked, the hallway runs due east, with the left hand apartments on the north side and the right hand apartments to the south.

A2 - 5.

"Apartments 501 - 504 line the hallway to the suite. The question is, who's behind each door, if anyone."

The GM can decide whether one occupant remains in each apartment, or whether half the teams stay behind during the day. As mentioned above, after 11pm all teams are in. The cyberpunks should be encourage to plan theri approach with each room.

Obviously if the team infiltrates the building in a different location, or from the outside, the scenario changes.

Each apartment is 1k square feet. The door opens into the kitchen and dining area with the living room extending from there to the far side of the apartment. The bathroom is on the immediate left.

The first bedroom is on the left just past the bathroom, and the second bedroom door opens straight across from the front door at the other end of the apartment.

RICO'S APT. 505

"If the intel is good Rico is here and you can put this mess behind you. Memo to self, for the next job do a background check - of your own! For now though, it's go time again . . ."

R1. HALLWAY

Rico's suite is 1500 square feet of living space divided 50 feet wide by 100 feet long. Accessing the suite from the hallway door leads into a small foyer heading straight back 15 feet or so before turning left. 10 feet inside a door on the right leads into a bathroom (1a) and the first bedroom (1b). This guest bedroom comprises the southeast corner of the apartment, is clean and ready, but apparently not currently in use. A large window opens to eastside views.

R2. DINING ROOM

"Peering down the hallway to the left, the entrance extends 20 feet to an open door leading into an apparent dining area. A glass top dining table and padded faux-leather chairs are clearly visible. Beyond that, a window opens to northern views. The sound of the television murmurs quietly in the background and seems to emanate from the same room as the dining area. Cater-corner to your position, another open door leads into a possible bedroom. There is a closed door on the immediate left and another open door just beyond that. There is also an open door on the right side across from the last door on the left, both situated just before the entrance to the dining room."

If *Rico* is here it's likely he's in the kitchen (5) or living room (7). The nerve drainer remains in the master bedroom (6) until it detects intruders or is called upon by Rico. Of course, if there was a If Rico is here it's likely he's in the kitchen (5) or living room (7).

The ***nerve drainer*** remains in the master bedroom (6) until it detects intruders or is called upon by Rico. Of course, if there was a ruckus in the hallway before this point Rico and the nerve drainer are either set up elsewhere to ambush, or have joined the fight prior to the cyberpunks getting into the suite.

R3. GUEST BEDROOM

"A second tidy bedroom. Apparently Rico doesn't entertain often. Lucky for you the sheets are clean and breakfast is served nice and early in the morning."

This is the second spare bedroom, also tidy and apparently not in use. As with bedroom 1 a large window opens toward the east side.

R4. BATHROOM

"A bathroom, and in use. It seems even a synth needs to stay groomed."

Bathroom 2. This is apparently the one Rico uses as it has his personal effects scattered about.

R5. KITCHEN

"A cursory glance to the right verifies the kitchen. You can just make out the counter and double sink."

As noted, it's possible Rico is here and unaware of the intruders. It's also possible he's aware of the intruders and has, or is waiting to ambush(ed) them. The narrow kitchen extends to the east wall and a small breakfast nook with another glass to table and four cloth chairs. Another large window looks out on the east side. In case any of the cyberpunks asks, the range is electric, not gas.


6
5
4
2
3
7
1
Apt. 505
N

R6. MASTER BEDROOM

"Across from the kitchen a large master bedroom reveals a king sized bed (recently used), and a large window overlooking the north end. Left of the window on the west corner, a door leads onto a balcony for sunset views. Nightstands accompany the bed, and a large closet stands out from the south wall."

Rico's nerve drainer is in this room but is just out of sight from the hallway. Check the party's stealth versus both the nerve drainer and Rico's Perception skills. If either become aware of the intruders by this point, consider the following outcomes:

If Rico is first aware he silently activates the nerve drainer and positions himself to defend behind either the kitchen counter (if in the kitchen) or the sofa (if in the living room). Either location gives him partial cover.

Once activated, whether on its own or by Rico, the nerve drainer moves silently from the northeast corner of Rico's bedroom and surprise attacks the first cyberpunk in reach.

If the nerve drainer is first aware it sends a silent warning to Rico, then moves silently from the northeast corner of Rico's bedroom and surprise attacks the first cyberpunk in reach.

If both Rico and the nerve drainer become aware simultaneously both scenarios play out as the occupants prepare to defend against the intruders.

R7. DINING

"To the right of the dining table a spacious living area sprawls into the northeastern corner of the apartment. A deluxe sofa rests against the south wall, flanked by a large end table. The sofa includes an ottoman and there is a heavy coffee table on a large woven rug. The video screen sits high on a faux-wood mantel, and a fake fireplace sits in a brick wall to the north."

If nothing happens beforehand to change the course of this encounter, Rico's final stand happens here. At five floors up he's not likely to jump.

