

FULL METAL CYBERPUNK

# INTERFACE ZERO



## SEEDS OF DISCONTENT





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Throughout history, there's been conflict between the "haves" and the "have-nots." Entire nations have been toppled by class struggle, by exploitation of the masses, and the exploited rising up against their oppressors, by the desire to have what they feel should be rightfully theirs, by wealth, money, want, and envy. Rarely has the divide between the haves and the have-nots been more starkly drawn than in 2090, but what happens when the haves pit the have-nots against each other to further their own agenda?

## INTRODUCTION

Strata, a mid-level multinational mining corporation, has made strides in nano-extraction of minerals, starting from the days of hydro-fracking and the development of new technologies to suck every ounce of marrow out of the bones of the Earth in an increasingly resource-poor world. Strata scientists and engineers have created nano-fluid suspensions and "extraction organisms" able to latch onto molecular scale trace elements of different mineral resources and leech them to the surface, where they can be harvested. The one thing they haven't been able to do is create entirely new resources out of nothing — there's still only so much material to be mined and harvested, provided you can find it, and access it.

It's the latter part that has proven an issue for Strata in the Emerald City. The Pacific Northwest of the late 21st century is a potential treasure trove of mineral resources. Following a series of quakes and volcanic upheavals, the local geology is stirred and shaken, and new opportunities are beginning to settle. There's a "resource rush" on, with the profit going to those quick enough — and ruthless enough — to exploit those opportunities.

Unfortunately for Strata, not everyone sees the Earth as a sponge to be squeezed dry to benefit the bottom line. The Seattle area has a diverse range of people, many of whom have been reclaiming battered and devastated land for rebuilding and resettlement, and not all of whom are interested in seeing it subjected to the company's particular brand of us. Strata's explorations have hit upon a potentially profitable mineral field, but they need to acquire the land quickly and, more importantly, discretely, before their rivals can find out why they are interested. That means even offering to buy up the land through proxies and shell companies problematic.

Strata needs a third party to create the circumstances where they can move in on the area they want while looking like they are doing so reluctantly. That's where Micah Brand comes in. Brand is a professional "problem solver" and middleman with particular talents. He's a zeek, a type of empath / mind reader commonly known as a Peek, to be specific. Mr. Brand can read the emotional states of others — a useful enough ability when it comes to manipulating people — but he can also impose emotional states, gently stoking the fires of anger or hate, cultivating affection and love like rare flowers or,

in this particular case, sowing envy and jealousy like weeds. A charismatic salesman and "arranger," he can get others to do things they wouldn't normally even consider, and think it's their own idea in the end, and he proposes to solve Strata's dilemma.

Mr. Brand knows that, for every homesteader, urban reclamer, or rebuilder in Seattle, there are ten or more people who are down and out, desperate, or just outright criminal (if not all of those things). All it takes are some emotional nudges here and there, some sparks to light the fuses, to make some of those oh-so-useful pawns realize just how easy it would be to take what other people have, to take their revenge for the unfair hand life has dealt them, to take out all the frustration and anger that is building and building — until it feels like it is going to explode.

The homesteaders of the Seattle area know there's trouble brewing, that incidents of violence, and threats of worse, against them and their homes, are growing. They need help, and that's where the characters come in...

## ADVENTURE SUMMARY

The Seeds of Discontent is broken into three main acts. In **Act 1**, a representative of the King County Cooperative (or KCC) meets with the team (or their representative) to hire them to help deal with an impending threat to the Cooperative and its members. During or just after the meeting, a fight breaks out, giving the characters a small taste of the problems the KCC has been facing.

Afterwards, the team gets word about another job opportunity from a retired Seattle freelancer named One Hand Jack about a fellow named Professor Tilton, who is working on an expert system to analyze and predict social behavior. This not only gives the characters a chance at making a little extra (and getting in good with Jack and Professor Tilton) but also in identifying the source of the problem.

In **Act 2**, a lead on agribusiness corps interested in buying out the co-op proves to be a dead-end. Investigations eventually lead the characters to meetings held by Micah Brand, where they get a first-hand look at his techniques in action, and may even fall under Brand's influence themselves. It becomes clear Brand has been stirring up and fanning the flames of anger and discontent in the area and aiming them at the homesteaders. What remains unclear is exactly why. One thing is for sure, matters have very nearly reached their boiling point, and the characters may not be able to head-off an open conflict. The team may investigate Brand further, or even try to take him out of the equation, and Mr. Brand may also take steps to deal with them, should he discover their involvement.

Finally, in **Act 3**, the characters are all that stands between the east Seattle homesteaders and an angry, armed gang, and a minor war may break out, if they are unable to stop it.



# ACT 1: COOPERATIVE

The start of *Seeds of Discontent* assumes the player characters are a reasonably established team of operatives with a network of contacts sufficient that a prospective employer could find or be referred to them. If that is not the case, modify the opening scene accordingly. Perhaps the characters have not yet formed a team, in which case this job might demonstrate that they work well together. Some of them might not even be planning on careers as hired operatives, but when you gotta pay the bills...and this job can demonstrate some hidden talents they didn't know they had.

The primary goals of this Act are set-up and a "warm up," introducing the characters to their employer, the situation, and some opportunities, along with a confrontation and brawl to get the blood pumping (perhaps literally, for some characters).

## SCENE 1

Read the following aloud (or paraphrase) for the players:

*When it comes to "meeting in a public place" in the Emerald City, you're just as likely to end up at a coffeehouse as you are a seedy bar, which is exactly what is happening this evening. You've gotten word of a prospective job opportunity out in the eastern hinterlands of Seattle, beyond the bright band of towering lights of the arc of downtown, near the southern tip of Lake Sammamish. The place called "The Bean Fiend" is right off of I-90, adjacent to four lanes of pavement and traffic, but only moderately busy this evening, with three clusters of people at the tables and booths, three staff behind the counter, and a lone woman waiting at the booth in back, nursing a drink from a thermos cup...your contact.*

The woman waiting in back is Evelyn Caslon, vice-president of the King County Cooperative. She's an African-American woman with wavy black hair worn in a braid over one shoulder, dressed in serviceable outdoor clothing. A level-headed and determined person, Ms. Caslon also runs Caslon Farms, her family's business in nearby Snoqualmie. Although she has been VP of the KCC for four years now, she has never had a business meeting like this one before, and is a bit out of her depth when it comes to dealing with mercenaries and professional operatives. She's much more used to the hazards of municipal and corporate bureaucracy.

The staff of the Bean Fiend are:

- Jamie Yu, an Asian college student and barista who is mainly looking forward to the end of his shift in about half an hour.
- Annalise Wren, a perky young woman with a caramel complexion, kinky hair, and full Japanese style sleeve tattoos.

## STRATA

Strata is a mining corporation based out of Oklahoma City in the North American Coalition (NAC), although they may well be owned by a megaconglomerate further up the food chain (such as Alat Petroleum) and they have offices and operations worldwide. Their primary business is extraction mining, using different techniques (and, often, nanotechnology) to get at difficult to reach and diffuse veins and deposits of valuable minerals and rare earths. Now they've got their eye on some opportunities in the eastern Seattle area.

