



THE PRODIGAL

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LOCATION

This One Sheet takes place in Detroit, the Capital of the Great Lakes Union. However, with a bit of tweaking, you can run this adventure in any city you wish.

SETUP

The heroes are contacted by a fixer: He has a hot job for them. The job pays 1,000 credits per team member. A successful Persuasion check can raise this amount by 250 credits or 500 credits with a raise.

A local radical organizer and musician (who goes by John Marx) is performing, that night. The employer doesn't know the location of the illegal show, but he does know the Union Policorp is planning a raid at 2100 hours (9 pm). Lisa Riley, a teenage girl will be attending. Return her to her home if possible, but at least make sure she is not arrested.

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INTERFACE ZERO

The employer is Gunther Riley, Lisa's father and a mid-level Policorp bureaucrat and paper pusher. He knows his daughter is a fan of the music of acclaimed gutter thrash rocker John Marx. Gunther considered it a harmless phase, a teenager's rebellion. Earlier today he caught wind of the raid. He couldn't locate his daughter, and he fears she will be there. He's right, she already is.

The fixer will not want to pass on the back story about their employer, but the characters can find out if they are very persuasive. What he will pass on is a packet on Lisa, including her school schedule, usual hangouts and her TAP's transponder code, which has been modified to dampen the signal revealing her location (see Hacking The Transponder for more information).

PART ONE: FINDING OUT WHERE—IS HALF THE FUN

Taking It To The Streets

If one of the characters has connections with the radical, anti-Bureau community or a street-level contact (ganger, gutterpunk, etc), they may get the info with just a phone call. Otherwise, a successful Persuasion or Intimidate roll and some snappy patter will get the general location out of any students at her EDU-facility or nearby.

Checking Out The Policorp

Also, the Policorp knows the location. Penetrating into their servers would be very difficult, however, but less secure police communications can give the general location. Corporate security officers or IT specialists can give the same info, for a price.

Hacking The Transponder

Lastly, the signal blocking on Lisa's TAP transponder stream isn't perfect. With a Hacking roll and 2 raises, a hacker can filter out the background echoes blocking the TAP's signal and triangulate Lisa's location to within a quarter mile.

POLICORP NETWORK (CAN):

Difficulty: Very Difficult: -4, **Toughness:** 8, **Parry:** 8
System Dice: D10 and a wild die for system skill rolls.
 Programs running on a CAN have a Pace of 8.

System resources: Policorp employ the standard range of firewalls and other routine programs. In addition they employ the Kenta Cyber Dynamics Kong-3 TAP Buster.

KENTA CYBER DYNAMICS KONG-3 TAP BUSTER

Rating: 3

System Die: D10

Pace: 8

Parry: 8

Toughness: 8

Damage: 2D8

Subroutines: Armor Piercing (2)

Number of Uses: N/A

Trappings: The Kong-3 Tap Buster resembles a giant silverback ape that beats its chest and charges opponents. The Kong-3 attacks by pummeling targets for 2D8 damage with its massive fists. The attack also has an AP of 2.

Special abilities:

- **KONG SMASH!:** Once per combat, the Kong-3 Tap Buster can choose to make a direct attack against the character's TAP. The attack is resolved as normal, but any wound levels are applied to the TAP, reducing its overall rating by 1 per wound level sustained (so one wound level would degrade a rating 4 TAP to a rating 3 TAP, 2 wound levels would degrade a rating 3 TAP to a rating 1 TAP, and so on). If the TAP's rating drops below 1 it is destroyed and the character is immediately dazed as if she rolled a critical failure for non-lethal combat. The character can't access The Deep until she repairs her TAP. A success on a Repair roll restores the TAP to a rating of 1; each raise on the repair roll restores an additional rating level.

PART TWO RUSTLAND

Downriver to the South of Detroit wall lays a wasteland of rust. In the days before the Second Civil War this area held processing, chemical, and industrial facilities—now hundreds of acres of pipes, tanks, rails, cat walks, rusting barbwire, poisoned soil and toxic pools of rain water. The people of Detroit lovingly call this blighted area "Rustland."

