ETHERSCOPE

~·~ JUST A DELIVERY ~·~

JUST A DELIVERY

INTRODUCTION

Welcome to **Etherscope**! This exciting adventure is your free introduction to a world of cyberpunk Victoriana. The adventure is designed for a team of four to six low-level characters (1st through 3rd level). The player characters will have a chance to experience the fantastic realm of Etherspace, as well as get their fingers dirty in the politics of the alternate Victorian age of 1984 — if they don't get killed in the process.

ADVENTURE SUMMARY

The characters are given an opportunity to help deliver a package for an old private investigator. They must find the package and ultimately decide who should possess it. Several agencies want the package and try to get it through diplomacy, theft, or force of arms.

Characters

As the Gamesmaster, you should read and become familiar with the adventure before running it. Also be aware of the player characters' backgrounds and influences. Characters with the Criminal influence may already know Burk Foreright or the Grey Death. Characters with the Military influence may have heard of Domingo. Characters with the Academic influence may know the Flat Riders.

Wealthy characters may start with a considerable array of weapons, but you can limit their use. For instance, characters cannot take weapons into Bradford and Barclay's Bank,ensuring they will have fewer weapons for the first encounter. Also, the constabulary will take a dim view of the players, wherever they go, if they are equipped like a small army and will seek to confiscate such weapons. This adventure should take only a few days of in-game time. This limits the amount of time characters have to attempt to purchase weapons.

Jeeves: If any character has significant wealth — say, a Wealth bonus of at least +20 — he can start play with a car and the driver Jeeves. Jeeves' stats can be found near the end of the adventure. The car should be the property of one of the characters' parents with Jeeves working for the family and asked to watch out for that character's well-being. Jeeves may also prove useful in other capacities, as mentioned throughout the adventure.

GM Characters: Statistics and description of all the GM characters in "Just a Delivery" appear at the end of the adventure.

ENCOUNTER TABLE

Here is a quick reference table so you can see all of the encounters at a glance. **Pg** — the module page number that the encounter is found on. **Type** — this indicates if the encounter is a trap (T), puzzle (P), diplomatic (D), or combat (C) encounter. **Encounter** — the key adversaries or location in the encounter. Italicized names are classed GM characters. **CR** — the challenge rating for that encounter.

Pg	Type	Encounter	CR
3	D/P	Walker's Pub	2
4	D/C	The Flat Riders	2
4	D	Bradford and Barclay's Bank	2
6	C	Muggers	4
6	C	Thugs at Greywall's flat	4
7	D/C	The Grey Death	4
8	D	Ray Domingo	5

PART 1: STARTING THE ADVENTURE

The adventure begins when the characters meet with Edison Greywall at his retirement flat in London. (The initial contact is up to the Gamesmaster. Perhaps Greywall is already acquainted with one or more of the characters, either as an ally or foe, or his reputation as a notorious investigator in his day has piqued the characters' curiosity.) He resides in a classic coffin of a flat, with room for a bed, a few dressers, and a table with some malfunctioning equipment on it. There is a metal frame balcony but no fire escape. He does, however, keep a supply of liquor nearby, quite against rules, and he'll readily share this with the characters.

Greywall reveals, with some self-importance, that age is finally creeping up on him, and he wants to take care of some loose ends, yet he can no longer do so by himself. He tells them of a

Greywall's Flat

Metal Balcony

Table

Dressers

SCALE

=5ft

door opens out

1001	1002	1003	1004	1005	1006
1007	1008	1009	1010	1011	1012

Stairs

package that he wants delivered, and he plays it up as something of great importance. (The actual content of the package is entirely up to you, but it should be important, perhaps more than even Greywall realizes.)

Unfortunately, Greywall does not know where the package is. His deceased partner actually hid it years ago. After a round of drinks, he reveals that the location of the package is written on the back of a mirror in Walker's Pub, which is in the Scope. (Greywall is the only one who knows how to decipher the code the package is written in, but he does not tell the characters about this at this time.)

"I've got a package needs delivering. I don't plan on paying you, but if you want in on the whole show with lots of action, it's there for the taking. If you do this proper, you can build a rep for yourself and maybe name your own price down the road. I'm too old and too messed up to get the deliv-

ery done. My old partner, bless his soul, hid the package. The address is hidden in Walker's Pub, in the Scope, on the back of the mirror behind the bar. It's a place where hackers socialize and trade secrets. It's a good place to learn a thing or two. I hope you guys have your own Scope tabs so you can get there, because I'm sure not giving you any."

If the characters ask where the package is to be delivered to, Greywall says he'll inform them after they get the package. (He knows where he wants them to deliver it; he is just being overly cryptic and cautious.)

PART 2: INTO THE SCOPE

The characters are free to explore and learn more about the Great Metropolis and Edison Greywall. At some point, they will want to visit the Scope and visit Walker's Pub. This is a chance for the GM to place people in the pub who can provide more information to the characters, or even plant seeds for subsequent adventures.
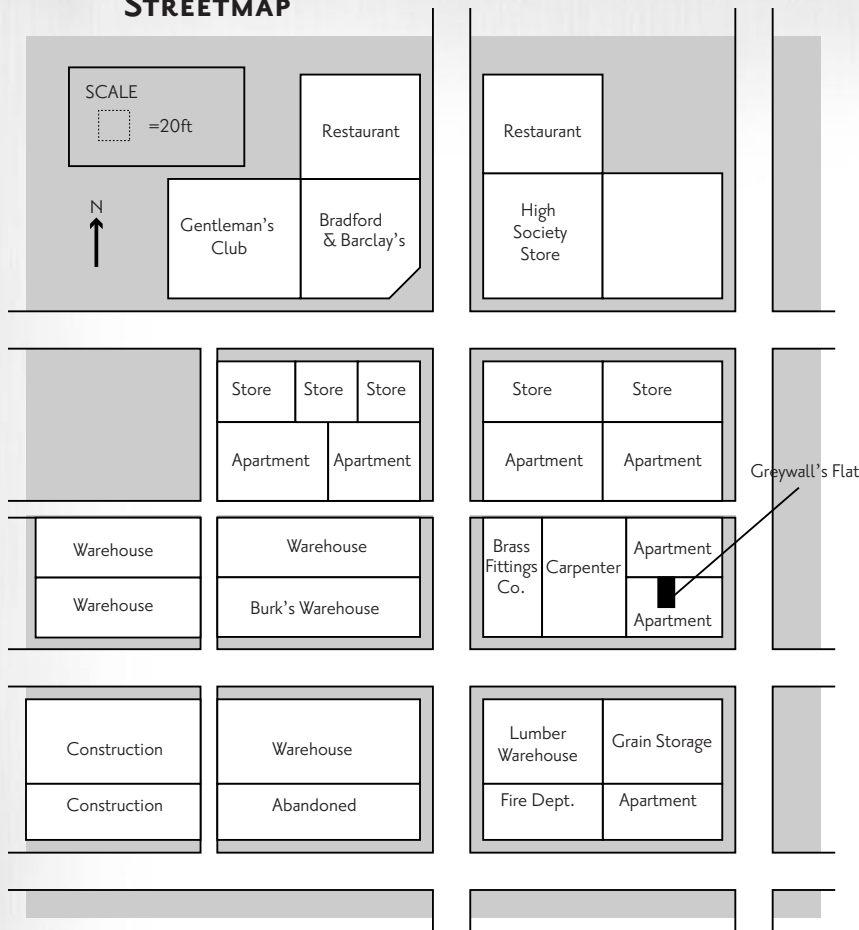
How the characters get to look at the back of the mirror behind the bar is up to them. If they start a fight or break the mirror, they may not be welcome back into the pub without an apology. Earnest Pink is just as likely to show them the back of the mirror if they ask and explain their reasons, just out of sheer curiosity.

Scope Tabs

As Greywall explains to the characters, they each need a Scope tab, a small drug-containing pill to get into the Scope. There are other methods of entering the Scope but Scope tabs are the simplest. A Scope tab alters the state of conscious thought, allowing the user to mentally appear in the Scope as an avatar until he wishes to leave.

The characters each need a Scope tab to the city of Haven. However, Scope tabs are illegal. One of the characters must make a DC 10 influence check with the Crime or Street influence, or a DC 15 High Society check to locate a dealer willing to sell them a Scope tab

Watched and Followed

The characters spend the adventure watched and followed. As they meet different groups, these groups try to keep tabs on the party. The package is important and worth the effort of following it and the people who control it.

Once the PCs visit Walker's Pub in Part 2, Flat Riders will be watching the party. The Flat Riders use technology to follow them at a distance. They watch through binoculars from zepcars, from far-away apartment windows or from a zeppelin that Earnest Pink co-owns. They always have an escape route planned, giving them a +10 bonus on Hide and Move Silently checks for the purposes of escaping. The Flat Riders can rig lights to flicker on, or off, in a seemingly random way, so the characters can be better observed. Earnest Pink wants to know about this package, but so far he's simply curious. The Flat Riders have Search and Spot checks of +4

when following the group in the city and are unlikely to follow the group outside of city — there aren't enough available escape routes.

After the characters enter Bradford and Barclay's Bank in Part 3, Burk Foreright sends thugs to follow the characters as long as they are in the southern parts of the Great Metropolis. These people know the streets and are difficult to lose. Working together within the city, they have Hide, Knowledge (current events), Move Silently, Search, and Spot checks of +10. This check bonus drops to +5 in the northern half of the Great Metropolis and to +2 outside of the city. They are reluctant to leave the city unless Foreright decides getting the package is of great importance.

If the characters encounter Ray Domingo and/or the Grey Death, more people will take an interest. Domingo sends servants to follow the party. (These use the same tactics and statistics as the thugs.) The Grey Death watches the party itself.