Once the room is cleared any looting will depend on what kind of security and law enforcement is en route.

Egress for the team might include rappelling out of the windows, or possibly jumping with either quick-deploy parachutes or hang gliders. This would also work off the roof - but of course they will have to think of this plan themselves in order to be prepared for it.

Any fighting their way out through apartment security and SFPD is a criminal offense that will likely end them up dead or in prison, so more indirect options should be encouraged.

XP.
850xp + 1-5 security guards (at 25xp ea. if encountered) + xSFPD (at 200xp ea. if encountered). Consider a 500xp mission bonus for an especially well-planned mission.

STATBLOCKS

Large Spiderbot

Medium Machine (Mech)

Armor Class. 15 (Armor Plating)
Hit Points. 30 (4d8+12)
Speed. 35 ft., Climb 25ft.

STR	DEX	CON	INT	TEC	PEO
+5	+2	+4	+0	+0	+0

Condition Immunities. Frightened, Poisoned
Damage Resistances. DR/2 Ballistic
Sense. Passive Perception 12
Languages. English, and one other, usually Mandarin
Challenge. 1 (200 XP)

STRONG AND STABLE. The spiderbot is built low to the ground and designed to take immense pressure. The spiderbot has advantage on saves vs being knocked prone or being forcibly moved and counts as one size category larger to determine weights it can carry.

ACTIONS

Multiattack. The large spiderbot may make two melee, or one ranged attack per round.

Built in SMG. *Ranged Weapon Attack*: +6 to hit, range 40/120ft., one target. Hit: 8 (3d4) ballistic damage.

Poison Injectors. *Melee Weapon Attack:* +4 to hit, range 5ft, one target. Hit: 4 (1d4+2) piercing damage plus 7 (2d6) poison damage.

Stealth-Spiderbot

Tiny Machine (Spiderbot)

Armor Class. 16 (Armor Plating)
Hit Points. 7 (2d4+2)
Speed. 30 ft., Climb 30 ft.

STR	DEX	CON	INT	TEC	PEO
-2	+2	+0	+3	+0	+0

Condition Immunities. Frightened, Poisoned
Damage Resistances. DR/1 Ballistic
Skills. Perception +3, Stealth +6
Sense. Passive Perception 13
Languages. Can understand one language, usually English.
Challenge. 1/4 (50 XP)

SPIDER CLIMB. The stealth-spiderbot can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

INSECT SIZE. The spiderbot is capable of taking the Dash, Disengage, or Hide actions as bonus actions on its turn.

RAPID MOVEMENTS. The spiderbot is capable of ending its turn on another creature. Attack rolls against the spiderbot while it is on another creature are at disadvantage. A creature may remove the spiderbot as an action and place the spiderbot in the closet unoccupied space.

ACTIONS

Bite. *Melee Weapon Attack*: +6 to hit, reach 0ft., one target that the spiderbot is currently on. Hit: 1 (1d1+0) piercing damage. If the target is a creature, it must succeed on a DC11 Fortitude saving throw or take an additional 7 (2d6) poison damage.

Street Rat Goon

MEDIUM HUMAN (ANY)

Armor Class. 17 (Military Police Armor)
Hit Points. 44 (8d8 + 8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	+4	+1	+0	+1	+0

Damage Resistances. Ballistic
Languages. English, two others.
Challenge. 2 (450 XP)

PACK TACTICS. The street rat goon has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The street rat goon makes two attacks per round.
Standard assault rifle. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. Hit: 9 (2d8) ballistic damage.
Phase Shift Knife. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 5 (1d6+1) slashing damage.

Thomas 'Willy' Williams

MEDIUM HUMAN (REGULAR JOE)
Armor Class. 8
Hit Points. 10
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+1	-2	+0	+1	+1	+0

Uncle Kaito

MEDIUM HUMAN (REGULAR JOE)
Armor Class. 12
Hit Points. 10
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+0	+1	+1	+2

Robotic pallet movers

Large machine

Armor Class. 10 (Armor Plating)
Hit Points. 11 (2d10)
Speed. 20 ft.

STR	DEX	CON	INT	TEC	PEO
+2	-2	+0	+0	+0	+0

Sense. Thermal Vision 20ft., Passive Perception 10
Languages. -
Challenge. 0 (10 XP)

ACTIONS

These robotic forklifts are massive and heavy, featuring pallet jacks and lifting arms. They can deadlift stacks of pallets up to 6 tons. The pallet jacks are part of their armatures, can shift on tracks moving loads up and over its main body to deposit them on the other side or carrying them with their caterpillar tracked mobility units.

Morris synth

Medium Synth (any)

Armor Class. 12 (Natural)
Hit Points. 11 (2d10)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	-2	+0	+0	+0	+0

Condition Immunities. Frightened, Poisoned
Damage Resistances. DR/3 Ballistic
Sense. Passive Perception 15
Languages. English, Mandarin, Spanish, and Dutch
Challenge. 1/2 (100 XP)

ACTIONS

Melee Attack. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target, 5 (1d4+2) piercing damage; or by weapon type.

