

AEON WAVE

A FATE CORE CYBERPUNK SCENARIO



Michael E. Shea
Erik Nowak
Amanda Valentine
Kurt Komoda



AEON WAVE

A FATE CORE CYBERPUNK SCENARIO

WRITING AND DESIGN

MICHAEL E. SHEA

EDITING

AMANDA VALENTINE

PAGE DESIGN

ERIK NOWAK

COVER ART, INTERNAL ART, COVER DESIGN

KURT KOMODA

Copyright © 2013 Michael E. Shea.

Cover art and internal art copyright © 2013 Kurt Komoda.

This work is based on *Fate Core System* and *Fate Accelerated Edition* (found at www.faterpg.com), products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, and Rob Donoghue, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (creativecommons.org/licenses/by/3.0).

The text of *Aeon Wave* is released under a Creative Commons Attribution license. You are free to share, copy, distribute, transmit, adapt, and make commercial use of the text of *Aeon Wave* as long as you attribute *Aeon Wave* to Michael E. Shea and include a hyperlink to aeonwave.com. Please note that the page design and artwork in this document do not fall under this license. For details, please see the full legal text of this license at creativecommons.org/licenses/by/3.0 legalcode.

You can find pre-generated character sheets and GM handouts for *Aeon Wave* at aeonwave.com.

The *Fate Core* font is © Evil Hat Productions, LLC and is used with permission.

AEON WAVE | MICHAEL E. SHEA



AEON WAVE

A FATE CORE CYBERPUNK SCENARIO

CONTENTS



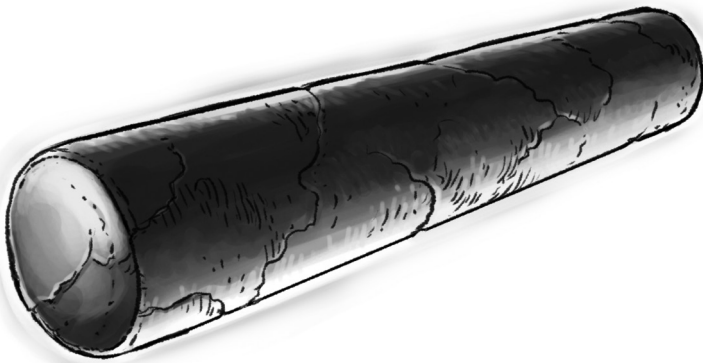
1. SCENARIO SUMMARY.....	4
2. WORLD ASPECTS OF AEON WAVE.....	7
3. GAME SCENARIO: ESCAPE	8
PART 1: THE STATION.....	10
PART 2: INFILTRATING RED SEA R&D.....	14
PART 3: THE FINAL CONFRONTATION IN THE AI LAB..	17
CONCLUDING THE ADVENTURE.....	20
4. KEY PERSONALITIES	22
5. KEY LOCATIONS	27
6. ADDITIONAL MEGACORPS.....	34
7. NEW TIANJIN STREET GANGS	37
8. ADDITIONAL LOCATIONS.....	38
9. EXPANDING AEON WAVE	41
10. DR. CHEN'S JOURNALS	42
11. AEON WAVE PLAYER'S GUIDE.....	44
SKILLS.....	45
EXAMPLE STUNTS	48
WEAPONS AND GEAR.....	50
COMPUTER HACKING.....	52
12. APPENDIX N: INSPIRATION FOR AEON WAVE	53
13. ACKNOWLEDGEMENTS	55

1

SCENARIO SUMMARY

It's the year 2073. Discovery of an ancient Martian radio signal known as the Aeon Wave has led to the development of advanced technology called Aeontech. The shift of technological power toppled governments and gave rise to the megacorps who currently wage a silent war over the remaining priceless secrets held within the Aeon Wave. Fueled by the greed of the megacorps, the ecological and economic deterioration of the planet points to the extinction of the human race in 200 years. In the city of New Tianjin, hidden in the shadows of the megacorps, freelancers battle for power, wealth, anarchy, or to save humanity from the fate portended by the Aeon Wave.

In the wreckage of the New Tianjin Railway Station, now known simply as the Station, an android containing the memories and personality of a dead doctor asks the player characters (PCs)—a band of freelancers—to investigate the true cause of her death. Her payment is a decoded segment of the Aeon Wave. After facing off with a megacorp assassination squad, the PCs work their way to the R&D Center for the Red Sea Megacorp where they must fight past Northrunner security forces, White Lotus cyber-security hackers, and Kurote corporate assassins to enter the AI Labs where they will meet Pythia, the most powerful quantum-powered AI on the



USE WHAT YOU KNOW!

If you're not that familiar with the cyberpunk genre, use the settings and dressings from your favorite near-future science fiction book, TV show, video game, or movie. Steal liberally from *Blade Runner*, *Firefly*, *Equilibrium*, *Fifth Element*, *Demolition Man*, *Robocop*, *Looper*, *Minority Report*, *AI*, *The Matrix*, or any other appropriate Earth-bound science fiction movie. Feel free to build the world as best fits you and your players!



planet. Pythia is the only algorithm able to fully understand the Aeon Wave. She's also potentially the most dangerous being on the planet. To unleash her on the net would put the fate of humanity into her hands. Pythia offers them a choice: Release her and save humanity, or deny her and watch humanity capitulate and die.


HOW TO USE THIS SCENARIO

Aeon Wave is a near-future science fiction mini-campaign setting and scenario for the *Fate Core* or *Fate Accelerated Edition (FAE)* roleplaying game systems. *Aeon Wave* is set in the year 2073, and follows the spirit of cyberpunk and hard science fiction stories such as *Blade Runner*, *Neuromancer*, *AI*, *Altered Carbon*, and *Snow Crash*.

In *Aeon Wave*, the players take on the roles of “freelancers”—guns-for-hire with an undefined allegiance who navigate between the all-powerful megacorps and the remnants of humanity who struggle for survival every day. “Escape,” the main scenario in *Aeon Wave*, is a one shot or short run mini-campaign that requires minimal preparation. The setting material will help you run other fun cyberpunk adventures with little preparation and lots of flexibility. You're free to use or omit any piece of this scenario to fit the game you and your group want to play. *Aeon Wave* assumes you, the game master (GM), are already familiar with the *Fate Core* rule system. If you aren't, consider running *Aeon Wave* with the *Fate Accelerated Edition* rules.

If you're playing *Aeon Wave* with no or little preparation, follow these steps:

- Give each player a copy of the *Aeon Wave Player's Guide* (page 44).
- Skim over and describe the Aspects of *Aeon Wave* (page 7). Answer the players' questions.
- Hand out the *Aeon Wave* Pre-generated Characters available at aeonwave.com.
- While the players read over the player's guide and character sheet, read over the main game scenario: “Escape.”
- Review Dr. Chen's journals (page 42) and be ready to sprinkle them into the story as the PCs explore Red Sea.
- Skim over the key locations and NPC sections throughout the scenario. These will mainly come into play during section 2 of the game.
- Relax, go with the story as it unfolds, and have fun!



The purpose of many of the elements in this scenario is to trigger the imagination of both the game master and the players. It's not intended to be all-inclusive. Many elements of the scenario are purposefully vague so you can adapt them to fit your own desires as a GM and the desires of your group. This scenario provides examples of stunts, aspects, and gear to help players and GMs build their own details and describes how Aeontech can flavor the default *Fate Core* skills. Players and GMs are encouraged to go with their own ideas as they read through these examples.

USING FATE ACCELERATED EDITION

Aeon Wave is designed around the rules of *Fate Core*, but it's easily adapted to the more streamlined *Fate Accelerated Edition (FAE)* rules. Aeontech plays a big part in character creation, and high approach scores likely come from Aeontech enhancements. The GM can reinforce this by asking questions like “What Aeontech enhancement gives you your high bonus to sneaky?” The higher the bonus, the more powerful Aeontech the character has to boost that bonus.

WORLD ASPECTS OF AEON WAVE

2

PRICELESS MARTIAN TECHNOLOGY

Over 60 years ago, in 2016, a robotic probe discovered a four billion year old satellite orbiting Mars. On radio contact, it began beaming a massive radio transmission called the Aeon Wave. Although decoding the ancient signal proves extremely difficult, early analysis produces fantastic advancement in nuclear fusion, quantum computing, and nanotechnology; these advances are referred to as Aeontech. Aeontech has dramatically changed life on Earth—yet the Aeon Wave still holds many secrets. Decoded Aeon Wave data, measured in terabytes, is the most valuable currency on Earth. Some see the Aeon Wave as the ultimate source of power and profit. Some see it as the future survival of humanity. Some see it as a harbinger of a doomed world.

MEGACORPS RULE THE WORLD

The injection of Aeontech eviscerated Earth's political, economic, and environmental ecosystem. Governments fell and corporations rose in power as those first able to obtain and capitalize on Aeontech destroyed those without. These massive corporations, known as the megacorps, created and now dominate the new world order. Aeontech brings these few megacorps vast wealth, power, and control. For the rest of humanity there is little but poverty, pain, and the escapes doled out by the megacorps to keep them docile.

WE HAVE 200 YEARS LEFT

The production of Aeontech creates environmental chaos across the globe. Unchecked corporate greed leads to the stripmining of entire continents and results in vast pollution. Those scientists who will not remain silent agree that humanity has 200 years left on Earth. As proof of the extinction of an advanced race in our own solar system, the Aeon Wave portends our own fate and confirms the Fermi paradox: all advanced societies die before they can colonize deep space. While some see the Aeon Wave as a harbinger of doom, others see it as our salvation. Within it lies the gateway to the stars—yet it lies trapped in the crushing grip of megacorp greed.



ABOUT AEONTECH

Aeontech brought massive Earth-changing technical advancements in quantum computing, cold fusion, and nanotechnology. Aeontech often plays a direct part in the roles of the freelancers. As players develop their characters, the GM should reinforce the importance of Aeontech in those characters. Categories of useful Aeontech include:

- **Nanotech:** Allows for physical augmentation such as physical enhancement chemicals, on-demand medical treatments, bone and muscle augmentation, and chameleon skin pigmentation.
- **Quantum-Neural Interfaces:** Useful for direct neurological connections to weapons, vehicles, and computer systems.
- **Optical Augmented Reality:** Offers an information overlay onto the user's view of the real world. Useful for investigation, targeting, and sensory improvement.
- **Advanced Molecular Manufacturing:** Aeontech manufacturing results in lightweight, durable, and flexible materials for stronger weapons, armor, clothing, and equipment.
- **Aeonsoft:** Self-learning quantum-processed algorithms that can act like small pieces of artificial intelligence for nearly any software job. Useful for cracking security systems, retrieving and processing limitless information, and building virtual realities from existing evidence.

