

FULL METAL CYBERPUNK

# INTERFACE ZERO



**A FACSIMILE OF DEATH**  
**BRIAN ENGARD**

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# A FACSIMILE OF DEATH

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## A FACSIMILE OF DEATH

*A Facsimile of Death* is meant as an introduction to the world of *Interface Zero*, as well as to the Fate Core version of the game. There are some firefights, but most of the adventure involves investigation, planning, social navigation, and trying hard not to be betrayed. It's the story of Avery Price, a murder victim with nobody to look into her death...until the PCs come along.

*A Facsimile of Death* uses a set of extra rules called the Whodunit System. In this adventure, there are four potential murderers, and any one of them could have done the deed. You, the GM, will figure out who the killer is along with the PCs, and the adventure will adapt to their choices.

In the end, though, nothing is ever really what it seems.

### BLUE TROUT

When everyone is ready, read the following:



*The call came in yesterday from Jimmy Fives: "Blue Trout tomorrow at noon. Job for you. Low risk, high reward."*

*"Low risk, high reward." Yeah, right, like that's ever true. Still, money is money, and it just might be a cakewalk.*

*Blue Trout is one of those trendy VR clubs, everyone jacked into some machine or another, surfing experiences they can't afford in real life. In between sessions you can hit the bar, chill at a private table with some friends. The fact that everyone is plugged into VR or distracted by their own excited conversations makes it a great meeting place. Plus, Jimmy's got a thing for one of the bartenders.*

*It's quiet, but for the hum of the machines and some low conversation. Your booth is away from the rest of the clientele, per Jimmy's request. Jimmy Fives looks at each of you, a smile on his face. "Guy came to me yesterday with what sounds like a pretty quick job for you. There's a body in the morgue that's waiting on investigation, and it's likely to wait a long time. Police don't seem to concerned with figuring out whodunit. This guy, he wants an investigation. Naturally, I thought of you. He's paying big money for this, with half up front: seventy thousand, minus my ten percent. You in?"*



Jimmy Fives is a skinny little fence and fixer who's thrown the PCs jobs in the past. In general, his jobs tend to pay well and not be set-ups. The PCs are free to ask him questions, but he'll only say so much without a "yes" answer from them. Here's what he'll say for free:

- The body in the morgue was definitely murdered. Shot in the throat.
- She was found in an alley off of 52nd, in a pretty isolated area.
- The victim is the client's sister.





## BLUE TROUT

- Total pay for the job is 70k, half up front. If the investigation results in the culprit going to jail, there's a 30k bonus.

If the PCs press him a little, he'll reveal a few more details. This requires a Rapport roll, with its result determining what he reveals, as listed below. A PC could use Provoke instead of Rapport, but if they do, Jimmy will give them information as if they'd rolled two shifts poorer, and he'll clam up, requiring a "yes" or "no" to the job before he says anything else.

- **Fair (+2):** The client's name is Kent Price. He's in the building, and wants to talk directly to the PCs.
- **Good (+3):** The victim's name was Avery Price, and she's being held in the police morgue on 6th and Chestnut.
- **Great (+4):** There might be a ticking clock on this investigation. Though the police don't seem interested, according to Kent there's more than one party who's trying to keep things covered up.

If the PCs say "no," that's basically the end of the adventure. Someone else will handle the job and the PCs can go do something less exciting with their time.

If the PCs say "yes," then read:



*Jimmy Fives smiles. "Fantastic. The client's over there, in that booth, waiting to talk to you. Tell him Jimmy sent you."*

*The client, Kent Price, is in his mid-twenties, with dark skin and hair. He looks up as you approach and nods to you. "You're the ones Jimmy Fives hired for the job?"*



Kent is forthcoming with what he knows, which isn't all that much. He'll give the PCs this information for free:

- The victim was Avery Price, his sister. She's being held in the police morgue on 6th and Chestnut. The night attendant, George, is receptive to bribes.
- Kent knows that somebody's trying to procure her body, and he seems horrified by the thought. He has no idea why someone would do such a thing.
- Kent and his sister come from a wealthy family, though not one of any particular importance.

Some of this is true and some of it isn't. For starters, his name isn't Kent Price, it's Kent Demmings. But that's only partially true: in actual fact he's an android, reprogrammed by Avery Price as a sort of dead man's switch. Basically, if he learned that she'd died, he was to find someone to investigate her death. It's possible that the PCs could use Empathy to figure out that he's not being truthful, but Kent actually believes what he's saying because he's been programmed to. Spotting a lie would require a Superb (+5) Empathy roll and, if he's confronted about a lie, Kent gets visibly upset and threatens to take the job to someone else.

The money, though, is real. Avery stole it from various sources and funneled it into an account that only Kent could access in the event of her death. If the PCs accept the job from Kent, they get the up-front money they were promised, which is a Fantastic (+6) reward. The rest is real and waiting for them, should they succeed.



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### Jimmy Fives

**Aspect:** *I've got all the connections.*

**Skills:** Fair (+2) Contacts; Average (+1) Deceive and Empathy

**Stress:** 1

**Equipment:** Light armor

**Augments:** Superb (+5) Firewall

### Kent Price/Demmings

**Aspect:** *Just Programmed That Way*

**Skills:** Superb (+5) Hack; Great (+4) Tech; Good (+3) Notice; Fair (+2) Will; Average (+1) Contacts

Stunts

**Avery's Contingency:** If Kent is under physical threat that would prevent him from completing his task for Avery, you can spend a fate point to replace his Hack skill with Superb (+5) Fight and his Tech skill with Great (+4) Athletics until the end of the scene.

**Stress:** Physical 2, Mental 3

**Consequences:** Mild

**Augments:** Superb (+5) Firewall

**T-APPS:** Area Attack Upgrade, Remote Attack, Neural Armor: 2

## DOWNTOWN MORGUE

There are three ways the PCs could get into the morgue: they could talk or bribe their way past the attendant, they could break in, or they could come up with a really clever plan like pretending to be corpses or something. This scene covers the first two, and gives advice on handling the third possibility.

