

# INTERFACE ZERO

# THE EXCHANGE

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A One-Sheet Adventure for *Interface Zero 2.0*



This adventure is designed for a group of four Seasoned Rank characters, though may easily be scaled for more experienced or larger groups. The heroes are hired to make a ransom payment in exchange for a corporate executive — with one small hitch, the expectation is for them to fail.

## THE LEAD UP

Andre Laroche, a mid-level manager who oversees the research and development division of Emergent Tech. To supplement his income, he's been selling his company's research data to various other rival companies and, has made a tidy profit.

When Auburn Trans-Oceania, a competitor of Emergent Tech, released a TAP application based on a classified Emergent Tech design, upper management became concerned there was a security breach. In response, they instituted an internal audit of Andre's department.

Worried that George Sangwa, the auditor, would uncover his dealings, Andre devised a plan to get rid of the problem. He figured if Sangwa was unable to perform the audit, it would provide him the time necessary to cover up his involvement. He convinced Blade, leader of the local gang "Chrome Knives," to kidnap Sangwa. Andre explained they would easily be able to get a hundred thousand credits for the man — all the while counting on no one willing to pay. In the end, the gang would take out their retribution on Sangwa and he would have the time he needed to clean house.

Andre lured Sangwa to the kidnapping location with "information vital to the audit." When the auditor arrived he was quickly taken by several members of the Chrome Knives, and events were put in motion. Andre congratulated himself on a well executed idea and prepared to make sure nothing could be traced back to him.

Things didn't quite go according to plan. Andre soon learned that Sangwa was the grandson of the CEO and he was paying the ransom. Worried that the truth would come out, Andre volunteered to organize the ransom exchange using assets that could not be traced back to Emergent Tech and avoid any potential blow back or unwanted publicity for the company.

Andre contacted a few fixers to find suitable assets to perform the job and the heroes' names were offered as a viable solution. Andre had a new plan that would take care of everything.

## THE MEETING

The characters are contacted by Andre who explains that he has a potentially dangerous, but lucrative job for them. He wants to meet in person to discuss the details and payment. If interested, the characters are to meet him at a local park.

## A NERVOUS EMPLOYER

Andre has chosen a busy local park for the meet. When the team arrives the place is bustling with afternoon visitors walking, running, and playing on the grassy fields. Spotting Andre, the

man waves them over. He prefers to "walk and talk," as it's less likely someone will be able to eavesdrop on the conversation.

After a few minutes of walking and when Andre is certain the group is not being followed he explains the job:

*"Two days ago a co-worker was kidnapped by the Chrome Knives and I have been tasked with facilitating the ransom exchange. I need you to deliver the ransom payment and ensure our employee's safety. Also, if you can retrieve the ransom money without risking our man, there is a suitable bonus for you."*

Andre is cautious, he does not state who he works for or provide more details than he has to. When pushed, he falls back to "I am not sure. I am just a low level manager who was tasked with facilitating the exchange." Andre has been authorized to pay each character 5,000 credits with a bonus of 20% of the ransom money if the team manages to hold on to it — an additional 20,000 credits for the whole team.

During the exchange, observant heroes may make a Notice roll at -4. With a success they realize that Andre is hiding something, based off nervous actions. Pushing or asking him about it only puts him on the defensive and he threatens to find another team if they continue this line of questioning.

Once the heroes agree to take the job, Andre leads them back toward his vehicle, recovers a briefcase from the back seat, and hands it to the lead character, telling him the briefcase contains the ransom payment. He informs him that the kidnappers will call in the next twenty-four hours with the ransom drop location, and once he has it, he will contact the them. Andre states the case has been trapped with a flash detonator, which will go off when the case is opened, blinding the gang members and giving the characters the advantage. Opening the case prematurely activates the device and renders it useless later.

Once business is concluded, Andre provides the team leader with contact information and instructs him to get in touch once the exchange is done.

## LEG WORK

The heroes may wish to do a bit of legwork before the exchange. They have 24 hours.

- **Checking on Andre:** This requires Investigation at -2 or Streetwise roll (corporate environment). Andre works for Emergent Tech as a mid-level manager overseeing the Research and Development division. With a raise, the character discovers that Andre is living a lifestyle above his pay.
- **Examining the Briefcase:** The briefcase is nondescript and has a hyper object lock (Firewall: 4). Scanning the case shows a device, consisting of four cylindrical objects (1 inch in diameter and eight inches long) are attached to the lid of the case and four untraceable cred wafers. If someone opens the case, they are in for a surprise, see **Double Cross** below.
- **Following up on the Chrome Knives:** With a successful Streetwise roll, the character learns that the Chrome Knives



are led by a man named Blade. The gang's territory is on the western side of the city. With a raise, he discovers the gang is not known for doing anything as sophisticated as kidnapping. Their standard modus operandi is petty theft and the occasional protection gig.