Streetmap

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SCALE      □ =20ft

N ↑

Restaurant          Restaurant

Gentleman's   Bradford      High
Club         & Barclay's    Society
                            Store

Store  Store  Store    Store      Store

Apartment  Apartment   Apartment  Apartment    Greywall's Flat

Warehouse    Warehouse    Brass    Carpenter  Apartment
                         Fittings
Warehouse    Burk's       Co.                 Apartment
             Warehouse

Construction  Warehouse    Lumber      Grain Storage
                          Warehouse
Construction  Abandoned   Fire Dept.   Apartment
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to Haven. The dealer is able to sell them one or two Scope tabs for each member of the party. The DC for the acquisition check is 15 (but remember that this does not lower the buyer's Wealth rating unless he takes 20 to purchase it). Characters can add their ranks in Crime or Street influence to the acquisition checks to purchase Scope tabs. Once a character successfully purchases one Scope tab, the rest of the tabs can be purchased for the same price, and the other characters don't need to make checks.

Jeeves: If the characters do not have the necessary influence or otherwise cannot get Scope tabs, Jeeves can supply them.

Entering the Scope

The Scope tab dissolves under your tongue and the real world falls away almost immediately. There is a green haze and a moment of disorientation and then you find yourself standing on a green-grey cobblestone street in the Scope with your fellows.

The Scope resembles the Great Metropolis — to a point. Incredible buildings stretch up towards a green clouded sky. The designs are more fantastic than reality, some defying the normal laws of physics. It is not crowded, but there are people of all shapes and sizes walking along the streets or moving in strange vehicles. Everyone looks healthy and strong and rich. Some people are giants, others have glowing white angel wings. A lady made of translucent glass is walking down the street. People flicker in and out of existence as they enter and leave the Scope. A hint of mint touches your nose.

Appearance: Characters initially appear as themselves. As a full-round action, they can change their appearance with a Scope Resilience check. Minor changes, such as color, facial features, or hair length, require a DC 10 check. Moderate changes, such as gender, size, ethnicity, or glowing eyes, require a DC 20 check. Major changes, such as species, appendages, or wings, require a DC 30 check.

Examining the Scope: Scope Awareness replaces Spot, Listen, and all Dexterity-based checks. Characters interact with the world as if it were the real world. They can see people hiding and hear people sneaking up on them, but they use their Scope Awareness to make these checks in the Scope.

Walker's Pub

Walker's is a rustic little recreation of a pub that burned down in Cornwall, if you believe the sign out front. It contains a little bit of history in its cosy confined spaces and it never seems to fill up no matter how many Scope riders mosey on in. Earnest Pink runs the place and is seemingly there all day long, seven days a week, leading many to speculate about who or what he is. A hacker's delight, Walker's is an information storehouse and safe meeting place with some impressive security safeguards. For instance, as it is located

Storage Room — Mirror — Storage Room — Bar — Booth and table — Main Entrance — Sidewalk

SCALE
= 5ft
table and chairs
door opens out
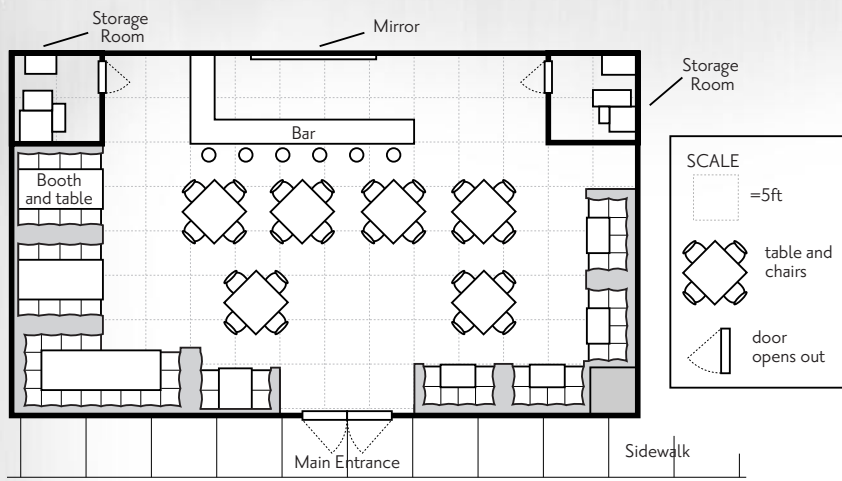
Walker's Pub

in a type E environment, patrons must walk to the pub, hence its name. (See Chapter VI: The Scope in the **Etherscope** core book for more information.)

Walker's Pub is a short walk from where the characters initially arrive. A DC 10 Scope Awareness check allows a PC to spot the pub.

Combat in the Pub: Besides Earnest Pink, a number of Scope riders are hanging out in the pub when the PCs arrive. Use the stats for a Flat Rider (at the end of the adventure), although not all of the occupants are actually members of that group.

Location of the Package: On the back of the mirror is a set of numbers. The numbers provide the location and security code of a safety deposit box at a private bank in the Great Metropolis, Bradford and Barclay's. A DC 10 Research check allows a PC to discover this information.

Getting the Number: The player characters have a number of options to discover the number on the back of the mirror. The most straightforward is to lay waste to everything in sight, though doing so attracts a lot of attention and the enmity of any Scope riders the PCs blow back to Prime Reality.

Another option is to simply ask Earnest to look at the back of the mirror. Earnest is amiable but curious; part of his business is to know secrets, and if the PCs ask to look at the mirror, he

looks as well, though he doesn't know what the numbers mean. He asks many questions of the PCs, some of which they may not be able to answer. A DC 10 Diplomacy check convinces him to allow the PCs a look, but they need a DC 25 Diplomacy check to get them off their backs afterward.

A third possibility is to distract Earnest (and the clientele) in order to sneak a peek. For instance, characters might alter their avatars to appear to be constabulary members, or they might stage a fight outside the pub, drawing people's attention.

Clever players will think of many other ways to resolve this problem; reward intelligent resolutions.

Walker's Pub Layout (**Haven City**): Walker's has a single bar in the back with barstools, two storage rooms, and a number of tables and booths for customers. Beside the mirror behind the bar are contemporary art pieces displayed on the walls. The mock windows look out on different sections of the Great Metropolis. These windows actually serve to warn Scope riders if anyone is approaching their location outside of the Scope, but few customers know this and those that do are unlikely to reveal this secret. Sometimes when a new customer comes in and sits down near a window, the view outside changes.

Scope Riders: Dubbing themselves the Flat Riders, this band of techno-geeks, headed by Earnest Pink, starts following the characters after they visit Walker's Pub. They are named after a program they developed that allows them to jump from flat to flat within the Scope. They use binoculars and other technology to follow the characters. They avoid physical encounters, but the average stats of a Flat Rider appear at the end of the adventure just in case. The Flat Riders are simply interested in the characters, but their presence can add a sense of paranoia and conspiracy to the game. They are also a resource and potential ally should the characters find and contact them; otherwise, the Flat Riders only watch and record the characters' activities through the adventure.
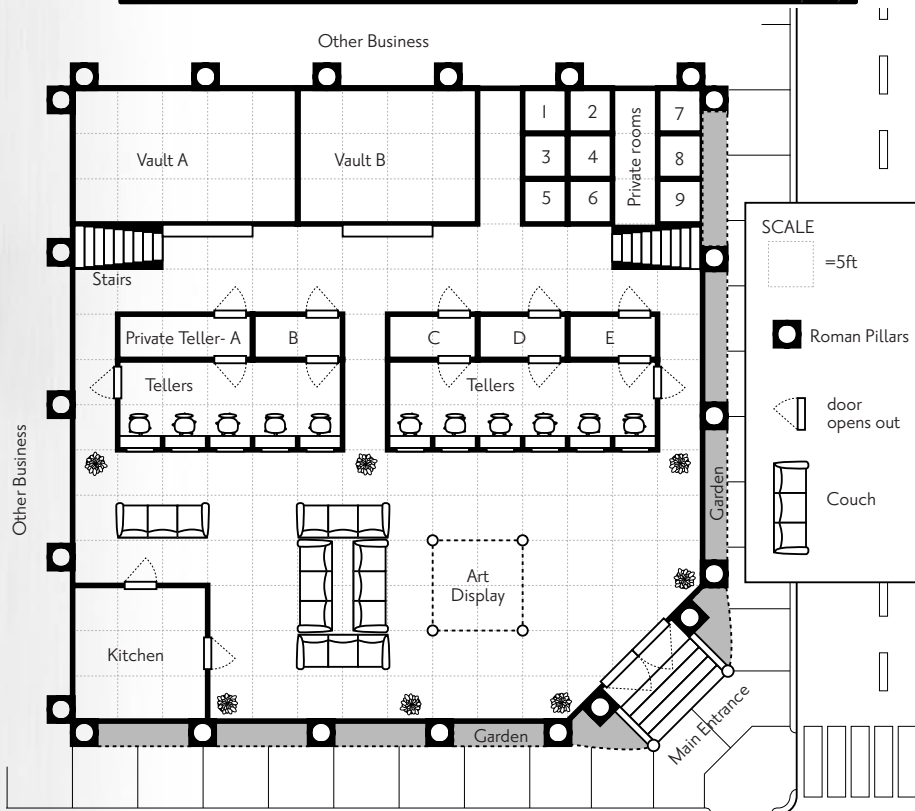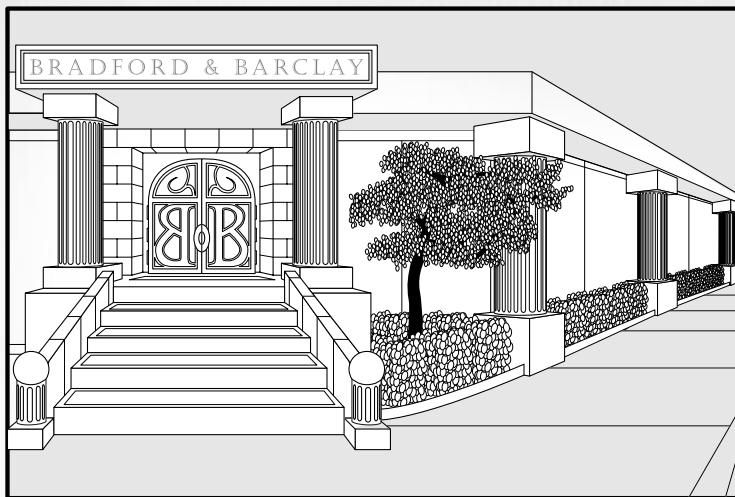
The Flat Riders are a secretive organization. A DC 20 Intelligence or Street influence check is required to contact a Flat Rider. However, if the characters use Walker's Pub to try to contact a member, the check is automatically a success.