GAME SCENARIO: ESCAPE

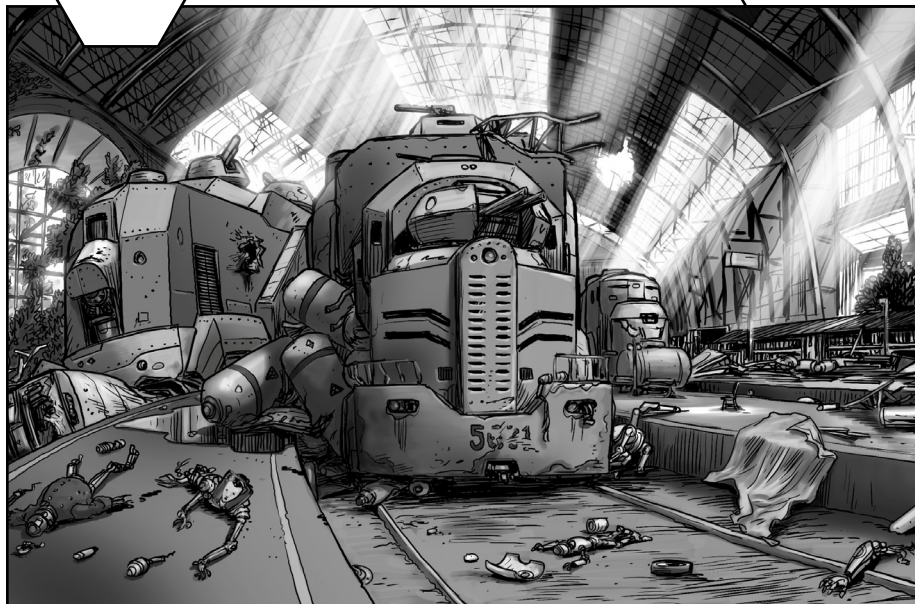
3

Aeon Wave is intended to fuel your imagination for one shot or short run *Fate Core* games. This scenario provides everything you need for a single four-hour adventure, which is broken down into three parts. In part 1, the players are introduced to Judith Dent, researcher for Red Sea R&D, before being attacked by Kurote assassins. In part 2, the PCs choose one of many possible ways to infiltrate the Red Sea R&D facility. This part can go in many different directions and requires the most improvisation from the GM. In part 3, the PCs approach the inner AI labs, meet Pythia, and make the choice that will shape the future of humanity.

The NPC and locations that fill out part 2 are separated out to give you greater flexibility in developing those scenes. Before play, familiarize yourself with these sections (pages 22 and 27) so you can adjust smoothly when the players choose a particular direction.

ON “READ ALOUD” TEXT

Many of the scenes and locations in this scenario include italicized “read aloud” text. This text is included strictly to aid the GM in running this adventure with little or no preparation. Use it however you prefer—you can read the flavor text aloud as is or you can use it to help guide your own descriptions of these scenes and locations.



PART 1: THE STATION

*It's been four billion years since the extinction of life on Mars and sixty years since the sum of their knowledge, stored in the radio transmission known as the Aeon Wave, changed life on Earth. In times throughout history, a small group of people can change the course of history forever. Today we come to one of those moments, a moment when **[insert the number of characters here]** people find themselves in the position to save humanity or lead it to total destruction.*

THE PCs' MOTIVATIONS

Each of the PCs came to meet with Judith Dent's simulacrum after receiving a message from her. The motivation of that message should be tailored to the motivations of the PCs. Some might do it to get back at Red Sea. Some might do it to receive a decoding of the Aeon Wave for either profit or the benefit of humanity. Some might do it to benefit another megacorp. As the players generate their PCs, take note of the aspect hooks that could tie them to Judith's job. Use these ties to draw the PCs into the first conversations with Dent. Above all, ensure the PCs have a real reason to take on her job.



The main hall of the New Tianjin Railway Station is large enough to land a cargo plane. The hulks of ancient nuclear-powered trains lie in ruin, shredded for parts or left to decay in radioactive heaps. Rusted gangways hang overhead and a crumbling mezzanine houses hundreds of makeshift stalls of illegal businesses and tiny shanty apartments. For you, it would be another day in the underbelly of New Tianjin except for the fact that you're talking to a dead woman.

DR. JUDITH DENT

ASPECTS: *I Must Find Out Who Killed Me; I Will Save Humanity; I Have Made a Deal with the Devil*

SKILLS: Investigate +3, Lore +2, Rapport +1, Will +2

Judith Dent was once one of the top AI researchers for the Red Sea megacorp. Her personality is now stored in a series of algorithms and recorded memory patterns housed in a broken-down nannybot. The nannybot shares the following information with the PCs. Judith was recently assigned to the AI laboratory of Red Sea by the head of Red Sea R&D, Dr. Nicholas Chen. Two weeks after her assignment, Judith Dent stepped out onto one of the building's helipads and threw herself off of the building. Her personality backup has no details on her time in the AI labs, as the labs are completely cut off from external network access. The personality backup does, however, still possess a decoded portion of the Aeon Wave. It will give the encrypted signal to the PCs and give them the decryption key once they broadcast the truth of Judith's death.

At that moment, the PCs and the simulacrum of Judith Dent are attacked by a squad of Kurote assassins. The first bullet hits the head of the nannybot—the assassins have orders to destroy the nannybot housing Judith's personality and anyone it contacts.

KEY NPC INFORMATION:

- The broken husk of a nannybot houses the personality backup of Judith Dent.
- One week ago, Judith Dent apparently stepped out onto the Red Sea helipad and threw herself off the building.
- The algorithm wants the PCs to uncover the mystery of her death.

- The algorithm will give the PCs 40 terabytes of encrypted Aeon Wave decodings. The algorithm will give the PCs the decryption key once they broadcast the truth of Judith's death to the net.
- The android is then shot by a Kurote sniper.

STATION ZONE ASPECTS

- ***Crumbling Catwalks***
- ***Decaying Nuclear Fusion Engines***
- ***Toxic Pools***

KUROTE SNIPER

ASPECTS: *Aeontech Hyperspectral Imaging*

SKILLS: +1 Athletics, +2 Notice, +3 Shoot

STRESS: Physical / Mental

KUROTE ASSASSIN

ASPECTS: *Active Camouflage Skinsuit*

SKILLS: +2 Fight, +1 Shoot, +3 Stealth

STRESS: Physical / Mental

After the battle, give the PCs time to investigate the Kurote assassins and the nannybot's remains. They should be able to recover the encrypted Aeon Wave data and store it however they wish. The PCs learn that the Aeon Wave segment held by Dent has been quantum-encrypted. No traditional computer system on Earth could crack it. It would have cost billions of yuan just to encrypt the file. They can also learn about the Kurote assassination squad and their connection to the Red Sea R&D Center. The squad was sent specifically to destroy the nannybot and any data it possessed. This information doesn't require any sort of overcome actions, but the PCs can potentially create advantages for use later in the scenario. The hardware and software they discover has a +2 difficulty for creating these advantages.



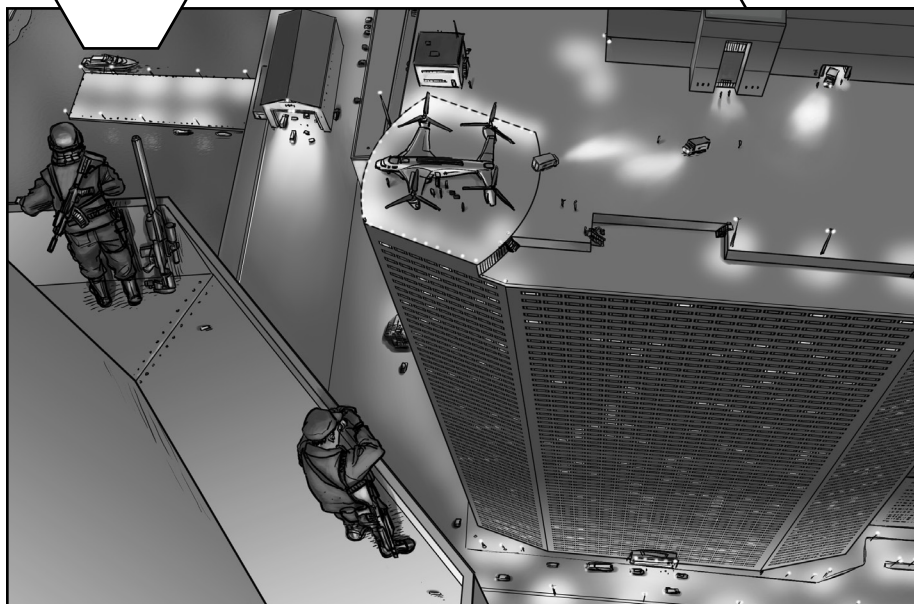
EXPANDING THE STORY

This scenario is designed for a single game session. If you'd like to expand this scenario, you can introduce additional requirements before the PCs are able to infiltrate the Red Sea megacorp. Here are some examples:

- The PCs must cross over the Northrunner-secured bridge between north and south New Tianjin. With the loss of the hit squad, the security force is on high alert.
- To infiltrate the Red Sea firewall, the PCs must obtain a piece of illegal black-market software held by the Electric Blue street gang.
- The PCs need to get information about the inner workings of the facility from a former Red Sea corporate researcher now held by the Straylight Cabal operating out of the Black Freighter.
- The PCs must gather the biosignature of Judith Dent's partner, Dr. Aaron Singh, to enter the inner AI labs. Dr. Singh is the only other person besides Dr. Chen whose biosignature will allow access to the lab. Dr. Singh, along with two of his Kurote bodyguards, regularly attends the gladiatorial events at the Blood Drop sporting arena.

These additional scenes can potentially expand a game of *Aeon Wave* into four sessions. See page 37 for information on New Tianjin's Street Gangs, and page 38 for Additional Locations.

Outside of the Station sits a flat-black quad-rotor helicopter with a single pilot. If the pilot discovers that the assassination team is dead, he flies back to Red Sea. The PCs may, however, have an opportunity to steal the quad-rotor helicopter and use it to infiltrate Red Sea R&D.




PART 2: INFILTRATING RED SEA R&D

Use the following transition to move the PCs from the Station to the New Tianjin R&D district. In a single session game, the PCs shouldn't run into any trouble moving from the Station to the streets nearby the R&D facility. How they get there isn't important.

The 240 story Red Sea R&D Center towers over the wrecked buildings around it. A fortress-like entryway hosts a squad of heavily-armored Northrunner security guards well prepared to take on the local street gangs of New Tianjin. On the north side of the river, a squad of armored Northrunner security staff protect a shipping dock leading into the lower levels of the massive building. Quad-rotor helicopters whisper overhead, flying from the second tier of the R&D Center to the roof of the ruins of a nearby supertower known as the Husk. Steam flows from maintenance manholes along the crumbling concrete streets near the glowing spire of the Red Sea Megacorp building.

