MARTIN ANNANDER

GRAND SLAM

A Cyberpunk Heist

Playtank

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Original Cast
Tobias "Dopefish" Lundmark, as Troy
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Pedram Mazloom, as Kay
Johan Oskarsson, as Dope
Patrik Skog, as Glitch

Inspiration
All Flesh Must Be Eaten (AFMBE), 2nd Edition.
All Tomorrow's Zombies (AFMBE supplement).
Augmented Reality: The Holistic City Kit for Cyberpunk Roleplaying Games.
Neotech Edge (Swedish post-cyberpunk RPG).

INTRODUCTION

"What's Troy doing now?"

An illegal cyberdoc is housed in a re-purposed food truck somewhere in the poor parts of town. A bodyguard hovers in the corner while you peruse the owner's wares. Business seems good.

Lately, other people have been hanging around too. Some body-puritan weirdo. A cybered-up ganger girl. A girl that talks and dresses like she's someone important.

"Just one big hit, then I'm out." One grand slam and you can leave the life of crime behind. These five, they surely have a grand slam cooking.

RULES

This scenario uses the **ALL FLESH MUST BE EATEN** rules. A variant of the Unisystem, published by Eden Studios. It also uses the science fiction sourcebook for the same, called **ALL TOMORROW'S ZOMBIES**. The latter is used as inspiration for futuristic weapon stats, skills, cyberware, and similar.

Stats in Unisystem are 1-10 and should make it straightforward to convert the characters to most systems. But it's of course recommended that you play with some variation of the Unisystem for simplicity's sake.

Custom rules for hacking were written for this scenario and can be found as Appendix 1. They should be possible to use under most circumstances, as long as there are comparable action resolution systems in the new game rules.

If not, you can easily substitute something else.

PLAY STYLE

GRAND SLAM is a mix of character-driven cyberpunk, with all the high-tech trappings many would expect, and a gold heist.

A couple of things are important for the scenario and should be made known to the players from the start:

» Due to the relationships of the group and the nature of criminals, intraparty conflict is expected. Think twice before you trust anyone.

» Character deaths are likely. When a character is killed, that's an excellent opportunity to wrap up the story.

» Combining the first two points; don't be surprised if your character dies at the hands of another character.

MAPS

When this scenario was run on **ROLL20** there were several maps used. Most of these were taken from the excellent **NEOTECH EDGE KARTPAKET** ('kartpaket' is Swedish for Map Pack). Others were grabbed from Google image searches.

For copyright reasons none of these maps can be reproduced here, meaning that there will only be text descriptions of roughly what's needed if you want to use maps.

It's not overly important that you use exactly the maps we used, but it sometimes matters that they can align correctly. Primarily in the heist part of the scenario.

CYBERPUNK

Genres mean different things to different people, so here's a quick rundown on what makes GRAND SLAM cyberpunk.

» TECHNOLOGY. It's more advanced, more sophisticated, and there is nowhere to go if you don't want it.

» POVERTY. It's a story about the poor and desperate; criminals and opportunists. You either get wise or you get dead.

» THE LAW. It can't be bargained with, or reasoned with, and will never stop. Much like a killing machine.

TECHNOLOGY

Many equate cyberpunk with fancy technology, or technology that isn't fancy at all but *looks* fancy. This is more the former than the latter.

INFOLAYERS

An INFOLAYER is a cluster of data accessible from a centralized network. Everyone has access all the time. It's the Internet, but it's also the local grocery store, your car's navigation system, the DNA-coded handgun you use, and everything else. Everything.

Things are chipped and tied to the infolayers as a matter of course. It's everywhere. If something *isn't* connected, that's more of an anomaly. But everything that is connected can also be registered, tracked, followed, and datamined. Beware.

CYBERWARE

In GRAND SLAM, cyberware is ubiquitous. Everyone is implanted. This is communicated to the players by the character Joule, who is an exception to this rule and suffers a Minority drawback because of it.

Implants can be convenience applications like access points for communication. Most people have skull phones and ocular implants that can pipe the latest news infolayers straight into the optical nerve.

Implants can also be augmentations. Enhanced muscle tissue, memory chips, and all manner of things that makes life or work easier.

Finally, implants can be additions. Functions that cannot exist without technology. X-ray vision, dermal armor, or the ability to filter out toxins from the air you breathe or the drinks you drink.

TURN IT OFF & ON AGAIN

You can turn your cyberware off. This makes it disappear from the infolayers and makes it impossible for people to track you. Or call you.

The process of turning it off is painful and as the connection dies you'll suffer the worst possible withdrawal from having the constant feed of information abruptly cut. The silence is deafening.

Not to mention that your dermal armor turns into a rigid and cumbersome second skin, and that your x-ray eye suddenly winks out of existence, turning you into an involuntary cyclops. You'll beg for someone to turn your stuff back on.

But yeah, until they do, the cops can't trace you.

POVERTY

Characters in this story are poor, desperate, sick, or a combination of all three. If you can scrape together enough money to not starve, that's a victory. If you can find some drugs to forget all of it for a few moments, that's even better.

INEQUALITY

Though they can't really understand the world of the rich, they know it exists.

It's nice to reinforce that the world is a terrible place in even more ways. Provide a backdrop of junkies, beggars, and bums. The dead bodies left over from involuntary organ donors on the street corner.

This side of things is represented by Troy, who has truly never known any other world but this.

DOG-EAT-DOG

If you don't shoot first, you get shot. No one can be trusted and everyone is out to get you. This is just the way the world works.

Extortion rackets, robberies, beatings, thefts, and armed competition are all things the characters in the group are used to. It's just the way things are. If you live with the fear all the time, it's not really fear anymore. It's just the way things are.

GLITCH'S CYBERDOC

The customized food truck Glitch uses as her cyberdoc is a popular place for the poor. She fixes their implants good as new, and sells implants that makes it possible for the less well-off to finally get decent jobs.

Her reputation is almost like something of a Robin Hood figure in the slums and after years of careful bribery and seeding her cyberware with spyware, her position is cemented.

Where the cyberdoc shows up, it almost always gets *some* business, and when the bad crowd shows up, Troy waves his rotary shotgun in their face.

GANGS

That cyberdoc sure sounds great. But that's not the whole truth. The Police hates Glitch's guts and constantly requires increased bribes.

But there's also the gangs—Glitch's real enemies. There are some more details given in the second section of the scenario, but for the most part, these were just made up as names for Glitch's adversaries.