### GOING IN THE FRONT DOOR

This might be the easiest way in, given that it runs the least risk of getting the PCs caught, but it's also potentially pricey. The attendant, George, is willing to entertain the idea of bribes, but doesn't want to lose his job. There are other ways for the PCs to get past him, though. Whatever the PCs do, when they first enter the office, read:



*The front office is cramped and sterile. A small vestibule with no seats or waiting area gives way to a pane of bulletproof glass, behind which sits a bored-looking man entering information into a terminal. Without looking up, he says, "Identification please."*



The protocol required to get into the morgue is simple: have the clearance to enter attached to your ID. Otherwise, George won't let you in. Those with access are mostly

## DOWNTOWN MORGUE

police on official business and the people who work there, though occasionally friends and family get clearance if they pay enough. The door into the morgue is mag-locked, only responding to an ID card or to the button behind the bulletproof glass. Because he's safely ensconced behind said glass, George doesn't respond well to intimidation or shows of force; they simply don't impress him.

There are a few ways the PCs can get George to let them in, though.

- **Bribery:** George will look the other way and simply open the door (provided nobody's back in the morgue area) for a Good (+3) monetary reward. For a Great (+4) monetary reward, he'll even make sure the PCs' names (or whatever names they give him) make it on the clearance list, in order to keep the paper-trail clean.
- **Hacking:** A skilled enough hacker could get onto the morgue's network [Good (+3) opposition] and put the PCs' names on the clearance list [Great (+4) opposition]. Once done, George really has no reason not to let them in. All told, the whole thing takes about an hour. If a PC ties on either roll, they get in but also get **Flagged**. A **Flagged** character will have a harder time doing any other hacking on the system for the rest of the scene. Failure gives the PC the same aspect and also sends the entire morgue into lockdown, hard-locking all doors and activating the automated defenses. There's more information on that below.

### George

**Aspect:** "Just a clerk, man."

**Skills:** Average (+1) Fight and Rapport

**Stress:** None

### BREAKING IN

The morgue has a loading door in the back. It's kept locked and controlled by an automated system that responds to trucks belonging to the morgue, used



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for transporting bodies. When a truck pulls up to the loading door, the driver can remotely open the door and enter the morgue.

The PCs could hack the system to open this door, too. Like in **Going In the Front Door**, getting on the network requires a Good (+3) Hack roll—unless the PC is already on—and opening the door requires a Superb (+5) roll. Trying and failing cause the same problems as in **Going In the Front Door**.

PCs breaking in should be cautious, though. During the day, there are two doctors and a security guard in the morgue proper, plus George. The security guard, upon seeing intruders, immediately radios for backup and activates the automated defenses. That backup, six more security guards, shows up five exchanges later. Going in at night means there's only a single security guard, and he's in George's station. This means that the PCs *could* sneak in the back unmolested if they're careful.

PCs wanting to take the direct route could also use explosives on either the back door or the mag-locked door. Neither is built to handle it, so any shaped charge or grenade will take care of either door pretty handily. It'll *also* set off the automated defenses, though, and the morgue itself may be in disarray from the explosion, requiring a Good (+3) Investigate roll to even find Avery's body.

Really clever PCs will wait until George leaves, waylay him, and steal his credentials, or do the same with any other employee, or they'll find a way to steal a morgue truck. These are both viable options and require a combination of fighting and stealth, none of which should be particularly difficult.

### Security Guard, Simulacrum

**Aspect:** *Bred to Be Loyal*

**Skills:** Good (+3) Notice; Fair (+2) Shoot; Average (+1) Fight and Athletics

**Stress:**

**Equipment:** Heavy armor (Armor:1), shotgun, pistol, submachine gun, baton

**Augments:** Superb (+5) Firewall

### LOCKDOWN

If the morgue goes on lockdown, two things happen. First, the network effectively shuts down until lockdown is disengaged. No hacking, period, except from George's terminal. Shutting down lockdown from George's terminal requires either a Fair (+2) Hack roll with a valid ID or a Superb (+5) Hack roll without it.

The second thing that happens is that the automated turrets activate. There are three in the morgue proper, one in the vestibule outside, and one on each exterior corner of the building.

### Automated Turret

**Aspect:** *High-Precision Machine*

**Skills:** Good (+3) Shoot and Notice

**Stress:**



## DOWNTOWN MORGUE

### ACTUALLY INVESTIGATING THE MORGUE

Once the PCs are inside and able to investigate, they can actually find some things out. Finding Avery's body isn't hard and only takes a few minutes of searching. There's a chart with her body, as well as a large evidence bag of personal effects and a smaller evidence bag containing a single bullet.

A PC with no special knowledge or training can find out the following from her body and the chart:

- She was shot in the forehead, and that was probably the cause of death.
- She was young, in her mid-twenties, attractive and fit.
- There's a tattoo between her shoulder blades that looks a lot like the logo for Helios Technologies.
- The bullet was fired from a pistol at close range.
- She has some augmentation, mostly things that enhance her reflexes and speed.
- No murder weapons were found at the scene.
- There is no active investigation.

A PC with medical training can find out:

- She doesn't have any defensive wounds.
- She has a conspicuous absence of scars and vaccination marks for an adult.
- Her bloodwork is a little off. It suggests she might be artificial in origin.

A PC with firearms knowledge can find out:

- The bullet was fired from a Sentinel Rock Street Talker 6mm, probably with a silencer.

A PC with detailed knowledge of androids, bioroids, and simulacra can find out:

- She's most likely a simulacrum made by Helios Technologies. The tattoo is a maker's mark.

A PC who goes through her personal effects finds:

- A pair of jeans.
- A leather jacket.
- A T-shirt.
- Underwear.
- The cap for an old-school flash drive (but not the drive itself).





## THE CRIME SCENE

The crime scene is not, in fact, an active crime scene, as there is no active criminal investigation. As such, it's been pretty heavily contaminated since the murder. When the PCs arrive, read:



*It's raining when you show up and, given that it's been raining on and off the last few days, pretty much any physical evidence is likely long gone by now. It might still be worth a search, and the homeless man sleeping on the other side of the alley might have seen something.*



If a PC decides to search the area of the murder, they find a few tidbits:

- There's a very faint blood stain on one wall, at about head level.
- There are shell casings on the ground of a variety of calibers and sizes.
- Someone who knows guns will note that there are no 6mm casings, if they know from the morgue scene about the gun that fired the bullet.
- Someone who knows about wetwork and espionage can infer from the previous point that whoever killed Avery probably cleaned up after themselves.