PART 3: BRADFORD AND BARCLAY'S

Bradford and Barclay's is a private bank in an old brick building. It is highly secured with two guards out front and a host of security inside. The interior is well decorated indicating the financial status of this bank. It boasts deep red carpets and velvet covered seats. Guests are given tea and treated as nobility.

This is a chance for the characters to experience the air of nobility, but they must be dressed properly, in something at least approximating formal wear. They cannot just come waltzing in off the street still bleeding and carrying an assortment of weapons. A DC 15 Diplomacy check or DC 10 High Society influence check at a gentlemen's club or similar location can get them temporary clothing. (If they beat this DC by 10 or more, they can keep the clothes.)

be able to subdue the party without difficulty. Their stats are not included as this is not intended as an encounter location. The map is provided in case characters use stealth and subtlety to access the box.

Bradford and Barclay's Layout (the Great Metropolis): The bank has two vaults, both state-of-the-art, a small kitchen to serve guests, two banks of tellers, and two private rooms. Stairs lead up to locked doors that open into the bank owners' private flats. Around the lobby are a number of deep couches and lounge chairs for guests.

Getting the Goods: With the right clothes, manner, and the numbers from the back of the mirror at Walker's Pub, the PCs should have no trouble accessing the safety deposit box and securing the package. The boxes at Bradford and Barclay's are anonymous, requiring only a security code (located on the mirror) to access. PCs run into problems if they are rude, if they stand out, or if they talk loudly of this mysterious package (other people get curious, too).

The Package: The package is an old, wide, gusset flap-over briefcase made from brown saddle leather that is so worn it is almost white in some places. It is firmly strapped shut, and its weight, shape, and texture suggest it's filled with papers. The bag is waterproofed with a fine leather liner. It's also locked (DC 25 Engineer (mechanical) check to open).

The briefcase is filled with papers that contain information about *Lord* Edison Greywall and chart his relation to the crown — a path that is staggeringly short. The papers state that he is some 20 persons removed from the throne. A DC 10 Knowledge (civics or history) or Research check quickly discerns that this is a complete fabrication. (Some characters may believe they have discovered some great royal secret, but the Gamesmaster should make it clear after minimal investigation that this is not the case.)

These papers hide the true information in code. A DC 30 Research check will decipher the information. A DC 20 reveals some information, perhaps the gist of the message, at the Gamesmaster's discretion. The characters should need to take these papers to someone

BRADFORD & BARCLAY BANK

Bradford & Barclay Bank map. Labels: BRADFORD & BARCLAY; Other Business; Vault A; Vault B; Private rooms 1 2 3 4 5 6 7 8 9; Stairs; Private Teller- A; B; C; D; E; Tellers; Tellers; Other Business; Kitchen; Art Display; Garden; Garden; Main Entrance; SCALE □ =5ft; ● Roman Pillars; door opens out; Couch

If the characters spend too long or give up trying to get the package, Greywall will exert himself and appear in person to make sure they get it, although he complains bitterly.

The bank's proprietors take the characters to a plush and private booth where they can examine the contents of a safety deposit box that contains the package.

Combat in the Bank: Combat inside the bank is a bad idea. Many low-level customers, many low-level guards and several high-level guards (10th level and higher) are stationed within. They are well armed and armoured and should

What's in the Package?

So, what's in the package? Well, that's up to you. Ideally, it should contain something to further the PCs on to the next adventure you have planned. Some suggestions:

• A treasure map leading to a Lemurian artefact or a cache of Incan gold.

• Embarrassing secrets (heavy-duty blackmail fodder) about the queen or other member of the royal family.

• A map and documents showing all the major hideouts of the Northumbrian Republican Movement, as well as their storehouses of weapons and underground pamphlet printing facilities.

• A sophisticated program that would allow an expert Scope user (DC 40 Scope Use (immersed) check) to take control of the Scope city of Haven, trapping all the avatars within it and preventing them from returning to Prime Reality.

• Plans for a devastating new ethertech weapon.

• Evidence damning a villain the PCs are trying to bring to justice.

• Proof that a certain German man is actually the legitimate heir to the British throne.

• Notes about a new device, called an Ether-Prime Analogue, that supposedly moves items created in Etherspace to Prime Reality. The notes are vague and incomprehensible, but scrawled in the margin is the name "Dr. Sullivan Bennett," and an address in the Great Metropolis.

else to decipher them.

The content of the information is up the Gamesmaster. Keep in mind that several factions are concerned enough to want this information very badly. The GM is free to tailor the specifics of the information to his campaign and characters.

Encounter One (Random Mugging): Shortly after leaving the bank, the characters are assaulted by thugs who try to rob them. This is a random mugging,
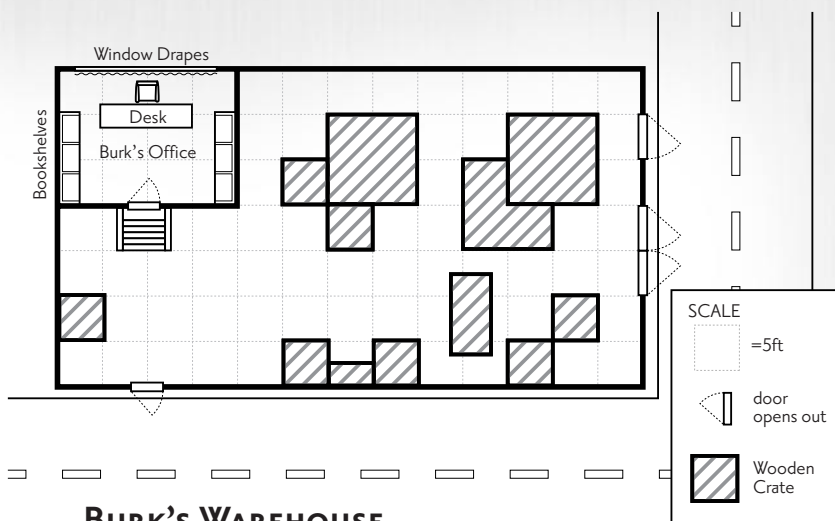
Burk's Warehouse

but the characters may suspect there is more to it. The robbers watched the characters leave the bank. A good Spot check and Sense Motive check may give characters early warning this encounter is about to take place. There is one thug for each character. Unless the characters surrender whatever goods they are carrying, including the package if they have it, the thugs fight until half their number are dead or dying. See the end of the adventure for their statistics.

Attempt on Edison Greywall's Life: Shortly after the encounter with thugs, Edison Greywall is attacked, although the characters may not learn this for some time, if at all. Burk Foreright, one of Greywall's enemies who knows more than he should about the package, learns that the characters have taken the package out of the bank. He assumes it will be delivered to Greywall and so he tries to have Greywall killed. Greywall remains in his flat until the characters return there or until two weeks later when his rent is overdue and his body is discovered. Without medical attention, he will die within a few hours.
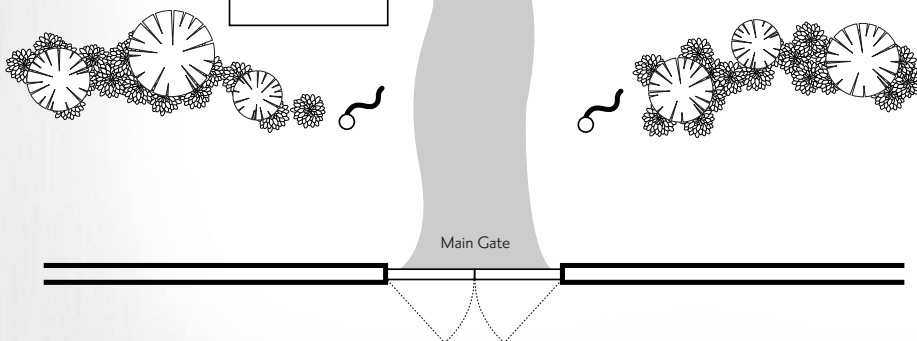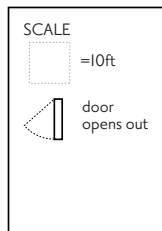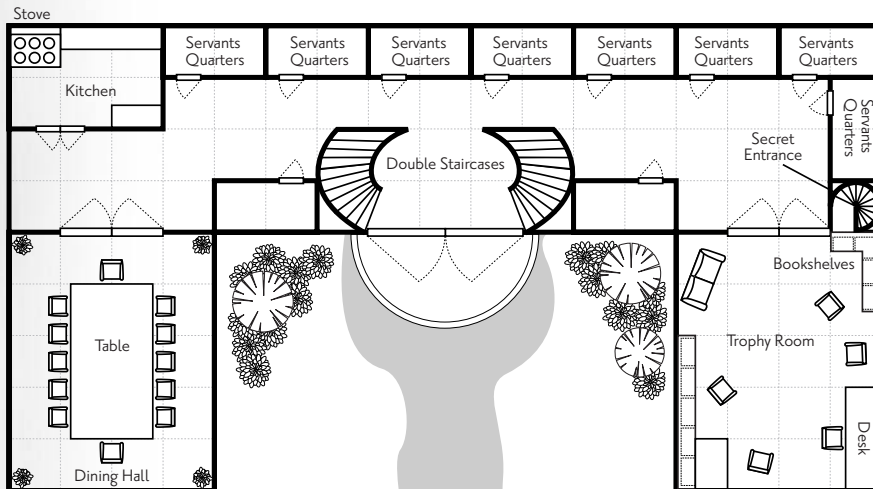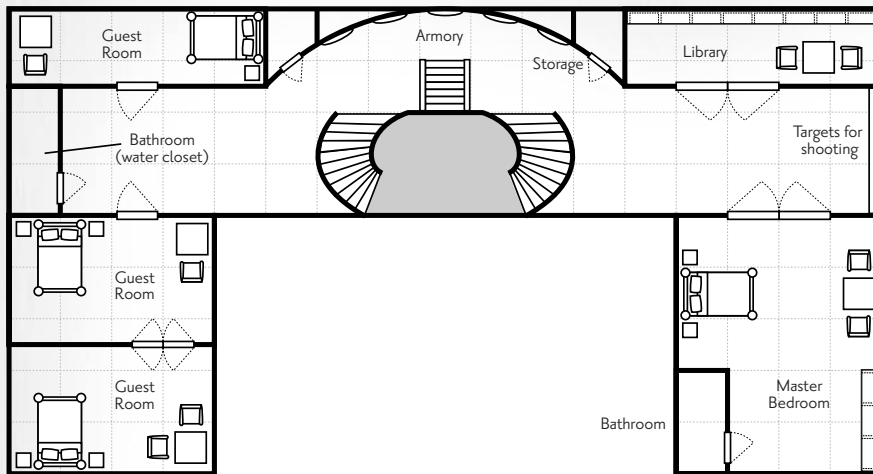
If the characters return to Greywall's from the bank, they have the opportunity to save him. If they hurry back, they will have a fight on their hands. There are two thugs per character, each of them armed with a knife. They will flee at any point if there are more characters able to fight than thugs. Greywall dies in 5 rounds unless the PCs do something to help him.