THE BULL PITS

This crowd is as standard as they come. Street gangers that make money from a combination of extortion, mugging, and break-and-entering. They're run by the mostly braindead Hayden whose penchant for modifying his head has been taken too far. At least if the drooling is an indication.

MOMO'S CREW

Run by the colorful character calling themself Carnival, MoMo's Crew are the bitter rivals and occassional firefight opponents of the Bull Pits. Drugs, prostitution, and whatever the Bull Pits are trying to do, is what the MoMo's will be up to.

SYNDICATE

Organized crime doesn't come more powerful or scarier than this. Controlled locally by the enigmatic Blitz—Kay's ex—the Syndicate runs a tight ship. But rumour has it that Blitz is sitting on a giant haul of gold for some bigger fish. A clever team could maybe try to steal it from right under her nose.

THE LAW

There is no national law anymore. There's just state security and private security and they'll shoot whoever stands in their way. If you can pay them off you're safe. For a time.

STATE SECURITY

These would be 'the Police' in the parlance of someone born or raised in the 21st century. Now it's just a heavily armed goon squad that does whatever the remains of government thinks they should do. Generally a mix of extortion and security theater.

One particular state security officer, called Zakko, will be trying to get the gold once it's stolen.

CORP SECURITY

Private security is often cooperating with state security. It can be by supplying vehicles and weapons or it can be proper joint swatting. Most of the time, the corporate sphere doesn't care what the government is doing. Only if it interferes.

As you'll learn soon, the whole gold heist is a setup. The person staging the whole thing—Clair—is a corporate gazillionaire that can easily put feet on the ground if he'd so desire.

Instead, the corporations will mostly be absent from the shitshow that's about to start.

AI

Artificial Intelligence (AI) is as illegal as can be. Production, distribution, and sale, of "sentient" programs is frowned upon by pretty much everyone. This is a known fact for any character, meaning that players who ask about it should be informed. Joule most of all.

Of course, legality doesn't actually bother most people anymore, so there's still an AI that may take an active part in this scenario. Its name is CHARBON, which is French for carbon, but also the French word for anthrax.

The duality of its name aptly summarizes how confusing it is to understand an AI. More on this later.

SCENARIO

The following information is based on research that was done more specifically for this scenario. You can refer back to it as you please during play.

GOLD

The prize of the heist is a very large quantity of gold. Yes, the precious metal. The thing with gold, however, is that it's heavy. EXTREMELY heavy. So heavy that stealing, transporting, storing; all of this will become a considerable challenge for the group.

» One bar of gold weighs **12.4** kg.

» There are **350** bars of gold in the cache.

» If the characters steal the whole haul, this equals a total weight of **4,340** kg, or **4.3** metric tons.

» The suspension on a typical pickup truck can handle less than two metric tons.

GUNS

Some weapons were invented for the sake of this scenario, and rules for flechettes were employed for the guns used by police. All guns used the caliber damage values found in the AFMBE core rules.

CHARACTERS

The Stars of the Show

Hand each player one character. The scenario was written for and played with five characters, and it's possible that fewer characters will cause issues, but in theory it should be possible.

In order of descending priority, allowing you to turn characters lower on the list into non-player characters, these are the cast:

» **DOPE**. The infiltrator.

» **KAY**. The face of the group.

» **JOULE**. The operator and specialist.

» **TROY**. The muscles of the operation.

» **GLITCH**. The leader of the group.

DOPE, "THE MOLE"

You were raised rich. Mansion, valet, butler; your own handmade Italian car. Your whole life was laid out before you with ivy league schools and a well-paid career. Then your parents croaked in a car crash when you had just turned 17.

The family accountant—Joan—drowned you in antidepressants and withheld your inheritance on grounds of "mental issues" that you're not sure you ever had.

You spent most days high on drugs, staring at the ceiling fan, and wondering if you were actually depressed at all or just doped out of your senses. Somewhere at the back of your mind, you wondered where all your friends had gone. All your things.

It went on like that for some months, years, or whatever—a long time.

Once Joan had no more excuses left to keep you doped up, she hastily left the country, having already funneled your inheritance into her own bank accounts. She left you with addiction, no money, and a mountain of debt.

Your remaining family didn't want you, the government didn't care, and the board of the Al Emaar infotainment corporation that your parents had helped build was glad to be rid of the founding family once and for all. You were washed out on the streets.

Soon you found that your high society banter gave you cred you didn't actually deserve. You talked the talk, walked the walk, and got into enough important parties to glean out good intel that you could sell to criminals.

In the long run, you want to get even with Joan, and the whole fucking Al Emaar corporation. Together with Glitch—a black market cyberware hack—you have finally discovered a way to do just that. Make bank, then get even. Vengeance will be sweet. This is all that matters, and you have no problems screwing your new "mates" to come out on top.

No amount of pain can ever compare to how the world has treated you.

ATTRIBUTES*

Strength	3 (2)
Dexterity	3
Constitution	4 (3)
Intelligence	4
Perception	7 (4)
Willpower	4

SKILLS

Acting	3
Bureaucracy	2
Computers	2
Disguise	1
Notice	4
Questioning	3
Research/Investigation	3
Seduction	3
Sleight of Hand	2
Smooth Talking	4
Stealth	3
Streetwise	4

ADVANTAGES

Attractiveness (3)
Charisma (2)
Cyberware (3)
Situational Awareness (2)

DRAWBACKS

Addiction (-3) (Antidepressants)
Obsession (-2) (Vengeance)
Emotional Dependence (-1) (Glitch)
Resources, Miserable (-4)

CYBERWARE

Biofilter (2)
Enhanced Perception (6)
Holovid Camera (5)
X-Ray Vision (3)

: Attributes within parentheses are unmodified by cyberware.

GLITCH, "THE BRAIN"

Most of your friends were cyberspace addicts drooling through life on universal basic income. They jacked up as they woke up and jacked out only when their bodies desperately needed it. If at all. You had much bigger plans than willingly turning into some infolayer zombie.

You learned how to install cyberware by reverse-engineering the implants of deceased street bums—most of them dead war veterans—and eventually made enough money from black market repairs that you could buy a food truck and turn it into your own mobile cyber clinic.

That truck has been your home ever since, and the business—if not great—has been quite good. You take pride in having built a high class black market cyberware business. But you're also frequently visited by less savory types trying to trick you out of said business. You must hide from the law, from nosy detectives, and from pretty much everyone else who isn't a customer.

