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Hottest brands for the season?

By Nevario Watts

Apparently, Myopia Threads are out, and PegaScene is in! Delphi, Night City's hottest It Girl, was seen dripping with PegaScene accessories, from their newest smart clutches to a pair of unreleased AR glasses. She could be overheard praising the mix of old-school kitsch with the latest advances in fashion technology.

[[PegaScene accessories](#)]

Faulty Neurotech Lawsuit Stalled

by Val Terminus

After months of back and forth, the lawsuit against a collection of cyberware companies may have fatally stalled out. Press releases from each company have stated that the long-term effects of the RealLyfe implants were not due to the components themselves but were due to unexpected interactions with the user's environment. With the last victim falling into a coma, it is unlikely that the lawsuit will move forward.

[[Press releases](#)]
[[Previous articles](#)]

Opening of Nirvana's Basement Delayed

By Myra Bianco

Sorry, chooms, but the opening of the latest hot scene in town has been delayed once again. The proprietor, Sammy Switch, is assuring his fans that this is only a minor setback, and that he'll be hosting a pop-up event in the city to keep the energy going. He insists that one protester won't stop the party. "If a stalled NCPD investigation isn't stopping us, one washed-up joytoy isn't either!"

[[Pop-up raves this week](#)]

[[Promotion for Nirvana's Basement](#)]

[[Previous investigation](#)]

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The 'It' Girl

Player Information

It's a quiet evening in NC. Gangs seem to have taken a holiday, no one's agent is buzzing with potential gigs, and even the screamsheets are full of filler. Great for NC citizens, but bad for business. It's so bad, the crew has resorted to looking at the lifestyle section to find some way to get work...

Gamemaster Notes

Sure, the night is quiet, but the bills still have to get paid. Investigating any of the stories on the screamsheet will lead the players to a conspiracy of corruption and chooms getting wasted for a chance at fame and undying devotion.

Background

Reallyfe is a new player on the cybernetics scene. Their latest advances in brain dance technology could shatter what it means to be someone in Night City, if you ignore the fact that their product eventually kills anyone who uses it. Undeterred, they've moved from a consumer-facing product to one that's used to create influencers and idols. Of course, no one knows this at the moment, since Reallyfe has made sure their advertising arm is separate from their cybernetics unit.

The technology works by putting the subject in control of a life-like cybernetic doll. Unlike controlling drones, where the user is looking at a screen and sending out commands to move the vehicle, the doll becomes an extension of the 'driver'. The driver moves the doll as naturally as they would move a cybernetic limb. Their 'meat' body goes into a comatose state as their consciousness is projected into the doll, where they experience everything as vividly as if they were really there. The downside, however, is that the technology used to drive the dolls is not only invasive, but also addictive. Over time, the rider's body will shut down, especially as they see little benefit to jacking out.

Reallyfe knows they're sitting on a gold mine, but only if they could stop killing their users. So, to keep afloat, they're luring unfortunates into running the dolls as 'influencers', pouring their profits into further research.

Kicking off the Investigation

Researching any of the articles on the screamsheet opens the following leads:

Hottest brands for the season

Skills: Local Expert, Streetwise, Wardrobe & Style

DV 9: A new "It" girl, Delphi, has hit the scene in the last few months, showing up at all the hottest events in the latest fashions. Whatever she's wearing, everyone is wearing. She's often sighted with her boyfriend, who is just as fashionable and popular as she is. Fans coo that the two were made for each other.

DV 15: This "It" girl has literally come from nowhere. Some history has been 'leaked', but it's obviously fabricated. Hell, the boyfriend is probably a plant, too.

Faulty Neurotech Lawsuit Stalled

Skills: Cybertech, Science, Business

DV 15: Cyberware failing in catastrophic ways is no surprise. Everyone wants a piece of that pie. What smells weird here is that RealLyfe is a subsidiary of an advertising agency. While an interesting data point, it looks like everyone involved is already dead, so it's not a great way to get paid.

Nirvana's Basement

Skills: Local Expert, Streetwise, Criminology, Library Search

DV 13: Apparently, this location had been abandoned until some squatters took up residence. A few months back, several of them disappeared. NCPD looked into the issue (as much as they ever do), but it was eventually shelved. A friend of the group has continued making noise, insisting the investigation be picked back up.

Missing something?

Skills: Streetwise, Local Expert, Deduction

DV 13: New age cults are nothing new in Night City. Their usual MO is to pump their members for eddies and sex until a scandal or two has them running into the night. This one seems more stable than most, though. It's been going strong for at least a year.

DV 17: This cult is almost *too* stable. It probably has corp backing for some reason.

Moving on...

Once the crew has figured out which leads to follow up on, head over to **Development**.