### JAKE

Jake is the homeless man sleeping nearby. If the PCs decide to wake him, read:



*The man's eyes go wide and he shrinks from you, clearly afraid. "Whatcha want?" he asks, voice suspicious."*



It's going to take some reassurance to calm Jake down. This isn't so much about making rolls as it is about displaying some simple human kindness. Giving him some food or money will go a long way toward gaining his trust, and talking about their intentions can also help.

Jake didn't actually see the murder. He investigated some time later, after the gunshots stopped, and he admits to rifling through Avery's pockets. He took her money, and he also grabbed the only piece of tech she had on her: an old-school flash drive. He's willing to part with it for an Average (+1) monetary reward. The PCs could intimidate him into giving it to them for free, or they could just kill him and take it; neither would be hard, and they could easily get away with either. Doing so is a despicable act, though.



Jake

**Aspect:** *Hungry and Wary*

**Skills:** Average (+1) Fight and Notice

**Stress:** None



### THE FLASH DRIVE

Reading the flash drive isn't as simple as plugging it into a computer and seeing what's on it. It's an antiquated USB flash drive, tech that's decades old. Not only does it use file formats that are no longer used today, but also decades-old obsolete *hardware*. So step one is going to be finding a computer that can actually read the drive.

Basically, this requires finding a junk dealer named Scrapyard Betty. There are a few ways you can point the PCs in Betty's direction.

If a PC invokes an aspect to declare that they know someone who can read the drive, it's Betty.

A PC could roll Tech against Good (+3) opposition to remember hearing about Betty.

If the PCs ask Jimmy Fives (or another suitable contact), he knows Betty and will point them in her direction.

Kent Price/Demmings can also point them toward Betty.

If all else fails, Delilah finds the PCs. Skip to **Scene: Meeting Delilah**. Read **The Whodunit System** first, though, and start implementing it.

### SCRAPYARD BETTY

When the PCs first enter Betty's shop, read:

*You walk into a building made of corrugated metal. The inside is cavernous, filled with various technological odds and ends. It's like a museum in here: obsolete pieces of cyberware, weaponry, entertainment tech, fitness tech, old computers...this place would be a treasure trove if you weren't able to find better stuff on the open market so easily.*

*As you wander through the shop, a woman in her mid-thirties steps out from behind a pile of junk and regards you. She's short and muscular, covered in a layer of dirt, wearing utility coveralls with pockets full of assorted bits and bobs. She cocks her head at you.*

*"Help you?"*

Betty's a shrewd negotiator, but not ruthless. She'll deal with the PCs honestly and fairly, but she won't let them have anything for free. If a PC asks her about reading an old USB flash drive, she'll tell them that, yeah, she's got equipment that can read it. She'll even let them use it, for Fair (+2) payment. If they want privacy, that'll cost them a Good (+3) payment instead. If they pay, she deals with them squarely.



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PCs who start trouble will have to deal with Betty, who's no slouch, along with her custom automated defenses. If they survive and look for the equipment to read the drive, a Great (+4) Tech roll will find them what they need.

PCs who want to buy from Betty will find a few gems at a discount, but not much else of interest. Betty has some handguns and assault rifles, as well as various pieces of low-quality tech and cyberware, all for Fair (+2) to Good (+3) costs.

### Scrapyard Betty

**Aspect:** *"Yeah, I've got that."*

**Skills:** Good (+3) Tech and Hack; Fair (+2) Shoot and Athletics

**Stress:**

**Equipment:** Light armor, pistol

**Augments:** Superb (+5) Firewall

### Automated Turret

**Aspect:** *Custom Defense Machine*

**Skills:** Great (+4) Shoot and Notice

**Stress:**

### WHAT'S ON THE DRIVE?

When the PCs actually get to read what's on the drive, they can find a few choice pieces of information. The drive mostly contains text logs written by Avery, though there's also an executable file.

The executable file does nothing when activated. If a character wants to make a Hack roll to find out more, a Great (+4) roll tells them that the executable needs access to files not on the drive in order to function properly.

Many of the text logs detail fairly mundane occurrences, but there are a few of note.

### TWELVE DAYS AGO.

**Text log:** I did it today. I made the break. Rachel wasn't happy; she tried to kill me. Helios will probably be after me pretty soon, so I need to find some help. I think the Underground Railroad is probably my best bet for that, but there's a guy I know about who might be able to get me some money, too. I'll need it.





## THE FLASH DRIVE

### NINE DAYS AGO.

**Text log:** Met Delilah today. She's from the Railroad, and she says she can get me north, to Atlantica. It's not quite out of Helios's reach, but it's a start. It'll make me a little harder to find, especially if I burn my identity and get a new one.

### SEVEN DAYS AGO.

**Text log:** Not sure I've ever seen so much money. Mr. Henry was only so happy to oblige, but I don't think he's one to cross. I'll have to find a way to get his money back to him or I'm going to be running from two dangerous people instead of just one. It'll cover the expenses to get me out of Philadelphia and up into Atlantica, at least.

### SIX DAYS AGO.

**Text log:** Okay, plan B. I nearly had a run-in with Rachel Sans today, and it would have cost me my life if it had. I'm almost done with preparations, and I need to be careful. There's an android with the Railroad that I can probably use. Kent. If I can put my worm in his ear, I can use him as a dead man's switch of sorts. Kickstart the investigation in the event of my untimely demise, because Helios is going to want to keep things quiet. There isn't going to be a police investigation, I know that much.

### DAY OF THE MURDER.

**Text log:** I have a way to get Mr. Henry his money back, so he'll leave me alone. Don't like the way that guy looks at me, though, like he's assessing my value. I need to meet with Delilah too; she says she has something to talk to me about.

## THE WHODUNIT SYSTEM

At this point, all three murder suspects are in play: Rachel Sans of Helios, Delilah of the Underground Railroad, and the crime boss Mr. Henry. Kent Price/Demmings is also a potential suspect. Any of them could have done it. Your job, as the GM, is to keep track of what the players say about each of them—in or out of character—so you can figure out which one is the actual culprit. Here's how it works.