By hiring protection and fighting back instead of caving to the extortion rackets and street fees, you've made more enemies than it's possible for you to handle. Sooner or later, things will go out of hand. You need to get far away from this place before that happens. But to do that, you need money. Lots of money.

Enough to bribe your way into a new life somewhere else and leave your countless enemies behind.

Part of your protection is Kay, your lover. She's a willing tool and will become an important asset in the plans to come.

The other is Troy, your loyal puppet, whom you have raised as your own and told only what he needs to know.

ATTRIBUTES*

Strength	3 (2)
Dexterity	2
Constitution	5 (4)
Intelligence	8 (5)
Perception	3
Willpower	4

SKILLS*

Beautician	3
Bureaucracy	2
Computer Hacking	1
Computer Programming	2
Computers	2
Craft (Implants)	3
Cyberdoc	5 (3)
First Aid	2
Haggling	3
Instruction	2
Medicine	4 (2)
Sciences (Anatomy)	3 (1)
Streetwise	3

ADVANTAGES

Cyberware (3)
Nerves of Steel (3)
Status, Black Market Reputation (2)
Resources, Well-Off (2)

DRAWBACKS

Paranoid (-2)
Adversary, Street Gang (-2)
Adversary, Street Gang (-2)
Adversary, Organized Crime (-3)

CYBERWARE

Data Jack (2)
Enhanced Intelligence (3)
Data Chip, +2 Cyberdoc (4)
Data Chip, +2 Medicine (4)
Data Chip, +2 Sciences (Anatomy) (2)

*: Attributes within parentheses are unmodified by cyberware.

TROY, "TROY"

When the scalpel carved into your old man he'd been dead for a week. You hadn't realized his smell was any different—only that his abuse had suddenly stopped. Your dad was one of the ex-military street bums whose corpse taught Glitch her craft.

Glitch became like a mother, and she named you Troy from some kind of horse. It was definitely better than being called "snot," "shithead," or just "kid." You've liked horses ever since, even if you've never seen one in real life. Maybe once, in the infolayers.

Having already used a gun, even killed people who threatened you and your dad, you became Glitch's Chief of Security. It felt good to be the chief of something, even if you are also the only security, and you don't really have a salary.

Through the years you've grown big, and strong, and extra implants have made you even stronger. You enjoy life with Glitch. A roof over your head and warm noodles in your stomach every day. But you dream big like everyone else. If you could have anything you wanted, you'd have your own apartment, and a horse—a real one. You'd also get a chance to play more with your punk band, "Reign of Terror," where you are the guitarist and frontman.

That one gig you once had, in the strip club, is the best moment of your whole life.

These things seem to be coming to you now. Glitch and Joule keep talking about the "Grand Slam," when they think you can't hear them. It sounds like it could be the big break Glitch has always been looking for. You've never felt this ready in your life!

It's hard for you to imagine a life without violence and death. But you sure want to try it someday.

ATTRIBUTES*

Strength	6 (5)
Dexterity	4
Constitution	6 (5)
Intelligence	2
Perception	4
Willpower	2

SKILLS

Brawling	3
Climbing	1
Demolitions	2
Driving (Cyberware Truck)	2
Guns (Handguns)	3
Intimidation	2
Martial Arts (Muay Thai)	2
Notice	1
Play Instrument (Electric Guitar)	2
Singing	2
Streetwise	1
Surveillance	1
Weight Lifting	2

ADVANTAGES

Cyberware (3)
Hard to Kill (5)
Situational Awareness (2)

DRAWBACKS

Attractiveness (-2)
Bad Luck (-4)
Cruel (-1)
Reckless (-2)
Recurring Nightmares (-1)

CYBERWARE

Biofilter (2)
Dermal Armor (10)
Infravision (3)

*: Attributes within parentheses are unmodified by cyberware.

KAY, "THE FACE"

The streets have always been your home. You grew up playing shell game scams and tricking tourists down the wrong streets by pretending to run guided tours. A lifestyle where you carry a gun to feel safe.

One day, your gang decided to rob a black market cyberdoc operating from a truck. But you fell in love with the owner—your beautiful Glitch—at first sight. You turned on your old friends in a heartbeat and killed them in cold blood. They had never been good to you anyway. Glitch's protection—the dull but sweet Troy—didn't even have time to react.

Since then, your quick fingers and wit have turned you from scamming thug to cardsharp. Your gambling has increasingly paid the bills thanks to a combination of Dope's intel and Joule's snooping. If not for Glitch's "friends," you could've stayed like this forever. Happy. But something big needs to happen, so you can get out, and it needs to happen soon. The sabotages are getting more frequent and gangster traffic to the truck is increasing—the signs are all there. If nothing happens soon, someone will get killed.

You have a choice to make. The love you feel for Glitch and the fun you've shared in the past year has to be weighed against loyalty to your old gang and the value you know they'd put on Glitch's considerable intel.

Will you betray your true love for money or will you play along to see if Glitch's crazy plans will pay off, then join her in her fairyland?

ATTRIBUTES*

Strength	4 (3)
Dexterity	6 (4)
Constitution	4 (3)
Intelligence	3
Perception	7 (5)
Willpower	2

SKILLS

Brawling	1
Cheating	3
Dodge	1
Escapism	3
First Aid	2
Gambling	3
Guns (Handguns)	3
Intimidation	2
Lock Picking (Electr.)	2
Lock Picking (Mech.)	2
Notice	3
Pick Pocket	2
Sleight of Hand	1
Smooth Talking	1
Stealth	2

ADVANTAGES

Contacts (Criminal) (3)
Cyberware (3)
Photographic Memory (2)
Status, Gang Reputation (2)

DRAWBACKS

Obsession (Glitch) (-2)
Lazy (-2)
Secret (-3)

CYBERWARE

Biofilter (2)
Enhanced Dexterity (4)
Enhanced Perception (6)

*: Attributes within parentheses are unmodified by cyberware.

JOULE, "THE JACK"

You grew up in a body-puritan collective. "Do you not know that your body is a temple of the Holy Spirit who is in you, whom you have received from God?" Implants, piercings, tattoos—you learned to despise all that. But you're not a preacher. If other people choose to desecrate their holy flesh that's between them and their damnation.

As a young adult, you were fed up with the body-puritans and left the collective to study computer science at university. You were always mocked for your lack of implants. But when you aced all your classes you were invited into a secret world where your "condition" was coveted: underground hacking.