Burk Foreright's Warehouse (the Great Metropolis): Burk spends much of his time in a warehouse, not too far from Greywall's flat. The characters may encounter it by accident or through some minor investigation after Greywall's assassination attempt. A DC 15 Criminal or Street influence check allows a character to determine the location of Foreright's warehouse. Guarded by two thugs outside and 2-10 thugs inside working as employees or labourers, the warehouse is sparse and utilitarian. This office is in a small, second-story room accessed by a narrow set of stairs with no handrails. Foreright greets guests from behind a heavy oak desk engraved with skulls. (This provides a +2 circumstance bonus to his Intimidate checks.) All manner of illegal goods are stored in the warehouse, ranging from Scope tabs to illegal zepcar parts.

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PART 4: WHERE TO DELIVER THE PACKAGE

After the characters leave the bank, they do not immediately know where to deliver the package. If they return immediately to Greywall's flat, they will be in a position to save him, in which case he will tell them where to deliver it. Otherwise, they will find him dead. However, a search of his flat (DC 20 Search check) will turn up notes about

Domingo's Manor

Guest Room

Armory

Storage

Library

Bathroom (water closet)

Targets for shooting

Guest Room

Guest Room

Master Bedroom

Bathroom

Stove

Kitchen

Servants Quarters

Servants Quarters

Servants Quarters

Servants Quarters

Servants Quarters

Servants Quarters

Servants Quarters

Servants Quarters

Secret Entrance

Double Staircases

Bookshelves

Table

Trophy Room

Desk

Dining Hall

SCALE

☐ =10ft

◺ door opens out

Main Gate

where the package is to be taken. Also, Earnest Pink in Walker's Pub, or possibly another patron, knew Greywall well enough that he mentioned the package and where he would like it to go.

Greywall wanted the package delivered to Ray Domingo, a big-time game hunter who lives in Dover. Domingo has the influence and connections necessary to go public with the information in the package and survive the political backlash and resultant assassination attempts that would follow.

Ray Domingo's Manor (Dover): This manor is set in the countryside surrounded by low-income housing and farms. The building is two stories high, dominated by a large dining hall. Opposite the hall is a trophy and games room, decorated with all kinds of animal heads and a complete stuffed tiger. There is a kitchen, coat closet, and servants quarters on the first floor. The second floor has three large guest rooms, a master bedroom, and a small library, which primarily contains books on animals and hunting but also some obscure books on the occult, procured from South Africa. A large wall at the top of the staircase displays a wide array of armour and weapons; spears, bows, swords, and even an old elephant gun. The third floor contains a small room that functions as a solarium and observatory. Domingo's mistress has planted a number of flowers here.

Encounter (Grey Death): Any effort to research, locate, or visit Ray Domingo in Dover will eventually tip off the Grey Death, a dark organization that has a personal grudge against Domingo for shooting their once fifth member. The Grey Death will send a third party, Boris Demetri, to talk to the characters. Demetri is a small-time gangster from Russia trying to make it big in Europe. (Use the statistics for a thug for Boris.) He knows the Grey Death hired him, but his English is bad and he knows little about the Grey Death. Demetri will pretend to help the characters locate Ray Domingo, but his goal is to determine if the characters are going to help or cause trouble for Domingo. If he feels the party is going to help Domingo — or if, as is likely, he senses no agenda on their part — the Grey Death will take

no chances: They will ambush and try to kill the party. If they think the party intends to cause Domingo trouble, they will follow the characters and try to assist them, but only in the background. The Grey Death is not willing to confront Domingo directly.

◄◇► PART 4A (OPTIONAL): RAY DOMINGO

Ray Domingo is a rich Spaniard who has lived most of his life in Dover. He still has a Spanish accent and is a large, hardy man with a thick moustache and monocle who drinks a prodigious amount of port. He does not know about the package. If the characters make no effort to contact him, there is little reason for him to make an appearance. Once he does become involved, he can be a powerful ally, or enemy.

◄◇► WRAPPING UP THE ADVENTURE

More petty thugs and gradually better hit men and diplomats come out of the woodwork the longer the characters have the package. When they deliver it to any faction involved, the adventure can be called finished. The characters may need to explain that they do not have the package anymore, or the other factions may simply find out. An article may appear in the newspaper describing the fallout of the characters' actions. The characters have likely created both allies and enemies.

The following sections describe some possible outcomes for the adventure, based on what the characters do with the package.

Keeping the Package: The characters may choose to keep the package and try to convince others that the package was destroyed or delivered to a party who will not admit possession. They characters may even keep the package and simply weather a constant barrage of diplomats and assassins in the same way Greywall did. Whatever the out-

come, the adventure should end with some kind of resolution. The bulk of the efforts to retrieve the package ends when it becomes obvious the party is keeping the package. The Gamesmaster should review the contents of the package with the characters, as well as their options should they choose to deliver it at a later time.

This is a low-level adventure, so possession of the package should only jeopardize low-level characters. Once the characters get into mid-levels, attempts by others to retrieve the package will stop altogether. It's not important enough to tangle with a mid-level group to retrieve.

Delivery to Ray Domingo: Domingo is arrogant enough to accept the package and not even consider any kind of remuneration. He will act disinterested in the package to encourage the characters not to ask for anything. If the characters ask for payment, one must win an opposed Diplomacy check with Domingo (his Diplomacy modifier is –2). If the character wins, Domingo will offer that character a single weapon of their choice or the chance for all the characters to come along with Domingo on his next hunt. He considers the latter a great favour to bestow on anyone.

Delivery to Foreright: Foreright obviously wants the package — he's willing to kill for it. He might be a criminal, but he is a businessman and a good one. He will offer the characters favours. These include getting any item requiring an acquisition check of DC 15 or lower for free, getting the characters into a single high society ball or luncheon, a meeting with an important person or better accommodations within several blocks of Foreright's warehouse. If any character haggles hard and can beat Foreright at an opposed Diplomacy check (his Diplomacy modifier is +5), Foreright will offer a zepcar for the package. It is stolen property, of course, but virtually untraceable. Foreright may approach the characters in the future for other business deals, unless the characters are too honest.

Delivery to the Flat Riders: The Flat Riders do not particularly want the package. They may already have the information or it may not be related to them. Still,

they will take the package if it is offered to them. If a character can make a DC 10 Diplomacy check, the Flat Riders can be negotiated into offering some Scope tabs in exchange for the package.

Delivery to the Constabulary: The characters might think to take the package to someone in law enforcement. However, they'll find little interest. The constabulary will take it but will not pay anything for it. Neither will they investigate the package to decipher any hidden messages in it. If the characters can prove there is something of importance in the package and if one character makes a DC 20 Diplomacy check or DC 15 Constabulary influence check, the constabulary will offer the characters a flat they typically use for witnesses at a cheap monthly rate (acquisition DC 5 every month).

Delivery to the Grey Death: The Grey Death is not interested in the package unless they learn that Ray Domingo is supposed to get it, or that he wants it. In that case, they will go to certain lengths, including trying to kill the characters, to try to get the package. They may negotiate for the package, especially if the characters have shown they are stronger, but they will try to rip the characters off by offering them shoddy merchandise or cheques that bounce. A character can use Sense Motive opposed by the Grey Death's Bluff check (+1 modifier) to determine the Grey Death is untrustworthy.

Delivery to Bradford and Barclay's: Having held the package for several years, the bank's owners would express some minor interest. They can offer a great deal for it, but this is unlikely; a character would have to win an opposed Diplomacy check (both bank owners have a +15 Diplomacy modifier for these purposes). A failed check by the character means the owners are most likely to offer no more than a good suit or two, a small loan, or the services of their bank. Winning the opposed Diplomacy check changes these offers to formal wear for the party or a gift of an item with an acquisition check of DC 20 or less and (with either previous gift) the services of the bank.

Going Public: This is possibly the worst choice, but it may be the most hon-

ourable. It depends on what the Games-master decides is in the package. The characters will have little trouble finding a newspaper interested in publishing the story, but the paper will not pay for it. This is a good way to make a lot of enemies without making many friends, except within the press. Domingo may be angry if he sees that the package was supposed to be delivered to him and was not. Foreright may ask the characters for a cut because they picked up the package in his district (paying this would reduce two characters' Wealth modifier by 1). Depending on the contents of the package, other offended groups may come after the party. These repercussions could always happen later, no matter who the characters give the package to — after all, that person could decide to go to the press himself.

Experience Rewards: At the end of the adventure, characters should gain experience for any GM characters they defeated in combat. They also gain experience for certain situations. If they peacefully gain access to the back of the mirror in Walker's Pub, grant them experience as if they had overcome a CR 2 encounter. The same is true for peacefully getting the package out of the bank and for contacting the Flat Riders. Saving Greywall's life is worth the experience of a CR 4 encounter. Getting through the adventure without anyone dying — allies or opponents — is worth XP as if they overcame a CR 5 encounter.