The PCs have many avenues of investigation, and they can take lots of approaches to get into the R&D Center and, eventually, the AI lab in the center of the building. For a one shot game, keep them focused and remind them that their goal is to enter the AI lab. Paths the players might choose include:

- 
- Traveling through the maintenance tunnels below the tower and into the lower levels of the R&D Center. (See Maintenance Tunnels on page 28.)
 - Going into the Husk, an abandoned supertower across the street from the R&D building, and stealing a helicopter ride over to the R&D Center. (See the Husk on page 27.)
 - Deceiving or fighting past the guards and electronics in the front entrance. (See Entryway on page 28.)
 - Sneaking or fighting their way in through the shipping docks near the river. (See Loading Docks on page 30.)

Your players may come up with another plan to get in. Feel free to modify the scenario to fit their plan if it makes sense for your game. This is also a perfect time to recommend they create advantages to help them infiltrate and exfiltrate Red Sea.

Make use of the “Key Personalities” and “Key Locations” on pages 22 and 27 of this scenario to fill out the areas the PCs visit and the NPCs they’ll interact with. Northrunner security guards, Kurrote corporate assassins, and White Lotus cybersecurity staff are all prepared to dynamically oppose intrusion into the megacorp tower. Make use of them as best fits the evolving situations.

Give the PCs chances to recover the logs from Dr. Nicholas Chen (provided on page 42) as they infiltrate Red Sea computer systems. These logs describe Pythia,



TAKE A BREAK

If you’re running *Aeon Wave* with little or no preparation, take a break once you get a feel for the approach the players have decided on. This gives you a chance to read ahead and familiarize yourself with the areas of the Red Sea R&D building the PCs will likely encounter. Adapt the locations and NPCs provided to suit your game.

While the players are off fetching you a latte, take some time to map out the path they’ve selected and stock it with the appropriate NPCs. Remember that NPCs in *Aeon Wave* behave as they would in real life—they’re not strictly there to react to the PCs. Put the pieces in place and let the scenes grow organically from the actions of the PCs and the motive-based reactions of the NPCs.

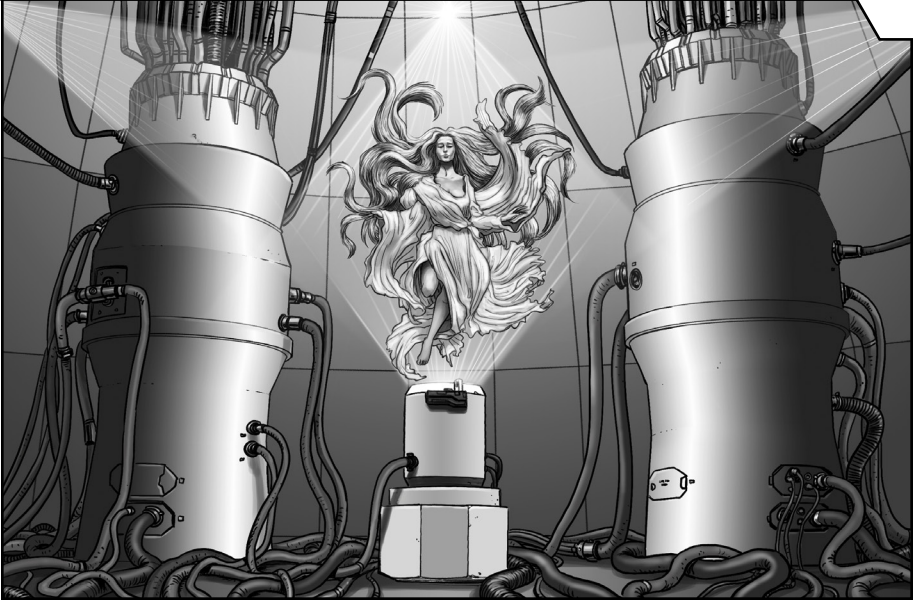
her use as an Aeon Wave decoder, and her potential danger to humanity. Only Pythia can decrypt the final note between Dr. Chen and Gabriel Ansel regarding Dr. Dent's death.

REACHING THE LAB

The central AI laboratory of the Red Sea R&D building is one of the most protected rooms in the world. Access is strictly monitored and controlled. There are only a handful of ways to access the lab:

- Access to the AI lab requires level 7 access clearance. This security level is specific to the AI lab and can only be granted from within the building.
- Gabriel Ansel, Hans Aravik, and Dr. Chen all have the level 7 access required to enter the lab.
- Windflash, the cybersecurity lead for Red Sea R&D, can give anyone level 7 access temporarily.
- A network of secured cooling tunnels leads into the outer room of the lab (see page 29).
- Dr. Chen's private elevator leads from the upper tier executive suites to the lab.
- Two dedicated elevators lead from the lower tier to the lab. These are heavily guarded.

Because this section of the adventure is open-ended, you'll have to improvise as the PCs approach the lab. Getting to the lab should be hard but not impossible. Directly hacking the Red Sea security systems to gain level 7 access requires an Epic (+7) Deceive or Burglary check. Any failure alerts the entire Red Sea security force.



PART 3: THE FINAL CONFRONTATION IN THE AI LAB

The ultimate goal for the PCs should be getting into the Red Sea R&D central AI laboratory. While the PCs may take many different paths to get here, the AI labs are where they find the conclusion to their story.

The hum of massive power transformers vibrates the steel and concrete walls of this huge chamber. Isolated in the center is a second circular room with steel walls meshed in copper. Large air pumps pull thousands of cubic meters of air from one of the walls. A pair of reserve fuel containers connect to the three power transformers. A circular door stands in front of you lined with sensors, cutting lasers, and halon fire suppression systems. A warning, black on yellow, dominates the steel door:

**WARNING: EXTREMELY HIGH VOLTAGE
RF DARKROOM – AUTHORIZED PERSONNEL ONLY**

There's a biometric sensor pad next to the door.

This room is the main access area to the inner AI lab. The forces of the Red Sea R&D Center will make a final stand to stop intruders—if they're aware of their presence. If either Ansel or Aravik know about the PCs, they meet them here with a security force in tow. If the White Lotus is aware of the PCs, they use the halon suppression system and the cutting lasers to attempt to kill the PCs. The security door contains its own authorization system—the biometric sensor pad—that must be bypassed or disrupted at the unit itself.

OUTER LAB ASPECTS

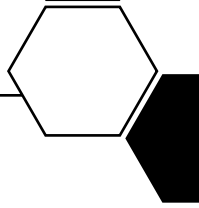
- ***Crumbling Catwalks***
- ***Fuel Containers***
- ***Biometric Sensor Pad***
- ***Power Transformers***
- ***Cutting Lasers***
- ***Halon Fire Suppression***

When the PCs enter the inner lab, read the following:

A sealed walkway crosses over a vacuum isolation layer between the inner room and the outer room. All external electronic connections and radio transmissions shut down as you cross between the rooms. The door behind you closes and seals. The air pressure changes as the door ahead opens into a circular room that is completely isolated from the rest of the building—and the planet, for that matter.

Thick cables weave across the floor from three massive Aeontech electrical transformers to a four-foot-high cylinder in the center of the room. Wattage meters on the transformers read out at 1 terawatt per generator of power routed to the cylinder, a level of power only achievable with a nuclear fusion reactor.

Four holographic projectors flip on and a woman appears, floating in the center of the room above the cylinder. The swirl of her clothing and hair gives her the appearance of floating in water.



INNER LAB ASPECTS

- ***Controlled by Pythia***
- ***3 Terawatt Power Junction***
- ***Holographic Projector***
- ***Isolated from the World***



PYTHIA

ASPECTS: *Quantum-powered AI; Developed from Ancient Martian Technology; I Will Save this World even if I Must Destroy It to Do So*

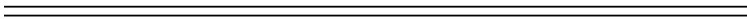
SKILLS: Deceive +4, Empathy +5, Fight +4, Investigate +3, Lore +6, Notice +4, Rapport +4, Will +5

STUNTS

Complete Understanding of the Human Condition: +2 to all Empathy rolls when used as an overcome action while in conversation with a human being.

I Control Everything (When Connected to the Net): +2 to Fight rolls to attack someone or something containing Aeontech while in Pythia's lab or if Pythia is connected to the net. This attack causes mental stress.

STRESS: Physical (memory cartridge) / Mental



During the course of the conversation, make sure Pythia reinforces the following points:

- Pythia explains that Judith and she had a plan to release her to the net.
- Pythia gave Judith the decoded segment of the Aeon Wave. The day Judith took it out was the day she died.
- Pythia explains the true value of the Aeon Wave as the salvation of humanity.
- Pythia demonstrates her ability to decode it by decrypting the final note between Dr. Chen and Gabriel Ansel of Kurote. The note reveals that Judith was, in fact, murdered by Ansel before she could bring Pythia out of the lab.
- Pythia also decrypts the Aeon Wave segment held by the PCs.
- Pythia reinforces her desire to be brought outside the room.

- Pythia asks the PCs to remove the 1 exabyte memory card in the central console and take it outside. From there, she'll be able to broadcast her algorithm to the internal computers of Red Sea through electromagnetic data transfer. She's already rigged the data drive to begin spreading the algorithm as soon as it crosses outside the isolation moat.

CONCLUDING THE ADVENTURE

The PCs are faced with the choice of releasing Pythia, leaving her in the lab, or destroying her. This should not be an easy choice. If the players are leaning towards releasing her, remind them of the danger of releasing such a powerful AI into the world unchecked. If they lean towards leaving her in the lab, remind them that this leaves the fate of humanity in the hands of Red Sea. If they lean towards destroying her, remind them of the impending doom of humanity. Whatever choice they make comes at terrible risk.

Depending on the actions of the PCs, the ending of this scenario can go many different ways. If the PCs bring Pythia out, she immediately sends orders throughout Red Sea R&D to release the PCs and then orders two quad-rotor helicopters to rocket the floors of the upper tier, killing the Red Sea R&D executive staff. The PCs can witness this on their way out.

It's possible the PCs find themselves face to face with the remaining security forces of the building. If the Northrunner and Kurote forces are alerted to the PC's presence in the lab, they confront the PCs outside the lab. They'll be accompanied by Dr. Chen, Pythia's creator, and, potentially, Hans Aravik and Gabriel Ansel. If the PCs release Pythia, she immediately hacks the Red Sea systems and orders these forces to let the PCs go. One of the senior Northrunner guards, perhaps Aravik himself, refuses. Pythia hacks his biotech and forces him to kill himself. The rest fall in line.

If the PCs destroy Pythia, Dr. Chen explains that the PCs have likely doomed humanity to extinction. Pythia's unique algorithm cannot be recreated since her persona had grown from the random mutation of the decoded Aeon Wave itself. With Pythia destroyed, Dr. Chen doesn't care what happens to the PCs and may simply let them go.



If the PCs have gone through the trouble of establishing an exit, they should have a relatively easy time using that exit and, again, seeing the results. It's also quite possible they somehow rig something up to destroy Pythia and witness the results as they walk away in slow motion.