Without an implant signature, or any traceable wetware at all, you can sneak in, do the deed, and sneak out without leaving any trace in your own hardware. Just burn your deck and disappear and no one can know it was you.

You started getting jobs. Lots of jobs. To handle the stress, you had to take some drugs, but nothing extreme, just some uppers. The jobs eventually became dull routines. You weren't "chosen"—you were put in a literal sweatshop for unmodded hackers.

So you went solo; started hacking corporate systems, public infolayers, then on to the holy grail: personal cyberware. Soon you had become a cyberware saboteur. Someone who got hired to do dirty revenge jobs and petty logdumps.

It's been a funhouse of chaos for you, where you get to teach enhanced people why their implants should've never been made in the first place. It suits them well. But it's not the successful career you thought it would be. It's hard and often demeaning work that's had you gradually sell everything you own to afford to eat. Increased substance abuse was the short-term fix. Personal bankruptcy would've been the inevitable end.

Then you met Glitch. She had a proposition for you: what if you hacked the ocular implants Glitch supplied to organized crime, maybe added a bit of override capability to their gun jacks? Burst-transmitting picture frames back to Glitch? You could lay the groundwork for a scam the size of something no one would believe.

This plan—the "Grand Slam"—is about to come through. And you are about to get rich enough to tithe your way back into the collective.

ATTRIBUTES

Strength	2
Dexterity	2
Constitution	2
Intelligence	5
Perception	4
Willpower	3

SKILLS

Brawling	1
Computer Hacking	4
Computer Programming	5
Computers	3
Dodge	2
Driving (Motorcycle)	1
Electronic Surveillance	3
Electronics	3
Humanities (Theology)	2
Notice	2
Research/Investigation	3
Sciences (Mathematics)	2
Smooth Talking	2
Stealth	3

ADVANTAGES

Fast Reaction Time (2)
Nerves of Steel (3)

DRAWBACKS

Addiction (Uppers) (-2)
Cowardly (-1)
Minority (Un-Modded) (-1)
Showoff (-2)
Zealot (Body-Puritan) (-3)

PART 1

The Deal

Glitch gathers the team for some last minute preparations. It's time. The grand slam happens tomorrow night…

BEGINNING

The purpose of this part is to let the players get to know their characters. In terms of time, it shouldn't be more than maybe an hour, but it can be stretched out if you want.

Before you get going, there are some facts that you should know:

» Glitch and Joule have been injecting hacks of various kinds in the cyberware of all the gangs in the area. They've done a splendid job of covering it up—it's basically impossible for anyone to know about it.

» Glitch is in a loving relationship with Kay. The latter is a ganger and a card sharp.

BACKGROUND

Glitch is handed a big job that she calls the **GRAND SLAM**. She pretends to have planned it all along. Her contact presents himself as Jonas. A man who has information on many of the more illicit manipulations that Glitch has carried out on her unsuspecting customers.

For Glitch, this has dangerous implications. Someone knows about her cyberware manipulations. How can they know, and who else knows?

But she decides to go for it anyway, as things are getting tougher and tougher and it seems that the more violent types may soon whack her just because they can.

The job itself is to steal a cache of gold that is being transported through the district and is currently held somewhere in the **NEON ROUGE** nightclub. This place is run by Blitz, the local mob boss.

The potential payoff of this job is basically insane: four tons of pure gold. And with the edge Glitch has, through Joule's hacks, it's exactly the kind of opportunity that Glitch has been hoping for.

Not ideal, but too good to pass up.

THE JOB

Hand this description to Glitch's player and leave it to them to explain the job in the style of any good heist film.

» Kay gets herself into an invitation-only poker tournament at the **NEON ROUGE**. The place is locked tight so this is basically the only way in. Dope tags along as her +1.

» Inside the place, Dope needs to find out where the gold is stored, without raising suspicions.

» Once the gold has been located, Troy has to drill his way through 10 meters of reinforced concrete and steel wall to get into the vault. He has to do this from a subway station located at the same level as the vault.

» While all this is happening, Joule needs to hack security and make good use of all the hacks he has prepared for the job. He must also supply the team with the information they need when they need it.

» Meanwhile, Glitch coordinates everything from her truck, making sure the operation runs like a properly maintained infolayer.

THE STAGE

The following places are the only places that are required by the scenario. There are some other locations provided as random tables in later parts. If you need a place for a quick meetup or something, check those out.

GLITCH'S CYBERDOC

The food truck that Glitch has converted into her mobile cyberdoc is kitted out internally with the things you'd expect from a cyberdoc. A scary-looking chair. Steel lockers for keeping organs at sub-zero. Blinking lights. Keyboards. Surgical instruments. Screens that Glitch can look at while umming and aahing. All of it.

It also has a foldout bed in the back, where Gltich and Kay will typically be sleeping together.

Troy sleeps on the street outside, or in the passenger seat up front.

NEON ROUGE

Main dump for the high class among organized crime (one of Glitch's adversaries). This gang worked for Clair, but have gone rogue and tried to haul a massive shipment of Clair's gold off-grid.

TRAIN PLATFORM

Wall-to-wall with the nightclub basement. A busy downtown metro platform filled with street vendors, beggars, bums, and of course: commuters and tourists.

This is where Troy will have to find good access to the north wall.

LAST THING...

To get some things to do, each character has a goal for the last day before the job.

» Kay and Dope need to secure an invitation to the poker tournament. This won't be easy, but Dope can talk, and both Kay and Glitch has contacts they can make use of.

» Troy needs to collect all the drilling equipment and find some kind of transport that can haul the crazy weight.

» Joule needs to prepare all his hacks. Any hacks he does on the fly during the job will have a much greater risk of getting caught.

» Glitch needs to get out of sight and stay away from trouble. Things are heating up, and her "admirers" and "friends" seem intent on violence. She also needs to handle customers and pretend like it's business as usual.

» Anyone who wants any specific kind of gear needs to mention it now. Handguns, crowbars, getaway motorcycles; whatever seems reasonable should be possible to acquire. Picture that they've been planning the job for quite some time and have had all that time to get their shit in order.

KiT

Depending on your group, it can be fun to go through what equipment you have. Guns, drugs, cameras, and so on. Imagine that the group will have spent weeks doing this and not just the days prior to the heist. It's fine to just let them have the stuff they want, within reason, or to play out a scene or two to get hold of the really tough stuff.

Let the player of Joule prep some hacks, as well. You can find more information on this in the appendix, but prepped hacks are always better than having to hack things during play.

