

NEON CHASE



TARGET ROLE

NEON CHASE

Cyber mercenaries are not free from the relationships between their job hirers and in a world where your life values as much as your bank account, low class mercenaries are constantly being forced to fight among themselves the wars of others.

Neon Chase is a one-shot adventure written entirely in one page. You're going to need a player to tell the story, the **Game Master (GM)** and 2 to 4 players to take the roles of the main characters who are mercenaries in a cyberpunk future, these are the **Playable Characters (PC)**.

STARTING ACTION

The PCs are mercenaries hired to steal an important chip from Mr Koon, an important man wishing to use the information from the recently stolen chip to blackmail the CEO from Grand Fantasia Hotels, who happens to be your hirer.

The starting scene is a conflict right off the bat, the PCs are waiting for Koon's limousine arrival to attack and steal the chip. The scenario can be wherever you see more fit, as long as it's not much crowded.

The conflict is simple, Koon doesn't have much fighting abilities and will flee as soon as the chip is stolen (It's important that he manages to flee alive so the rest of the story can be triggered). He is accompanied by **four cheap bodyguards**, so it's not much of a challenge, just a starting action.

KOON'S LAST MOVE

Mr Koon is a failed businessman that saw black mailing as the last opportunity to keep himself in business. When the PCs stole the chip back he was devastated, which led him to a profound hate for the characters. He spent his entire savings, leaving him without a single penny, to hire the best mercenaries in town to find the identities of the PCs and exterminate them.

MISSION ACCOMPLISHED, OR IS IT?

The players will have a **great reward** for bringing back the chip, have the hirer breaking the chip in front of the mercenaries while leaving a sigh of relief, he will then talk a little bit of how funny Koon's situation is and how much of a broken and hopeless man he is, to the point of not even minding having him killed.



BAD LUCK STRIKES!

Now it's time for your **PCs to roll, merely for luck**. It can be any dice or random selection but the lowest result roller will be the first victim of the next scene.

Have this player describe what they are going to do in the next few days with all the money they got. Setting some scenes and events they will be enjoying and when you see a perfect opening, ask a **Perception Check** of them. Failing the check will have the character unprepared for an incoming attack of the mercenaries hired to kill them.

It's five against one so this player doesn't have many options besides running away. You can throw a lot of **Athletics Checks** and **Deception Checks** in these scenes to have the character completely outrunning them (preferably with an automobile so it can make some sense).

If this character doesn't manage to escape, make a scene where it seems like they died but later in the game you can bring them back, like being beat off and then having the body thrown into the sea. Then repeat this scene with the next character until one of them manages to escape to alert the other.

CALLING FOR BACKUP

Now that the first character is safe, they will probably try to get in contact with the others to ask for help and to alert them. This scene is more in the hands of the characters themselves: How will they interact? How will they presume it's after them too? Let them talk but never let them rest, they are still being hunted!

THE HUNTERS

The following generic information is regard to the main characteristics of the PCs' chasers:

HUNTER	Heather	Bronks	Peets	Fred	Lily
TOUGH	7/10	6/10	10/10	5/10	7/10
SPEED	8/10	8/10	7/10	10/10	7/10
ABILITY	Hacker	Sniper	Soldier	Infiltrator	Tech



WRAPPING IT UP

After getting rid of the hunters the players might want to go after Mr Koon to get rid of him for once and for all, if they have succeeded in an **Intimidation Check** to get his name from the Hunters.

Mr Koon is already expecting the players at his apartment, and when they get there he will blow the whole building up. He doesn't care much about his life but he wants to make sure to bring the PCs along.

CREDITS

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