

CITIZENS DIVIDED

BAD CHIPS
THREE MINI-ADVENTURES



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CITIZENS DIVIDED

BAD CHIPS THREE MINI-ADVENTURES

written & developed by

Travis Legge

Executive Producer

Steve Heiden

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Bad chips

Three mini-adventures for **Citizens Divided**

In these scenarios the characters delve into the seedy world of Sensuals. Each scenario deals with Sensuals as a plot device to propel the characters into an adventure.

THE SETUP

These scenarios can function for characters of any Professional Edge on either side of the corporate divide. In scenarios involving finding a bad chip, any character with a Skill Chip Reader could encounter the chip by mistake when attempting to slot a new skill chip. Perhaps one of the characters is a Doctor who finds out about the chip from a patient. The most likely or common scenario would be that one of the characters, or one of their associates, is a Sense Chip user, and slots the chip looking for a good time. Instead, they find nothing but trouble.

The final scenario could theoretically target anyone. It is a great chance to pull together characters from wildly different backgrounds.

DIRTY DEAL

In this scenario, the accidentally acquired chip was recorded by a low-level Multinat executive. The executive (simply referred to as John in the Sensual) was meeting with another executive, whom he refers to as Sharon. In the chip, it becomes clear that John has discovered evidence (which he details in their discussion) of her embezzling from the company. John then blackmails Sharon, vowing to keep quiet only if he is cut in at 10% of her earnings, which she will pay him

once they have been transferred to her private account, offering him clean deniability.

The characters have a few options in this scenario. They can turn the chip in to the Multinat in question (which could lead to potential future work as "freelance deniable assets" if they can get their foot in the door without getting shot, thrown out, or turned over to the police.) They can also try to track down John based on clues in the Sensual. The meeting took place at a restaurant called Chateau Flambeau. Perhaps the Maitre d' can be bribed (or threatened) into revealing some information about John and Sharon. Of course, the characters may instead choose to sell the data to the highest bidder online or via a local fence.

Whatever the characters choose, be prepared to make them work for it, but don't go TOO hard on them. There are a number of potential rewards to this adventure, including a nice payday (this data could be worth up to \$20K on the black market, though most bidders would start at around \$2K) Use the Corporate Exec stat block (**Citizens Divided** p. 33) to represent John and Sharon. Add a Skill Chip Reader to John. Aside from five blank skill chips (John makes a good side living selling corporate trip chips on the black market. He simply accidentally sold the wrong chip) he also carries Fighting d10, Knowledge (Computers) d8, Lockpicking d10, and Stealth d8 skill chips. All other NPCs can use the Citizen Stat Block (**Citizens Divided** p. 33).

I SAW MYSELF DIE

In this scenario, the bad chip was supposed to be a hookup sim. The poor, unfortunate slog who slotted the

Sensual found out the hard way that dating in the world of **Citizens Divided** can be murder.

Seen from the victim's perspective, the Sensual depicts some pre-date preparation, followed by a visit to the theatre to take in a locally produced play. The couple leave after watching the play and head out for a moonlit walk in an abandoned park. During the walk, things get hot and heavy, but the passionate hookup is brought to an abrupt end when the woman's date strangles her to death.

Though the evening's events likely took place over the course of about 5-6 hours, the Sensual is inline edited (a practice where the recorder turns the chip on and off throughout an event to condense time) down to only 2 hours. Unfortunately, she did not turn the recording off prior to dying, so any unlucky mug who slots the chip has to contend with the consequences of living through that harrowing experience (see The Dangers of Addiction, later in this book.)

Characters in this scenario may wish to turn the chip over to the police or local corporate security, but that comes along with having to explain how they came across this piece of evidence in the first place.

If an NPC slotted the chip, have them make a Spirit roll with a -2 penalty to recall any details that might help in an investigation. If the characters try to hack the chip and convert it to raw Audio/Video data in order to view the evidence, they must make a successful Knowledge (Electronics) check with a -4 penalty, followed by a successful Knowledge (Computer) check with a -6 penalty. Success on both checks allows the characters to view the



content of the chip like a video file, but failure could damage or destroy the data.

In lieu of hacking the chip, one of the PCs could try to slot it themselves, assuming all the risks inherent in slotting such a chip (smart PCs will hard dump long before the strangling starts.) This will provide the murderer's identity and make them very easy to track down, provided the PC lives long enough to share that information with the rest of the group.

Characters may also try to track the chip's source, a Gutter Punk dealer named Scorch. Scorch swears up and down that he had no idea it was a snuff chip and refuses to give up his sources. The truth can be intimidated or beaten out of Scorch, but it won't be easy. Unless the characters take great pains to catch Scorch alone, they will find him with four other Gutter Punks, who are happy to back him up in a fight. If the characters can get answers from Scorch, he will explain

that one of his sources is a desk cop for the local police department who clones chips from the evidence locker and brings them to him to sell on the street. This chip was just labeled "bad date." Scorch sold this chip in the hopes of turning the user off to coming back to him, because the user was getting on his nerves. Use the Gutter Punk Lieutenant stat block for Scorch, and the Gutter Punk stat block for his associates (**Citizens Divided** p. 34.)