Strata is a "deep background" element of this adventure. The player characters may never even find out who Micah Brand's employer is, or what they want. In that case, it's quite possible Strata might try another tactic to get at the resources they've found in the area, and to remove the obstacle of the homesteaders and farmers before any rival businesses or micro-miners can jump their claim. Who knows? They might even look to hire the team to help them get the job done, if they prove capable in the course of this adventure. It's just good business, after all.

If you have another corporation more familiar to the players which might share Strata's interests, feel free to substitute that company in the background of the adventure, or even to make them a rival for Strata at some point later on.





- Jo, a cat (stealth) hybrid, complete with a swishing tail and a soft layer of fur (and a flirty but sometimes “catty” personality).
- The other customers in the coffeehouse include:
- A group of four co-workers from a nearby call center who are having an after-work get-together, mainly to gossip and complain about work.
- Two guys — Sasha Yelsin and Tom Kord — who are meeting here on their first date after getting matched up by an on-line service.
- Three local high school students — Prim, Ben, and Dorian — who seem to be sitting in a booth largely staring off into space and idly sipping their drinks, although they’re engaged in an active conversation with each other and some friends in Hyper Reality , they sometimes laugh or speak out loud randomly in response to it.

Caslon greets the characters warily, invites them to sit, and offers to buy them something, if they’d like. Once the pleasantries are out of the way (and any staff is out of earshot), she outlines the Cooperative’s reasons for getting in touch with them. In short, homesteaders and farmers in the area have occasionally faced problems with raiders, vagrants, or the like, and have and maintain security (both hired and mechanical) to deal with it. Recently, however, incidents of harassment and threats against members of the Cooperative have been sharply on the rise, and there is a growing concern.

The local authorities have been informed, but there is little they can do unless or until there is an actual incident, and Ms. Caslon feels that will be too late. She has persuaded the other members of the Cooperative board that more pro-active measures are needed, which is where the characters come in. She wants them to investigate the threats and — if necessary — “deal with them.” She makes it quite clear that the characters have discretion as to how they choose to deal with the problem, and that Ms. Caslon would rather know as little as possible about how they go about it. Otherwise, she wishes to be informed of what they learn.

Evelyn offers the team a 5,000 credit retainer to get them started, with the promise of an additional 5,000 credits, if they come

up with useful information that helps the Cooperative, and the potential of bonuses, if things go especially well. If the characters go in for some haggling, use the **Social Conflict** rules (see *Savage Worlds* rulebook). The characters may roll Persuasion or Streetwise against Ms. Caslon’s Persuasion d8. For each success the characters obtain, Ms. Caslon raises the the ammount by 250 credits to a maximum of 1,250. Zero successes means she stands firm and, if the characters press the issue, she breaks off negotiations and says she’ll take her business elsewhere, giving them a final take-it-or-leave it.

Just as the team settles matters with their new employer, a sound outside the Bean Fiend draws their attention...

## SCENE 2

The roar of motorcycles comes from outside the coffeehouse as a group of bikes pull in off the road and stop out front. If the characters ask Evelyn Caslon or successfully roll Notice to assess her mood, she is tense, but stays in her seat. There are as many bikes as there are characters on the team, plus one.

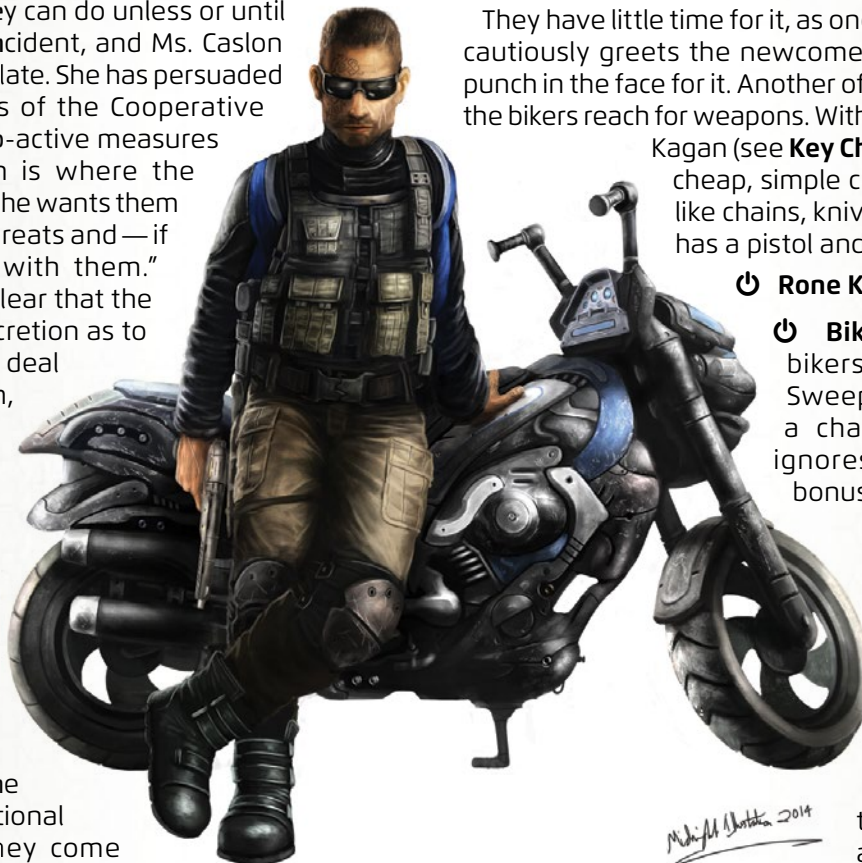
Make a secret Notice roll for each of the characters when the bikers enter. Anyone who succeeds picks up on a dark, nondescript sedan pulling in at that time and sitting in the parking lot, its engine idling. A character who succeeds with a raise can also read the car’s license plate number and, with a successful Smarts roll, memorize it. The car has tinted windows, so characters cannot see inside.

They have little time for it, as one of the staff members cautiously greets the newcomers, and gets a violent punch in the face for it. Another of the staff screams, and the bikers reach for weapons. With the exception of Rone Kagan (see **Key Characters**) they all have cheap, simple close combat weapons like chains, knives, and batons. Kagan has a pistol and draws it as well.

### ⚡ Rone Kagan

⚡ **Bikers (1 per hero):** One bikers has a Strength d8, Sweep, and is armed with a chain (Str+d6, Reach 1, ignores shields and cover bonuses)

What happens next depends heavily on the characters. If they stand their ground, keep calm, and try talking with the bikers, Rone Kagan does most of the talking from the back. He initially addresses Ms. Caslon,





sneering that she must think he is stupid, as is everyone else who lives on the outskirts. It quickly becomes clear that Kagan is enraged and cannot be reasoned with; attempts to talk him down just seem to anger him further. A raise on a Notice roll, or a successful use of a Knowledge (Psychology) or a peek power for reading minds or emotions, tells the character that Kagan and his cronies are irrational. There appears to be no sane reason for their emotional state or behavior.

If the characters all manage to keep their cool and take no offensive actions whatsoever, and also manage a successful Persuasion or Intimidation roll. Kagan blusters and threatens, but then calls for a withdrawal, warning the team to stay out of things that are none of their business. They mount back up on their bikes and roar off.