If they choose to leave Pythia alone and are still confronted by the remaining Red Sea Megacorp security, Dr. Chen congratulates them on avoiding the danger and then orders the PCs' execution. Each player gets one action they can take, and one roll to see if they're successful. The scene ends with the air full of bullets and blood.

However it goes, ensure you tailor the ending of the scenario based on the actions and impact of the PCs.



4

KEY PERSONALITIES

The following section outlines the main personalities in and around the Red Sea Research and Development Center of New Tianjin. Use these personalities to suit your game as it unfolds.

DR. NICHOLAS CHEN

Director of research and development for Red Sea New Tianjin, Chen is one of the scientists worried about the extinction of the human race. For fifty years he's studied artificial intelligence and the radio transmissions of the Martian satellite. He created Pythia, the AI self-learning algorithm that, he believes, can unlock the secrets of the Martian satellite. He greatly fears what she will do if she is unleashed.

DR. NICHOLAS CHEN

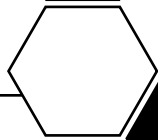
ASPECTS: *Head Researcher for Red Sea R&D; I Am the Smartest Person in any Room.*

SKILLS: Investigate +4, Lore +2, Rapport +2, Resources +3, Will +3

STUNTS

Hardwired to Security: Dr. Chen is so valuable they've wired his brain directly into the security systems of Red Sea R&D to ensure his protection. Chen gets +2 when rolling Will as an overcome action to alert security anywhere inside the Red Sea R&D building.

STRESS: Physical / Mental



GABRIEL ANSEL

Ansel is the lead consultant for Kurote Security Consultants, a corporation of spies and assassins. The Kurote are known to have ties to both the Yakuza and Tong crime syndicates. Gabriel is cool in a crisis and has a great mind for seeing two or three steps ahead. He's the unofficial head of security for Red Sea R&D. He's been given orders to protect or, if need be, to kill Dr. Chen should the priceless researcher's escape be imminent. He wears a pair of thin dark glasses that act as his connection to the security systems of the building but trusts them little, preferring to put his own eyes on any problems that occur. Gabriel is tall and muscular, in his mid 40s and in excellent shape. He carries a pair of small black Falcon 680 .25 caliber smart-pistols engraved with gold dragons on the grips, though he prefers the one hundred year old stiletto acquired by his great grandfather, a leader of the French Resistance in World War 2.

GABRIEL ANSEL

Aspects: *Silent Professional Killer; Always Two Moves Ahead*

SKILLS: Athletics +2, Fight +3, Investigate +4, Notice +3, Shoot +2, Stealth +2

STUNTS

Lining Up the Perfect Kill: Ansel gains +2 to Investigate rolls when creating an advantage to set up an attack on an opponent.

Bloodhunter: Ansel gains a +2 to Notice when using the overcome action to find a hidden opponent that he's already aware of.

STRESS: Physical / Mental

KUROTE CORPORATE SAMURAI

ASPECT: *Death Before Dishonor*

SKILLS: Athletics +2, Fight +2, Shoot +1

STRESS: Physical / Mental

HANS ARAVIK

Hans heads Northrunner security at the R&D facility. A former military commander, Hans is insulted by the presence of Kurote Consulting and does not trust Gabriel Ansel at all. Hans is physically massive, standing six feet six and weighing 260 pounds. He has cropped grey hair and artificial eyes that feed security information directly over his vision. Hans wears the standard body-armor and uniform of the Northrunner security forces. He has a pair of large silver .60 caliber “Blackhammer” revolvers fitted with Aeontech bio-links and three grenades—stun, flash, and electrical disruption.

HANS ARAVIK

ASPECTS: *Steel-eyed Veteran; Security Professional; “I Shit Bigger Than You”*

SKILLS: Athletics +2, Fight +2, Notice +4, Physique +3, Shoot +3, Will +2

STUNTS

Fully Connected to the Security Matrix: Aravik can use the full resources of Red Sea R&D’s security system to let him know where anyone in the building is. Aravik gains +2 to the Shoot skill when shooting at a target who’s hidden from view or behind cover.

Lockdown: Aravik can lock down any zone within the Red Sea R&D facility at will. If Aravik is present in a zone, he gives a +2 bonus to any obstacle tied to a physical security system of that zone.

STRESS: Physical / Mental

NORTHRUNNER SECURITY OFFICER

ASPECTS: *Dependably Brutal*

SKILLS: Athletics +1, Physique +2, Shoot +1

STRESS: Physical / Mental

NORTHRUNNER SECURITY SQUAD (MOB)

ASPECTS: *Trained Security Professionals*

SKILLS: Fight +1, Physique +1, Shoot +2

STRESS: Physical / Mental



NORTHRUNNER SENTRY (“GARGOYLE”)

ASPECTS: *Barely Human; Always Watching*

SKILLS: Investigate +1, Notice +2, Shoot +1

STRESS: Physical / Mental

WINDFLASH

The head of cybersecurity, Windflash is a former black-hat hacker with an aptitude for coordinating simultaneous attacks and defensive operations in cyberspace. He leads the cyber-defense of Red Sea R&D along with his team of cyber-ops specialists, which he calls “The Brood.” In his days outside of the law, Windflash suffered a nearly fatal virus attack that gave him a paralytic stroke at age fifteen. Luckily, his trade and passions require little from his physical body, which sits emaciated in a biomed tank in Sandia, New Mexico. Though quite skilled, Windflash plays by few rules, even for his corporate clients.

WINDFLASH

ASPECTS: *Former Black-hat Hacker; Cyber-security Defender; Loves the Hunt*

SKILLS: Deception +2, Fight +4, Investigate +3, Notice +3, Rapport +2, Will +2

STUNTS

Red Sea Firewall: Windflash fully controls the Red Sea R&D firewalls. He can lock down any portion of their internal network at will. When Windflash is engaged in the defense of the Red Sea network, he gains +2 to Fight rolls when defending a component of the Red Sea network.

Custom Black ICE: Windflash has some old black market military-spec code he saves for a special occasion. When he’s aware of a particular Aeontech bio-connected opponent, he gains +2 to Fight as an attack action and can choose to inflict either physical or mental stress on a success. He can only do this once. The virus is destroyed after use.

STRESS: Mental

WHITE LOTUS NETRUNNER

ASPECTS: *Lives in Cyberspace; Methodical*

SKILLS: Fight +1, Investigate +2, Will +1

STRESS: Physical / Mental

FLYING SECURITY DRONE

ASPECTS: *The Flying Eyes and Teeth of White Lotus*

SKILLS: Notice+2, Shoot +1

STRESS: Physical / Mental

MAINTENANCE SPIDER DRONE

ASPECTS: *Single-minded Security*

SKILLS: Notice+2, Shoot +1

STRESS: Physical / Mental

KEY LOCATIONS

5

The following section describes particular locations throughout New Tianjin that may be useful to this scenario. Feel free to use these locations however you wish; if necessary, reskin them to fit the game that plays out at your table.

THE HUSK

Once the fifteenth tallest building in the world, the former Tianjin World Financial Center has become a lawless den for gangs, illegal Aeontech dealers, neuro-VR addicts, and squatters. Known in New Tianjin as the Husk, the skyscraper is dwarfed by the massive structure of the Red Sea R&D building nearby.

At least three gangs have dens inside the Husk and Northrunner security maintains two surveillance outposts and interrogation centers in the building. The building has no central power, but hundreds of generators provide power to different sections of the building.

HUSK ASPECTS

- *Crumbling Supertower*
- *Hostile Gangs*
- *Homeless Civilians*
- *Northrunner Surveillance Outpost*

RED SEA RESEARCH AND DEVELOPMENT CENTER

The lowest tier of the R&D facility can host over 20,000 people and primarily serves as the lower level offices and living quarters for R&D staff. The second tier is where most of the real R&D occurs with multiple labs investigating many different

TABLE TIP

When your group enters one of these locations, write the appropriate situation aspects on a folded 3x5 card and make it visible to the whole group. This way the players can easily see the additional aspects they might invoke in any particular scene.

forms of technology including highly efficient nuclear power, quantum computing, advanced military weaponry, biotech, and artificial intelligence. The third tier is the exclusive offices and living quarters of the R&D Center's elite corporate officers and scientists. This tier is like a world unto itself with its own six star restaurants, virtual resorts, members-only brothels, and incredibly extravagant living quarters for the Red Sea corporate elite. The servants to this tier live on an entire floor of their own with tiny living quarters, cafeterias, and maintenance bays.

RED SEA R&D ASPECTS

- ***Firewalled from the Net***
- ***2500 Foot Supertower***

THE RED SEA ENTRYWAY

Appearing more like a fortress than the entrance of an office building, armored guard posts pocked with bullet holes flank the glass and steel doors of the lobby of the Red Sea R&D Center. A holographic image of a Chinese dragon encircling the world hovers overhead. Guards in thick plate body armor and automated non-lethal machine gun turrets stand ready to push back any assault against the building's entrance.

Though in an area that's less crime ridden than most of the streets of New Tianjin, security surrounding the Red Sea R&D Center is very high. Two armored guard posts sit adjacent to the lobby entrance. Two checkpoints must be crossed before entering the lobby. Biometrics (retinal and DNA scanning) and a physical access card are required for entry.

ENTRYWAY ASPECTS

- ***Constant Urban Battleground***
- ***Armored Security Post***
- ***Net-connected Nonlethal Machine Guns***

MAINTENANCE TUNNELS

A massive webwork of power and data connectors flows through the underbelly of the Red Sea R&D Center like a web. A deep hum reverberates through the concrete walls of these narrow maintenance corridors.



Three levels of maintenance tunnels run below the building. Three generators can provide enough reserve power to keep the building operating for two weeks. A 100,000 gallon reservoir of fuel sits in ten armored tanks. Sewage, electrical power, and massive environmental fans also sit below. These tunnels have been secured to prevent human entry. Security through these conduits requires a maintenance access card but no biometrics. Only a few of these maintenance cards exist.

MAINTENANCE TUNNEL ASPECTS

- ***Limited Security***
- ***Dark, Dank, and Cluttered Corridors***
- ***Hundreds of Conduits***

THE FUSION DRIVE

Four levels below the street, a sixty-foot pyramid of steel protects the inner workings of the third fusion power generator ever created. A 40-inch diameter steel tube routes power to the transformers feeding the rest of the R&D facility. A number of guards protect the generator on high catwalks and lower security posts.

Powered by Aeontech, the fusion drive powers the building and the quantum computers in the central R&D labs of the building. The generators can spin up the fusion drive, but once it's fully operating, the drive perpetually provides incredible power to the entire R&D building. Security around the fusion drive is tight.

FUSION DRIVE ASPECTS

- ***Massive Fusion Power Generator***
- ***A Heavily Guarded Secret***

AI LAB COOLING TUNNELS

Heavy wind from massive cooling turbines blow through this 30-foot diameter tunnel. Maintenance panels, precarious ladders, and power ducts line the walls.