The human residents are reduced to near animal state by their impoverished conditions and the chemicals that have contaminated their homes. If approached peacefully—or with obvious firepower—they can be bribed. The squatters respond well to real food. They will offer any help they can... But even the brightest of the bunch can only manage a few words. Communication will be a barrier, imposing a -1 penalty to any Persuasion or Streetwise rolls when trying to obtain information about the area.

THE OTHER RESIDENTS OF RUSTLAND

Far more dangerous are the variety of mutated insects and rodents that live in the area. While the characters are traveling through Rustland, roll a D6. One a score of 1 or 2, the characters are attacked by a pack of six Beetle Rats. On a score of 3 or 4, the characters are attacked by four Toxic Roaches, and on a 5 or 6, the characters do not attract the attention of enough creatures of either species to worry.

PART THREE RADICAL MUSIC

When the characters arrive at the show, it is ten minutes till curtains, and 20 minutes till the raid. The abandoned refinery is surrounded one all sides by yards thick coils of new razor wire. Security at the gate is lax, and anything resembling a revolutionary spiel—or a veiled threat—(Normal Persuasion or Intimidation rolls) will have them welcomed with open arms. Obvious weapons are a slight problem, but only slight—weapons are not taboo in '88, and the guards are coffee shop fan-boys drunk on authority but seriously lacking in the skills and muscle to back it up. If the players insist on getting in a fight, only effect will be the crowd panicking. Lisa (and everyone else) will be trapped in the compound, and much harder to find and deliver.

Play up the crowd and the scene in general—thundering hard core music, Rasta pot dealers, spaced out flower children wannabe's, clique's of Beret-wearing students smoking thin black cigarettes and arguing (incorrectly) about radical philosophers.



And lots and lots of teenagers nervously enjoying their moment of rebellion. Finding a nun dipped in napalm and ignited would be tough in this chaos, and the characters only have minutes before the Policorp troops bust the gig. Characters can make Notice rolls at a -4 penalty to see if they can find Lisa in the growing Throng. Success indicates they see her crowd surfing up near the front. The Policorp troops drop in as soon as the characters get to Lisa. If that means they're early or a little late, that's fine. The Bureau pays in flex time.

The players will have to tangle with a trooper team consisting of half their number. If they take more than 2 rounds to either subdue the guards or escape reinforcements arrive equal to that number. If any of the characters thinks to look (Notice roll at -2), the main gate is unguarded, and crowds pouring out of it.

PART FOUR AFTERMATH

Mr. Riley was wrong about one thing—that his daughter was in any danger. Most of the crowd has parents serving the bureau at some level, and the Troopers don't want to arrest the some department head's son or daughter. The security teams focus only on Marx's people and any gun wielding nuts in the crowd, like the characters.

The biggest danger, in fact, is accidentally hitting an *important* member of the audience. For each shot that hits a bystander, roll a D10. On a 9 or 10, the victim was a kid and has important family—the characters are at best on Detroit's wanted list. At worst, they are targeted for retribution by Policorp's special assignments division.

If the players feel cheated about the pointlessness of their task, or you simply feel generous, let them know about two bonuses in addition their pay. First, John Marx escaped, mostly because of their interference. He will put out feelers afterwards, if they contact him, he is well connected and grateful.

Secondly, Gunther Riley used secure information—information he shouldn't even have access to—in order to compromise a Policorp operation. Although he's only a paper pusher, blackmail like this can make a whole sea of troubles vanish.

NPCS/THREATS

BEETLE RAT (6)

A result of some twisted experiment to breed larger, tougher rats, the beetle rat is another common fixture of the urban sprawl. Standing roughly 2 and a half feet at the shoulders, these vicious rats travel in groups of 4 to 6 and have been known to drag down a full grown man.

Attributes: Agility D10, Smarts D4 (A), Spirit D6, Strength D6, Vigor D8

Skills: Fighting D6, Notice D10, Stealth D8, Tracking D6

Pace: 8; **Parry:** 5; **Toughness:** 8 (3)

Special Abilities:

- **Armor (+3):** The beetle rat has a hardened outer shell.
- **Bite:** Str+D6.
- **Low light vision:** Ignores penalties for dim and dark lighting.
- **Size -1:** Beetle rats are roughly the size of an English bulldog.