If the characters try and make a break for it, Kagan yells “Get ‘em!” and the bikers give chase, engaging any characters who try and get by or around them, or chasing them out the back exit of the café and into the parking lot. If the characters manage to get into or onto vehicles and pull out of the lot, the bikers let them go. If any of the team approaches the idling sedan (much less threatens it in any way) it speeds off.

If the team responds in kind by reaching for weapons, deal out cards for initiative. The bikers already have their weapons out (unless the players went immediately for a pre-emptive strike the moment they entered) while the characters might not; readying a weapon is an action, and inflicts the standard –2 multi-action penalty on the character’s actions that round.

If things get violent, the *Savage Worlds* rules for Firing Into Melee and Innocent Bystanders are particularly relevant, as is Withdrawing From Close Combat. Kagan doesn’t fire into a melee himself, and stays out of the fight, standing back near the door and shooting anyone who tries to rush or attack him. If the characters take out half of his cronies, he calls a retreat and runs for it, firing to encourage any pursuers to keep their heads down.

If a fight starts to go badly for the team, and you don’t want to decimate them in the first Act of the adventure, you can help them out in a couple of ways:

- Jo (the cat hybrid working at the Bean Fiend) might jump in on their side and help to turn the tables. She’s not a professional operative, but her augments give her some fighting ability, and she’s pretty pissed off.

🔊 **Jo:** Use the Bartender profile in *Interface Zero 2.0*, but aapply the Stealth Hybird racial modifiers. Jo has Cyberlegs [Ligament Enhancement] and Cyberweapon (Str+d4), Strain: 2.

- The sound of sirens in the distance means someone has signaled the authorities, and even Kagan isn’t hopped-up enough to want a confrontation with an armed security force, so he calls a halt to hostilities, gathering his remaining gang, and leaves (possibly with a parting threat, as before). The characters would be wise to do the same, unless they want to

answer some awkward questions (and especially if any of them are wanted by the authorities).

Micah Brand is in the back seat of the sedan, both watching his handiwork from a nearby vantage point and fine-tuning his influence over Kagan and others. A hired android named Melody-4 is in the driver’s seat. If the confrontation is going too easily for the characters, you can even have Brand start messing with some of the other patrons of the Bean Fiend, causing them to become irrationally violent or fearful, to spark things off. Any zeeks with the team must succeed on an opposed Psionics skill roll against Brand’s skill to sense his influence. If Brand detects another zeek nearby, he leaves immediately, letting the situation play out without him.

## SCENE 3

This scene is optional, but can add another element (and resource) to the story. After the confrontation at the Bean Fiend — either right outside the coffeehouse, or a short time later, depending on the circumstances — a small flying drone approaches, makes contact with the team, and extends them an additional opportunity.

Read or paraphrase the following out loud to the players:

*The incoming call light next to the tiny drone’s camera lens blinks and then a man’s voice emerges from it.*

*“I’m called Jack, and I work with... well, I guess you’re probably used to not knowing that sort of thing. I’ve been monitoring the people you just had a confrontation with and I’d like to offer you an opportunity, if you’re interested.”*

“Jack” is Robert Palmer, a.k.a. “One Hand Jack” (see *The Emerald City, Interface Zero 2.0*), a retired freelancer and electronics specialist who is working for Professor Tilton (see *The Emerald City, Interface Zero 2.0*) providing tech-support and remote monitoring of various subjects. Jack’s expertise with security and surveillance and microelectronics has served the Professor’s research project well, but Jack is no longer interested in “field work” beyond what he can accomplish with drones and remotes.

One “study group” includes the outliers in this part of Seattle, such as Rone Kagan’s people. The Professor, who is working on software to predict the behaviors of groups of people, has noticed some unusual activity and wants to gather additional data. Given the team’s recent confrontation, Jack is wondering if they can serve as the researchers’ eyes and ears, since drones are expensive and they’ve already lost one when it was discovered.

Although suspicious players (and their characters) might have reason to mistrust Jack or Professor Tilton’s motives, and may even think they are involved with some of the problems facing the co-operative, the truth is



that Jack simply saw an opportunity for further research and testing of the Professor's program. Professor Tilton and his people have no investment in the outcome of this conflict, or anything concerning it, other than their research. The whole thing is a bit of a red herring and an opportunity to introduce the characters to another facet of the Emerald City and the world of *Interface Zero 2.0*. If the team has never encountered Professor Tilton before, this is a chance to learn about his project, as well as Jack and his skills. If they have, this is an opportunity for them to renew their acquaintance.

Working with Jack (and Professor Tilton) could be beneficial to the team in a number of ways. First and foremost, the "unusual variables" in this particular social dynamic may tip the researchers off to the involvement of an outside influence (namely Micah Brand) and they might be inclined to tell the operatives. If all else fails, a nudge from Professor Tilton or his research team could help point the characters in the right direction towards Brand and his machinations (see details in **Act 2**).

Secondly, the operatives can earn Professor Tilton's goodwill and regard, which could secure further employment for them in the future, when additional testing of certain "social dynamics" is needed. The Professor can be a valuable source of work and information. Of course, association with a man like Professor Tilton could also prove to be a complication down the road, if and when the Professor crosses the wrong people, and they come looking for him — or anyone who is known to work for him.

Third, the team has the opportunity to impress One Hand Jack and earn his respect. Although they might initially think of Jack as nothing but a flunky or "assistant" to the Professor, anyone paying attention (or who does a little background-checking) can learn he has a storied history in the Emerald City, up until his fairly sudden retirement. As noted in *Interface Zero 2.0*, Jack had substantial connections with the Vory in Seattle (although he probably prefers to deal with them as little as possible these days). He also has substantial skills as a technician, and might be inclined to help characters out in the future with cut-rate repairs or access to custom-build cyber or electronics equipment, assuming they sufficiently impress him and handle themselves professionally.

Lastly, in exchange for the team carrying some monitoring devices of Jack's making that feed audio-visual information back to him for a week's time — delivered by drone to the drop-off point of their choice — they'll get paid an additional 1,000 credits, with a bonus of 1,000 credits if they should capture some valuable or useful data (in the Professor's estimation). If an ambitious character decides to hack the devices or back-track them in order to spy on the Professor's research or personnel, that's left as an exercise for the GM, keeping in mind that Jack is a very skilled and experienced technician with some organized crime contacts working with

sensitive information in a paranoid and competitive world. Unprofessional behavior on the part of the team could earn them a world of trouble, and most likely will cost them some street cred, if they're not careful!

If the characters decide to try and access the devices, they will quickly learn its protected by a sophisticated network (GAN: 9). Jack is alerted to any failed attempt to hack the device.

## ACT 2: SOW THE WIND

Having taken on the job of investigating the threats against the King County Cooperative and having gotten a first-hand taste of them, the team starts looking into things, and indicators soon point to a single man at the heart of the problem — Micah Brand.

### SCENE 1

This scene is the "legwork" portion of the adventure: Having taken the assignment from the KCC, the team now begins investigating both their allegations of harassment and increasing threats and the involvement of Rone Kagan and his motives.