PART 2

The Job

It's time… You better be ready.

EASY AS PIE

Don't let the players feel entirely ready. Let them acquaint themselves with their characters and the respective roles they'll play, plan some gear to bring, and get into the right mood. But don't let them become too comfortable.

In this segment, put out a map of the nightclub, as detailed as you prefer.

When it was played on **Roll20**, players could move their characters around freely as they danced, socialized, and of course completed the heist. This makes for a highly organic experience and helped enhance the mood quite a bit.

LAY OF THE LAND

There are three (possibly four) locations in play while the heist is acted out:

» The Nightclub, where the poker game is happening. Kay is joining the game as a player while Dope is there to party.

» The Train Platform, where Troy needs to get all the heavy lifting gear, the drill, and so on, and eventually cut through the wall.

» The Cyberdoc Truck, where Glitch needs to keep up appearances and also maintain everyone's communication.

» Joule's player can decide where Joule is. He can be in some random coffee shop, in an apartment he owns, hiding in a basement, etc. It doesn't matter too much. He may also join Glitch in her truck.

CAST

There's hundreds of people enjoying themselves at the nightclub. Loud dance music, plenty of drugs and drink, and then the slightly sound-proof VIP stalls where the card games are taking place.

It's hard to keep track of every individual in a nightclub, but keeping track of throngs of dancers or other revelers, bars, and the like is relevant. There are also some important things to note:

» **Blitz**. The Syndicate's de facto leader and someone that Kay and Dope will have to deal with. Present her as a living breathing highly dynamic character. She's nice, but she's also professional.

» **Guards**. There's 15 armed Syndicate guards spread throughout the festivities. This is way more than usual, but explained as a precaution for the card game if anyone asks Blitz. Each one has at least one infected implant.

OBSTACLES

The idea is that the characters will succeed with the job, but it shouldn't feel like a given. Have them stew in their own sweat for a bit. Make their choices matter, and trigger their drawbacks. Each character has six potential obstacles you can roll for if you want. The ones used when we ran the scenario are marked with asterisks (*).

GLITCH, "THE BRAIN"

Glitch is acting operator. She's the voice in everyone's head. Give her an overview of the plan and let her look at all the maps involved at the same time, if you're using maps.

Exactly how much she coordinates the operation depends on the group of players and how Glitch's player interprets the character.

She can be a dictatorial captain lording over everything with direct orders; or she can be a passive guardian that injects specific advice as it's needed, while carefully maintaining her outward apperance at the cyberdoc.

1. **Customer***. Just as the going gets rough, Glitch gets an insistent customer at her cyberdoc clinic. She may have to do her job to get the customer to leave.

2. **Junked-up Ganger**. One of Glitch's many enemies shows up and starts wording poorly veiled threats. "Nice Cyberdoc you have there... Too bad if something happened to it." "Where's Troy? Ah, so you have no protection today do you." Someone may have to go there and help Glitch, unless Glitch can resolve it on her own.

3. **The Law***. Glitch has enemies in the police force too. One may show up, way ahead of schedule, and start fishing for a donation. Glitch must handle it somehow.

4. **Power Loss**. The landline the cyberdoc is plugged into simply dies, and the truck needs to be moved somewhere else, or some other power source located. Extra annoying if Joule is also located in the cyberdoc.

5. **Signal Interference**. Some street kids start playing loud music from an oldschool boom box, and it kills Glitch's end of communications.

6. **Salesman**. Someone wants to sell Glitch a vacuum cleaner or other entirely unnecessary appliance. This may be a robbery scam with the salesman as a diversion, if you want to really test Glitch's player.

KAY, "THE FACE"

Kay's role is to be a good front for Dope. Blitz' crew—the people who are operating out of the nightclub—is Kay's old friends. They know her, and they know that she switched to Glitch's little cyberdoc crew.

Some are pissed, but most are too afraid of Kay to do anything about it. And Blitz still has a thing for Kay, so they won't touch a hair on her head anyway.

Kay's player needs to be of the more talkative sort. Playing in the card game and making sure that Dope gets the space she needs will require Kay to play the social gangster throughout the night.

1. **Blitz Wants to Talk*.** Blitz never got over Kay. She hits on her repeatedly, talking about her success with the gang, saying that Kay is too good for Glitch, and so on. She flirts openly and pays attention to Kay, and will start asking questions if Dope is acting strange or not around as much as expected. She may also be a bit jealous of Dope. Scenes with Blitz and Kay should happen multiple times, in a more or less stressful manner (for the players).

2. **Cheating Accusations**. Regardless of whether Kay's player actually decides to cheat or not, one of the other card players gets furious and starts throwing accusations. Worst-case, waving a gun around, making a scene.

3. **Too Much Drink**. If Kay drinks a lot, her biofilter will kick in and make sure she doesn't get drunk. This may seem odd to some people, and may require that she plays more drunk than she actually is. If she unhooks the biofilter and lets herself get drunk, she may instead say something that shouldn't be said.

4. **Winning Too Fast**. The game may turn in Kay's favor too fast, meaning that she loses her primary reason for staying at the nightclub. Whether playing for longer or simply entertaining Blitz more is her way out of this is up to Kay's player.

5. **Old Friends**. People from Kay's old gang—the one she killed. Or a friend of them. They have the utmost respect for Kay, and they understand that she's under Blitz' protection, but if they can get their hands on Kay alone, they'll avenge their lost friends. They won't kill her—but they will hurt her.

6. **Who Are You Talking To?** While Kay is communicating with the team, a jumpy guard or even Blitz notices, and gets suspicious. Kay has to provide a plausible explanation, or the whole operation could be blown.

DOPE, "THE MOLE"

While Kay fraternizes with her old friends, Dope has to cover the whole nightclub using her x-ray eyes to locate the gold. She also can't draw undue attention. Especially not from the extra-careful Blitz.

Dope has the help of all of the remote team as she's doing what she's doing. Joule most of all, who will be able to trigger hacked thugs and make the job go smoother by doing other computer-related work.

Dope's biggest dilemma is to find ways to scan and look without raising suspicions. Dancing, drinking, going to the toilet, flirting with guards; whatever she decides to do, it should be a tough challenge for her to finally locate the gold.

Remember that Blitz and her crew are on edge. They've stolen four tons of gold from some of the most dangerous corporate players in the city. They know the risks involved.