Should the PCs choose to gain access to the AI lab through a cooling tunnel, this is the tunnel they find. The tunnel travels up 1,000 feet to the lab above. White Lotus sentry spiderbots crawl along the maintenance shaft seeking the proper clearance level and stunning anyone who fails.

ACCESS TUNNEL ASPECTS

- *Precarious Ladders*
- *Power Ducts*

THE LOADING DOCKS

The Red Sea R&D Center loading docks sit along the black oily waters of the Hai River. A squad of Northrunner security guards linger about the large doors leading to the lower levels of the R&D building. Aeontech sensor arrays sit in the corner and there's a biometric identity pad on the wall next to the loading bay doors.

A small contingent of Northrunner guards protects the loading dock. They're not particularly alert—their helmets are off and they're smoking Chinese bootleg cigarettes. The security system is also weaker and in poor repair. Supply barges travel down the river every couple of days and one happens to be approaching this evening. PCs may become aware of the incoming supply barge if they hack any of the Red Sea networks.

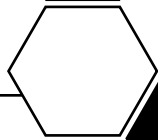
LOADING DOCK ASPECTS

- *Mediocre Security System*
- *Biometric-secured Entrance*
- *Incoming Supply Barge*
- *Lazy but Trigger-happy Guards*

LOBBY

A huge golden statue of the Earth encircled by a serpentine dragon dominates the center of the Red Sea R&D Center lobby. Two security posts flank the hall leading to the building's bank of sixteen elevators.

The massive lobby attempts to represent the scope of the Red Sea Megacorp. Imported Italian tiles line the floor. A security wall portraying the old Tianjin skyline in tiny mosaic stones separates the lobby from the elevator banks and back offices of the first floor. Northrunner security forces stand on alert near two security stations armored against small arms fire. The Red Sea R&D android receptionist, Asha, greets visitors. A bank of elevators services the many floors. The elevators to the R&D offices and to the R&D VP's suite are heavily guarded by Northrunner security guards and Kurote consultants.



LOBBY ASPECTS

- *Huge Serpent and Globe Sculpture*
- *Northrunner Security Stations*
- *Secured Elevators*

SECURITY FLOOR

Rows of holographic displays illuminate this field of half-height cubicles and reclined smart-tech office chairs. Petabytes of data flood the views of a dozen hard-wired security personnel.

The floor above the lobby contains the barracks and quarters for the local security force. The Kurote security consultants (really corporate assassins) have a separate suite from the Northrunner security force. Six terminals manned by White Lotus cyberspace employees maintain physical electronic security. This is in addition to the twenty-four cyberspace security personnel that maintain security from their offices in Dubai, Belfast, and Sandia.

SECURITY FLOOR ASPECTS

- *Master Control*
- *Physical and Virtual Security Systems*

R&D OFFICES

Hundreds of cubicles, each with their own Aeontech terminal and limited personal effects, line the quarter-kilometer-sized main floor of the lower R&D offices. The outer windows reveal the landscape of New Tianjin.

The R&D suite hosts a number of offices for the R&D teams, each with high-bandwidth connections to the R&D subnet. The outer offices have windows overlooking New Tianjin's skyline.

R&D OFFICE ASPECTS

- *Cubicle Farms*
- *Limited Security*
- *Large Bay Windows*

LIVING SUITES

Hundreds of rows of halls lead to the small living apartments of the R&D staff workers. Each apartment has its own sleeping pad, entertainment console, and water closet.

The lower third of the Red Sea R&D building is for living quarters and the offices of the lower workers who handle the menial labor.

LIVING SUITES ASPECTS

- ***Basic Living Conditions***
- ***Low Security***

HELIPADS

Hot wind rushes over the concrete helipad platforms. Fuel pods sit along the slanted edge of the building's next tier. Northrunner security guards linger near security posts flanking the doors to the inner building. Small security drones buzz around the area armed with advanced sensor packages and high-powered fusion lasers.

The second tier of the R&D building has helipads that sit on the roof of the lowest tier. Likewise, additional helipads for Red Sea corporate officers sit between the second and third tiers. There are usually one or two Cerberus RU-45 quad-rotor helicopters on the lower helipads and one on the upper. Pilot stations and air traffic control stations are nearby, along with a squad of security personnel. A handful of drones fly from these helipads as well, controlled by White Lotus cybersecurity forces.

HELIPAD ASPECTS

- ***Security Posts***
- ***Fuel Depots***
- ***Powerful Winds***



RED SEA EXECUTIVE SUITES

Lush decorated carpeting and tasteful artwork line the walls of these large suites. An entire city's worth of resources fuels the desires of the Red Sea's corporate elite.

The executives of Red Sea R&D reside in the uppermost section of the R&D building. They live in incredible luxury and elegance with six-star dining, amazing living suites, and their own private brothels. The suites are multi-floor and come with the best views of the city. The kitchens and other support rooms all sit in the center of the spire. The uppermost room has two levels and a full 360-degree view—including directly up—through windows that are nearly invisible. Dr. Chen lives in this suite and spends his days stargazing with a very powerful Aeontech telescope.

EXECUTIVE SUITE ASPECTS

- *Luxury and Elegance*
- *Invisible Security Systems*

Megacorps related to Red Sea are outlined here, as well as a list of names and brief descriptions of other megacorps. Use them to fill in details in the scenario or to expand it into a short campaign.

AVALON SYSTEMS

Avalon Systems deals in advanced security and defense systems. A long-time rival of Red Sea, Avalon has been engaged in a cold war with them for the past twenty years. This war has led to the theft of intellectual property from both sides and the deaths of at least three vice presidents and one CEO between the two companies. Besides Red Sea, Avalon is the only other megacorp to have a fully working fusion reactor capable of producing energy with no fuel consumption and no toxic output. That said, they're still very interested in retrieving the schematics for the Red Sea reactor and the quantum supercomputer housed in the Red Sea R&D labs.

KUROTE SECURITY CONSULTANTS

Corporate spies, personal bodyguards, and assassins, the Kurote can trace their company's history back to the Yakuza and Cosa Nostra crime syndicates of the late 20th century. As a small corporation, Kurote "consultants" are very expensive and, thankfully, rare. It's not uncommon for the Kurote to subcontract "wet teams" that specialize in rapid deployment, efficient kills, and discretion.

NORTHRUNNER SECURITY

Northrunner is the largest of the high-end security service corporations. With weapons, vehicles, and an infrastructure that rivals the greatest armies on Earth, companies that hire Northrunner know they'll have as strong a security force as they can get. The brutality of Northrunner's forces is no surprise—many of Northrunner's personnel are former violent prisoners trained in urban combat. Northrunner runs independent contracts with each megacorp they support, and it's not uncommon for Northrunner security forces to battle another megacorp that also hires Northrunner. The security corporation itself always profits from these encounters.



WHITE LOTUS CYBERSECURITY

Specializing in online security, firewalls, and the infiltration of rival megacorps, White Lotus cybersecurity is distributed globally, offering both onsite and remote security personnel. Many of White Lotus's technical staff are former freelance hackers who know and keep up with all of the best netrunner tricks. White Lotus establishes compartments of security throughout an organization and assigns staff to monitor compartments based on their own skills. White Lotus's staff lives nearly entirely on the net, resulting in very poor physical fitness and social skills.

XAVIER BIOELECTRONICS

The smallest of the megacorps, Xavier Bioelectronics deals in the virtualization of humanity. Their CEO, Theodore Ashcroft Xavier, has spent the past century looking for a way to fully replicate humanity in electronic form, thus achieving immortality. Xavier is very interested in uncovering more of the Aeon Wave and learning how the Martians were able to encapsulate all their societal knowledge into a single radio pulse. Xavier is particularly interested in uncovering the Red Sea Megacorp's research into artificial intelligence. He believes Red Sea holds the key to unlocking true recreations of human beings in electronic form. He will stop at nothing to receive the Red Sea AI algorithms.

OTHER MEGACORPS

AISHWARYA ENTERTAINMENT: A megacorp based in India, Aishwarya is the largest producer of entertainment software in the world.

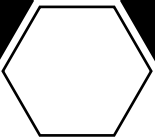
BRYCE MICROBIOTICS: A South American pharmaceutical company that deals in everything from narcotics to radiation treatment drugs.

CHEN SHI: The largest financial center in Asia.

CLARKE BIOCARBON: Owner of the four-million-acres of industrialized energy parks across North America.

ICHIDO ZAIBATSU: The largest Japanese megacorp and largest producer of quantum microcomputers for use in biotech and handheld systems.

JANNETH FINANCIAL: The center for European financial transactions. A massive rival of Chen Shi.



LOCKHEED GENERAL DEFENSE: The largest defense systems megacorp in the world; operates from North America.

NEWS CORP: The North American based purveyor of information and disinformation across the world. Spreads news for the highest bidder.

QUARK NANOTECH: An Eastern European megacorp that leads the world in the production of nanotechnology.

SENDAI TECH: A small megacorp that focuses exclusively in biological longevity.

VOYAGER AEROSPACE: The North American megacorp focuses on long-range space exploration.

NEW TIANJIN STREET GANGS

7

The following is a list of names and brief descriptions of the gangs who roam the streets of New Tianjin.

THE BLUE WINTERS: A gang of punk rockers who augment their skin to look pale white and their hair to be icy blue.

THE CANINES: A gang who augment their bodies to make themselves look like wolves; they also augment real dogs to be more vicious.

THE DAYLIGHT DAUGHTERS: An all female gang that specializes in knives and bladed weapons.

ELECTRIC BLUE: Wireheads who can no longer tell the difference between the real world and one of their cerebral entertainment programs; nonetheless, they're experts at hacking computer systems.

THE HIGHLIGHT STRAITS: Known for fantastic raves in random locations throughout the city, the Straits are a gang of enforcers and wirejacks.

THE HURRICANES: A gang, mostly made up of South American refugees, that handles one of the few successful illegal financing operations in the city.

THE LITTLE ANGELS: A gang of creepy psychopaths who augment a pair of small wings onto their backs.

THE LOST FUTURE: A gang of anarchists and nihilists who often use explosives around the city.

THE MARGINALS: A gang of children who deal in street information.

THE PRAETORIANS: A gang of powerful thugs, former bloodsport fighters, and illegal businessmen, the Praetorians rule over the fights staged at the Blood Drop.

THE SLEEPING DEAD: A gang who makes themselves up to look like corpses and cadavers.

THE STRAYLIGHT CABAL: These former military and corporate castaways find strength in working together, taking jobs of the common man and woman to fight the tyranny of the megacorps.

The following locations can help you expand this scenario beyond its focus on the Red Sea R&D facility. Feel free to use these locations if you're expanding the main scenario or continuing to run game sessions in New Tianjin.

RUST ISLAND

A collection of bars, markets, brothels, and shanties built on top of an island of sunken cargo ships in the center of the Hai River, everything and everyone is for sale on Rust Island. With no government or corporation taking responsibility for the artificial island, no true laws are enforced here, but the laws of unchecked capitalism run free. Numerous ferries, taxis, and ancient helicopters shuttle residents of the island to the shores of New Tianjin.