How this scene runs depends heavily on the different contacts and resources available to the team (and what information they may have), as well as how the characters pursue different leads and possible angles of investigation.

#### KING COUNTY COOPERATIVE

Characters can call upon their contacts (permanent or temporarily acquired through Street Cred) for information concerning the King County Cooperative and their recent troubles, as well as any leads they might dig up in the course of their investigation. Keep in mind that accessing permanent contacts has a 0 Street Cred cost the first two times in the adventure, and that successful Persuasion rolls involving permanent contacts provides the benefits of extra Street Cred: 1 point for success and each raise.

The GM decides which contacts have access to which levels of information; some might not know anything about the situation, in spite of the character's best efforts or Street Cred. Some general guidelines are provided here, but feel free to modify them as needed.

For those characters that may not have local contacts or would rather hit the streets, they can make a Streetwise roll. Using Streetwise takes 1d6 hours and 1d4x50 credits.

#### THE BIKERS

If the characters follow up on the identities and motive of the biker gang they tangled with at the Bean Fiend, they can find out the following information. The character may obtain this information through their contacts or by using Streetwise. If using the later option, it requires at least a couple of hours of the character's time.



## KING COUNTY COOPERATIVE

### SREET CRED/ STREETWISE

### INFORMATION

0/Failed Basic background: The King County Cooperative is a primarily local agribusiness group supporting homesteaders and small farms. They've gone up against big agribiz in the past and are a quite successful example of a co-op, due to the favorable conditions in the Seattle area, notably Cascadia's isolation, abundant farmland, good growing conditions, and general mistrust of outside influences.

1/Success Deeper background: The KCC is fairly hardline when it comes to organic and sustainable farming standards, particularly for the late 21st Century, where GMO (genetically modified organisms) and chemical pesticides and fertilizers are almost unavoidable. There's been considerable debate about loosening these standards, but thus far the Cooperative has refused to budge on them. In addition to resisting the advances of "big agri" in the past, the Cooperative has also seen trouble from gangs, vagrants, and others trying to steal from them and raid farmland and storehouses. Most of the time this is petty theft, but it has occasionally escalated to armed raids.

2/Raise Lately, there's been more animosity towards the Cooperative than usual, ugly rumors about how the KCC keeps fat stocks of food and supplies and overcharges while maintaining the appearance of concern about local people and their needs. In particular, there's not just talk about the Cooperative's practices, but discussion that "someone should do something about it" with the implication that, if the KCC isn't willing to share its bounty, they should be forced to do so.

3/2+ Raises Rabble-rousing concerning the Cooperative is more than just theoretical. There have been meetings and get-togethers where rumors are getting spread and people are getting fired up. One such is a place called "the Barn" off of I-90 on the outskirts of Preston to the east, frequented by some edge-dwellers and bikers like the ones from the Bean Fiend.

4/— At this level, characters get all the previous information as well as indications they are not the only ones looking into matters concerning the King County Cooperative. There have been searches and discrete inquiries within the past three months, with particular focus on the surrounding mountains (Cougar Mountain, Squak Mountain, and Tiger Mountain) and geographic surveys of the region.

## THE BIKERS

### SREET CRED/ STREETWISE

### INFORMATION

0/Failed The bikers belong to the "Kings Motorcycle Club," usually just known as "The Kings," an edge-dweller bike gang operating in the eastern Seattle area. A lot of the gang's members are ex-military or wanted in the NAC for various petty charges. They're known to do some small-time smuggling and car-jacking and the like, but the nature of their beef with the Cooperative is unknown.

1/Success The King's current leader, Rone Kagan, is former NAC military — and has some mods to show for it — kicked out for excessive violence and insubordination. Kagan has a reputation for a violent temper and savagely beating down anyone who challenges him. Kagan and members of his club are known to hang out at a dive called "The Barn" off of I-90 east of Seattle.

2/Raise The Kings have been increasingly involved in violence incident in recent weeks, often directed at the King County Cooperative. They have also been playing "host" to gatherings at the Barn, which have been growing in size, and involve "some guy" getting together to talk to a lot of the local edge-dwellers. No details on who it is, other than it is not Rone Kagan.

## THE SEDAN

If one or more of the characters managed to spot the dark sedan idling outside the Bean Fiend and also got its ID tag number, they can attempt to trace it, via contacts or on-line. The car is a rental from Executive Transportation, a relatively high-end limo service in Seattle. The company's records only list a "William Orc" as the client (the pseudonym is Micah Blake's play on poet William Blake and a character from his *Four Zoas*, although the team won't know that).

More useful is the name of the driver of the car that day, Melody-4, an android employee of the company. Melody is undergoing a questioning period (see the **Android** description in *Interface Zero 2.0*) leading to a new awakening and awareness. Amongst other things, this has led to her to question her own employment, employers, and recent activities. If the team seeks out and talks to the android, they can take advantage of her relative vulnerability; a successful Persuasion check gets her to describe her client and confirm that she drove him to and from the Bean Fiend that night. A raise on the roll also gets her to mention that "Mr. Orc" spent a good deal of time staring out the windows of the car, focused intently on what was going on inside the coffeehouse, and that he has been holding meetings with edge-dwellers (including the Kings motorcycle gang).



Melody also knows where Brand is staying in Seattle (The Cascade Lodge Hotel, Room 22), but won't give up that information willingly unless the characters force it out of her or provide a truly good opportunity for her to leave her current employment and set up a new life for herself elsewhere.

### THE GLOBAL DATANET

Hackers and others with the skills (or contacts with the necessary skills) might delve into the Deep looking to dredge up data about the situation. This makes most of the information listed previously available with a Hacking roll rather than an expenditure of Street Cred, using the same guidelines (1 point for success and 1 more for each raise). Of course, characters can also use the networks to communicate with their various contacts, rather than meeting with them in person and can spend Street Cred to enhance those connections in the same way.

### PROFESSOR TILTON

If the operatives agreed to work with Professor Tilton to help gather social dynamic data, they can get the following information for nothing more than a successful Persuasion roll:

One Hand Jack has been using drones monitor the edge-dwellers in the eastern Seattle area, and Professor Tilton and his researchers have noticed what they refer to as "anomalies" in their predictive models related to that community. Most of them seem to connect with the Kings Motorcycle Club and, through them, the Cooperative farmers and homesteaders, who are the focus of the Kings' anger. While seemingly random violent behavior is not unusual from edge-dwellers, there appears to be little reason for them to focus upon the Cooperative, apart from the homesteaders having food and resources the edge-dwellers might want. The incidents are out of proportion based on expected predictions, and the Kings bikers have never exhibited the kind of "Viking" raiding behaviors they are now. There appear to be unknown X-factors, both in terms of the edge-dweller's behavior and their motivations, tied to their overly emotional response to the situation.

### SURVEILLANCE

Lastly, the team may gather information by doing surveillance, either keeping watch on potential KCC targets to see if there's trouble, or shadowing Rone Kagan and his people to find out more about their involvement and plans. They can do so in person or via remotes like drones and camera emplacements. Indeed, if they agree to work with One Hand Jack and Professor Tilton, they'll have to do some kind of surveillance and reconnaissance as a part of the deal.