TOXIC ROACH (4)

Toxic roaches are vile insects that have mutated in the past two decades since the free city of Chicago was nuked in the second civil war. They are greenish/black in color and otherwise look like very big roaches. Toxic roaches can be found in any urban environment, especially slums.

Attributes: Agility D10, Smarts D4 (A), Spirit D6, Strength D6, Vigor D6

Skills: Fighting D8, Notice D6, Stealth D8

Pace: 5; **Parry:** 6; **Toughness:** 7 (4)

Special Abilities:

- **Armor (+4):** The toxic roach has a hardened outer shell which gives it an Armor 4 bonus.
- **Bite:** Str+D4
- **Immunity:** The Toxic Roach is immune to the effects of its vomit and the effects of Toxic Death (see below).
- **Small:** Because of their size, human sized opponents suffer -2 to attack rolls vs. toxic roaches.
- **Size -2:** Toxic roaches are much, much larger than the insects they originated from, growing up to 2 feet in length and a foot tall. That said, they are still considered small creatures for the purposes of toughness modifiers and attacks against them.
- **Toxic Death:** When a toxic roach is killed it explodes. All adjacent characters must make an Agility roll or suffer 2D6 damage.
- **Toxic Vomit:** The toxic roach can spew a stream of highly acidic vomit (Range: 3/6/12). Targets must make Vigor rolls at -2. Failure indicates they take 2D6 damage every round until the goo is removed from their body.

Removing the goo takes 1 full round, during which the character may not move or perform any other actions.

- **Wall Walker:** Toxic roaches have a Pace of 5 when skittering across walls and other vertical surfaces.

POLICORP TROOPER

Attributes: Agility D6, Smarts D6, Spirit D6, Strength D10 (D8), Vigor D8

Skills: Driving D6, Fighting D6, Hacking D4 Intimidation D8, Notice D8, Shooting D6, Streetwise D6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (3); **Cybertrauma:** -1; **Street Cred:** 6

Hindrances: Cautious, Loyal, Stubborn

Edges: Bodyguard, Expert Fighter, Two-Fisted

Cyberware: (Streetware) Rating 1 TAP (No bonus to Hacking rolls, Avatar Pace: 6, Parry: 5, Toughness: 5), Level 1 Muscle Augmentation (increase security officer's strength by 1 die type), Level 1 Subdermal Armor (+1 Armor)

Gear: Gyroc pistol (Range: 15/30/60, Damage: 2D6+1, AP 2, +1 Shooting), security truncheon (Str+D6, Vigor -2 roll to avoid Shaken), undercover vest (+2 Armor), badge, handcuffs, police cruiser.

POLICORP ASSAULT TEAM LEADER (WILD CARD)

Attributes: Agility D8, Smarts D6, Spirit D8, Strength D8, Vigor D8

Skills: Climbing D6, Driving D8, Fighting D10, Hacking D4, Intimidation D8, Knowledge (Tactics) D6, Notice D6, Shooting D10, Throwing D6

Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 14/16 (5/7); **Cybertrauma:** +2; **Street Cred:** 15

Hindrances: Loyal, Quirk: Emotionless, Vengeful (Minor), Vow: Allegiance to Policorp (Minor)

Edges: Combat Reflexes, Marksman, Power Armor Training, Rock and Roll!

Cyberware: (Hyperchrome) Rating 1 TAP (No bonus to Hacking rolls, Avatar Pace: 6, Parry: 5, Toughness: 5), Target Tracker (When firing into melee, an innocent bystander is hit only with a critical failure for handguns or roll a 1 on the shooting die when using shotguns or autofire weapons) Silicone Bone Injection (Bone Reinforcement +3 Toughness)

Gear: Heavy pistol (Range: 12/24/48, Damage: 2D8, AP 2), security truncheon (Str+D6, Vigor -2 roll to avoid Shaken), 2 tear gas grenades (Medium Burst Template; 6-round duration; all breathing targets make Vigor check each round or suffer one Fatigue level), nanoweave tactical armor (+5 Armor), large composite shield (+2 Parry, +2 Armor vs. ranged attacks), gas mask, handcuffs.



INTERFACE- ZERO

