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University Attack Leads to Tighter Security Measures

By Ewan May

Students and faculty alike are still reeling from a recent attack at NCU. Though the institution is no stranger to spillover activity from gangs, these incidents are normally limited to the outskirts of campus.

Dean Michaels, according to a recent press release, has increased security around university events, even while insisting that the attack was likely a 'one-off.'

[[Press release](#)]

Risk-Free BDs at The Velvet Armchair

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Why risk getting fried, traumatized, or (even worse) *bored* by illicit BDs from the data pool? Come down to The Velvet Armchair and peruse tens of thousands of legitimate and tested braindances. No matter how eccentric your tastes are, we have something to satisfy every appetite.

Per-BD and hourly rates available. Rooms sanitized between uses. Ask us about our group deals!

[[The Velvet Armchair](#)]

NCPD continues hunt for recent robbery suspects

By Ellie Sharp

Facing a lack of leads, the NCPD has released footage from the recent robbery of Frostfire Electronics. Though no loss of life was reported, community leaders have voiced concerns that this could be the start of a new criminal gang.

"If we don't pull this up by the roots, we'll find our neighborhood choked by weeds before we know it," Theresa Valentino (Heywood City Manager) said during a recent conference.

[[Security video of robbery](#)]

Local leaders complain of spontaneous dance parties

by Armando Garcia

NC City Managers across districts released a co-signed press release early today, calling for an investigation into unscheduled 'dance parties.' Groups of individuals have been seen convening in public squares, performing dance routines, and then dispersing into the crowd before NCPD can react.

"We're not trying to be the fun police," said Freeman, City Manager of The Glen, "But they're incredibly disruptive to businesses and commuters, and have been borderline dangerous in some instances."

[[Video of most recent events in question](#)]



Dancing in the Streets

Player information

A slew of illicit BDs have been hitting the data pool lately. Normally, this isn't a big deal, but when people all over NC start acting odd, something might be up...

Gamemaster Notes

This scenario loosely links to "The 'It' Girl" screamsheet. Running one does not require running the other.

Background

One of the megacorps has been quietly pushing the envelope when it comes to what they can do to influence the human mind. Their first project, which involved dupes piloting hyper-realistic dolls, failed when a crew uncovered their work. Undeterred by this minor (if annoying) setback, their newest project has been experimenting with subliminal messages. Small-scale tests have gone well, so now, they've started testing on a larger scale via drops of 'infected' brain dances. It'll cause some chaos, but it's not like anyone would notice a crazy week in Night City, right?

Kicking off the Investigation

At the start of the session, share the screamsheet and allow the crew to investigate the stories.

University Attack Leads to Tighter Security Measures

Skills: Any education, Streetwise

- ☐ **DV 9:** The attack was directed during a reading by a popular Rockerboy, Omen.
- ☐ **DV 13:** Omen is well-known for his clever takedowns of various political and business leaders. Some of his works have even been recorded by other rockerboys, spreading his influence.

Risk-Free BDs at The Velvet Armchair

Skills: Any tech, Streetwise

- ☐ **DV 9:** Questionable brain dances have always been a thing. Drops on the local data pools are common.
- ☐ **DV 13:** So... why is it a concern now? The worst thing anyone got before now was a need for eye bleach.

NCPD continues hunt for recent robbery suspects

Skills: Streetwise, Deduction, Local Expert

- ☐ **DV 9:** It sounds like a general store was hit. Normally, cops wouldn't care, but something has them concerned.
- ☐ **DV 13:** The attack was super coordinated, in-and-out, but on a low-value target. Weird.
- ☐ **DV 17:** ...This feels like a dry run. And wait... you know one of the suspects!

Local leaders complain of spontaneous dance parties

Skills: Streetwise, Local Expert, any performance

- ☐ **DV 9:** Flash mobs are hella retro, but I guess everything comes back into style at some point...
- ☐ **DV 15:** It sounds like coordinated chaos...
- ☐ **DV 21:** ...to cover for something else.

Development

At this point, the crew should have a few leads to follow up on. They can investigate these in any order. Feel free to move on to the Climax once they've exhausted all potential leads, or the vibes feel right.

University Attack

Tracking down Omen is trivial. Even after the attack, the Rockerboy can't resist the public eye. The crew can track him down at a slam poetry competition, where he's holding court. A Media or fellow Rockerboy has no problem approaching him (He loves coverage, and is known for doing collaborations). For anyone else, they'll have to use their skills to get a seat at the table and some information.