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APPENDIX

GM CHARACTERS

Burk Foreright

Burk is a big man who has enjoyed a few too many pastries. He is overweight and tries to cut back, but long hours in the Scope and his business responsibilities keep him from doing more exercise. His personal physician is too scared to speak much of it. Burk has big, thick lips and a deep, commanding voice, and he's skilled at using it to get what he wants. His skin has deteriorated and is pocked; he sweats profusely if he performs any activity. This is from extended Scope use and exposure to old, poorly insulated equipment that has only recently been replaced. A DC 10 Knowledge (medicine) check allows a character to recognize the condition. This check gains a +2 synergy bonus from each skill if the character 5 or more ranks in Scope Awareness, Scope Resilience, Scope Use (immersed), or Scope Use (remote).

Burk tries to dominate any situation. If he needs to, he will use his Frightening Presence. He does something with his muscles and tips his head so that a shadow falls across his face in such a way to give him a horrific, demonic appearance. It is so unnerving that most people who have seen it never want to be in his presence again. Some have gone so far as to suggest he must be part demon, but that is absurd… right?

Burk is usually calm and collected and possessed of a polite demeanour. This can vanish in a second if he is not in control of a situation or has been greatly offended. His face darkens and he becomes a cold-blooded killer.

Burk is a self-made man and proud of it. He is the head of a small mob with its fingers in a number of pies. If you take the time to listen, he will tell you how his diplomatic skills and intimidation got him started shaking down local businesses. This expanded into protection and loan sharking. He now owns several small businesses — a few night clubs, a small bed and breakfast, a library (of all things), and a pawn shop. He has a staff of twenty odd hoodlums and associates of varying skills and talents, and he controls shipping over several city blocks. He knows what is being shipped and takes a cut from it.

When he is not immersed in the Scope, Burk thoroughly enjoys using his verbal skills. He loves to haggle and negotiate, and when things go sour, he is equally pleased to call upon his considerable talent in intimidation.

His reputation built on a pile or corpses and threats, Burk has significantly increased his standing and wealth, making numerous enemies in the process. It is a good thing most of them are dead.

Burk Foreright (Savant 10): CR 10; Medium humanoid (human); HD 10d6+40; hp 81; Mas 16; Init +0; Spd 30 ft.; Defence 14, touch 13, flat footed 14 (+3 class, +1 armour); BAB +5; Grap +8; Atk +10 melee (1d8+3 nonlethal, unarmed strike) or +8 melee (1d6+3/19–20, cricket bat) or +5 ranged (2d4, pepperbox revolver); SQ –; Val progress/tenacity, AL self; SV Fort +6, Ref +3, Will +9; Ex 0; Str 16, Dex 11, Con 16, Int 14, Wis 14, Cha 15.

Scope Avatar: HD 10d6+30; hp 67; Mas 15; Init +2; Defence 17, touch 17, flat footed 15; BAB +8; Grap +10; Atk +12 melee (1d8+2 nonlethal, unarmed strike) or Full Atk +12/+7 (1d8+2, unarmed strike); SV Fort +9, Ref +9; Str 14, Dex 14, Con 15.

Template: Criminal (Intimidate).

Skills: Bluff +9, Diplomacy +17, Engineer (mechanical) +4, Intimidate +17, Investigate +17, Knowledge (current events) +15, Knowledge (linguistics) +15, Scope Awareness +17, Scope Use (immersed) +17, Scope Use (remote) +17, Sense Motive +17, Spot +7.

Influences: Constabulary +6, Crime +13, Street +6.

Feats: Attentive, Brawl, Combat Expertise, Frightful Presence (DC 17), Improved Brawl, Improved Disarm, Iron Will, Literate, Persuasive, Scope Raider, Simple Weapons Proficiency, Tinkerer, Toughness (body), Toughness (avatar).

Talents: Exploit weakness, immersed program crafting, improved program crafter Scope skills, program crafter Scope skills, linguist, plan, trick.

Possessions: Cricket bat, pepperbox revolver, light undercover shirt, zepcar, briefcase, formal clothing, fine coat, portable Scope point, a variety of Scope tab patterns for pleasure domains and other cities.

Wealth: +23.

Earnest Pink

It is widely believed that Earnest Pink is an **Etherscope** program, ghost, demon, or some other supernatural creature, but he is not. Whilst he does spend a lot of time in the **Etherscope**, he uses allies and programs to maintain the appearance of always being at his pub, Walker's Pub. Earnest is "off the radar" outside of the Scope. There are no records of his residence, birth, family, employment, or otherwise. Earnest did something important for the highest levels of Parliament, and this was their reward. It is extremely unlikely the characters will encounter Earnest outside of the Scope, but within the Scope, his location is common knowledge.

Earnest Pink (Savant 5): CR 5: Medium humanoid (human); HD 5d6+10; hp 29; Mas 14; Init +0; Spd 30 ft.; Defense 12, touch 12, flat footed 12 (+2 class); BAB +2; Grap +3; Atk +3 melee (1d4+1 nonlethal, unarmed strike) or +3 melee (1d6+1, club) or +2 ranged (1d4+1/19–20, knife); SQ –; Val progress/progress, AL the Flat Riders, family; SV Fort +3, Ref +1, Will +7; Ex 0; Str 12, Dex 11, Con 14, Int 16, Wis 14, Cha 14.

Scope Avatar: HD 5d6+10; hp 29; Mas 14; Init +2; Defense 14, touch 14, flat footed 12; BAB +2; Grap +5; Atk +5 melee (1d4+3, unarmed strike); SV Fort +4, Ref +4; Str 16, Dex 14, Con 14.

Template: Professional.

Skills: Diplomacy +10, Disguise +6, Engineer (ethertech) +11, Engineer (structural) +11, Investigate +11, Knowledge (current events) +11, Knowledge (mystical philosophy) +11, Research +11, Scope Awareness +10, Scope Resilience +10, Scope Use (immersed) +11, Scope Use (remote) +11.

Influences: Parliamentary +8, Civic +3, Church +3.

Feats: Combat Expertise, Combat Martial Arts, Defensive Martial Arts, Influential (Parliamentary), Iron Will, Master Engineer, Minor Cybernaughtic App (Scope jack), Simple Weapons Proficiency.

Talents: Improved program crafter Scope skills, immersed program crafting, program crafter Scope skills.

Possessions: Earnest has a secret flat in a prestigious building. His living quarters are well disguised and stocked with the most advanced electronics money can buy. A lot of it is black market, but since he never entertains guests, it is hardly a concern to him.

Wealth: +12.

Edison Greywall

Greywall is an aging private investigator. He is about average height and weight, although his salt and pepper hair and sagging eyes quickly reveal his age. He has a soft smile and wears tasteful outfits that are far behind the current trends. He never becomes agitated or excited even during shouting or gun play. He has done and seen it all and he is tired of it. Greywall has a bum knee, which causes him to walk slowly with a cane. He claims it was because of a gunshot wound, but it is simply old age creeping up on him.

Edison Greywall (Broker 1): CR 1; Medium humanoid (human); HD 1d6–2; hp 4; Mas 7; Init +2; Spd 30 ft.; Defence 13, touch 12, flat footed 11 (+2 Dex, +1 armour); BAB +0; Grap –2; Atk –2 melee (1d3–2 nonlethal, unarmed strike) or –2 melee (1d6–2, sap) or +2 ranged (2d4, pepperbox revolver) SQ –; Val honesty/progress, AL family, self; SV Fort –2, Ref +3, Will +1; Ex 0; Str 6, Dex 14, Con 7, Int 11, Wis 11, Cha 12.

Scope Avatar: HD 1d6+1; hp 4; Mas 12; Init +0; Defence 10, touch 10, flat footed 10; BAB +0; Grap +0; Atk +0 melee (1d2, unarmed strike); SV Fort +1, Ref +0; Str 11, Dex 11, Con 12.

Template: Professional (Civic, Parliamentary, Church) (Knowledge (Civics)).

Skills: Bluff +5, Diplomacy +7, Engineer (chemical) +2, Engineer (structural) +6, Forgery +4, Intimidate +3, Investigate +6, Knowledge (current events) +4, Sense Motive +6.

Influences: Church +2, Civic +4, Parliamentary +2, Criminal +1.

Feats: Attentive, Master Engineer, Persuasive, Simple Weapons Proficiency.

Talents: Ear to the ground (Civic).

Possessions: Pepperbox revolver with 24 rounds, light undercover shirt, Scope tab (Walker's Pub).

Wealth: +12.

Flat Riders

Flat Riders use aliases such as Red32, Smokestack, EntryPoint, KungFuMaster, Agent10, BringDown-TheSysop, and so forth. In any discussion, they insist on being called by their "user name" and do not reveal their true name, going so far as to insist their user name is their real name.

Flat Rider (Savant 2): CR 2; Medium humanoid (human); HD 2d6–2; hp 7; Mas 8; Init –1; Spd 30 ft.; Defence 10, touch 10, flat footed 10 (–1 Dex, +1 class); BAB +1; Grap –1; Atk –1 melee (1d4–2 nonlethal, unarmed strike); SQ –; Val Progress/Progress, AL the Flat Riders, Scope riders; SV Fort –1, Ref –1, Will +3; Ex 0; Str 7, Dex 8, Con 8, Int 16, Wis 14, Cha 12.

Scope Avatar: HD 2d6+4; hp 13; Mas 14; Init +2; Defence 13, touch 13, flat footed 11; BAB +2; Grap +5; Atk +5 melee (1d4+3, unarmed strike); SV Fort +3, Ref +4; Str 16, Dex 14, Con 12.

Template: Academic.

Skills: Engineer (ethertech) +8, Engineer (mechanical) +8, Forgery +8, Investigate +8, Knowledge (current events) +8, Knowledge (history) +8, Knowledge (mystical philosophy) +8, Knowledge (natural philosophy) +8, Research +8, Scope Awareness +9, Scope Use (immersed) +10, Scope Use (remote) +8.