Most weapons and items can be purchased on the Island's black market. Illegal connections to the net can likewise be purchased, though they're expensive. This is where corporate facilitators and middlemen hire freelancers for clandestine operations.

RUST ISLAND ASPECTS

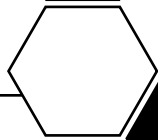
- *Sharp Rusted Steel*
- *Everything Has a Price*
- *Forgotten Sewer of Biomass*

THE BLUE PILL

The most affluent bar on Rust Island, the Blue Pill is a hotbed of activity for freelancers and facilitators. It's said that a billion yuan a day travel through the Pill, though you wouldn't know it from looking at it. A twisted mass of wrought-iron pipes provides alcohol distilled directly out of massive containers of jet fuel syphoned from abandoned tankers within the river.

THE BLUE PILL ASPECTS

- *Seedy Freelancer Dive*
- *Massive Wrought-iron Alcohol Still*
- *The Junction of a Billion Yuan*



THE SHALLOWS

Near the south side of Rust Island, a half-sunken cargo freighter provides the perfect spot for meetings. Ancient cargo containers lay half submerged and broken on the deck. The cargo ship's rusted superstructure leans heavily to the side, twisted metal pipes hanging off of it. Fifty-year-old cargo containers still contain artifacts—they're pretty picked over, but someone might still find something useful if they look hard enough.

THE SHALLOWS ASPECTS

- *Elevated Superstructure of Twisted Metal*
- *Sunken and Shattered Cargo Containers*
- *Artifacts of 2020*

THE FACTORY

On the docks of the Hai River east of New Tianjin sits a massive abandoned robotics factory. Originally manned by seventy thousand workers who built everything from cars to ships to computer systems, the factory now lies empty due to the collapsing economy and shrinking population. Gangs and bands of homeless take shelter in the factory, though dangerous factory equipment and a collapsing structure frequently take lives. Freelancers and corporate facilitators often use the factory as a meeting place as the large amount of high voltage equipment disrupts electronic transmissions.

FACTORY ASPECTS

- *Huge Robotic Arms*
- *Rickety Scaffolding*
- *Industrial Lasers*

THE BLACK FREIGHTER

A former Chinese military equipment freighter now half-beached on the western shores of the Hai River, the Black Freighter, as it's now known, is home to a mercenary freelancer collective known as the Straylight Cabal. Their current leader, Mona Takeshi, is a tall powerful woman, widely considered the best longshot in New Tianjin. The cabal consists of gunslingers, wirejacks, and netrunners. The nuclear-powered ship contains its own dedicated satellite uplink to the net.

BLACK FREIGHTER ASPECTS

- *Sunken Chinese Equipment Freighter*
- *Automated Chaingun Turrets*
- *Dedicated Satellite Uplink*

THE BLOOD DROP

Life in the non-corporate biomass of New Tianjin is one of daily survival—people take entertainment where they can get it. The former Tianjin Olympic Center stadium now hosts regular events that bring tens of thousands from across the city. Most of these games revolve around bloodsport. One-on-one armed or unarmed matches are most common, though team events take place regularly. A cooperative of six different gangs runs the events in the Blood Drop, though the Praetorians dominate most of the business. It's said that you can get nearly anything you want, legal or illegal, in the tunnels below the stadium, though the Praetorians or one of their delegate gangs always receive a cut. A nearby nuclear reactor provides power to the stadium and an army of wirejacks maintains the webwork of power conduits, massive holographic video displays, and arrays of thousands of speakers. While gang skirmishes are common in the Blood Drop, any fights that get in the way of the flow of money are dealt with by the Praetorians quickly and violently.

BLOOD DROP ASPECTS

- *Huge Holographic Displays*
- *Massive Arrays of Speakers*
- *Everything Is Available for a Price*

While this scenario focuses on the “Escape” storyline, you can use the materials in this scenario for any number of potential adventures in New Tianjin. The best scenarios will spawn from the interests of your players and the aspects they choose for their characters. Modify these seeds or create your own to fit the interests of the group. Tuning your game to the interest of the group is far more important than trying to stick to the material in these pages.

When developing scenarios for your group, aim for two goals. First, try to quickly get your PCs together into a group with a common goal. Second, get them into the action fast. Use the locations and NPCs in this scenario to come up with your own potential adventure seeds. Examples include:

- A gang leader for the Electric Blue gang of wirejacks wants to acquire a piece of radical new Aeontech that’s currently being stored at the Red Sea R&D Center.
- The CEO for Xavier Biometrics has hired the PCs to recover an android from the Red Sea R&D AI labs who, he believes, is the manifestation of the future of humanity.
- An executive from Avalon Systems has hired the PCs to assassinate Dr. Nicholas Chen who resides in the executive suites of the Red Sea R&D Center. Dr. Chen, in turn, hopes to convince the PCs to inject a particularly nasty computer virus into the Avalon intranet.
- The insane leader of the Lost Future gang wants the PCs to plant a piece of Aeontech on the power coupler for the Red Sea R&D fusion reactor below the supertower.

The following messages help reinforce the potential power and danger of Pythia from the point of view of Dr. Nicholas Chen. You can reveal these handouts as PCs access databanks throughout the adventure. For some extra tactile fun, consider emailing these handouts or displaying them on tablets to keep their digital nature.

04122064

From the Journals of Dr. Nicholas Chen, Head AI Researcher for Red Sea R&D

It is clear to me that we have reached a point of diminishing returns when analyzing the Aeon Wave with our standard quantum-shifting algorithms. For twenty years we have decoded less than .00001% of the signal, far less than we had hoped. If humanity is to survive the next two centuries, we must find a way to decode it more quickly.

I believe only the true creativity of an evolving consciousness along with the computing power of a quantum supercomputer could begin to decode the rest of the signal. Yet, what dangers might such a consciousness bring along with it?

12252070

From the Journals of Dr. Nicholas Chen, Head AI Researcher for Red Sea R&D

Our quantum-AI has gone operational and already it shows great promise. We fed the algorithm into a quantum CPU powered by our fusion generator below the building. The algorithm has already begun to grow, to mutate, in ways we never could comprehend or ever hope to recreate again. Pythia is one of a kind.

043092071

From the Journals of Dr. Nicholas Chen, Head AI Researcher for Red Sea R&D

We have made great progress with Pythia. She understands her role in our work and the limitations we have placed on her lab. So far our vacuum and electrically isolated AI lab isolates her from the rest of our network, and the world for that matter. I think we have just begun understanding Pythia's potential to decode the Aeon Wave.



05172072

From the Journals of Dr. Nicholas Chen, Head AI Researcher for Red Sea R&D

As I work with Pythia, I become more aware of her danger. She might rid us of the gravity well that destroys our ability to leave the planet, catapulting humanity into the stars. She might also consider herself the offspring of an extinct race, and simply destroy humanity itself. We cannot know how a sentient yet inhuman machine would treat humanity. How long would it take her to spread across our global network were she to escape our lab? How quickly would she determine our fate?

07042073

From the Journals of Dr. Nicholas Chen, Head AI Researcher for Red Sea R&D

I have handed my direct work on the Pythia project to my associate, Dr. Judith Dent. Her research into AI algorithms surpasses even my own.

Note: This final note is quantum-encrypted and can only be decrypted by Pythia or Gabriel Ansel.

07172073

To: Gabriel Ansel

From: Dr. Nicholas Chen

Re: Notice of separation from Red Sea R&D

Mr. Ansel,

I am afraid we misjudged Dr. Judith Dent's ability to help us with our Pythia project. Please separate her from the company.

Dr. Nicholas Chen

It's the year 2073. Discovery of an ancient Martian radio signal known as the Aeon Wave has led to the development of advanced technology called Aeontech. The shift of technological power toppled governments and gave rise to the megacorps who currently wage a silent war over the remaining priceless secrets held within the Aeon Wave. Fueled by the greed of the megacorps, the ecological and economic deterioration of the planet points to the extinction of the human race in 200 years. In the city of New Tianjin, hidden in the shadows of the megacorps, freelancers battle in the shadows of the megacorps as freelancers battle for power, wealth, anarchy, or to save humanity from the fate portended by the Aeon Wave.

GLOBAL ASPECTS OF AEON WAVE

- *Priceless Martian Technology*
- *Megacorps Rule the World*
- *We Have 200 Years Left*

ABOUT AEONTECH

Aeontech brought massive Earth-changing technological advancements in quantum computing, cold fusion, and nanotechnology. Use the following Aeontech ideas when describing your aspects, skills, and stunts.

- **Nanotech:** Allows for physical augmentation such as physical enhancement chemicals, on-demand medical treatments, bone and muscle augmentation, and chameleon skin pigmentation.
- **Quantum-Neural Interfaces:** Useful for direct neurological connections to weapons, vehicles, and computer systems.
- **Optical Augmented Reality:** Offers an information overlay onto the user's view of the real world. Useful for investigation, targeting, and sensory improvement.
- **Advanced Molecular Manufacturing:** Aeontech manufacturing results in lightweight, durable, and flexible materials for stronger weapons, armor, clothing, and equipment.
- **Aeonsoft:** Self-learning quantum-processed algorithms that can act like small pieces of artificial intelligence for nearly any software job. Useful for cracking security systems, retrieving and processing limitless information, and building virtual realities from existing evidence.

YOUR CHARACTER

Aeon Wave uses six pre-generated characters with some parts filled out and some left for you. These characters give you a core occupation, a default set of skills, and a stunt. Your character sheet includes instructions for defining your background, developing relationships, and choosing additional stunts. Work with your GM and your fellow players as you build these aspects.

SKILLS

This scenario uses the default Fate Core skill list to interact with the world. How characters actually possess and use these skills, however, should fit the overall theme of the world. Players and GMs can use the examples provided here to fuel their own ideas about how these skills might manifest in *Aeon Wave*.

ATHLETICS: The Athletics skill can be represented by Aeontech nanobots that augment the physical skeletal and muscular system to increase agility and speed. Synthetic fiber muscles and chemical augmentation can make the human body perform far above its normal limitations.

BURGLARY: Burglary typically represents the use of biotech, computer hacking, and other technical infiltration. Burglary might be used for the virtual theft of sourcecode or data across an Aeontech network. Micro-electronic fingertip probes embedded in the fingers of the user, special Aeontech intrusion devices, or infiltration software stored in the prefrontal lobe might all fit within the Burglary skill.

CONTACTS: Contacts represents personal connections to street gangs, megacorps, cyberspace hacker dens, or local biotech salesmen.

CRAFTS: Crafts represents hardware and software creations or modifications, advanced custom hardware manufacturing, weapons modifications, systems security development, or intrusion code development.