1. **Lovesick Guard*.** One guard really has the hots for Dope, whose reputation precedes her. She's cool, she's suave, she's everything this guard has ever wanted. Can be made fun and flirty, but it can also be made clingy creepy. Just be mindful of your group's boundaries.

2. **Blitz Gets Suspicious*.** Depending on how Dope's player chooses to search for the goal, there's going to be lots of room for Blitz to get suspicious.

3. **Shielded Floor*.** Dope can't use her x-ray vision to look through the floor but must instead find a way to get down to the vault's floor level in order to find the exact position of the cache. Finding out how to reach this floor level isn't trivial at all.

4. **Suspicious Guard*.** One of the guards is extra suspicious and tails Dope wherever she's going, almost like a chaperone. She has to somehow get rid of the guard or create a diversion to move freely.

5. **Extra Surveillance.** More cameras, more pressure sensors in the floor, and just overall a lot more sensors than the nightclub has had previously. Dope can detect this and Joule can bypass it using the right hacks. But it means Dope is in his hands.

6. **Bad Comms.** Team communications are glitching. Words chopped up, messages not going through, maybe a video or audio stream comes through in fragments. This may be a way to cause some stress or to create a subtask for Dope to complete, such as finding and disabling a signal scrambler or similar.

TROY, "TROY"

Troy's job may not be the hardest but it's definitely the heaviest. He's supposed to drill through a wall and then load four tons of gold onto some kind of transport.

While Dope is trying to locate the gold, Troy needs to set up shop in a storage area connected to a busy train platform, and carry all the drilling equipment there without raising too many eyebrows.

Since Troy's operation is somewhat more delicate, it may require help from Joule or Glitch on occasion.

It helps to have a map of the train platform that lines up roughly with the nightclub, so that it can be understood reasonably intuitively where the vault could fit. Provide the map with a large storage space, closet, or some other isolated space. This is where Troy will set up shop. If not, maybe he pretends to be a repair crew or similar, and puts up a temporary tarpaulin tent, etc. Let Troy's player be creative.

Once the drilling starts, it should take time, and it should risk drawing unwanted attention while it's going on.

1. **Get the Transport*.** The gold needs to be transported somehow. Let Troy's player figure out exactly how. When this was played, a cargo drone was used, capable of carrying an eighth of the gold at a time.

2. **Troy Gets Reckless*.** Too much waiting isn't Troy's thing. Maybe he has to roll to not do something reckless, like drilling before he's supposed to.

3. **Squatting Beggars*.** A group of homeless people begging passers-by for money are right in Troy's path and must be dealt with in some way. They can be intimidated, bribed; maybe even used as a convenient cover for Troy's own activities.

4. **Police Patrol.** Nosy police officers will have to be dealt with. Violently, maybe, but more likely with bribes or diversions.

5. **Shiny Things.** Once inside the vault, there's lots of shiny things! The gold, yes, but also cash, gold-plated guns, and all manner of loot that The Syndicate has put into storage. It may take some reminders to keep Troy focused on nothing but the gold.

6. **Helping Hand.** In cases where Glitch is threatened, there's a risk that Troy's sense of loyalty becomes a problem. He may have to roll to stay on his task and not run to Glitch's side and return later, possibly affecting the whole operation.

JOULE, "THE JACK"

Glitch may be the operator, but Joule is providing the real proper cyberpunk backup the group actually needs.

Hacking can be done in many different ways, but the way it was setup for this scenario requires some preparation. The exact rules can be found in the Appendix.

All of the Syndicate thugs frequent the cyberdoc, and the prep work Joule and Glitch has done through the years means that the guards on duty in the nightclub are all accessible to Joule. He doesn't need to set things up with any of them. He can access them all from the start!

Refer to "Hacked Thugs" on the next page for some more details.

The idea here is that Joule's player should feel almost almighty. The group asks, Joule delivers, and thanks in no small part to his almost godlike support they will most likely pull off the heist.

1. **Drug Deficit**. The pressure is too much, and Joule needs a fix to calm his nerves. But of course, he's all out of happy juice. In case the player has specifically prepped happy juice for the occasion, ignore this.

2. **Errand***. Joule has to leave his deck and run an errand for Troy or Glitch. This can be something Joule's player decides to do on their own as well. Since Joule lacks implants, he can't do any hacking without access to that deck.

3. **Collective Call**. Some old friend from the body-puritan collective calls, out of the blue, just to talk, and maybe convince Joule to return home. They miss him.

4. **Distractions**. Just as Joule is supposed to execute a hack, someone shows up to take his order, knock on his door to tell him about his savior, or distracts him in some other way. This depends mostly on where he is located.

5. **Equipment Problems**. Joule's deck starts causing trouble, adding difficulties, or forcing him to do annoying computer-sounding things like rebooting.

6. **Unnecessary Preaching**. Joule may feel inclined to go off on a short but poignant tirade informing people of how stupid it is to rely on implants. Probably while disabling something in a painful manner.

HACKED THUGS

Most of the thugs in the nightclub have hacked implants that Glitch can track and get information from. Lull the players into a false sense of security by feeding them near-perfect information. Let them find out what that thug is doing, what this thug is doing. This will increase the impact of the non-hacked thugs.

The following are some examples that players can come up with:

» **Sensory Implants**. Can transmit their input to Glitch and Joule, and that they in turn can transmit to any of the other characters. Hear the audio in a room; see what a guard sees. Whether these are enhancement implants or implants like x-ray eyes and the like doesn't matter.

» **Enhanced Muscles**. Spasms, remote control of a thug's cyberware limbs, and other effects. Mostly useful to disable guards or to have them turn on each other.

» **Enhanced Organs**. Hearts and lungs can be turned off with fatal effect, or tuned to make people unconscious.

» **Neural Links**. Connections can be rewired. Maybe the linked gun firing mechanism is tied instead to the magazine release.

» **Authorization**. Identifying yourself correctly to an automated drone or other sensor. Gaining access to a restricted area or possibly telling a sensor that a friendly detection is in fact a threat.

» **Infolayers**. These can be rewired, hacked, altered, and played around with almost as much as you want. Show the wrong information, show the right information, show no information at all, etc.

PART 3

The Tilt

Shit hits the fan. The characters are stuck between a rock and a hard place. Plus other platitudes.

The group has to solve the situation somehow and all the options are bad.

Play to find out how it ends.

WHAT NOW?