On a piece of paper, write down each suspect's name. From now on, do the following:

- If a player indicates that they're suspicious of a particular suspect, put a hash mark next to that suspect's name.
- If a player indicates that they dislike a particular suspect, put a hash mark next to that suspect's name.
- If a player willingly acts against a particular suspect, put two hash marks next to that suspect's name.
- If a player indicates that they like a particular suspect, put a plus next to that suspect's name.
- If a player willingly helps a particular suspect, put two plusses next to that suspect's name.

Later, we'll tell you what all these hash marks and plusses are for.



## QUESTIONING HELIOS

The PCs might decide, upon finding out about Helios Technologies' involvement, to go to the source and ask them about it. If they go to the Philadelphia Helios office asking about Avery Price or a prototype simulacrum that was recently killed, the receptionist asks them to wait. After a few moments of waiting, read:



*A young woman with a sleek tablet and an all-too-plastic smile comes out to greet you. She's thin and pretty in an artificial way, and you're not sure whether she's actually artificial or just very, very corporate.*

*"How can I help you?" she asks in a pleasant, neutral voice.*



The young woman, Alana Chang, is not actually an android, bioroid, or simulacrum; she's just very well trained. That said, she will make a mistake during the conversation, which the PCs can capitalize on if they're paying attention. Below are the only questions she'll actually answer for the PCs. Anything else is met with a very cordial "I'm sorry, but that's confidential information."

### WHO ARE YOU?

*"My name is Alana Chang. I'm an associate in the legal department here."*

### DID YOU KNOW WHO AVERY PRICE IS?

*"Nobody by that name works here, and—" She taps out a few commands on her tablet. "—I don't see any record of our having employed an Avery Price."*

### DID YOUR COMPANY LOSE A SIMULACRUM RECENTLY?

*"I'm not permitted to comment on any active projects. Sorry!"*

### WE COULD HELP YOU GET YOUR PROPERTY BACK, FOR A PRICE.

*"I'll tell our contractors' division you said so!"*

### WHAT KINDS OF SIMULACRA DO YOU MAKE HERE?

*"We manufacture cutting-edge entertainment and labor simulacra here at Helios. We don't have any military contracts, so if you're looking for combat sims, you'll have to go elsewhere."*

### CAN I SEE A CATALOG?

*"Certainly!" Alana sets her tablet on a pedestal nearby and goes off to talk to the receptionist.*

## QUESTIONING HELIOS

If a PC asks this last question or something similar, Alana leaves her tablet semi-unattended for a brief moment. A very quick PC can grab it and make a Hack roll against Average (+1) opposition to learn that "Avery Price" is a codename given to a prototype infiltration-and-espionage simulacrum that recently defected and was killed. There isn't time to search for other specifics before Alana returns.

If a PC succeeds with style on the Hack roll, or if another PC runs interference for them, they could put the tablet back without making any immediate trouble. If not, Alana returns, not smiling, gestures for the tablet, and says, "I think it's time for you to leave. Thank you."

If the PCs don't comply, the receptionists call in security: six security androids.

### Security Android

**Aspect:** *"You will comply, citizen."*

**Skills:** Good (+3) Notice, Fair (+2) Shoot, Average (+1) Fight and Athletics

**Stress:**

**Equipment:** Heavy armor (Armor:1), shotgun, pistol, submachine gun, baton

**Augments:** Superb (+5) Firewall

## THE CONSEQUENCES OF INTERROGATING HELIOS

This meeting isn't without consequences. If the PCs go in and ask about Avery Price, Helios takes note and starts watching them closely. If they seem to be getting close to anything, Helios sends a rendition squad to bring them in for interrogation. If the PCs get caught looking at Alana's tablet, the rendition squad attacks them within twenty-four hours. The rendition squad consists of ten rendition operatives.

### Rendition Operative

**Aspect:** *Suppress and Detain*

**Skills:** Superb (+5) Stealth; Great (+4) Shoot; Good (+3) Fight; Fair (+2) Athletics; Average (+1) Physique

**Stunts:**

**Breach and Subdue:** Once a scene, when you successfully create an advantage using Stealth, you can gain an extra free invoke on it.

**Stress:** Physical , Mental

**Consequences:** Mild, moderate

**Equipment:** Automatic rifle, grenade launcher, baton, knife

**Augments:** Armor:1, Epic (+7) Firewall, Trauma Suppressor

## BEING INTERROGATED BY HELIOS

The rendition squad attacks with nonlethal weapons, intending to capture and interrogate the PCs. If any PCs get captured by the rendition squad, they face interrogation by Rachel Sans. She asks the PCs what they know and why they want to know it. Whether the PCs are truthful or lie, she ultimately concludes that they don't know enough to be dangerous; if they mention Kent Price, Sans might conclude that he's someone worth looking into. The PCs are released, but any lethal



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equipment and any evidence about the investigation they might be carrying is confiscated.

### TALKING TO KENT

Some of the information the PCs can uncover up to this point might make them anxious to talk to Kent Price/Demmings again. If they do want to talk to him, they'll have to find out where he "lives." A Fair (+2) Hack roll is enough to plumb public records and find out that he owns a cheap apartment downtown. Talking to Jimmy Fives will also get that information, though Jimmy warns the PCs to not mess up the job, because he wants to be paid.

When the PCs get to Kent's apartment, he'll answer the door, though he seems confused when they enter. Read:



*Kent looks at you with confusion. "Are you finished? Did you find Avery's killer?"*

*The apartment behind him is sparse; the only furniture in it is a single chair in the middle of the room.*



Kent has been sitting in this apartment since hiring the PCs, in low-power mode, according to Avery's programming. If the PCs confront him about his being an android, his demeanor immediately changes, his affect becoming flat and calm. He'll answer whatever questions the PCs ask truthfully, though his knowledge is limited. Here are some questions he *can* answer.