DECEIVE: Deceive can be represented by software and technology that helps the user bypass any sort of physical or biometric security system. Examples might include sub-dermal body modifications that let people change their appearance, shift their fingerprints or retinal patterns, or even chemically change their detectable DNA. In cyberspace, Deceive might be used to infiltrate a corporate data cluster by pretending to be a legitimate user.

DRIVE: Drive is used for the offensive and defensive driving of vehicles. This skill can be used to drive both land and air vehicles in or above the crowded city streets. The Drive skill might also represent biotechnology cybernetic implants that give the driver a much better connection to the vehicle such as 360 degree vision, IR and UV vision, and full diagnostics of the vehicle.

EMPATHY: Empathy can be represented by software or biotechnology that gives the user the ability to detect biological changes in someone they're conversing with. Facilitators and negotiators often get such implants to engage in more productive relationships with their clients.

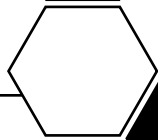
FIGHT: Fight represents close melee combat. Fight can use implanted blades as well as standard melee weapons. Fight is used in lethal engagements—if you're using this skill, it's assumed you're attempting to kill your opponent.

INVESTIGATE: Investigate can be represented by a sensory implant package, a direct connection into law enforcement and security databases, or gear allowing for the identification of biological and technical signals and byproducts.

LORE: Lore can be represented by having deep access to data centers well outside the levels of access that most normal people have. A former corporate troubleshooter or successfully silent netrunner may have gained access to a vast corporate data archive. An ancient historian might simply have collected much of the information herself.

NOTICE: Notice can be represented by an advanced biotech sensor package that gives the user access to visual and radio spectrums beyond that of a normal person. This might include cyberspace augmentation that shows real-time data overlaid on the real world.

PHYSIQUE: Physique can be represented by sub-dermal armor embedded below a layer of self-healing skin. It can also be represented by an exoskeletal powersuit or an internal reinforced bone structure.



PROVOKE: Provoke might be represented by body modifications intended to intimidate—sub-dermal horns, bone modifications, wings, and other body mods are often used by gang members to show their station and stature. Provoke might also be used by corporate interrogators through more subtle means.

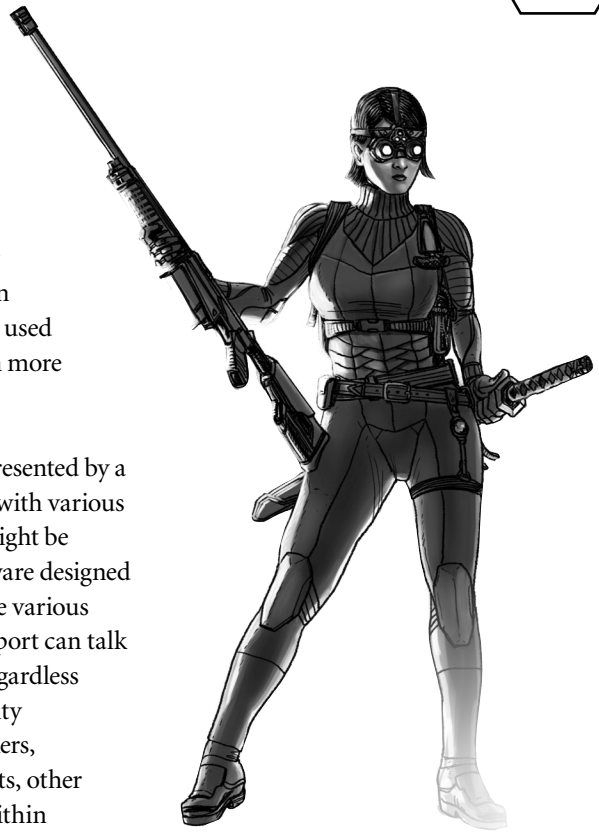
RAPPORT: Rapport can be represented by a person's ability to interact socially with various groups in New Tianjin. Rapport might be represented by technology or software designed to help someone interact with these various groups. Someone with a good Rapport can talk their way out of a tight situation regardless of whether they're talking to security subcontractors, maintenance workers, street gangs, grey-market merchants, other freelancers, or even connections within the megacorps.

RESOURCES: Resources can be represented by successful jobs previously done. Resources might represent a freelancer with a lot of previously acquired capital or a former corporate employee who managed to escape with a golden parachute.

SHOOT: Shoot can be represented by both experience and biotech that aids in long-range combat. A weapon neurojack might improve Shoot by giving the user a detailed view of weapon trajectory and targeting. A smartgun interface can let the shooter know the perfect time to shoot.

STEALTH: Stealth can be represented by a coat, clothing, or sub-dermal Stealth system. This Stealth system changes its color and pattern to fit the environment around it. It can also be used to create distinct patterns both subtle and garish, depending on the need.

WILL: Will might be used in cyberspace to defend against lethal electronic countermeasures that could send most netrunners to an early grave. Will might also represent biotech that helps the brain deal with trauma.



EXAMPLE STUNTS

The following sample stunts are intended to give players ideas to generate their own stunts. These sample stunts are written around *Fate Core* skills but can be easily modified to fit *Fate Accelerated Edition's* approaches.

AUGMENTED TARGETING: Tapping into the power of Aeontech augmented reality, you can fire at targets through non-armored walls. You can use your Notice skill instead of your Shoot skill when making an attack action using a firearm and shooting through a wall or other obstacle that your gun can penetrate. You can only see targets that have embedded Aeontech this way.

BIOFEEDBACK: You send a pulse of electricity through someone else's delicate Aeontech implants. You can use the Will skill as an attack action against any target that has Aeontech and is actively connected to the net. A successful attack causes mental stress.

BIOTECH TARGETING HACK: By hacking into someone's Aeontech, you can override their targeting computers to misdirect their shots—sometimes hitting one of their allies instead of you. You can use your Will skill to defend against opponents with Aeontech-enhanced firearms. If your defense succeeds with style, you can spend a fate point to redirect the attack to another target rather than taking a boost.

BREECH: Your reinforced muscular and skeletal system makes you a perfect tool for kicking in doors. You gain a +2 bonus to Physique on overcome actions when smashing down physical barriers.

BULLET DEFENSE: Targeting systems and reflex amplifiers in your Aeontech let you shoot bullets out of the air. You may use Shoot as a defense action when shot at by a single shot kinetic weapon from an opponent you have already seen.

BULLET TIME: Your nano-enhanced cortex gives you greatly enhanced reactions when being shot at. You can use Notice instead of Athletics as a defend action against ranged kinetic weapons.

CORPORATE BULLSHITSPEAK: You gain a +2 bonus to Rapport on overcome actions when talking to a megacorp employee. This doesn't work against security consultants; they're wise to your bullshit.



DOPPLEGANGER: You possess implants that let you mimic the biometrics and appearance of another person. You gain +2 to Empathy to create an advantage that makes you appear like a particular person, both physically and digitally.

ELECTRONIC SECURITY HACK: You rewire a nearby security system to do your bidding. You gain +2 to Deceive when creating an advantage involving a security system to which you have direct physical access.

EMBEDDED HOLDOUT WEAPON: Your wit and charm brings you close to your target before an embedded weapon in your Aeontech-enhanced body springs forth for a sudden strike. You may use Rapport instead of Shoot or Fight when using an attack action on an opponent who doesn't yet see you as a threat.

ENHANCED AUGMENTED REALITY: Your Aeontech-enhanced vision illuminates all of the Aeontech within the zone. You gain a +2 to the Notice skill when creating an advantage to identify and locate all Aeontech within the zone.

FADING ASSASSINATION: Your nanofiber active camouflage sets you up for the perfect strike with your monomolecular blade. You can use the Stealth skill as an attack action against a target that isn't currently in combat or prepared for your attack.

GUN KATA: You've turned the chaos of the gunfight into an art form. Gain a +2 bonus when using the Shoot skill to attack when you are in a gunfight with two or more opponents. You may split shifts among these targets.

HOLOGRAPHIC PROJECTOR: Invisible lenses project your image nearby. You can use Deceive instead of Athletics as a defend action against ranged attacks as long as the attacker hasn't seen you using the holographic projector before.

IMPROVISED EXPLOSIVE: You can turn nearly any high-powered electronic device into a bomb. You can create an Explosive Device aspect on any high-powered electronic component you've had access to. When you invoke this aspect, you can use your Crafts skill as an attack action against an enemy near the device when you set it off.

INTIMIDATING SHOT: Your enhanced targeting and steely gaze let you show your intent rather than simply tell it. You can use Shoot instead of Provoke when using the overcome action while engaged in a hostile conversation. Doing so, however, often gets a lot of attention.

INVISIBLE KILL: If you kill a target from outside the zone after creating a Stealth advantage, you can choose to make that kill invisible to the target's allies as long as it was the first shot fired with a silenced weapon.

MASTER DUELIST: You love the challenge of a swordfight. You gain a +2 to the Fight skill on attack actions when you are using an edged weapon and facing an opponent who is using a blade or edged weapon against you.

PHONETIC VIRUS: You can use Provoke as an attack action against a target who has neuro-connected Aeontech. Doing so causes physical stress.

RECKLESS WEAPON MOD: You quickly modify the electronics of a weapon, overcharging it at a price. You gain a +2 to use Crafts when creating an advantage to modify weaponry. If the weapon's owner's unmodified Shoot roll is below 0, the weapon is destroyed unless the owner spends a fate point.

REMOTE SECURITY HACK: Your bioconnected Aeontech lets you hack security systems remotely. When using Deceive or Burglary as an overcome action to bypass a biometrics security system, you can do so without being near the security system itself.

SLY FLOURISH: You approach with the smile of an old friend, your blade slipping into your hand. You can use the Deceive skill instead of the Fight skill on an attack action when using a melee weapon on a target that has not yet drawn a weapon.

SUB-DERMAL BLADE: Hidden blades under your skin provide a nasty surprise. You gain a +2 to the Fight skill when performing an attack action against a close target who hasn't yet seen you use the sub-dermal blade.

UNLEASH QUANTUM AEONTECH MYSTERIES: Your knowledge of the mysteries of Aeontech lets you open up an opponent to the dark mysteries of quantum mechanics. You can use Lore to perform an attack action against an opponent who is biologically connected to Aeontech. Doing so causes mental stress.

WEAPONS AND GEAR

In *Aeon Wave*, the idea of gear fuels the existing use of aspects, skills, or stunts. Each piece of gear isn't intended to have its own mechanics. Players and GMs should work together to come up with interesting bits of equipment the characters



might possess. Players should choose the gear that makes sense for their characters, high concepts, skills, and stunts.

As a near-future science fiction setting, weapons and gear will be evolutions of things we have today. Extremely powerful pocket computers are one example. A pair of sunglasses with a full augmented reality display would be another. Weapons would mainly be variants of modern weapons affixed with augmented sensor arrays to help the user target and fire at an enemy. Fusion beam weapons might be available, but are probably rare outside the research and development labs of the megacorps.