First of all: there's no planned ending. When our group played this scenario, it ended on a stolen yacht assaulted by a heavily armed police squad. This squad had been tracking the group because they picked up a police-tagged rifle that fed data back to the police.

Our group lasted as successful gold robbers for just a couple of days. But they had time to hide for a while in Joule's body-puritan collective, disconnect their hardware to avoid being tracked, and consider who was trustworthy.

Because this was mostly player-generated in the end, the following section is merely a few suggestions. Use what you want, leave the rest, and see how your group chooses to handle the weight (literal and metaphorical) of four tons of gold.

HIDING THE GOLD

Where do you store this insane amount of gold securely? This shouldn't be entirely straightforward, but assume that the characters had something in mind even if the players can't think of something. They've been planning something like this for years, unlike the players who learned of the situation tonight.

Containers, trucks, basements, sewer hideouts, abandoned farmhouses outside the city; there's a long list of potential places the players can think of.

Transporting it will also be a huge problem, but it all comes down to what they intend to do next.

Let them stew uncomfortable for a bit.

FENCING THE GOLD

Ultimately, the gold has to be fenced to turn into anything useful. Credits, stuff; whatever the group may want. Glitch will naturally contact Jonas—the person who was supposed to buy the gold from her—but he will stall the meeting and put Glitch in a bad spot. There is a timeline on a later spread that you can use to guide the post-heist scenario, if you want.

When Glitch decides to contact a fence, the following results can be used based on the quality of her player's Willpower+Streetwise roll.

» **9-10: Bobby the Beetle.** Runs a pawn shop. Under surveillance from Clair without knowing and also works for Blitz, and is under surveillance by the Police. All at the same time. Getting him to buy the gold and/or set Glitch up with transportation should require haggling.

» **11-12: Rambling Rud.** Under surveillance from Clair without knowing, and also bought by the Police. Operates out of a fancy top brand clothing outlet.

» **13-14: Saharrah.** Under surveillance from Clair without knowing. Operates out of the storage facilities in a drug factory.

» **15+: Chrissy Crisis.** Perfectly clean contact, but something of an absolute douchebag to deal with. Operates a cryogenics facility called "Nextlife," where rich people go to die.

CLAIR

Clair is a major league corporate hotshot with a career that has sky-rocketed him into stardom and immense wealth. That's all you need to know about the person—he's highly unlikely to ever figure in the story.

Clair also has a serious messianic complex and saw a vision with an accompanying prophecy recently:

"When ash rains from the sky, a man of gold shall usher forth an age of tranquility and a rise of faith."

He firmly believes that he will become a de facto new god for people to worship and that the catalyst for this is gold.

When his street intelligence tells him that Blitz and The Syndicate is planning to steal a gold shipment from his corporation, he asks security to step down and let them steal it. Then he sets his puppets in motion to spread the news to rival gangs. This is where Jonas brings in Glitch's crew into the fold.

Clair wants to set the world on fire and rise from the ashes. He uses his own wealth to push the streets into chaos. He leads the whole city into a street war over this valuable cache of gold and then intends to swoop in and rescue everyone.

But what he sets in motion is much larger than he ever intended, and at the center of it all are the characters.

WHO WANTS THE GOLD?

The short answer is of course "everyone," but the following are the major players that will be actively searching for the gold.

» **JONAS**, Glitch's initial contact, wants to maximize the war, and will initially just stall and later set up traps where he'll invite both the group and its rivals to the same meetings, without them knowing.

» **BLITZ**, the Syndicate boss, will soon understand that it was Glitch's crew that stole the gold simply by putting one and one together from the card game appearance of her ex. She will lean on Kay and will most likely be the first to hunt the group actively.

» **CARNIVAL**, leader of MoMo's Crew. Will get rumors of the gold through his network (planted by Jonas) and will also see that something is going on. Convinced that Glitch has the gold and will use sneaky methods to find out.

» **HAYDEN**, leader of The Bull Pits. Mostly convinced that MoMo's Crew is smelling something that The Bull Pits haven't smelled and will soon be led into the same chase. Learns about the gold from an informant.

» **ZAKKO**, working for the City Police. Wants to confiscate the gold for the city and isn't afraid to use the police's quite considerable means

to achieve this; curfews, drone swarms, patrols, helicopters, traffic lockdowns, etc. Zakko is partly in Blitz' pocket and will report some information back to her. But ultimately, Zakko wants to get the gold for his own gains.

» **CHARBON**. An artilect that sees the gold as a great opportunity to further its own transhumanist causes in meatspace. Has access to military drones and equipment, but prefers to use them for threats rather than direct action. Even has access to nuclear weapons and orbital cannons, if it would come to that.

LOCATIONS

The following locations were inspired by the previously mentioned map pack for the Swedish **NEOTECH EDGE** role-playing game. Even if you don't know Swedish, the map pack is a highly recommended purchase!

Randomise a location if you want to have a meeting place, a place where the characters can go, or something similar.

1. Fancy Yacht
2. Automated Factory
3. Airplane
4. Replication Facility
5. Military Base
6. Camping Grounds
7. Suburban Home
8. Office Floor
9. City Street
10. Joule's Body-Puritan Collective
11. Organic Recycling Facility
12. Cube Hotel
13. Implant Storage
14. Medical Clinic
15. Apartment
16. Clothing Boutique
17. Stripclub
18. Penthouse Suite
19. Hotel Floor
20. Office Cubicles

TIMELINE

The following timeline is very brief and simplified. Look at it more as inspiration. Add anything more specific to how your factions are playing out as you go, as well. Days noted as heist + X days.

H+1

Jonas says he needs two weeks. If Glitch goes to Bobby the Beetle, Syndicate learns that it was Glitch and her crew who took the gold.

H+2

Syndicate learns that it was Glitch and her crew who took the gold, no matter what. Charbon starts trying to spread to Joule's deck.

H+3

Police efforts increase. Roadblocks block heavy traffic. Blitz unites her gang and sets efforts in motion to find the gold.

H+4

The Bull Pits notice that things are going on and keep watch over Glitch's truck. MoMo's Crew try to break into the truck at night.

H+5

Blitz recruits a *ton* of extra thugs. She also joins in herself.
Bull Pits confront MoMo's Crew; fighting ensues.

H+6

Police are now actively searching for Glitch's truck with drones, etc.
MoMo and Bull Pits negotiate an alliance.

H+7

If Charbon has spread to Joule's deck, it may try to speak to Joule.
Bull Pits learns about the gold.