- ☐ **DV 9** Persuasion, Bribery, Conversation: Omen seems unsurprised about the attack. He's been intimidated before.
- ☐ **DV 13** Persuasion, Bribery, Conversation: He's not concerned about security, because he's sure the attack wasn't meant to be fatal. "Martyrs get even better coverage. They want me quiet, not dead."
- ☐ **DV 15** Persuasion, Bribery, Conversation: Now that he thinks about it, there was something odd about the attack. Before the attacker was taken out by automated security, he seemed... confused?
- ☐ **DV 17** Persuasion, Bribery, Conversation: Bravado aside, he's worried about another attack, mostly because he doesn't want there to be any more senseless violence.

Illicit Braindances

The Velvet Armchair isn't hard to find. After all, a shop won't survive long if the potential clientele can't find it. The crew happens to stop by during a slow period, allowing them to chat up the proprietor.

- ☐ **DV 9** Conversation: Oh, yeah, illicit BDs have been causing all sorts of issues lately. People have been complaining about memory loss, loved ones acting odd for a while, that sort of thing.
- ☐ **DV 17** Conversation, Persuasion: If pressed, the owner will admit that he has one of the problematic BDs on a drive somewhere, purely for research purposes. If the crew agrees not to say where they got it, and not distribute it, he'll hand over a copy.
 - ☐ **DV 15** Basic Tech, Electronics/Security Tech, or Netrunner Interface 4: The braindance appears to be a leaked music video for an upcoming release. Underneath the surface, there's another layer of information...
 - ☐ **DV 21** Resist Torture: If someone in the crew decides to try the BD, they need to make a check to resist the urge to go to a nearby local square and perform the dances in the leaked video. If they successfully resist, they still know what the video was instructing them to do. If they don't, no harm comes to them, outside of their pride, and they'll break out of their fugue state fairly quickly.

Robbery

The players may or may not know that one of their contacts, Spaz, was involved in the recent robbery. Either way, they first must figure out where the suspect is being held.

- ☐ **DV 13** Local Expert, Streetwise: Word on the street is that anyone involved in the robbery is being held at a low-sec holding area on the edge of town. Those being held are permitted one call a day. It's assumed that these calls are monitored.
- ☐ **DV 21** Acting, or Lawman Backup 4: The lawmen will allow for a private call if one of the crew is a lawman, or can convince them that they're the perp's lawyer.

Note: If the crew has a favorite NPC, feel free to use them instead of Spaz. The more unlikely, the better. They'll get a chance to rescue them in a future adventure.

Latest Dance craze

The trick to finding out more about the dance craze is finding some people who participated. For some reason, no one seems to be talking about it openly on the data pool.

- ☐ **DV 17** Tracking, Human Perception: Watching some of the videos gives the crew enough clues to find someone who participated in it.
 - ☐ **DV 17** Conversation, Persuasion: After some coaxing, the participant admits they're embarrassed about participating. One minute, they were watching the latest drop from their favorite band, and the next, they had an urge to go to the street and start dancing.

Once the players have exhausted all leads or have started to put the pieces together, feel free to move on to the climax.

Climax

All of the clues are pointing towards some sort of puppet master pulling the strings through subconscious messages in braindances. Just as the party is pausing to ponder their next actions, they realize that a slew of new BDs hit the datapool during their investigation.

Investigating the new braindances

- ☐ **DV 9** Perception, any Tech: The topics are varied, but don't appear to be anything *too* bad. They're mostly recent concerts, some insider recordings of private events, and make-up reviews. There's also pirated episodes of a new 'retro' show about three gorgeous female crimestoppers.
- ☐ **DV 15** Perception, any Tech: The message feels like it's spread amongst several videos. So, in order to be triggered, someone would have to watch several of the videos. So it's not another mass event...
- ☐ **DV 19** Perception, any Tech: The embedded message is a trigger of some sort. A sleeper agent is going to be woken up to do something, and it's probably not charity work.
- ☐ **DV 21** Perception, any Tech: Someone is sending an assassin after Omen, the rockerboy.

If the crew spoke to Omen during their investigation, they'll receive a panicked call from him. Someone is breaking into his flat. He has enough time to beg for help (with the promise to make it worth their while) before hiding. If the crew never spoke to him, the trigger includes the location of his apartment. If the crew hurries, they might be able to save him.