A successful skill roll — Stealth, Hacking, or Piloting, as appropriate — gets them a lead to the big meeting Kagan is attending, run by Micah Brand (see **Act 2, Scene 2**). A raise on the roll also gets them the name "Brand" and the

## ICU2

The process of investigation is one of asking the right questions in the right places without tripping off any alarms or raising suspicions. Any time the characters spend Street Cred (rather than gaining its benefits through permanent contacts and skill rolls), secretly make an opposed roll of the character's skill (Persuasion, Hacking, Streetwise, or whatever other skill is being used to investigate) against Micah Brand's d8 Streetwise. Any time Brand wins the opposed roll, a rumor or piece of information about the team reaches him. Keep track of Brand's accumulated information (if any) as it will indicate how much he knows or suspects about the team before they finally meet, and just how prepared he's likely to be when that happens. If Brand wins a total of four or more opposed rolls in this way, he decides the take pre-emptive measures against the team. See **Scene 4 of Act 2**.

impression that he's the one organizing things. You can also use surveillance as an opportunity to stage another fight with some edge-dwellers or gang members causing trouble for the Cooperative, if the players are itching for another dust-up or looking to send a message. Use the biker stats for these conflicts.

### NEXT STEPS

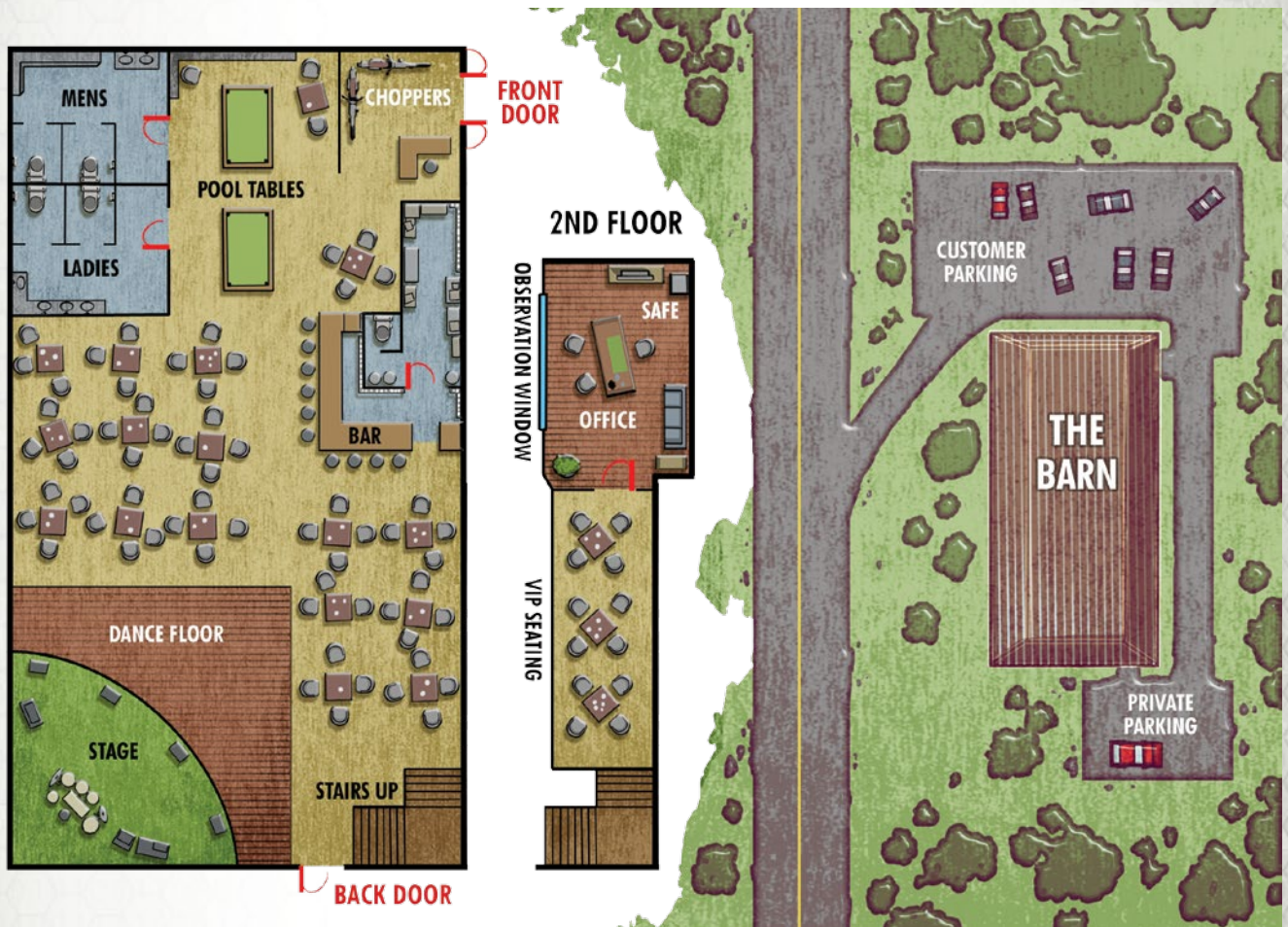
The remaining Scenes of **Act 2** depend on what avenues of investigation the characters follow and where they lead. In particular, they may end up checking out one of Micah Brand's "get-togethers" at the Barn (**Scene 2**) or try to deal with Brand as the source of the trouble (**Scene 3**). Lastly, Brand might be tipped off to the team's involvement and look to remove them as an obstacle (**Scene 4**).

## SCENE 2

Micah Brand has at least one more gathering at the Barn — a local biker hangout east of Seattle — to sow the seeds of discontent before whipping the edge-dwellers into an angry mob against the Cooperative. The characters may come to the Barn to investigate Brand's activities or just to check out the possible connections to the Kings Motorcycle Club and Rone Kagan. When they check out the locale, read or paraphrase the following description for the players:

*"The Barn" is aptly named, although these days maybe "the Garage," or even "the Pit," would be more accurate. The main building probably was an actual barn at some point, or at least built to look like one, added on to with a couple of side buildings and extensions. A flickering lighted sign over the sliding double barn doors spells out the name, visible from I-90 for passers-by, and posts linked by heavy chains ring the parking lot, which is mostly full of motorcycles and a few trucks. The sign and a working light over the side door that appears to be the entrance are the only real illumination for*





*the lot, as the overlooking light towards the street looks to have been shot out at some point.*

What awaits the team inside the Barn depends entirely on when and how they arrive:

During the daylight hours, the Barn opens up around noon (give or take 20 minutes) and a small handful of regulars come and go to grab a drink or something to eat and to linger. There are  $1d6+2$  patrons in the Barn during these first few hours, along with a waitress, a bartender, and a couple of kitchen staff.

By early evening, the place begins to fill up with patrons coming after work to get some dinner, or out for a drink with friends (or alone, in some cases). There are easily three times the number of patrons ( $2d6+8$ ). Most are Uncooperative in their attitude towards strangers, turning Hostile if any attempt to persuade or interact with them fails.