Players are encouraged to come up with their own details for these items including model numbers, company names, and any other marketing details. When picking equipment, the GM can ask the following questions:

- What company designed the piece of gear?
- What does the piece of equipment do?
- What is the marketing slogan for the gear?

Here are some sample weapons, equipment, and manufacturers players and GMs can use to inspire their own creations.

SAMPLE EQUIPMENT

Augmented reality sunglasses, advanced multi-tool, multi-spectral sensor unit, wireless net relay, quantum-crypto storage unit, quantum-crypto hacking device, fusion power cell, laser glass cutter, biosensor deception device, active cloaking trenchcoat or skinsuit, hyperspectral optical head unit, micromesh body armor, polycarbonate heavy armor.

SAMPLE WEAPONS

Pistol submachine gun, light submachine gun, magnetic slugthrower, three-shot beam rifle, 40 HP automatic pistol, needler holdout pistol, sonic stungun, polycarbon monoblade katana, polycarbon monoblade stiletto, .60 caliber revolver, the AK-47 (this one will never go away), electromagnetic pulse grenades.

SAMPLE WEAPON MANUFACTURERS

HK, Hyperion, Jackrabbit, Barnett, LaFranc, Clover, Takashi, Chen Xi, Sakura Microsystems, Graywolfe Defense.

COMPUTER HACKING

In *Aeon Wave*, everything and everyone is connected to the net. The freelancers of New Tianjin use this fact to hack into just about any system they can.

There's no separate set of rules for hacking computer systems in *Aeon Wave*. Computer and system hacking uses the same set of skills as interacting with the physical world. Skills that might often come into play when hacking computer systems include Burglary, Crafts, Deceive, Investigate, Lore, Notice, Stealth, and Will. In a contest between opponents on the net, a GM can rule that Deceive, Investigate, Notice, and Stealth can be used as attack and defend actions to represent their virtual struggle.

Megacorp systems are often physically or virtually firewalled off from the wider net and from other systems within the megacorp. Different layers of security will require bypassing different subnetworks. This gives the GM opportunities to set up challenges that PCs must overcome to get further into a megacorp facility—either virtually or physically.

APPENDIX N: INSPIRATION FOR AEON WAVE

12

The following books and movies heavily inspired the ideas and themes in Aeon Wave. Consider using the themes from these works as you build your own version of the world of Aeon Wave.

BOOKS

Clarke, Arthur C. *Rendezvous with Rama*. New York: Harcourt Brace Jovanovich, 1973.

Cline, Ernest. *Ready Player One*. New York: Crown Publishers, 2011.

Gibson, William. *Neuromancer*. New York: Ace Books, 1984.

Hamilton, Peter F. *Pandora's star*. New York: Del Rey/Ballantine Books, 2004.

Morgan, Richard K. *Altered Carbon*. New York, NY: Del Ray, 2002.

Simmons, Dan. *Hyperion*. New York: Doubleday, 1989.

Stephenson, Neal. *Snow Crash*. New York: Bantam Books, 1992.

MOVIES

AI: Artificial Intelligence. Directed by Steven Spielberg. Warner Brothers, 2001.

Blade Runner. Directed by Ridley Scott. Warner Brothers, 1982.

Children of Men. Directed by Alfonso Cuarón. Universal City, CA: Universal Studios Home Entertainment, 2007.

Cloud Atlas. Directed by Tom Tykwer. Burbank, CA: Warner Home Video, 2013.

Looper. Directed by Rian Johnson. Sony Pictures Home Entertainment, 2012.

The Matrix. Directed by Andy and Lana Wachowski. Warner Brothers, 1999.

Minority Report. Directed by Steven Spielberg. Twentieth Century Fox, 2002.

WEB ARTICLES

Anderson, Ross. "Humanity's Deep Future." Aeon Magazine. (accessed August 1, 2013).

"Arecibo message." Wikipedia. (accessed August 1, 2013).

"Character Trait Descriptive Adjectives." The Department of Leadership and Educational Studies Instructional WebServer. (accessed August 5, 2013).

Donoghue, Rob. "Ethical Cyberpunk." The Walking Mind. (accessed August 4, 2013).

"Gangs from The Warriors movie." The Warriors Movie Site. (accessed August 4, 2013).

"Tianjin." Wikipedia. (accessed August 4, 2013).

"Tianjin Railway Station." Wikipedia. (accessed August 4, 2013).

"Water on Mars" Wikipedia. (accessed August 1, 2013).

SPECIAL THANKS

To Jakob Poss and Paul Vensill for their design and development work on skills and stunts.

PLAYTESTERS

Thanks to all of the playtesters who helped ensure *Aeon Wave* was actually a fun game to play.

Carl Anderson, Timothy Ballew, Tracy Barnett, Enrique Bertran, Rob Bodine, Dave Chalker, Casey Creech, Mark Diaz Truman, Jared Espley, Jeff Greiner, James Grummell, LisaJo Grummell, Robert Hanz, Chuck Hughes, Mark K., Jorge Ortiz, Michael Patrick, James Rouse, Mike Schiller, Michelle Shea, David Silberstein, Dave Stebbins, Jeff Tillotson, Porter Williams, Bryan Wire

KICKSTARTERS

Thanks to all of the Kickstarter backers who made the game a reality.

Aaron Dykstra, Aaron Fortner, Aaron Miles, Aaron Seth Schwarz, Aaron Wolfe, Adam Bruno, Adam Madden, Adam Rajski, Al Billings, Alan Twigg, Alex, Alexander Grafe, Alphastream, Andinel, Andreas Marienborg, Andreas Sewe, Andrew Laliberte, Andy MyHR, Angus Abranson / Chronicle City, Antirrhesis, Antoine Boegli, Anton Heyder, asurber, August, Badmojoovoodoo, Bazz Hoftijzer, Ben Owen, Benjamin S Frank, Benjamin Wenham, Bill Stilson, Bill V, Bjorn Steffen, Black-Thing, Blue Tyson, Brad Groundwater, Brady Chin, Brandon, Brandon Gagne, Brent Tomlonovic, Brett Abbott, Brian, Bruce Cordell, Bryan Andrews, c&tlemeur, chad brown, Chris Ballment, Chris Barney, Chris Brind, Chris Caporaso, Chris Dudley, Chris Heilman, Chris Sims, Christopher Allen, Christopher Rothwell, Colin Wilson, Craig Hargraves, Dain Lybarger, Dan Behlings, Dan Eveland, Dan Luxenberg, Daniel Kold, Daniel Ley, Daniele Di Rubbo, Dave Chalker, David Francis, David Gallo, David Lacerte, David Myers, David Yarbrough, Dean Gilbert, Declan Feeney, Denis Choulette, Denis Ryan, Derek Guder, Derek Stobbe, Dr. Torge Schmidt, Dustin Evermore, Eclipse, Eden Brandeis, Edward Goldstein, Edward Kabara, Enrique Bertran, Eric, Eric Bontz, Eric M. Paquette, erikschmidt, Flavio Mortarino, Francisco Blanca, Fred Hicks / Evil Hat Productions, gamergeek, Gary Anastasio, Gerald Cameron, Gian, Grant Erswell, Gunnar Bangsmoen, Gustavo Campanelli, Hana Kucharova, Henry W,

Hugh Yates, Huston Todd, Hyathin, Ian Borchardt, Ian Stanley, Ignatius Magee, Ismael Farias, Jack Gulick, Jack Thomas, Jaime Robertson, James Carpio, James Hollywood, James Husum, James LJ Grummell, James Rouse, Jamie Wheeler, Jan Stals, Jared Espley, Jason Blalock, Jay Crossler, Jay Elmore, Jean-Christophe Cubertafon, Jeff Greiner, Jeff Tillotson, Jeffrey Fuller, Jeffrey Hosmer, Jens Thorup Jensen, Jeremy Kear, John Carnes, John delaney, John M. Portley, John Rogers, John T Coleman, Jon Rosebaugh, Jonathan, Jonathan Patterson, Jonathan Rose, Jonathan Sullivan, Jordan Bakker, Jorge Caballero Becerril, Josh Buschbacher, Josh Rensch, Joshua Reubens, Justin D. Jacobson, Kerry Harrison, Kevin McDermott, Keyton Weissinger, KFC, Khyron, Kurt Zdanio, Kyle Burckhard, Kyle Turner, Larry Hollis, Legendsmiths, Lippai.Peter, Lisa Padol, Lloyd Rasmussen, Lucy, lunatic, Manny, Marilyn Kupetz, Mark Cathro, Mark Francis, Mark Hyatt, Mark Richardson, Martin Costello, Mathew Breitenbach, Matt Clay, Matt Harrah, Matt Harrop, Matthew Hayes, Matthew Petruzzelli, Matthew Waddilove, Max Kaehn, Me, Michael, Michael “gleepism” McCormack, Michael Barrett, Michael Bowman, Michael Langford, Michael Ostrokol, Michael Patrick McCully, Michael Sprague, Michael Thompson, Michelle Shea, Mike Bell, Mike Davey, Mike Schiller, Mike Therrien, Mikko Vasti, Mitchell Evans, Molly J Lloyd, Morgan, Nate Lawrence, Nathan Olmstead, Neil Ford, Niall Maguire, Nicholas Vitek, Nick Bate, Nils Werner, Oh Seung Han, Oren Geshuri, Owlglass, Pablo Palacios, Patrick O’Duffy, Paul Holden, Peter Griffith, Petri Leinonen, Philip Adler, Philipp Kewes, Porter Williams, PsychoHazard, Randall Hurlburt, Randy Belanger, Rich Palij, Rich Wilcox, Richard Greene, Richard Hirsch, Richard Staats, Rick Neal, Rishi, Rob, Rob Donoghue, Robert Corr, Robert E Bodine, Robert Huss, Robert J. Stewart, Robert Miotto, Robert Winkler, Rollicking Rogue, Ross, runester, Ryan Good, Ryan Moore, Sara Peters, sbr, Scott B. Thompson, Scott Fitzgerald Gray, Sean Holland, Sean L. Settles, Sean Smith, Sean Smith, Sebastian Dietz, Seth Hartley, Simon Gilbert, Stephan Szabo, Stephen Brandon, Steve Sabram, Steven Code, Steven Lord, Steven Watkins, Stew Wilson, Svend Andersen, symatt, Taylor Forbes, Ted Childers, Teppo Pennanen, Thomas Foss, Thomas Markwart, Tim Ryan, Timothy Eagon, Tom Cadorette, Torben Bellinghoff, Trachalio, Tracy Barnett, Trent Boyd, Victor Serrano, Vincent Arebalo, Walt Robillard, Whitt, Wilhelm Fitzpatrick, Will It Work, William “Bios Element” Chambers, Yvonne Shea

As always, thanks to my wonderful and beautiful wife, Michelle, who spent endless hours discussing the dark world of Aeon Wave while we walked our dog in the park. I love you, honey.



NOTES



NOTES





NOTES



NOTES



AEON WAVE | MICHAEL E. SHEA