Omen's apartment building isn't exactly high security, but what they do have in place have been taken out. The pin-entry keypad for general entry has been ripped off, and the elevator has been hacked. Residents have either taken cover or found somewhere else to be.

Upstairs, the door to the rockerboy's conapt is open, and the crew can hear someone tossing the place. Three women are systematically searching for their target. Normally, these women are run-of-the-mill corpos who happen to indulge in similar content from the datapool. Right now, however, they're suffering under the delusion that they're a crack squad of private investigators who aren't afraid to get their hands dirty.

As soon as they spot the crew, the leader, Jill, will assume taking down the PCs are a part of their current 'job' and orders her compatriots (Sabrina and Kelly) to open fire (for stat blocks, go to [NPC Stat Blocks](#)).

While the trio is under the influence of the braindance, the crew should be well aware by this point that they'll eventually snap out of it. Knocking them out, even briefly, will allow them to come out of the delusion. Until then, though, they fight with deadly intent, seeing the crew as their target's 'goon squad.'

Resolution

Once the trio is pacified, the rockerboy crawls out of the air vent he'd managed to crawl into before they broke in. Omen is rattled, but otherwise unharmed. He thanks the crew, and will happily pay them before skipping town. Night City is too hot for him right now.

As for the trio, if subdued rather than killed, they will eventually come to, confused. They can confirm that they'd been watching very similar BDs, including the same retro show. Oh, and their names are not, in fact, Jill, Sabrina, and Kelly.

Two of the women will want to return to their lives as quietly as possible, mortified at what they'd been forced to do. The one who was forced into the role as their 'leader', though, will at least introduce herself: Kira Faraday, a minor Exec for Biotechnica. She can become a future contact for the crew, if they're in need of someone who can pull some strings.

Getting Paid

Omen will be more than happy to pay the crew their standard rate before skipping town.

Credits

- This scenario was inspired by the short story "The Girl Hero's Mirror Says He's Not the One" by Justina Robson. Reading it isn't required for running this scenario, but it's well worth checking out!
- Ad by: [Cirrec](#)
- Screamsheet graphics from: [R. Talsorian Screamsheet Generator](#)

NPC Stat Blocks

"Jill" (Kira): Mini-Boss Exec

INT	7	REF	6	DEX	7	TECH	4	COOL	7		
WILL	6	LUCK	-	MOVE	6	BODY	4	EMP	5		
HIT POINTS				35				SERIOUSLY WOUNDED			
				18				DEATH SAVE			
								4			
Weapons								Armor: Light Armorjack			
Very Heavy Pistol		4d6						Head		11 SP	
								Body		11 SP	
Skill Bases		Athletics 9, Bureaucracy 7, Business 7, Concentration 6, Conversation 10, Education 10, Endurance 9, Evasion 7, First Aid 4, Handgun 10, Human Perception 5, Streetwise 6, Teamwork 4									
Cyberware & Special Equipment		Very Heavy Pistol Ammo x25, Radio Communicator, Flashbang grenade x5									

"Sabrina" (Ella): Goon Exec

INT	5	REF	3	DEX	5	TECH	5	COOL	3
WILL	3	LUCK	-	MOVE	4	BODY	3	EMP	2
HIT POINTS				SERIOUSLY WOUNDED				DEATH SAVE	
25				13				3	
Weapons								Armor: Light Armorjack	
Poor Quality Heavy Pistol		3d6						Head	11 SP
								Body	11 SP
Skill Bases		Athletics 4, Conversation 4, Education 4, Endurance 4, Evasion 4, Handgun 6, Human Perception 4							
Cyberware & Special Equipment		Heavy Pistol Ammo x25, Radio Communicator							

"Kelly" (Zoey): Goon Exec

INT	5	REF	3	DEX	5	TECH	5	COOL	3
WILL	3	LUCK	-	MOVE	4	BODY	3	EMP	2
HIT POINTS				SERIOUSLY WOUNDED				DEATH SAVE	
25				13				3	
Weapons							Armor: Light Armorjack		
Poor Quality Heavy Pistol		3d6					Head	11 SP	
							Body	11 SP	
Skill Bases	Athletics 4, Conversation 4, Education 4, Endurance 4, Evasion 4, Handgun 6, Human Perception 4								
Cyberware & Special Equipment		Heavy Pistol Ammo x25, Radio Communicator							