Finally, by around 7:30 PM, the Barn gets packed with people if Micah Brand is there. There should be  $3d6+30$  present, including Rone Kagan and members of his gang. All have been previously influenced by Brand's psi and psychological manipulation, giving him a +2 bonus on rolls to use his powers on them now. While Brand is present, the crowd's attitude is Hostile towards anyone they don't know; strangers are immediately confronted and questioned as to why they are there and, if their answers aren't satisfactory, the patrons try to capture

them and turn to Brand for what they should do with the intruders. If the characters are caught spying, they're also immediately taken to Brand for his judgment.

If the team is able to observe Brand at work, they witness him harangue the crowd about how the Cooperative selfishly "hoards the fruits of the land" and "looks down on people like you" generally stoking their anger and resentment. Although Brand is a charismatic speaker, the crowd's reaction is clearly out of proportion with what he has to say. A zeek able to sense psionics can make an opposed Psionics skill roll against Brand's  $d10$  skill to sense his empathic powers at work on the crowd. Otherwise, the team can draw their own conclusions. If they do not note that Brand must be using some kind of influence, then Professor Tilton and his team may do so, if the characters are working with them.

If you want to lead right into **Act 3**, have the team witness Brand getting the crowd worked up, then unleashing them on the homesteaders like a ravaging horde. Otherwise, the provocateur keeps the fires stoked, but encourages everyone in attendance to "tell your friends that the day of reckoning is coming" in reference to the impending attack.

Any captured operatives brought before Brand are questioned as to who they are and what they're doing at the Barn. Brand recognizes anyone who was present at the Bean Fiend, and knows the team is likely working



for the Cooperative. He uses mind reading to verify if they're telling the truth, and then uses their presence as a further opportunity to inflame his followers: Those homesteaders have hired mercenaries and spies! They are clearing planning some sort of attack!

Characters confronting Brand in front of the crowd at the Barn can try and talk their way out, perhaps even convincing the edge-dwellers that they are the victims of zeek manipulation. This is not easy: the crowd is Hostile towards the characters and Helpful towards Brand, and the characters are at -2 on rolls to convince them otherwise. At the GM's discretion, providing clear evidence that Brand is a zeek, or finding a way to nullify his influence, can eliminate this modifier or even turn it into a bonus. So long as the team is rolling successes, the crowd is willing to hear them out and squelches any attempt by Brand to silence them prematurely. If the characters fail a roll, Brand makes an immediate contested Persuasion roll against them to cut off further discussion. If he wins, see the following paragraph, if he loses, the characters have one more chance for a successful roll to keep things going. Otherwise, they lose the argument and are at the mercy of the provocateur and the mob.

Once Brand has gotten whatever information he thinks he can from captured characters, he tells Kagan and members of his gang to "Take these spies outside and show them how we deal with their kind." The bikers gleefully drag the captives out into the parking lot, intent on making a violent sport of killing them. The characters have to fight to survive (and possibly escape).

If a full-fledged fight breaks out, they're facing an angry mob that outnumbers them at least four or five to one.

Operatives fleeing from a group of bloodthirsty bikers is a perfect opportunity for a chase scene, as described in the *Savage Worlds* rules.

## SCENE 3

If the team's investigation leads them to Micah Brand, they may well try to capture him or simply take him out in order to deal with the situation. Unfortunately, at this point, the fuse is already lit. Even if the team takes Brand off the board, the edge-dwellers move against the Cooperative, as described in **Act 3, Scene 1**. Their morale is weak as described in that Scene, making it easier to drive them off, unless the team killed Brand in front of his followers, in which case they only confirm all of the fears he's been cultivating and solidify their resolve, eliminating the morale penalty for Brand's absence.

The characters might try to take Brand down during a confrontation at the Barn, at the Cascade Lodge Hotel where he's staying (if they learn of it), or someplace in between. Brand usually has a couple of gangers with him to provide some muscle, and he does not hesitate to use his powers to defend himself, including using *puppet* to get one of the characters to turn on his or her teammates, or even to take that character hostage. Remember that he's a capable negotiator and mind reader, and will use all of his abilities to try and come out of any conflict with his own hide intact.

Brand won't sell out his client easily, as he has a reputation to maintain, and he also — truthfully — tells





the team he doesn't know who is paying him. His clients often require discretion, so he just does what they ask and collects the fee. All he knows is that his current employers want the King County Cooperative strongly encouraged to vacate or sell their properties, and he only reveals that if necessary to save his life. He's not inclined to be scared off, but his vengeful streak makes him less likely to negotiate in good faith with anyone who threatens him. Instead, Brand will pretend to cut a deal and then look to have the offending character(s) killed (see **Scene 4**, following).

## SCENE 4

Should Micah Brand become concerned about the team's involvement in his affairs, he takes steps to remove the problem. Initially, Brand is actually pleased the Cooperative is spooked enough to hire operatives, it provides a concrete detail for him to hang some of his accusations upon. It is when the characters become too efficient at unraveling his plans that Brand decides they're more of a liability.

The zeek's possible angles of attack against the team include the following:

- Telling Rone Kagan to send some bikers from the Kings to threaten, rough-up, or outright try to kill the characters. If the team keeps a low enough profile that finding them is difficult, the bikers might cause some trouble for one of the Cooperative farms in hopes of drawing them into a confrontation.
- Putting Kagan or another ganger with Wasteland Traders Tarantula hunting rifle (2d8+2 damage, AP 2) on a rooftop to take shots at the characters, aiming and using a scope for a +4 Shooting bonus. Their attacker has Heavy Cover, and withdraws if the characters spot his position, going down a fire escape to the motorcycle hidden in the alley there to drive off.
- Brand himself might do a "drive by" (in his sedan driven by the android Melody-4 or one of the Kings) to use *puppet* to cause one of the characters to attack the others, or to control a random civilian or even a cop, leaving the characters holding the bag when they're forced to defend themselves. Combine this with an "anonymous tip" about a "gang initiation incident" and the operatives could find themselves with bigger problems than investigating things for a farm co-op!
- Hiring some other mercenaries to take the team out. Brand has some "discretionary funds" from his employers, although he prefers not to have to dip into them unless absolutely necessary. He'll only use this option if he feels the others won't be effective. It's a good opportunity for you to use rivals the characters might have (or to create some, if you want).

Choose the one(s) that best suit the flow of the adventure and the composition of the group. A sudden attack from an unknown enemy is an excellent way of

motivating the players, if things have started to bog down in the investigative portion of this Act, and having Brand come after the characters gives them good reason to go after him.

## ACT 3: REAP THE WHIRLWIND

This act depends heavily on how (and if) the team dealt with Brand in **Act 2** and what they need to do in order to help protect the Cooperative. Its scenes do not necessarily run in order. Indeed, they are mutually exclusive, depending on what the team does.

### SCENE 1

If Brand's manipulations are allowed to come to fruition, the operatives are faced with an attack on the KCC's harvest market by all of the edge-dwellers, whipped into a frenzy of violence, with fairly little time to prepare.

This is a "last stand" combat scene, where the characters get their opportunities to use all their street-smarts and combat capabilities to defend the homesteaders of the Cooperative and break the fever of violence inspired by Micah Brand.