Villr Technician

medium human (any)

Armor Class. 10
Hit Points. 5 (1d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+0	+0	+0	+0	+1	+0

Skills. Mechanics +3
Sense. Passive Perception 10
Languages. Any two.
Challenge. 0 (10 XP)

ACTIONS

Knife. *Melee Weapon Attack*: +2 to hit, reach 5ft., one target. Hit: 3 (1d4+0) piercing damage.

Villr Guard

MEDIUM HUMAN (ANY)

Armor Class. 14 (Kevlar Bodysuit)
Hit Points. 17 (3d8+3)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+3	+1	+0	+0

Damage Resistances. DR/2 Ballistic
Augmentations. Recoil Reduction
Skills. Perception +3
Sense. Passive Perception 10
Languages. English, and one other.
Challenge. 1/4 (50 XP)

ACTION SURGE. Once per day, the mercenary can take one additional action on top of its regular action and a possible bonus action.

ACTIONS

21st Century Pistol. *Ranged Weapon Attack*: +4 to hit, range 40/100 ft., one target. Hit: 6 (2d4+1) ballistic damage.
Phase Shift Knife. *Melee Weapon Attack*: +4 to hit, reach 5ft., one target. Hit: 6 (1d6+2) slashing damage.

Nightingale 673-998

MEDIUM SYNTH (SYNTH FREEDOM FIGHTER)

Armor Class. 16 (Composite Weaving)
Hit Points. 60 (8d8+24)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+3	+1	+0	+0

Augmentations. Toughened
Damage Resistances. DR/2 Ballistic
Skills. Hacking +4, Mechanics +4, Persuasion +3
Sense. Passive Perception 12
Languages. English, One Other Language
Challenge. 4 (1100 XP)

BIOENHANCED. The synth freedom fighter has advantage on saves to avoid disease.

HARDENED BY WAR. The synth freedom fighter has advantage on saves vs the frightened condition.

ACTIONS

Multiattack. The synth freedom fighter makes two attacks per round.
Standard Assault Rifle. *Ranged Weapon Attack*: +6 to hit, range 60/180 ft., one target. Hit: 14 (3d8) ballistic damage.
Heavy Pistol. *Ranged Weapon Attack*: +6 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.

Silvermute

MEDIUM HUMAN (REGULAR JOE)

Armor Class. 17 (Composite Weaving, Light Helmet)
Hit Points. 126 (15d8+60)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+3	+1	+0	+4

Augmentations. Toughened MK. II, Enhanced Aiming
Damage Resistances. DR/2 Ballistic
Skills. Persuasion +8, Intimidation +8, Performance +8
Saving throws. Mind +5
Sense. Passive Perception 12
Languages. English, two other languages
Challenge. 7 (2900 XP)

INSPIRE REBELLION. As a bonus action silvermute can inspire others around them. Any synth (PC or NPC) within 60ft. of the synthetic leader who can hear them gains advantage on Attack Rolls, Saving Throws, and Ability checks until the end of the synthetic leader's next turn.

FACE IN THE CROWD. Silvermute is used to slipping away safely when the authorities burst in. The synthetic leader may take the hide action as a bonus action. Additionally, as an action they are capable of causing any facial recognition software within 30ft. to fail.

ACTIONS

Multiattack. Silvermute may make three attacks per round.
Revolver with Ionised Ammo. *Ranged Weapon Attack*: +7 to hit, range 40/120 ft., one target. Hit: 9 (2d8) electric damage.
Frag Grenade MkII(x3). Choose a point within 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 3d8 ballistic damage, or half as much damage on a successful save.

Rico 'Replay' Montoya

MEDIUM HUMAN (REGULAR JOE)

Armor Class. 17 (Composite Weaving)
Hit Points. 41 (9d8)
Speed. 30 ft.

STR	DEX	CON	INT	TEC	PEO
+2	+2	+3	+1	+0	+0

Augmentations. Toughened MK. II, Enhanced Aiming
Damage Resistances. DR/2 Ballistic
Saving throws. Reflex +5, fortitude +3
Sense. Passive Perception 12
Languages. English, two other languages
Challenge. 2 (450 XP)

POINT BLANK SHOOTER. The gang lieutenant suffers no penalties from shooting a target at close range, including effects causing disadvantage.

ACTIONS

Multiattack. The gang lieutenant makes two attacks per round.
Heavy Pistol. *Ranged Weapon Attack*: +5 to hit, range 50/150 ft., one target. Hit: 7 (2d6) ballistic damage.
Phase Shift Knife. *Melee Weapon Attack*: +5 to hit, reach 5ft., one target. Hit: 6 (1d6+2) slashing damage.
Frag Grenades MkI(x1). Choose a point with 60ft. Each creature within 20ft. of target point must make a DC15 Reflex saving throw or take 2d8 ballistic damage, or half as much damage on a successful save.

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