The killer is a man named Andrew Jenkins. Andrew works as a corporate wage slave, in consumables management. Basically, he scans and shreds what few paper documents make their way through the corporate office. He is also a deranged serial killer. He uses the stat block for an Assassin (**Citizens Divided** p. 33,) but has no armor, and carries no weapons. He prefers strangling victims but is not above using someone else's weapon against them if he can wrestle it free.



RUNNING THE GAUNTLET

This scenario is a terrifying bloodbath of tragedy and may not be suitable for all groups. In this scenario, the characters are recording the bad chip themselves, whether they want to or not.

When the adventure begins, the characters have been abducted by various means. They wake up in an abandoned warehouse, each wearing Body Armor and carrying a basic Knife. Those who did not have Skill Chip Readers installed have fresh surgical wounds from a slapdash installation. Once the characters are all awake, a commlink in the room begins ringing. When answered, a voice explains that they have been chosen for a special contest. They have to make it to the Blue Line Train Stop, 10 blocks to the east. Anyone who makes it there alive before dawn will get \$10K upon allowing the man waiting for them at the station to recover their recorded Sensual. The voice then wishes them luck and the commlink goes dead.

The ten blocks between the warehouse and the train station is disputed gang territory, filled with Gutter Punks (**Citizens Divided** p. 34) who will attack anyone in the area they don't recognize. To add to the challenge, their mysterious captor has placed a number of Assassins (**Citizens Divided** p. 33) in the area equal to the number of characters +1. The characters will have to work together, play it smart, and fight like hell to get to the other side.

The man waiting for them at the train station will happily pay them once he has pulled the chip and verified that it has been recording. If they pick a fight with this man, use the Gutter Punk

Leader stat block (**Citizens Divided** p. 34) He carries no identification or information to link him back to the person he is working for. He doesn't even have a commlink on his person.

A PRIMER ON SENSUALS

Sense Chips, commonly called Sensuals or Senses on the street, allow the user to experience the first hand sensory and thought data recorded by another human being over a period of time. The intensity of the sensations recorded on a chip, combined with the absolute lack of control over the scenario, are extremely potent and highly addictive. Many users become addicts within their first few experiences. These addicts are called Senseheads or Sensors, and are viewed as dangerous, scary, or pathetic by most of society.

When a character slots a Sensual into their Skill Chip Reader for the first time must make a Spirit roll. If successful, the character resists the addictive nature of the experience. Upon each subsequent use of Sensuals, the Spirit roll to resist addiction suffers a -1 cumulative penalty to future Spirit rolls to resist Sense Chip Addiction. Each week that passes without using a Sensual removes one of these -1 penalties, until the Spirit roll returns to normal. The first time a character fails a Spirit roll when slotting a Sensual, they develop the Habit (Major) Hindrance. They are now an addict.

THE DANGERS OF ADDICTION

Some users gravitate to Sense Chip use as a relatively safe way to experience new things with little risk or cost. Wanna go skydiving, but are afraid to get on the plane? There's a Sensual for that. Want the thrill of

driving a racecar, but you don't even know how to drive? A Sensual gives you a ticket to that experience. Maybe you're lonely and need some adult companionship. The market for hookup chips is deep, covering the full range of experiences from a filthy bar meetup to an extravagant romantic getaway.

Unfortunately, the idea that Sensuals are harmless is a complete fallacy. Most experiences are fairly innocuous for the user, though Sense Fatigue can happen when slotting a particularly lengthy chip. However, if the person recording the chip experienced an exceptionally intense sensation, such as being wounded, fatigued, or killed, the user is in for trouble.

If the recorder was fatigued, the user must make a Vigor check, or suffer a level of Fatigue as well. This Fatigue is considered to be Bumps and Bruises (see the Savage Worlds Core Rules) and is comparatively innocuous.

If the recorder was wounded, things become more dangerous for the user. The user must make a Vigor roll for each wound suffered by the recorder. Failure inflicts a Wound on the user. This damage could conceivably kill a user.

If the recorder was killed, the user suffers a level of Fatigue, which is not considered Bumps and Bruises. The user must then make a Vigor roll (applying all appropriate penalties from previous Fatigue and Wounds) or suffer a Wound. This could also conceivably kill a user.

If a user finds a Sensual unpleasant, they can hard dump the chip by physically pulling it out of their jack. This requires a Spirit check with a -2 penalty. If this check is successful, the character may then make a Strength or Agility check (player's choice) with a -2 penalty to pull the chip loose. If successful, the character suffers a level of Fatigue from the hard dump, before applying Fatigue from Sense Fatigue.

SENSE FATIGUE

Using Sensuals is taxing on the nervous system. Upon completing a Sensual (or hard dumping out of one) the character must make a Vigor check, with a -1 cumulative penalty for each hour that the character was using the Sensual. Failure inflicts a level of Fatigue, which is considered Bumps and Bruises. For this reason most street chips have a duration of 45 minutes or less, but some users prefer longer times despite the increased risk.

LIFE IN 2068

Beyond the relatively banal existences of Joe and Jane Uniform, the world of **Citizens Divided** is filled with unique and interesting folks, working on both sides of the corporate divide, in order to rebuild a broken world, strengthen their own futures, or support a personal agenda.

GIVE IN TO SENSATION

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STORY SEEDS, SYSTEM EXPANSION

Bad Chips contains:

- Three One-Sheet Adventure style scenarios focused on Sense Chips.
- Expanded Sense Chip rules
- Sense Chip Addiction rules
- A dark look fifteen minutes into the future

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