H+8

MoMo's Crew tries to negotiate with Glitch, if they can find her.

H+9

Charbon wants all the gold delivered to a specific location for melting, but offers all it can give; including drone combat support!

H+10

Unless the gangs have been played out to fight each other, Blitz enlists their help too...

H+11

By now, the gangs and Syndicate are working together, and the police is saving no expense. Or the gold has simply vanished!

H+12

Seriously, if the group makes it to twelve days, they probably deserve the gold!

POSSIBILITIES

External parties are what they are. Blitz and the gangs can be fun in their own right. But the real tension is most likely to come from within the group. The following are some possibilities of what may happen.

KAY SELLS THEM OUT

Getting back together with Blitz by ratting out Glitch would push Kay up the status ladder quickly. If it wasn't for her feelings for Glitch and for the bond of camaraderie undoubtedly built from pulling of the heist this would be an easy decision.

But even if this decision is made, will Blitz trust her? How will she arrange communications without getting intercepted? How will she meet up and deliver the gold?

DOPE SELLS THEM OUT

Dope has her own agenda and would benefit greatly from the money if she wants to get revenge on the people that once wronged her.

But she has no established allies and would have to build up her own contact somehow. This may make her more dangerous or less dangerous depending on her player.

GLITCH'S SELFISHNESS

You don't survive on the street for as long as Glitch has if you show too much remorse or understanding. Ultimately she's her own best friend. Depending on how long it takes for her to understand that she's been fucked, she may very well cut her ties to the group and disappear. With or without the gold.

JOULE'S REDEMPTION

Maybe Joule wants to get back into the good graces of his body-puritan collective. Return to the fold as a hero, paying his way with the gold.

TROY

What does Troy truly want, and would he ever sacrifice Glitch to get it? Troy can be the only pillar that the group leans on, as was the case in our playthrough of the scenario, or he could be the spark that ignites the explosion.

HACKING

Infolayers, weapons, cyberware; all of it can be hacked. Everything with any kind of infolayer connection can be hacked, and as was mentioned previously, the infolayers are universal.

Hacking means exploiting existing flaws or features in ways that are not theoretically intended and using those exploits to change the hacked object's behavior.

There are two ways to hack a thing using the following rules:

» Triggering a hack through an exploit you've already made, such as Joule's hacks that are preinstalled into Glitch's cyberware. Let's call this INFECTION.

» Using the infolayers to insert your own software into susceptible hardware (or software) in realtime. This is called INJECTION, and is much more dangerous and time critical than INFECTION.

ROLL20

These rules were written for use with the ROLL20 online service and is probably a bit cumbersome to use around a table.

When a hack is used, it's written into the text chat so everyone can see it. The game master keeps track of the cycles used on a piece of scrap paper or similar, but doesn't tell Joule's player how many cycles have been used up.

INFECTiON

Infecting cyberware (or other systems, like infolayers) so that they can be targeted by these hacks requires direct hardline access. But once they're infected, it's as easy as opening a stream.

You have a number of hacks available that you can use under the right circumstances that each represents a piece of software you have already written.

Consider them functionally to work like "spells," requiring Computer Programming and Computers to prepare, but Computer Hacking to use in play.

The following are infection hacks that were used in our play session, all prepped by Joule's player.

» DisableAlarms - Disables all alarms. Will be scaled back based on the context. Triggering this infection on a refrigerator will affect the refrigerator's temperature alarm; triggering it on a secure location will trigger that location's security alarm.

» DisableCamera - Disables all cameras, or a specified camera, depending on how it's used.

» UnlockDoor - Unlocks all doors. Same as cameras.

» LightsOff - Disables all lights. Same again.

» DisableGun - Reroute trigger to magazine eject. More specific; requires that there is a gun connection to reroute to.

» FreezeEye - Freeze eye input. Again, requires that there's an implanted eye of some kind.

» Heartstop - Stop heart. This is a lethal hack and should only be used under very specific circumstances.

INJECTION

While playing, the following commands are written directly into the common chat in ROLL20 as they are used.

The descriptions should explain what they do.

» STRM_OPEN(1) -> starts a built-in burst transmitter in hacked cyberware mod and allows sending signals from the implant as well as injecting new commands.

» TRAP(1) -> requires an open stream. Adds +1 cycle to all hacks, but will also report ICE activity and will delay ICE by as many cycles as the number of success levels to lay the trap. If you don't lay a trap, the GM won't tell you when the ICE is about to get you.

» LOG_DUMP(1D10) -> lets you dump a full log from any piece of infected cyberware with an open stream, where you can then find information on where it's been, how it's been operated, etc. Also allows you to gain access to the video feed from an eye, for example. For most information operations, this is the command to use.

» LOG_KILL(1) -> lets you delete the log you have personally left behind from infected cyberware with an open stream.

» STRM_INFECT(X) -> injects a piece of software into an opened stream; the software must have been prepared in advance. Each word in the instruction takes 1 cycle. For example, using UnlockDoor takes two cycles.

» STRM_INJECT(XD6) -> injects a piece of arbitrary software into an opened stream; the software is phrased as a composite of single-word instructions. Each instruction takes 1D6 cycles.

» STRM_CLOSE(1D6+1) -> closes the active stream and automatically runs log_kill() on the stream operation. The proper way to exit.

» STRM_TERMINATE(1) -> closes an active stream and automatically runs a complete log_kill(), forcing the cyberware to reboot. This is an escape protocol that will remove any software that was injected during the stream, but will also make it obvious that it was tampered with.

ICE

Every cycle you maintain a stream, there is a risk that you are detected by ICE. The ICE gets +1 per cycle that passes from the start of the stream, but also gets a negative modifier equal to the success level of the Computer Hacking roll made to run the hack.

The ICE makes no dice rolls—it will eventually be successful with its search anyway. When it succeeds, it will capture the stream and try to identify the hardware used. Depending on how advanced the ICE is, this can include anything from simply triangulating a position in world space to frying a cyberhacker's brain.

Set the level of ICE security based on effect values.

— Index —

An illegal cyberdoc is housed in a re-purposed food truck somewhere in the poor parts of town. A bodyguard hovers in the corner while you peruse the owner's wares. Business seems good.

Lately, other people have been hanging around too. Some body-puritan weirdo. A cybered-up ganger girl. A girl that talks like she's someone important.

The criminal mind thinks, "just one big hit, then I'm out." One grand slam and I can leave this life behind. These five, they surely have a grand slam cooking.

Playtank