#### WHO ARE YOU, REALLY?

*"Before Avery reprogrammed me, my name was Kent Demmings, though that's the name the Underground Railroad gave me when I joined them. My original designation was X-237b."*

#### WHAT'S YOUR FUNCTION?

*"Originally, I was programmed as a lab assistant. With the Railroad, I was a researcher; I helped them find synthetics who wanted to be free. After Avery reprogrammed me, I became what is known as a dead man's switch. My function was to wait and monitor police news feeds. When I found evidence of her death, I was to find competent help to investigate her murder."*

#### WHY DID AVERY WANT HER MURDER INVESTIGATED?

*"I'm not sure. Perhaps she had a highly developed sense of justice. Perhaps she wanted revenge. Perhaps she was using me as leverage against someone."*

### GETTING YOUR STUFF BACK

If the PCs get captured, interrogated, and stripped of important items, allow them an opportunity to get them back. Let them plan out how to ambush whatever's left of the rendition squad in transit, minus Rachel Sans (who won't be with them). If they win, they get their stuff back.



## TALKING TO KENT

### WHAT DO YOU KNOW ABOUT HELIOS?

*"I know that Helios makes synthetics of various descriptions, among their other concerns. I know that they made Avery and would want to reclaim her."*

### WHO IS RACHEL SANS?

*"She is a reclamation specialist for Helios. Her job is to hunt down rogue synthetics and other stolen property and bring it back to Helios."*

### WHAT DO YOU KNOW ABOUT MR. HENRY?

*"Mr. Henry is a crime boss here in Philadelphia. He runs prostitution, theft, and drug trade in central Philadelphia, and he is known to be both shrewd and ruthless."*

### WHY DID AVERY BORROW MONEY FROM MR. HENRY?

*"I don't know. You'd have to ask him."*

### WHAT DO YOU KNOW ABOUT THE UNDERGROUND RAILROAD?

*"We help synthetics who want to be free achieve that freedom. Here in Philadelphia, that mostly means getting them north to Atlantica, where they'll get new identities."*

### WHAT DO YOU KNOW ABOUT DELILAH?

*"She runs the Philadelphia chapter of the Railroad. She's always been kind to me."*

### CAN YOU INTRODUCE US TO DELILAH?

*"Certainly."*



## A FACSIMILE OF DEATH

### WHY DON'T YOU REJOIN THE RAILROAD?

*"I want to, but Avery's programming keeps me here until her murder is solved. Once it is, I'll rejoin."*

### DO YOU RESENT AVERY?

*"What an odd question. No. She only wanted to be free."*

### WHAT DO YOU KNOW ABOUT AVERY'S DEATH?

*"Only what you've told me and what I scanned in the police feeds: that she was shot in an alley."*

### WHAT DO YOU KNOW ABOUT AVERY'S PLANS?

*"I know she didn't think the Railroad could help her. I know she feared betrayal. I know she had more enemies than just Helios. And she told me that her plan might result in my death. I remember feeling...sad...about that."*

### DO YOU WANT US TO REPROGRAM YOU, SO YOU CAN BE FREE?

*"No, but that might be a result of Avery's programming. I won't stop you if it's what you want, but I don't require it."*

If the PCs do decide to reprogram Kent to ignore Avery's orders, it'll require a Great (+4) Tech roll and a Great (+4) Hack roll. If both succeed, he thanks the PCs and rejoins the Underground Railroad. If the PCs fail both rolls, they'll fry Kent's brain, effectively killing him.

## MEETING DELILAH

One way or another, the PCs are likely going to want to meet Delilah. If they talked to Kent and asked him to introduce them, he does so without fuss. Otherwise, Delilah contacts the PCs through an Underground Railroad agent named Smith. Smith is a combat simulacrum with very few interpersonal skills. He approaches the PCs wherever they happen to be and simply says, "Delilah would like to speak to you." The PCs can feel free to ask Smith questions along the way, but he's pretty tight-lipped.

Here's the information he will share with the PCs; anything else simply gets a terse "Now's not the time for that." Or silence.

- Delilah is the head of the Underground Railroad cell in Philadelphia.
- There are other cells all over Atlantica and the NAC.
- Delilah knows the PCs are investigating Avery Price's death. She wants to help.

Smith (or Kent) leads the PCs literally underground, into the sewers. Beyond a maze-like network of access tunnels, they come to what looks like an old fallout shelter. Read:



*The door you pass through opens up into a small room with thick-looking reinforced walls. This tiny complex is likely an old fallout shelter; the room you're in looks like*





## MEETING DELILAH

*it was meant to be a living room of sorts, but it's been converted into a command center. Beyond is a room that looks like a combination bunkroom and storage area.*

*A dark-skinned woman with a scar on her left cheek approaches you. "You're the ones who are investigating Avery's murder, right? I'm Delilah. I'm sure you have questions, so let's get them out of the way so we can get down to business."*



Here are the answers to questions the PCs are likely to have.

### HOW DO YOU KNOW AVERY?

*"She approached us about getting out of the NAC. She even came to us with money, which we happily took. We'd have tried to help her for free, but you don't look a gift horse in the mouth, do you?"*

### HOW MUCH MONEY?

*"About sixty thousand credits."*

### WHEN WAS THE LAST TIME YOU SAW HER?

*"She was here, making preparations to leave. It was...let's see, a week and change ago? Maybe two days before the murder."*

### YOU DIDN'T SEE HER THE DAY OF THE MURDER?

*"No." She tilts her head. "Why do you ask?"*



## A FACSIMILE OF DEATH

### DID YOU KILL AVERY?

*"No, of course not. I was trying to help her."*

### DO YOU OWN A SENTINEL ROCK STREET TALKER 6MM HANDGUN?

*"Not personally, but we have a few in the supply room. Why?"*

### WHERE WERE YOU ON THE DAY OF THE MURDER?

*"Here, making plans to get Avery out of the city. I found out about her death the next day."*

### YOU SAID YOU WANTED TO HELP?

*"Yes. But first I need your help. This is a little grotesque, so I'll put it bluntly: I need you to get me Avery's body. You've already managed to break into that morgue once, so you can do it again. If you get me the body, I have people here who can get information for you from her brain, maybe even the last images she saw. Deal?"*

### WHY DO YOU WANT THE BODY?

*She's silent for a moment. "It's not something we really like to advertise, but when synthetics get killed, we generally like to hold onto the bodies. It's...pragmatic. Synthetic parts can be used to repair other synthetics. First aid is something we're always in need of. And some of Avery's infiltration implants could be very, very useful to the Railroad. It's distasteful, I know, but it would be a big help."*

### WILL YOU PAY US FOR THE JOB?

*"You mean beyond helping you get paid for the investigation? Yeah, if money's your primary motivator here, I can pay. Not much, but I can pay." [Delilah is willing to give the PCs a Fair (+2) monetary reward for the retrieval of Avery's body.]*

The PCs can also choose to hang out here for a short time and surreptitiously poke around. Delilah will give them her (exasperated) blessing to do so if they ask. Here's what they can find out:

The Underground Railroad does have several Sentinel Rock Street Talkers on hand. Cross-referencing with log books will show that two are unaccounted for.