- **Looking into Emergent Tech:** With a Common Knowledge roll the character knows the following information. Emergent Tech, headquartered in Seattle, Cascadia, is a leader in Information Technology/Software Developer, specializing in Tendril Access Processor applications (T-APPs) and cybernetic interface software. With a raise the character also knows that in the past six-months Emergent Tech has been beaten releasing new technology by a couple of competitors.

## THE EXCHANGE

Right on time, the team is contacted by Andre with the location of the exchange, an old junk yard on the outskirts of the city. They are to bring the money and be there within a half hour, otherwise bring a body bag.

### JUNK YARD

The Chrome Knives are waiting when the characters arrive. Ten are spread out over the open area, standing around three beaten-up cars. Four gangers are standing near one car, with a figure in a suit with a sack covering his head between two of them. All the gangers are carrying obvious hardware.

As the heroes arrive, they are directed to stop and exit the vehicles. Blade demands the group bring the briefcase over.

### DOUBLE CROSS

The briefcase is filled with explosives that detonate when opened — Andre figured he could clean up his mess in one fell swoop, gangers, auditor, and the heroes. As Blade opens the briefcase, there is an audible tone, which crescendos. The heroes may a Smarts roll to realize what is transpiring. Those that succeed may attempt to Dive for Cover (see *Savage Worlds* rule book) as the briefcase explodes. The briefcase explodes (Damage 4d6+4, AP 5, LBT).

Realizing they've been double crossed, all hell breaks loose. The kidnappers' main focus is the heroes first, hoping to still get something out of Sangwa, but if things are going south they have no issues killing him and escaping with their lives.

On the off-chance of trouble, Blade had a small contingent of his gang hiding throughout the junk yard. The explosion brings them running. Over the course of the next three rounds, two new gangers arrive at the start of the round.

🔊 **Gangers (10)**

## AS THE DUST SETTLES

If Sangwa survives, he informs the heroes he is almost certain of Andre's involvement in the leak of Emergent Tech's research — citing he's been an auditor long enough to know

and he overheard his captors talking about who hired them. Returning Sangwa alive to Emergent Tech nets the team 20,000 credits for rescuing him. Getting him back to the office could be an adventure in itself, as Andre tries one last time to silence Sangwa and the characters.

Otherwise, if Sangwa does not survive, the heroes are out of luck regarding a payday, given that everyone at Emergent Tech is denying involvement. However, they may have their own reasons now to get revenge on Andre. Proving his involvement is difficult, as Andre insulates himself against such accusations.

Regardless of the outcome, Andre plots the demise of the heroes to clean up thing and has the resources to do it. He is an excellent reoccurring nemesis interfering with the characters, until permanently dealt with.

## CHROME KNIVES

The Chrome Knives are a small gang with eighteen current members. The gang deals in protection and theft. They operate in an area roughly the size of a block near their safe house. The gang's colors are black and silver and members wear black jackets with a stylized kris dagger on the back. They are lead by a strong leader named Blade.

### BLADE (WC)

Blade rose to power after killing the previous leader. He is a ruthless leader that rules with an iron grip. Though most of the members feel he is slightly unstable, he has brought order to the gang.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8  
**Skills:** Fighting d8, Intimidation d6, Notice d6, Persuasion d8, Shooting d6, Streetwise d6

**Charisma:** -2; **Pace:** 6; **Parry:** 7; **Toughness:** 10(3); **Firewall:** 5; **Strain:** 3

**Hindrances:** Delusional (Believes his sword is sentient), Mean

**Edges:** Command, Frenzy, Quick

**Cyberware:** Bone Reinforcement, Reflex Enhancers

**Gear:** Road Wear Reinforced Biker Jacket (+3), Eviscerator Chain Sword (Str+d10, AP 2), AGA Thunderbolt (Range 12/24/48; Damage 2d8+1; RoF 1; Shots 11; AP 4, Semi-Auto), T-APP Firewall Sapper Protection

### GANG MEMBERS

Basic thugs and hooligans make up the ranks of the Chrome Knives. These members have a little more brawn than brains.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6  
**Skills:** Fighting d8, Intimidation d6, Notice d6, Shooting d6, Throwing d6

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

**Hindrances:** Greedy, Mean

**Edges:** Chromed

**Cyberware:** Cyberweapon (Str+d4), Fight or Flight, Subdermal Armor

**Gear:** Urban Punk Combat Jacket (+2), Street Chic Urchin Pistol (Range 10/20/40; Damage 2d6; RoF 2, Shots 16; AP 1)



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