Influences: Academic +4, Occult +2.

Feats: Attentive, Combat Martial Arts, Scope Raider, Simple Weapons Proficiency.

Talents: Program crafter Scope skills.

Possessions: Blue collar or uniform clothing, knife, miscellaneous gadgets.

Wealth: +20.

Jeeves

Jeeves is an optional character who can be included as a driver for characters wealthy enough to afford a car and driver. Jeeves is a classic polite manservant with a variety of useful skills that may assist the characters. However, Jeeves is not very good at navigating around town and will often require the assistance of characters in determining where he is going. This is the first clue that Jeeves may not be a chauffer by profession. He is retired MI-6 and skilled in the use of firearms, although he is not currently armed.

Jeeves is the Gamesmaster's solution to odd problems. He keeps a number of things in the car, including spare clothing, bandages, drugs and other medicines, and all manner of miscellaneous items. He is happy to be of service.

Jeeves uses no other name and avoids the constabulary and any sort of publicity. He is retired and does not want any of his old enemies to know his present whereabouts.

Jeeves (Enginaught 5): CR 5; Medium humanoid (alpha, human); HD 5d10+30; hp 62; Mas 16; Init +2; Spd 30 ft.; Defence 16, touch 15, flat footed 14 (+2 Dex, +3 class, +1 armour); BAB +3; Grap +3; Atk +3 melee (1d3 nonlethal, unarmed strike) or +3 melee (1d6 nonlethal, sap) or +5 ranged (2d4, pepperbox revolver); SQ –; Val loyalty/loyalty, AL employer, England; SV Fort +6, Ref +3, Will +5; Ex 0; Str 10, Dex 14, Con 16, Int 18, Wis 18, Cha 18.

Scope Avatar: HD 5d6+20; hp 40; Mas 12; Init +0; Defence 10, touch 10, flat footed 10; BAB +0; Grap +0; Atk +0 melee (1d3, unarmed strike); SV Fort +4, Ref +4; Str 18, Dex 18, Con 18.

Template: Officer (Diplomacy, Navigate).

Skills: Diplomacy +8, Listen +12, Knowledge (current events) +12, Knowledge (medicine) +8, Munitions +12, Pilot (civilian) +12, Pilot (military) +4, Spot +8, Survival +12.

Influences: Intelligence +4, Military +8.

Feats: Advanced Firearms Proficiency, Civilian Vehicle Operation (land), Personal Firearms Proficiency, Simple Weapon Proficiency, Toughness, Vehicle Expert.

Talents: Damage reduction 2/–, robust.

Possessions: Light undercover shirt, formal suit (driver's), and Scope tab (Walker's Pub). *In car:* Camera, 4 formal suits, fake ID, 4 rolls of duct tape, first aid kit (glove box), 4 pairs of handcuffs, lockpicks (car opening kit and lockpick set), deluxe mechanical tool kit, medical kit, standard binoculars, road atlas, battery flood torch, dried rations, 10 liters of water.

Wealth: +22.

The Grey Death

The Grey Death is a group of four assassins who work for large businesses hoping to become more prominent. At this point, they're willing to do just about any work. They wear business suits and trademark grey cloaks or raincoats, and typically use knives or short swords to do their work, although they're quite capable of using firearms if necessary. They have been careful enough in the past that the constabulary does not know who they are, but if they could be tied to several recent murders, they would become wanted men.

Grey Death Member (Pursuer 1): CR 1: Medium humanoid (human); HD 1d8+1; hp 9; Mas 12; Init +2; Spd 30 ft.; Defence 15, touch 14, flat footed 13 (+2 Dex, +2 class, +1 equipment); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike) or +1 melee (1d4+1/19–20, knife) or +2 ranged (2d6, standard pistol) or +2 ranged (2d8, shotgun); SQ; Val Loyalty/Detachment, AL self/employer; SV Fort +2, Ref +2, Will +1; Ex 0; Str 12, Dex 15, Con 12, Int 11, Wis 10, Cha 12;

Scope Avatar: HD 1d6+1; hp 7; Mas 10; Init +0; Defense 10, touch 10, flat footed 10; BAB +0; Grap +0; Atk +1 melee (1d6 nonlethal, unarmed strike); SV Fort +1, Ref +0; Str 11, Dex 10, Con 12.

Template: Criminal (Intimidate).

Skills: Hide +6, Intimidate +6, Knowledge (tactics) +4, Move Silently +6, Sense Motive +4.

Influences: Crime +2, Constabulary +1, Street +1.

Feats: Brawl, Simple Weapons Proficiency, Track.

Talents: Scan.

Possessions: Knife, standard pistol with 12 rounds, 12-gauge shotgun with 10 rounds, light undercover shirt, black business suit, grey cloak, briefcase.

Wealth: +2.

Thug

"Thugs" for this adventure are average folk who are desperate or immoral enough to have turned to crime to make a living. They do not have much wealth and are motivated by the chance to gain a better station in life, even if they must risk their life to do so. This gives them a slightly better than average morale. They may stick around in a fight even when their comrades have been slain. However, once it is obvious that the battle cannot be won, they will flee in the worst way, even harming their allies to improve their chance of escape. They have little loyalty except to money.

Example Names (M): George, Hubert, Ivo, John, Oliver, Peter, Will, Roger, Theobald.

Example Names (F): Albreda, Alice, Beatrice, Ellen, Gundred, Mabel, Olive.

Thug (Combatant ordinary 2): CR 1; Medium humanoid (human); HD 2d8+4; hp 13; Mas 14; Init +1; Spd 30 ft.; Defense 13, touch 13, flat footed 12 (+1 Dex, +2 class); BAB +2; Grap +4; Atk +4 melee (1d6+2, club) or +3 ranged (1d4+2/19–20, knife); Val detachment/enthusiasm, AL self, family; SV Fort +4, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 12.

Scope Avatar: HD 2d6+2; hp 9; Mas 10; Init –1; Defense 9, touch 9, flat footed 9; BAB +0; Grap +0; Atk +1 melee (1d6, unarmed strike); SV Fort –1, Ref +0; Str 10, Dex 8, Con 12.

Template: Criminal (Intimidate).

Skills: Bluff +5, Intimidate +5, Spot +3.

Influences: Crime +4.

Feats: Brawl, Simple Weapons Proficiency.

Possessions: Club, knife, blue collar or uniform clothing, a pair of worn shoes or boots.

Wealth: +2.

Ray Domingo

The characters may feel that Domingo is a "good" person because he was recommended by Greywall. Domingo is a killer and the distinction between animal targets and human targets is a fine line for him. He has served as a soldier and often mentions that human targets were much more challenging. Domingo can turn into an enemy of the party in the time it takes to cock back the hammers of his heavy elephant gun if he is greatly offended or if the party, or anyone else, informs him of the package and then the party refuses to give it to him.

Domingo has had his eyes replaced with cybernaughtics. Many people believe that a terrible accident cost him the use of his natural eyes. This is not true. He intentionally had them replaced so he could hunt better at night and improve his accuracy. When hunting, Domingo often carries a modified disruption rifle, a treasured possession.

Ironically, Domingo is not that good at hunting, at least not compared to some professionals out there. He has the wealth to give himself certain advantages and certainly he may appear fearsome to the characters, but his background is mostly melee combat and military strategy, something that he regrets. In semi-retirement, he spends as much time hunting as he can. He has gone so far as to hunt locals — not to kill them, just to see how long he can tail them without being seen.

Ray Domingo (Combatant 5): CR 5: Medium humanoid (alpha, human); HD 5d8+10; hp 36; Mas 15; Init +6, Spd 30 ft.; Defense 16, touch 15, flat footed 14 (+2 Dex, +3 class, +1 equipment); BAB +5; Grap +8; Atk +8 melee (1d3+3 nonlethal, unarmed strike) or +8 melee (1d6+3/19-20, machete) or +7 ranged (2d10, disruption rifle) or +7 ranged (2d12, 12-gauge shotgun); SQ –; Val honesty/tenacity, AL hunters, self; SV Fort +5, Ref +5, Will +1; Ex 0; Str 16, Dex 15, Con 15, Int 13, Wis 11, Cha 7.

Scope Avatar: HD 5d6; hp 20; Mas 10; Init +4; Defense 10, touch 10, flat footed 10; BAB +0; Grap +1; Atk +1 melee (1d3+1, unarmed strike); SV Fort +0, Ref +0; Str 13, Dex 11, Con 10.

Template: Officer (Navigate).

Skills: Listen +4, Spot +8, Survival +8.

Influences: Military +8.

Feats: Far Shot, Improved Initiative, Personal Firearms Proficiency, Quick Draw, Quick Reload, Simple Weapons Proficiency, Track.

Talents: Controlled fire, combatant cybernaughtic app (cybernaughtic eye, low-light vision).

Possessions: Large disruption rifle with scope, suppressor, laser sight, illuminator (torch), and 60 rounds of ammunition, 12-gauge shotgun with 40 rounds, machete, leather jacket, zepcar, military uniform, medical kit, backpack, range-finding binoculars.

Wealth: +22.

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ADDING TO THE ADVENTURE

Chapter VIII: Gamemastering in the **Etherscope** core book has a number of creatures and GM characters you can add to this adventure to make it more exciting.

Additional Factions: You can build any number of additional factions interested in the package. Each faction should have a single 5th- to 10th-level member and a number of 1st-level members the characters may encounter. They must have a motive for wanting the package based on what it contains, or what they think it contains and a reason for discovering its existence. As the characters explore and try to learn more about the package, they accidentally tip off such groups.

Encounters in the Scope: Besides other Scope riders, the characters can encounter creatures native to the Scope or programs in the Scope. Scope glitches and Scope firewalls are good low-level encounters for characters, especially if they try to break into another area of the Scope where they are not wanted. A lungscratch is a good starting demon if you want the characters to get a taste.

Scope and Non-Scope: You're doing your job right if all the players are engaged and all the characters have a chance to do the things they like to do.