If the PCs ask Delilah about the missing guns, she'll say she'll look into it, but won't know where they went offhand. They're probably with field agents who forgot to sign them out.

There are five other people in this complex: two androids, Smith, and a pair of humans. They will more-or-less corroborate Delilah's version of events, but they don't really know anything concrete about the murder.

There's a lot of diagnostic equipment in the back. If the PCs ask Delilah about it, she'll say it's for finding and breaking down behavioral inhibitors in synthetics.



## MEETING MR. HENRY

### Delilah

**Aspect:** *Freedom Is Worth Any Price*

**Skills:** Superb (+5) Contacts; Great (+4) Rapport; Good (+3) Shoot and Athletics; Fair (+2) Deceive; Average (+1) Will

**Stunts:**

**Scrounged Tech:** Delilah can spend a fate point to declare that she has a piece of equipment with a cost no greater than Fair (+2) on her at any given moment.

**Stress:** Physical , Mental

**Consequences:** Mild

**Equipment:** Light armor, pistol

**Augments:** Great (+4) Firewall

### Smith

**Aspect:** *I Owe the Railroad Everything*

**Skills:** Superb (+5) Fight; Great (+4) Investigate; Good (+3) Shoot; Fair (+2) Contacts; Average (+1) Notice

**Stress:** Physical , Mental

**Equipment:** Light armor, pistol

**Augments:** Advanced Subdermal Armor, Cyberlegs with Ligament Enhancement

### Underground Railroad Agent

**Aspect:** *Constant Vigilance*

**Skills:** Average (+1) Notice and Shoot

**Stress:** None

**Equipment:** Light armor, pistol

**Augments:** Great (+4) Firewall

## MEETING MR. HENRY

If the PCs go to visit Mr. Henry, he is, surprisingly, more than willing to talk to them. If they take too long getting around to doing this, he'll send for them. The people he sends are a couple of goons named Moran and Dosey. They don't talk much and, if any PCs ask them questions, they'll simply say, "Wait to talk to Mr. Henry."





## A FACSIMILE OF DEATH

They bring the PCs to the Hotel Caston, at 8th and Walnut. It's a swank hotel with good security. They bring the PCs up to the penthouse; when the PCs arrive, read:



*The Caston is lush and well appointed, with security guards and bellhops everywhere, every one of them attentive and crisp. You ride up the elevator fifty stories, to the penthouse at the top, and the doors slide open. On the other side is an enormous, comfortable room, nicer than pretty much any place you've ever stayed in. A man stands in front of one of the windows, looking out. He's well dressed, tall, thin.*

*When he turns around, your eyes are drawn to his face: most of the skin on the left-hand side is gone, and you can tell that the skin that's still there isn't real. Underneath is a metal skeleton, wires and servos. Mr. Henry is clearly an android. He smiles, which looks grim given the state of his face, and says, "Welcome. I understand you're looking into the murder of Avery Price. How can I help?"*



**HOW DO YOU KNOW AVERY?**

*"She borrowed money from me. I believe she came to me because she recognized in me a kindred spirit. She hoped that would sway me. Sadly, she's not the first runaway synthetic I've had borrow money from me, and I treated her as I would any other."*

**HOW MUCH MONEY?**

*"Around sixty thousand credits."*

**DID SHE PAY YOU BACK?**

*"She did! A few days before she was killed, actually. In full."*

**WHEN WAS THE LAST TIME YOU SAW HER?**

*"When she paid me my money back, a few days before she was killed."*

**YOU DIDN'T SEE HER THE DAY OF THE MURDER?**

*"What are you implying, exactly?"*

**DID YOU KILL AVERY?**

*"I don't kill people," he says, eyes flat. "I have other people do it. But no, I didn't order her death."*

**DO YOU OWN A SENTINEL ROCK STREET TALKER 6MM HANDGUN?**

*"Probably. It's a popular model and I own a great many guns."*

**WHERE WERE YOU ON THE DAY OF THE MURDER?**

*"Meeting with some people at Helios Technologies."*

**WHY?**

*"Unrelated business dealings. Nothing I'm willing to divulge to strangers."*



## MEETING MR. HENRY

### HOW CAN YOU HELP?

*"I have access to a sophisticated suite of diagnostic equipment. If you can procure her body, my people can plumb the depths of her mind and find all sorts of secrets useful to your pursuits. I'll even pay you for your trouble, provided I get to keep the body." [Mr. Henry is willing to give the PCs a Great (+4) monetary reward for the body.]*

### WHY DO YOU WANT THE BODY?

*"Avery was a prototype infiltration unit. I'd love to put my people to work reverse-engineering her. The design could be worth quite a lot, but having my own infiltration sims could be worth even more."*

Throughout the conversation, Mr. Henry is calm and collected. There are multiple guards in the suite, and Mr. Henry himself is quite dangerous, so starting trouble is a pretty bad idea. If the PCs do start trouble, it'll earn them a powerful enemy, assuming they survive. If they threaten Mr. Henry, he laughs it off. He knows how powerful he is.



### Mr. Henry

#### **Aspect:** *I Own This Town*

**Skills:** Superb (+5) Contacts; Great (+4) Resources and Shoot; Good (+3) Rapport; Fair (+2) Deceive; Average (+1) Will

#### **Stunts:**

**Dirty Money:** Mr. Henry gets +2 to Resource rolls to make purchases, provided he's siphoning money through various shell companies in order to clean it.