You can run this scene using the **Mass Battles** rules in *Savage Worlds*: The edge-dwellers are the larger force, so give them the 10 tokens. The characters can get some homesteaders from the KCC to assist them in defense, giving them a proportion of 6 tokens, meaning the attackers add +4 to their Battle Rolls. The preparations the characters make will have considerable influence on the outcome: give their battle plans a modifier from 1 to 4 and apply that to lower the attacking force's Battle Roll bonus; especially effective and clever plans can actually even the odds. Things the team can do to prepare include arming and organizing the homesteaders, laying traps and roadblocks, preparing defensible positions, posting snipers, and setting up fortifications or makeshift bunkers.

Then it's up to the actions of the characters (see **Characters in Mass Battles** in *Savage Worlds*) to help turn the tide. This is a good time to encourage players to spend Bennies, as well as putting their effort into skill rolls to give their side Battle Roll bonuses.

Run the battle according to the *Savage Worlds* guidelines. The one additional modifier is that if Micah Brand is taken out during the fight, or his psionic influence is neutralized in some fashion (such as by another zeek), the attackers must morale checks with a -2 modifier to the Spirit roll. Failure means they retreat — making just one more Battle Roll — having lost the will and desire to fight, and that they rout on a roll of 1 or less, ending the battle immediately.



## SCENE 2

If the team chooses instead to go on the offensive against Micah Brand or his followers, then the roles from **Scene 1** might be reversed, although more likely in a kind of commando raid by the team against a large encampment of enemies. If the characters can take out Brand or otherwise mitigate his influence, they have a fair chance of defusing the situation and calming everyone else down to prevent further violence.

How you run this scene depends on the team's plans: If they go for a full frontal assault against Brand's gathered "followers," you can use the Mass Battle guidelines given in **Scene 1**, modified to fit the player characters leading the attacking force. They may get an initial Battle Roll bonus due to catching their opponent's off-guard, but it will be more difficult for them to set up tactical modifiers like defenses and traps, as they're going into enemy territory.

If the operatives prefer the stealth option, you can handle things like a regular combat. They have to get past edge-dweller lookouts (gaining a +1 bonus on Stealth rolls, since the lookouts are fairly unconcerned) to infiltrate. If they make it undetected the entire way (including the Last Step against Brand's Notice) they might actually catch Brand during one of his regular catnaps. He rarely sleeps more than a couple of hours at a time. If they capture Brand, he'll do his very best to talk his way out of things, or at least delay the characters long enough for some of his followers to come to his aid. He'll try using his telepathic powers on the team in dire straits, most likely trying to stun them all long enough for him to run and call for help. Keep in mind that Brand is a wild card and has bennies to spend.

The edge-dwellers fight to protect Brand and will negotiate to try and secure his release, if he's taken hostage. Rather than just killing Brand outright, the characters might try and convince his followers that they are in his thrall and that the zeek is just using them. This is a difficult Persuasion effort, as the edge-dwellers and gangers are all initially Hostile, and any Persuasion roll is opposed so long as Brand is conscious, by his Persuasion skill (and Charisma) if he's allowed to speak, by his Psionics skill if he's not. If Brand is unconscious or dead, the rolls are unopposed. If the characters are working with Professor Tilton, they get a +2 bonus on the Persuasion rolls, as the research team can supply them with some compelling data showing a clear pattern of behavioral change coinciding with Brand's arrival and "advice."

### LOOSE ENDS

The biggest loose end at the conclusion of *Seeds of Discontent* is that the original reason for Micah Brand to go after the King County Cooperative — the presence of mineral deposits of interest to his employers at

Strata — remains unchanged. The corporation may well explore other means of getting the micro-mining rights for the area, moving cautiously so as not to give away their goals to potential rivals. If the team discovers who Brand is working for, they might get an inkling of what they're after, and even choose to pursue it themselves. Strata won't take kindly to further opposition, although they might well try and hire the team after they've proven their mettle against Brand! Whether or not such an offer would interest the operatives depends on their code of professional ethics. Certainly, on the mean streets of the 21st century, a megacorp like Strata is a more valuable — if also more fickle — ally than a cooperative of local farmers.

If Micah Brand survives the adventure, he will certainly remember the team responsible for depreciating his street cred and messing up what should have been a fairly routine job. His Vengeful streak will drive Brand to retaliate, and his Arrogance will demand that he do so in a way that makes it clear who is the author of their trouble and why. His psionic and social skills and his network of connections makes Brand a dangerous, elusive enemy, and he will pull strings to harass the team with a thousand small cuts before he finally goes for the jugular. They may have to hunt him down and deal with him first in order to put a stop to it.

Whether or not a surviving Rone Kagan holds a grudge against the team depends on how they dealt with him. In spite of his bad qualities, Kagan is not a villain per se, but largely a pawn in Brand's scheme. If that is made clear to him, he's more likely to focus his anger on Brand than on the characters. Indeed, he might even feel that he owes the team one, willing to do them a favor so as to even the score and not be in their debt. Of course, if the operatives treated Kagan poorly, then he is not likely to be as understanding and could well lump them in with Brand and everyone else who has dumped on him in his life, in which case they can expect more trouble from the gang leader and his people any time they are in or near their turf. A sufficiently angry Kagan might even come after the characters, or make another run against the Cooperative on his own in order to prove a point, especially if he needs to save face with his people and recover from a humiliating defeat.

If the characters did well by them, the King County Cooperative will be grateful and willing to help them out in the future. They may not have full-time employment for the team, but will be able to offer the occasional job, and will sing their praises to friends and contacts to improve their opportunities. If the team finds out about the mineral deposits and shares that information with the Cooperative, they may even come to a deal where the operatives are put in charge of arranging a discreet micro-mining operation that doesn't endanger the Cooperative's other interests in exchange for a healthy cut of the profits.



If Professor Tilton and his team are happy with the data the operatives provide, they may find additional opportunities for them to do “field research” involving crowd reactions and predicting the responses of large groups, which can lead to further adventures in the Seattle area and beyond.

If the team did well by One Hand Jack and sufficiently impressed him with their skill and professionalism, he might find opportunities to send more work their way, particularly since he is no longer interested in field work and sometimes needs “eyes and hands” to work the streets for particular commissions. Jack can also become a valuable contact able to provide technical expertise and resources to freelancers he likes. Lastly, Jack might even become a potential employer, if he has “unfinished business” of his own to entrust to a team of capable and professional operatives.

## KEY CHARACTERS

The following are significant characters in *Seeds of Discontent*, both Wild Card antagonists for the team to face-off against, including the prime architect of the scenario. Gamemasters should feel free to adjust these characters (and their histories, appearance, and other details) to suit your own style of game and the team. Should either of them survive the events of this adventure, they may make good recurring opponents for the characters in future *Interface Zero 2.0* games.

Additional details on One Hand Jack and Professor Tilton can be found in the *Interface Zero 2.0* core rulebook, should they be needed, or if those characters become more involved in the adventure. The team may not even have direct contact with Professor Tilton (dealing entirely with Jack and members of the Professor’s research team) and only deal with Jack over remote. Neither man is particularly inclined to meet the operatives face-to-face unless it is absolutely necessary (and the characters make a convincing case to that effect).