Development

Depending on what leads the crew dug up, they could encounter the following scenes.

Contacting Delphi: You know who always has money and problems? The "In" crowd. An enterprising Media or Rockerboy could figure out where to run into the rising star. Unfortunately, her entourage is practically impenetrable. She has managers keeping the rabble at bay and seems to defer to them. Even if they do manage to get close through a DC 24 Persuasion roll, she only spends a few minutes chatting with them before being escorted off.

A DV 21 Human Perception check reveals that there's something off about Delphi. Her reactions are almost imperceptibly delayed.

Nirvana's Basement: Finding one of the impromptu raves is child's play for the crew. There, they run into Sammy Sparkles, the force behind Nirvana's basement. He's more than happy to complain about his latest enterprise's complications. The one making waves is a dancer who was friends with the squatters. Apparently, she has the ear of some city official. If someone could convince her to back off, he'd be willing to toss some EB their way. He gives them the name of her current club and her stage name: Platinum.

Platinum is working, but the crew can get her to talk to them privately with a DV 15 Persuasion roll. Likewise, if they drop that they're there to talk about Nirvana's Basement, she'll go on break right away. Once she can talk privately, she'll explain that her friend had gotten involved with the Brotherhood, but insisted it wasn't as culty as it sounded. They got free stuff (mostly brand-name items that hadn't hit the street yet) and all you had to do was take a few personality tests and listen to

a few sermons. Then her friend disappeared, along with the people she had been squatting with. She agrees to back off of Sammy's turf if the crew can find out what happened.

The Brotherhood: It's trivial to find a gathering for the Brotherhood. If they don't get a list of locations from Planium, they can find one in the screamsheet provided. Tonight's gathering is at one of the many empty lots not far from the combat zone. A few dozen NC citizens gather in clusters, some listening to a well-dressed member pontificate, some talking quietly amongst themselves, and others dancing and enjoying an apparently open buffet of food and drink. Free merch is also available, but in order to get some, someone in the crew needs to take a 'quick personality survey.'

If they pass the first survey (DV 13 with any reasonable skill, like Acting, Persuasion, etc), they're offered a chance at more merch if they take another test. The DVs increase slightly with each one, and every success garners more interest from the individuals running the gathering. Eventually, the test taker is told that if they're interested in a 'unique proposal,' they should meet with the founder of the Brotherhood, Arthur Booth, at his home.

Climax

The founder's home is situated on the outskirts of the Executive Zone, outside of the gated perimeter. Scouting ahead reveals that the house is consuming an alarming amount of energy from the power grid (DV 17 Basic Tech or Electronics).

Inside, the founder is charismatic and accommodating. He peppers whoever shows up with a sales pitch about changing the world. "People need idols. We deliver them something they can believe in." His end goal is to get new recruits for his program, as his current batch of idols is starting to fail physically.

The second he realizes that the crew knows how his idol program *actually* works, he calls in his bodyguards and flees to his basement. For his bodyguards, use a 2:1 bodyguard:PC ratio. Knowing that they're party to any fallout if word gets out, they fight until flatlined or incapacitated.

The door to the lab is secured via an electronic lock (DV 17 Electronics/Security). Once past it, they see a half-dozen cryovats, each occupied by a human form. All have an apparatus on their head that keeps them blind and deaf to the world and plugged into their 'doll.' It's easy to see that the individuals aren't in good shape, and a DV 15 First Aid / Paramedic check reveals that whatever the

machine is doing, it's driven them to the point of multiple organ failure. It's unlikely they would survive being unplugged, and even plugged in, they'll likely only last a few hours.

Resolution

Alarms have been tripped, so it would be wise for the crew to get out before MaxTac shows up. At this point, they can decide what they want to do with the information (it's a great scoop for a Media). If the lab is discovered and no deal is made with the Founder, Reallyfe disappears overnight, almost as if it was never there. A savvy Corpo might wonder if they were just a puppet for a larger company...

Getting paid

- Sammy Sparkles is more than happy to compensate the group for clearing up his little 'paperwork' issue.
- Platinum will pull in some favors to pay the group for finding out the fate of her friend, and will also stand down with regards to the development of Nirvana's Basement.
- It's also possible that the group will choose to either blackmail or ally themselves with Reallyfe / The Brotherhood. In that case, they'll absolutely get paid, though this should lead to complications down the road.

Credits and thanks

- Inspiration: This screamsheet is loosely based on the short story "The Girl Who Plugged In" by James Tiptree, Jr. Reading the short story isn't required to run this scenario, but this author still highly recommends it!
- Ad by: [Cirrec](#)
- Screamsheet graphics from: [R. Talsorian Screamsheet Generator](#)
- Thanks to my crew for helping me playtest this!
- This screamsheet is from [katieplays.games](#).