Some characters in a party might have a variety of Scope skills, while others don't. Such a party might break up to accomplish tasks in different ways. In these situations, improvise cool things for all the characters to do; allow their ideas to be good ones.

For example, the PCs might leave one of their members in the Prime Reality to guard their bodies while the rest of them go to Walker's Pub. To make the sentinel feel useful, have a small group of thugs attack.

A party might send a couple of its Scope experts into Ray Domingo's manor to take control of his security measures. The adventure doesn't mention what security measures he has specifically, but allow the characters to discover several gun emplacements around his grounds that they can control from the Scope. However, they have to defeat a few Scope glitches to gain access to them, and if they fail, they alert Domingo to their presence — and he can use the guns against them.

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WHAT IS NEW — NOTES ON BUILDING YOUR CHARACTER

Etherscope is based on the Open Game License, which uses a popular die called a d20. Many other games out there also use d20s (and most say so on the cover somewhere), so you might be familiar with the system. This section introduces you to the aspects that are unique to **Etherscope**.

Welcome to Modern: If you are familiar with fantasy roleplaying games that use d20s (such as those involving dragons), you already know a lot about the system. If this is also your first time playing in a game set in the modern era, you should familiarize yourself with the following new game elements in the **Etherscope** book: excellence points, defence bonus, mas (Massive Damage), and wealth.

New Elements in Etherscope

The following aspects are unique to **Etherscope**. Whether or not you are familiar with other modern-era games, these are new.

Values and Allegiances: Etherscope does not use traditional alignments. Instead, it uses the combination of values and allegiances to determine a person's moral code.

Values: Choose one virtue and one vice. The virtues and vices come from the same list of Victorian values, but taking a value as a virtue or a vice means something different. The list includes: bravery, detachment, enthusiasm, honesty, loyalty, patriotism, progress, and tenacity.

AL (Allegiances): Choose one major allegiance. You may also choose one minor allegiance. Allegiances include, but are not limited to: a person or group, an organization, a nation, or a belief system. You choose the particulars of an allegiance. The Gamesmaster may grant you a +2 Circumstance bonus to Charisma-based skill checks when dealing with someone who has the same allegiance (see Chapter II: Traits), but the main purpose of allegiances is as a tool for roleplaying. Where do your character's loyalties lie?

Excellence Points: You can spend an excellence point to re-roll a single die roll, "max out" any one given die roll (automatically get the highest possible number) before the roll is made, or activate an ability that requires an excellence point. You gain 3 excellence points at 1st level (or just 1 if you are an epsilon or delta human) and an additional point every odd level. These points represent the amazing powers of the human spirit and only player characters and special GM characters get them (see Chapter II: Traits).

Social Template: You social template represents your background and social standing.

Wealth: Purchasing items does not lower your wealth unless you take 20. In the **Etherscope** setting, it is difficult to raise or lower your wealth. There is little room for climbing the social ladder.

Building Your Avatar

Ability Scores: In the Scope, use your Intelligence score for your avatar's Strength score, your Wisdom score for your avatar's Dexterity score, and your Charisma score for your avatar's Constitution score.

Scope Dice: Your class determines your die size for your avatar. All base classes use d6 hit dice. Advanced classes have their own Scope dice that may be higher. Certain class traits can change your Scope die size (see Chapter I: Characters).

Hit Points: Determine your hit points normally. Use your avatar's Constitution score as the modifier, not your regular Constitution score.

Mas: Use your avatar's Constitution score to determine your Massive Damage score.

Init: Use your avatar's Dexterity modifier (your Wisdom modifier) to determine your initiative. Feats such as Improved Initiative modify your avatar's initiative normally.

Defence: Your Defence Bonus is dependent on your ranks in Score Awareness. See Table 6-3: Avatar Trait Values by Skill Ranks (reprinted below for convenience).

BAB: You base attack bonus is based on your Scope Use (immersed) skill. See Table 6-3: Avatar Trait Values by Skill Ranks.

Grapple: Determine your Grapple modifier normally, but use your avatar's Strength modifier and base attack bonus. Feats such as Improved Grapple apply.

TABLE 6–3: AVATAR TRAIT VALUES BY SKILL RANKS

Ranks in Skill	Base Attack Bonus	Base Saving Throw Bonus	Defence Bonus
1–2	+0	+1	+0
3	+0	+2	+0
4	+1	+2	+1
5	+2	+3	+1
6	+3	+3	+2
7	+3	+4	+2
8	+4	+4	+3
9	+5	+5	+3
10	+6/+1	+5	+4
11	+6/+1	+6	+4
12	+7/+2	+6	+5
13	+8/+3	+7	+5
14	+9/+4	+7	+6
15	+9/+4	+8	+6
16	+10/+5	+8	+7
17	+11/+6/+1	+9	+7
18	+12/+7/+2	+9	+8
19	+12/+7/+2	+10	+8
20	+13/+8/+3	+10	+9
21	+14/+9/+4	+11	+9
22	+15/+10/+5	+11	+10
23	+15/+10/+5	+12	+10
24	+16/+11/+6/+1	+12	+11
25	+17/+12/+7/+2	+13	+11
26	+18/+13/+8/+3	+13	+12
27	+18/+13/+8/+3	+14	+12

Attack Bonus: Your attack bonus for each weapon is calculated normally using your avatar's Strength or Dexterity score (depending on if it is melee or ranged) and is modified by feats such as Weapon Focus or Weapon Specialization normally.

Damage: Determine damage normally but use your avatar's Strength score instead of your own. Remember that you cannot bring equipment into the Scope from the real world.

Saving Throws: Your base Fortitude save is determined by your ranks in Scope Resilience, and your base Reflex save by your ranks in Scope Awareness. Your Will save remains unchanged.

Equipment: Your gear does not travel to the Scope with you, except cybernaughtics, so real-world armour does not modify your avatar's Defence Bonus. (Programs that create armour can increase your Defence Bonus.)

What does *not* change?: Your Intelligence, Wisdom, and Charisma, level, class, and Will save do not change when you enter the Scope. These stats are not included in an avatar's stat block only because they do not change. You still have Intelligence, Wisdom, and Charisma scores in the Scope; you simply use your original scores.

A Scope avatar stat block with quick notes:

Scope Avatar: HD 1d6; hp 6; Mas (avatar's Con); Init (avatar's Dex); Defence (Defence bonus (Scope Awareness on Table 6-3) + avatar's Dex + equipment programs), touch 10, flat footed 10; BAB (Scope Use (immersed) on Table 6-3); Grap (BAB + avatar's Str); Atk +(BAB + avatar's Str or Dex) melee or ranged (damage, weapon); SV Fort (Scope Resilience on Table 6-3), Ref +(Scope Awareness on Table 6-3); Str (Int), Dex (Wis), Con (Cha).

SAMPLE STARTER CHARACTERS

For your convenience, here are four 1st-level characters that your players can immediately pick up and begin playing. Let your players know that they are certainly free to alter aspects of these characters, subject to your approval.

Sneevly Smite, Academic Human Scoundrel

Description: Sneevly is the well-educated son of a lower-upper class engineer, Sir Reginald Smite. Sir Reginald is a rare success story of a brilliant middle class engineer entering the lowest ranks of high society because of recognition of his ethertech inventions. He earned a knighthood late in life. Some consider the Smites to be undeserving of their status, but Sir Reginald was smart enough to hold patents that gained him considerable wealth, which he has used to thoroughly educate his son.

Sneevly is something of an investigator and is well versed in Scope use. He has been educated in all the proper schools, but he still suffers from the stigma of not being "proper" high society. This has made him somewhat rebellious, something his father worries about. Sneevly has a reputation as a brawler — a black mark against his good name at parties, but a point of pride in boxing and men's club circles. Unknown to his father, he's developed a passing interest in the occult, a hobby that has given him some contacts he feels may better secure his position in high society.

No fool, Sneevly knows he needs to remain in high society if he is to live out the life he has planned for himself. He wants to know secrets and gain power. He is definitely interested in a political career, although that is a dead-end prospect in England without some rather staggering connections. He is considering moving to America, where he might make the connections he needs to return and take a seat of power in England.

Sneevly Smite (Scoundrel 1): CR 1; Medium humanoid (human); HD 1d6; hp 6; Mas 11; Init +0, Spd 30 ft.; Defence 13, touch 12, flat footed 12 (+1 Dex, +1 class, +1 equipment); BAB +0; Grap +0; Atk +0 melee (1d6+3/19–20, cricket bat) or +1 ranged (2d6, standard pistol); SQ Scope rider skills; Val enthusiasm/bravery; AL self, companions; SV Fort +0, Ref +2, Will +2; Ex 3; Str 10, Dex 13, Con 11, Int 15, Wis 15, Cha 15.

Scope Avatar: HD 1d6+2; hp 8; Mas 10; Init +4; Defense 13, touch 13, flat footed 11; BAB +1; Grap +3; Atk +4 melee (1d6+2, unarmed strike); SV Fort +4, Ref +4; Str 15, Dex 15, Con 15.

Template: Academic.

Skills: Bluff +6, Engineer (mechanical) +6, Hide +6, Knowledge (history) +8, Research +4, Scope Awareness +6, Scope Resilience +6, Scope Use (immersed) +6, Scope Use (remote) +6.

Influences: Academic +4, High Society +1, Occult +2.

Feats: Academic, Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Long trench coat, standard pistol, box of 16 rounds, cricket bat, light undercover shirt, knife, shaving kit, pen light, road atlas, concealed carry holster, zip-tie handcuffs (25), duct tape, ranger pack.

Wealth: +20.

Quincy Clark, Officer Alpha Combatant

Description: Descended from three generations of military men and women, Quincy has been educated in a similar manner with a modern twist: His specialty is combat in the Scope. Not as strong, or fast, or tough as other members of his family, Quincy still learned to defend himself with his fists. It is when he first visited the Scope, however, that he came into his own. Here his fighting skills are much improved, and he finds himself more than a match for his siblings. Quincy sees a promising future in the military in a specialized squad that patrols the Scope.

Recognizing his physical inadequacies in the Prime Reality, Quincy does not hesitate to pick up a firearm to even the odds. He simply is not allowed to carry around the kind of firepower he would like to have his hands on.