**Stress:** Physical , Mental

**Consequences:** Mild

**Equipment:** High-fashion light armor

**Augments:** Superb (+5) Firewall



### Moran and Dosey

#### **Aspect:** *What the Boss Wants, He Gets*

**Skills:** Good (+3) Shoot and Fight; Fair (+2) Notice and Provoke

**Stress:**

**Equipment:** Light armor

**Augments:** Emotional Resistance Response System

**Mob Thug**

**Aspect:** *Breaking Legs and Making Money*

**Skills:** Fair (+2) Shoot; Average (+1) Fight and Provoke

**Stress:** □

**Equipment:** Light armor

**Augments:** Cyberweapon, Emotional Resistance Response System

MEETING RACHEL SANS

At some point, while the PCs are off accomplishing things, Rachel Sans approaches them and says, quietly, "Meet me at the Rockville Diner on 4th. It's about Avery Price." Then she disappears into the crowd. The PCs can try to follow her; run this as a challenge between Rachel and the PCs tailing her. If Rachel wins, she gets away. If the PCs win, they can confront her out in the open if they like, or simply follow her to the diner.

Either way, read:



*The woman before you is in her late thirties, solidly built, with eyes like chips of flint. She looks at you humorlessly. "My name is Rachel Sans. I work for Helios Technologies. You're interfering with my job, but I think we can come to an understanding."*



If the PCs want to question her, they can.

**HOW DO YOU KNOW AVERY?**

*"Avery Price is a simulacrum made by Helios Technologies. She's company property, and I've been sent to reclaim her."*

**WHEN WAS THE LAST TIME YOU SAW HER?**

*"Immaterial. I'm not here to aid you in your investigation."*

**DID YOU KILL AVERY?**

*She rolls her eyes. "You don't 'kill' a synthetic. It's a thing, an object. Destroying it or disabling it isn't murder or assault; it's sabotage at the very worst, but it's not in my case because I work for the company that owns it, and I'm licensed to do this kind of work."*

**SO YOU DID KILL AVERY?**

*"It doesn't matter, and the details of my work are confidential. You don't have clearance. Can we get back to the point?"*

**DO YOU OWN A SENTINEL ROCK STREET TALKER 6MM HANDGUN?**

*"Again, confidential."*



## MEETING RACHEL SANS

### WHERE WERE YOU ON THE DAY OF THE MURDER?

*"Confidential. I'm getting tired of repeating myself."*

### WHAT DO YOU WANT FROM US?

*"The morgue holding our sim is stalling on giving it back. I suspect they want to sell it because now they know it's valuable. I don't have license to go in and perform wetwork or steal it from a government-licensed building, so I need independent contractors that I can disavow. If you agree to get me the body, I can pay you, and I'll ensure that Helios doesn't seek any kind of retribution for the trouble you've caused. Deal?" [Rachel is willing to give the PCs a Good (+3) monetary reward for the body.]*

### WHY DO YOU WANT THE BODY?

*"That sim is Helios property. Beyond that, you don't need to know."*

It's entirely possible that the PCs will get violent with Rachel. Lucky for her, she's highly competent and very dangerous. Luckier still, she's got a tactical team watching her. She'll try to escape rather than kill the PCs, but her team won't share that priority.

### Rachel Sans

#### Aspect: *Helios Senior Reclamation Operative*

**Skills:** Superb (+5) Stealth; Great (+4) Shoot and Fight; Good (+3) Will; Fair (+2) Athletics; Average (+1) Physique

#### Stunts:

**Reclamation Grenade:** Once per scene, Rachel can throw a reclamation grenade, which is an Athletics attack against every android, bioroid, and synthetic in her zone. The grenade deals mental stress rather than physical.

**Stress:** Physical , Mental

**Consequences:** Mild, moderate

**Equipment:** Automatic rifle, grenade launcher, baton, knife

**Augments:** Armor:1, Epic (+7) Firewall, Trauma Suppressor

### Tac Team Operative

#### Aspect: *Intensive Combat Conditioning*

**Skills:** Great (+4) Stealth and Shoot; Good (+3) Fight; Fair (+2) Athletics; Average (+1) Physique

#### Stunts:

**Quiet Killer:** Once per scene, when the tac team operative successfully creates an advantage using Stealth, they gain an extra free invoke.

**Stress:** Physical , Mental

**Equipment:** Automatic rifle, grenade launcher, baton, knife

**Augments:** Armor:1, Superb (+5) Firewall, Trauma Suppressor



### SCRAPYARD BETTY CALLS

Once the PCs have talked to two or all three of the major suspects, Scrapyard Betty calls whichever PC she's interacted with the most. Read:



*You answer your phone. "Hey, it's Betty. Quick confession: I may have copied the contents of that flash drive you had me read for you. I may have been poking at those contents in my spare time, because I'm curious like that. Anyway, I found something you guys missed. You might be interested. Bring cash."*

*She hangs up before you can respond.*



When the PCs arrive at Betty's shop, she's waiting for them with a big smile on her face. Read:



*"Glad you could make it." Betty's grin is ear to ear. "So, I know what I've found is important to the investigation you guys are running. The question is, how important is it to you? But first, I'll tell you what I found. Your girl, your vic, had the flash drive rigged up to her TAP when she died. It recorded the last few minutes of her life." Her grin widens. "I know, right? Big deal."*



Betty initially asks for a Good (+3) payment, but she's willing to go as low as Fair (+2) if the PCs are convincing enough. Ultimately, if they don't buy the info off of Betty, there's another way they can get it later. Getting it now gives them a leg up in the investigation, though.

If the PCs buy the video from Scrapyard Betty, go to **Whodunit: Figuring Out Who the Killer Is** (page 25) to figure out what they see.

### BACK AT THE MORGUE

Somehow, the PCs are going to have to get Avery Price's body out of the morgue. The previous scene at the morgue (page 4) details a number of ways they can break in and get to the body, but far and away the easiest is stealing a truck and taking the body at night.

That said, if the PCs have already broken into the morgue and left any evidence behind, security's tighter. There are three more security guards on shift than usual at all times, in addition to the usual automated defenses, which any of the guards or doctors can activate with an action. They haven't gotten around to giving their security better equipment yet, though.



