

You've Got Mail

A Cyber-Punk One-Sheet by Vince Kingston

One New Message

Each PC receives a message from a source they trust (if the PCs are already "grouped", then only one of them receives the message). The message states simply that the source has a job for them, and that they are to meet Mr Purple at a park in the downtown core. A Common Knowledge roll lets them know that this particular area is not the safest of places, and has in fact been the location of several gang fights in recent weeks. The meeting is scheduled for twelve noon sharp, and according to the co-ordinates provided, is in a wide open, publicly accessible area of the park.

If the PC inquires about payment, or other compensation, the "voice" on the other end goes silent for a short period. The voice assures the PC that the compensation will be more than adequate for the task expected of them (offer any amount to get the PC interested). Once the PC agrees, the final co-ordinates and information is input into whatever device they use for portable information.

Let's Get Ready...

The PCs arrive at the meeting place at the requested time, and notice nothing out of the ordinary when they arrive. This particular area of the park is fairly popular with the denizens of the downtown, as they see all types of people enjoying the spot.

After waiting for several minutes, a small mouse of a man, wearing a very cheap looking black suit, and clutching a briefcase arrives. He looks worn out, and is constantly fiddling with a purple tie that dangles at his neck partially untied. He cautiously approaches the PCs, looking over each of them carefully as his hand goes up to his left ear and he nods.

The mousy man introduces himself as Mr Purple, and mentions that he was given your names through a mutual acquaintance. If pressed for more information, he insists he doesn't have a lot of time, and hands the PCs the briefcase, along with a very old fashioned looking key. He goes on to say also that both items need to be delivered to a Santiago Murimasu at Xiling Imports before the end of business today.

Meanwhile, if any PC is on active lookout, they notice what appears to be two rival gangs are moving in close to where they are, and have weapons drawn. Anyone with an appropriate background can make a Common Knowledge roll to find out that these two gangs are the West Side Orks, and the East Dock Panthers – gangs known for their bloody conflicts throughout the city.

As the gangs get closer to where the PCs are meeting with Mr Purple, many of the people who are in the park quickly get out of the way. Then just as the meeting wraps up, the PCs are caught in a hail of bullets (treat as suppressive fire from both gangs. The PCs

must make Spirit rolls, modified by cover, or be shaken). One of these bullets hits Mr Purple, and drops him instantly. The PCs have no choice but to fight their way free (there's one Gang Member from each gang per PC, as well as Bruno (lieutenant for the Orks) and Black Tony (lieutenant for the Panthers)).

Delivery in 30 Minutes...

Once the PCs get themselves clear of the gang battle, they should make their way to deliver the package to Xiling Imports as quickly as possible. They can find out where it is exactly by making Investigation or Streetwise rolls, which takes about an hour, and they find out that Xiling is in the warehouse district of the city, a trip of roughly a half hour from their present location. If they score a raise on either test, they also find out that today Xiling is closing early, at 1400. This should give the PCs about an hour to get there.

As the PCs pull up to the building, and notice a small group of East Dock Panthers hanging out around the building. Their leader, Diego Thomas approaches them, and "politely" asks them to turn over the key they were given. If the PCs hesitate at all, he orders his men to "help" the PCs hand it over. Diego steps back to let his gang handle the dirty work (there's one Gang Member for each PC). If it looks like the PCs

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are coming out on top in the fight, Diego starts shooting with his Glock, trying to take out the PC who has the key first.

Paging Mr. Mirimasu

Once the PCs are able to get by the thugs, they are able to finally deliver the package to Mr. Mirimasu. He receives them graciously, and accepts the key and briefcase with a smile. He uses the key in the lock on his desk, and smiles as he looks at his computer screen. "Thank you" is all he says. He then opens the briefcase, which

Mr. Purple

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Investigation d6, Knowledge (Rigging) d6, Repair d6
Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Edges: Fleet-Footed

Gang Members

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation d6, Notice d6
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Mean

Gear: Molecular knife (Str+3) or baton (Str+1), Glock pistol (12/24/48, 2d6, 17 shots, AP1, semi auto)

Bruno



Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d6, Shooting d8

contains enough cash to pay the PCs, as well as a tidy bonus. He regrets that Mr. Purple was killed, but that's the price some must pay in this business.

What's Next?

That's up to you and your players. They should receive whatever payment was agreed upon with Mr. Purple. But there are some questions left unanswered: Who was this Mr. Purple? What did the East Dock Panthers want with the key? Why is this antique key so important?

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Mean

Edges: Combat Reflexes, Frenzy

Gear: Molecular knife (Str+3) or baton (Str+1), Glock pistol (12/24/48, 2d6, 17 shots, AP1, semi auto)

Black Tony



Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10
Skills: Fighting d8, Intimidation d10, Notice d6, Shooting d8

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Mean

Edges: Combat Reflexes, Frenzy

Gear: Molecular knife (Str+3) or baton (Str+1), Glock pistol (12/24/48, 2d6, 17 shots, AP1, semi auto)

Diego



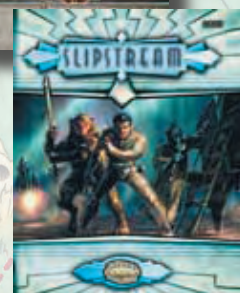
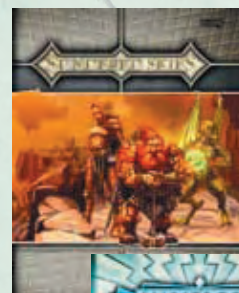
Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Intimidation

More To Come!

Want to send in your own One Sheet tale? We'd love to see more submissions from explorers! Any official setting or any generic setting is fine! We're looking forward to seeing your submissions in the near future!

one-sheet@savageworldsociety.com

Coming Soon!



d10, Notice d6, Shooting d10

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Mean

Edges: Combat Reflexes, Frenzy

Gear: Molecular knife (Str+3) or baton (Str+1), Glock pistol (12/24/48, 2d6, 17 shots, AP1,