Quincy Clark (Combatant 1): CR 1; Medium humanoid (alpha, human); HD 1d8+1; hp 9; Mas 12; Init +0; Spd 30 ft.; Defence 11, touch 11, flat footed 11 (+1 class); BAB+1; Grap +1; Atk +3 melee (1d6 nonlethal, unarmed strike)

or +3 melee (1d6+1, brass knuckles) or +2 ranged (2d10, disruption rifle); SQ combatant Scope skills (Scope Awareness and Scope Use (immersed)), alpha traits; Val bravery/loyalty; AL companions, the Queen; SV Fort +1, Ref +2, Will +2; Ex 3; Str 10, Dex 10, Con 12, Int 17, Wis 15, Cha 13.

Scope Avatar: HD 1d6; hp 7; Mas 13; Init +2; Defence 13, touch 13, flat footed 11; BAB +1; Grap +4; Atk +6 melee (1d6+3, unarmed strike); SV Fort +2, Ref +4; Str 17, Dex 15, Con 13.

Template: Officer (Diplomacy).

Skills: Bluff +4, Diplomacy +5, Pilot +2, Scope Awareness +6, Scope Resilience +3, Spot +6, Scope Use (immersed) +7.

Influences: High Society +2, Intelligence +2, Military +4.

Feats: Brawl, Improved Brawl, Simple Weapons Proficiency.

Possessions: Military uniform, brass knuckles, medical kit, shoe polish, comb, sap, lighter, tin of cigars, flat keys, used opera ticket, wallet, military identification, fake ID, pocket knife.

Wealth: +22.

Norma Scrann, Disenfranchised Gamma Enginaught

Description: Norma Scrann was raised by a well-meaning gamma family —one of the few in the area who made an effort to contribute to society, rather than scurrying off into the sewer underworld, as did many of their kind. From an early age, however, she showed herself to be a rebel, and she soon tired of her family's poverty-stricken lifestyle. Seeking to find her niche in the world, Norma tried to integrate with the gammas of Georgetown, yet she never felt a sense of "home." The only role she could carve out for herself was as a drug-dealer, passing tabs from the streets down into the sewers.

Norma's success at this trade led her back to the streets of the Great Metropolis, plying her trade to the non-gamma population. She also experimented with the Scope tabs herself and soon became a proficient Scope user, known as a "tab-jammer." She has long since given up the drug-selling trade, choosing instead to work as an investigator-for-hire in the Scope.

Norma Scrann (Enginaught 1): CR 1; Medium humanoid (gamma, human, transgenic); HD 1d10+3; hp 13; Mas 16; Init +2; Spd 30 ft; Defence 15, touch 14, flat footed 13 (Dex +2, class +1, equipment +1, size +1); BAB +0; Grap −5; Atk +3 ranged (2d4, pepperbox revolver) or +0 melee (1d4−1, pistol whip) or +1 melee (1d2−1 nonlethal, unarmed); SQ tab-jammer Scope skills, gamma traits; Val enthusiasm (tabs)/progress; AL self, Great Metropolis; Ex 3; SV Fort +4, Ref +2, Will +0; Str 8, Dex 14, Con 16, Int 15, Wis 10, Cha 10.

Scope Avatar: HD 1d6+1; hp 7; Mas 10; Init +0, Defence 12, touch 11, flat footed 12 (Dex +0, class +0, equipment +1, size +1); BAB +1; Grap −1; Atk +2 ranged (2d4, pepperbox revolver) or +5 unarmed (1d2+2, unarmed); SV Fort +2, Ref +1; Str 15, Dex 10, Con 10.

Template: Disenfranchised (Agriculture, Street, *Crime*) (Hide, Intimidate).

Skills: Engineer (pharmaceutical) +6, Hide +8, Intimidate +4, Knowledge (current events) +6, Munitions +4, Pilot (civilian) +4, Scope Awareness +4, Scope Resilience +4, Scope Use (immersed) +8.

Influences: Street +2, Crime +1.

Feats: Personal Firearms Proficiency, Scope Raider, Simple Weapons Proficiency, Toughness (avatar).

Possessions: Pepperbox revolver, leather jacket, blue-collar outfit, Scope tabs (New London x2, Pleasure Domains x11, Haven x4), Scope programs* (Scoper's leathers, pepperbox revolver).

* You need to activate these programs with a Find Document Scope Use check (DC 10) as an attack action.

Wealth: +1.

Nicholas Henson, Tradesman Fey Savant

Description: The child of an academic struggling with debts and financial problems, Nicholas learned that he would have to make his own way in life. However, a first-rate education can buy a large amount of privilege, and Nicholas made the best use of it. Seemingly a natural in the Scope, Nicholas set up a small shop in the Great Metropolis to sell his services as a program crafter. Business was slow to start, but regular clients have brought in a steady income that pays for the rent of his shop and the flat above it. Nicholas has also become an active member of the Scope rider community, spending many hours immersed in the city of Haven, frequenting a number of key establishments including the Drum and Monkey, Nighthawk Fallen, and Walker's Pub.

Nicholas Henson (Savant 1): CR 1; Medium humanoid (fey, human); HD 1d6; hp 6; Mas 10; Init +1; Spd 30 ft.; Defence 12, touch 11, flat footed 11 (Dex +1, class +1, equipment +0); BAB +0; Grap −1; Atk −1 melee (1d3−1 nonlethal, unarmed); SQ program crafter Scope skills, fey traits, Scope familiar (cat); Val enthusiasm (Scope)/progress; AL own business, Scope riders; Ex 3; SV Fort +0, Ref +1, Will +4; Str 8, Dex 12, Con 11, Int 19, Wis 16, Cha 12.

Scope Avatar: HD 1d6+1, hp 7; Mas 12; Init +3, Defence 15, touch 14, flat footed 12 (Dex +3, class +1, equipment +1); BAB +1; Grap +5; Atk +5 melee (1d8+4, cricket bat) or +0 ranged (2d8, large pistol); SV Fort +2, Ref +5; Str 19, Dex 16, Con 12.

Template: Tradesman (Civic, *Industry, Street*).

Skills: Bluff +5, Diplomacy +7, Engineer (ethertech) +8, Engineer (pharmaceutical) +7, Forgery +8, Investigate +8, Knowledge (civic) +8, Knowledge (industry) +8, Listen +5, Research +8, Scope Awareness +7, Scope Resilience +3, Scope Use (immersed) +8, Scope Use (remote) +8, Sense Motive +5.

Influences: Civic +2, Industry +1, Street +2.

Feats: Minor Cybernaughtic App (Scope jack), Simple Weapons Proficiency.

Possessions: Business outfit, Gladstone bag, Scope point (New London), Scope point (Haven), Scope programs* (cricket bat, large pistol, Scoper's leathers).

*These programs automatically activate on jack-in.

Wealth: +8.

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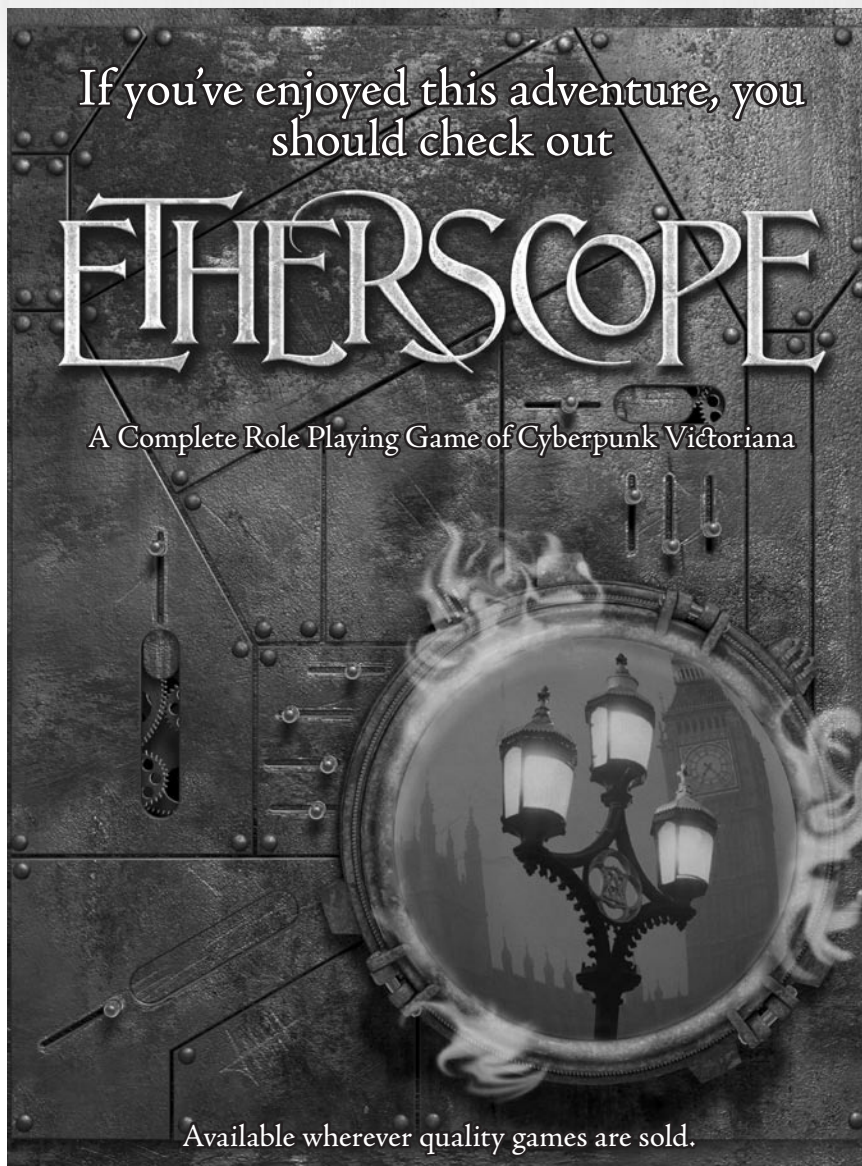
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