Remaining minor characters in the adventure are described (and provided with game stats, where necessary) where they appear. Use the Archetypes and Sprawl Denizens sections of *Interface Zero 2.0* for additional character game stats, as needed.

### ⚙ MICAH BRAND ⚙

Micah Brand’s story starts out fairly typical: a shy, awkward kid who is bullied and mistreated by his peers and misunderstood by his family, who dreams of being special and discovering some hidden potential. It becomes unusual when Micah did discover hidden potential — and used it. His empathic nature gave way to an ability to truly make others “feel his pain,” to know how they felt, and to influence it or use it against them. The suicide rate at Micah’s high school was five times normal by the time he graduated.

### NO ZEEKS ALLOWED?

What if there are no psionics or zeeks in your *Interface Zero 2.0* setting? If that’s the case, then Micah Brand is obviously not using psionic manipulation. He might just be a highly skilled agent provocateur and social manipulator, playing on the insecurities and wants of the edge-dwellers. Perhaps he’s using some cutting-edge technology, ranging from engineered pheromones and sub-sonic hypnosis to advanced understanding of memetics and symbolism. He might even be a colleague or former student of Professor Tilton (further enhancing the connection there) using advanced discoveries in crowd behavior modification to his own ends. Of course, just because there aren’t zeeks amongst the player characters, and just because they don’t know psionics exists, that doesn’t necessarily mean that they don’t. You can always leave the nature of Brand’s “influence” open to debate and keep the players guessing.

Through his college years and after, Brand reinvented himself. He exercised, ate better, cleaned up his appearance and continued practicing his ability to exert influence over other people. He was smart, smarter than most young zeeks, who either lose control of their abilities or push them too far and get caught. Instead, in a world where zeeks were big explosions, Brand was a quiet hum. Most of his victims could never tell what came over them. After all, just a moment of weakness separates those of us who give into our darker impulses in from those who don’t.

Nearly a decade ago, Micah Brand turned his talent for engineering those moments of weakness into a trade, becoming a provocateur for hire. He knows people, how to get inside their heads and twist them inside out, and push them where he — and his high-paying clients — want them to go.

Micah Brand is a handsome, mixed-race North American with café au lait colored skin, black hair and intense black eyes. He frequently has a day or two of stylish stubble and wears the latest in high-class corporate fashion (concealing some discrete armor). He exudes confidence and charisma and is both attractive and likeable, although anyone who knows him well becomes aware that he’s a heartless sociopath. He’s nearly always armed, but his real weapon is his mind. Brand’s psi-powers are empathic; his mind reading can only pick up emotions and emotional associations, and his puppet power allows him to control a subject by projecting intense emotion, but he does not exert precise control over the subject’s actions.

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d6, Gambling d8, Intimidation d8, Knowledge (Psychology) d8, Notice d6, Persuasion d10, Psionics d10, Shooting d6, Streetwise d8, Taunt d8

**Charisma:** +4; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2); **Firewall:** 6; **Strain:** 0



**Hindrances:** Arrogant, Vengeful (Major)

**Edges:** Arcane Background (Psion), Attractive, Charismatic, New Power x2, Peek, Strong Willed

**Powers:** *detect/conceal psionics, fear, mind reading, puppet, stun*

**Gear:** Bombs on Broadway™ suit (+2), Street Chic Urchin pistol (Range 10/20/40; Damage 2d6; RoF 2; Shots 16; AP 1), Hostile Takeover HT-9 (Range 12/24/48; Damage 2d6; Shots 5; AP 1, Semi-Auto)

### ✿ RONE KAGAN ✿

In his youth, Rone Kagan joined the military and fought in a series of skirmishes and border conflicts. Rather than giving him discipline, military life just deepened Cpl. Kagan's mean streak and propensity for solving his problems with violence. He eventually earned himself a dishonorable discharge, just avoiding a long prison stint.

In the years since, Kagan has drifted into smuggling, petty theft, and working as hired muscle to support himself and his drinking habit, but his strength, sheer meanness, and augmentations have allowed him to rise to the top of a local biker gang — and made him a prime target for Micah Brand's manipulations. Brand has been stoking Kagan's resentment and anger and directing it at the people he feels owe him respect and tribute. Although not much of a leader himself, Kagan is benefitting from being the figurehead of a mob and enjoying the power and attention, thinking that he's "the man" in charge of it all.

Rone Kagan is a tall, broadly built man with close-cropped hair, his muscled frame crossed with combat and surgical scars and tattoos. His amber-colored cyber-eyes glow faintly, leading him to wear shades even at night to cover them, taking them off for dramatic effect when he wants to stare someone down. He dresses in mismatched second-hand cast-offs, motorcycle leathers, and paramilitary gear, and likes to crack his knuckles as a threatening gesture. Even without Brand's influence, he's capable of casual brutality. With it, he's a vicious killer.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d4, Streetwise d6, Survival d4

**Charisma:** -2; **Pace:** 6; **Parry:** 6; **Toughness:** 8(3); **Firewall:** 4; **Strain:** 3

**Hindrances:** Habit (Major, hard drinking), Mean, Vengeful

**Edges:** Brawny, Ex-Soldier

**Cyberware (All Gutterware):** Bone Lacing, Cybereyes [Night Vision Optics]

**Gear:** Road Wear Biker Jacket (+3), combat knife (Str+d6+1 damage, Reach 3), Watchdog pistol (Range 15/30/60; Damage 2d8, RoF 1; Shots 12; AP 2, Semi-Auto), Wastelander Long Barrel (Range 15/30/60; Damage 2d6+1; RoF 1; Shots 11; AP 1, Semi-Auto), rebuilt Harley-Davidson-Indian "Iron Horse"

## IRON HORSE

**Acc/TS:** 30/90; **Toughness:** 9(4); **Crew:** 1+1; **Firewall:** 6

## MINOR PLAYERS

### BIKERS

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Driving d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2); **Firewall:** 4; **Strain:** 0

**Hindrances:** Mean

**Edges:** —

**Gear:** Urban Punk Combat Jacket (+2), club (Str+d4) or knife (Str+d4)

### MELODY-4

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Boating d4, Driving d10, Fighting d6, Notice d6, Piloting d8, Shooting d6

**Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2); **Firewall:** 4; **Strain:** 0

**Hindrances:** Curious, Outsider

**Edges:** Ace

**Gear:** Business attire

**Special Abilities:**

- **Armor +2:** Reinforced alloy skeletal structure.
- **Construct:** Melody-4 adds +2 to recover from being Shaken, don't suffer wound modifiers, and is immune to poison and disease. Melody-4 can only be "healed" with the Repair skill. The "Golden Hour" rule does not apply to Repair rolls.
- **EMP Vulnerability:** Melody-4 suffers full damage from EMP Weapons.
- **Recharge:** Melody-4 needs electricity to function. If she can't access an electrical outlet of some sort at least once per day, she suffers a level of Fatigue each day until he's incapacitated. The day after that, she goes "off-line" must be reactivated with a Repair roll and a four-hour charge. This replaces Melody-4's need for food or water.
- **Unnatural:** Psionics, both beneficial and detrimental, suffer a -2 penalty to affect Melody-4. This has no effect on damaging powers, which affect her normally.