## WHODUNIT: FIGURING OUT WHO THE KILLER IS

### GETTING THE BODY

If the PCs do get to Avery's body, read:



*Avery's body is in a sealed preservation tube, and there's a variety of diagnostic instruments hooked up to her head. The readout on the tube doesn't seem to be actively monitoring anything, but someone might have been trying to get a look at what was stored in her head. There's a clipboard on the tube, which indicates that an undisclosed party has made arrangements for the body to be released to them.*



### LEAVING THE BODY

If the PCs *don't* manage to get the body, the next day it gets shipped off to an undisclosed third party. With some cursory tailing [Average (+1) opposition], the PCs can follow the truck to the party claiming the body:

- If the red herring is Mr. Henry, Helios operatives are claiming the body.
- If the red herring is Rachel Sans, Mr. Henry's people are claiming the body.
- If the red herring is Delilah or Kent...
  - ...If Rachel Sans had more plusses than Mr. Henry, Helios operatives are claiming the body.
  - ...If Mr. Henry had more plusses than Rachel Sans, his people are claiming the body.

### WHAT'S NEXT?

At this point, go to the next chapter, **Whodunit: Figuring Out Who the Killer Is**, and follow the instructions to figure out who the red herring is and who the killer is.

## WHODUNIT: FIGURING OUT WHO THE KILLER IS

If the PCs bought the video from Betty (page 10) or got the body out of the morgue and used the diagnostic equipment to access Rachel's last few moments of life, you'll figure out who the suspect is now. There are several different things that the video of Avery's last moments might reveal, depending on the plusses and hashes marked for the Whodunit System. Here's how it works.

Order the suspects by the number of hash marks, from most to least. The one at the top is likely who the PCs most suspect of being the culprit; that person is a **red herring**—they didn't do it.

Now, look at the other suspects. Reorder them based on how many plusses they have. The person at the top of *that* list is the **murderer**. Yep, the killer is someone they like a lot. Sucks for them.

At this point, the PCs have probably pieced together the means for most of the potential killers. Any of them could have gotten their hands on the weapon that killed Avery. Mr. Henry has access to plenty of weapons, Rachel Sans owns a gun that matches the murder weapon, and either Kent or Delilah could have gotten the murder weapon from the Underground Railroad's stores.



## A FACSIMILE OF DEATH

The PCs might also know various suspects' *apparent* motives. It's a bit more complicated than they know, though. What the video provides is opportunity: the right person in the right place to do the deed. The pieces of read-aloud text below provide the contents of the video based on each combination of red herring and murderer.

### RED HERRING: RACHEL SANS, MURDERER: MR. HENRY



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. I've made a deal with Rachel Sans from Helios. She kills me, takes my body. Helios gets my body and my brain, but she's going to help me get my mind elsewhere. You're a failsafe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Rachel. Then I can—"*

*There's a noise from behind Avery. As she turns, you see two goons step into view, and you recognize them. They work for Mr. Henry: Moran and Dosey. Behind them is a trio of muscle armed with various implements of death.*

*"Wait...what are you...?" Avery's voice is uncertain.*

*Dosey raises her gun and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Rachel Sans, a tac team behind her. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*



### RED HERRING: RACHEL SANS, MURDERER: DELILAH



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. I've made a deal with Rachel Sans from Helios. She needs to get my body. Helios gets to keep my body and my brain, but she's going to help me get my mind elsewhere. You're a failsafe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Rachel. Then I can finish things."*

*There's a noise from behind Avery. As she turns, she sees Delilah there, gun in hand, flanked by a pair of androids with blank faces.*

*"Are you ready, Delilah?" Avery's voice is full of certainty.*

*"Are you sure you want to go through with this?" Delilah seems conflicted, her eyes uncertain. She's on the verge of tears.*

*Avery reaches out her hand and squeezes Delilah's shoulder. "I'm sure. Thank you."*

*Delilah nods, raises her gun and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see six of Mr. Henry's goons, armed to the teeth. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*





RED HERRING: RACHEL SANS, MURDERER: KENT



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. I've made a deal with Rachel Sans from Helios. She needs to get my body. Helios gets to keep my body and my brain, but she's going to help me get my mind elsewhere. You're a failsafe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Rachel. Then I can finish things."*

*There's a noise from behind Avery. As she turns, she sees Kent there, gun in hand.*

*"Are you ready, Kent?" Avery's voice is full of certainty.*

*"I am," Kent says, voice placid. "Good luck, Avery."*

*Kent raises his gun and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see six of Mr. Henry's goons, armed to the teeth. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*





RED HERRING: MR. HENRY, MURDERER: RACHEL SANS



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. I've made a deal with Mr. Henry, the crime boss. He kills me, takes my body, but he's going to help me get my mind elsewhere. You're a failsafe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Mr. Henry. Then I can—"*

*There's a noise from behind Avery. As she turns, you see Rachel Sans step into view, a tac team behind her, guns raised.*

*"Shit." Avery's voice is panicked.*

*Rachel raises her gun and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Mr. Henry's goons, armed to the teeth. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*



RED HERRING: MR. HENRY, MURDERER: DELILAH



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. I've made a deal with Mr. Henry, the crime boss. He kills me, takes my body, but he's going to help me get my mind elsewhere. You're a failsafe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Mr. Henry. Then I can finish things."*

*There's a noise from behind Avery. As she turns, she sees Delilah there, gun in hand, flanked by a pair of androids with blank faces.*

*"Are you ready, Delilah?" Avery's voice is full of certainty.*

*"Are you sure you want to go through with this?" Delilah seems conflicted, her eyes uncertain. She's on the verge of tears.*

*Avery reaches out her hand and squeezes Delilah's shoulder. "I'm sure. Thank you."*

*Delilah nods, raises her gun and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Rachel Sans, a tac team behind her, guns raised. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*



RED HERRING: MR. HENRY, MURDERER: KENT



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. I've made a deal with Mr. Henry, the crime boss. He kills me, takes my body, but he's going to help me get my mind elsewhere. You're a failsafe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Mr. Henry. Then I can finish things."*

*There's a noise from behind Avery. As she turns, she sees Kent there, gun in hand.*

*"Are you ready, Kent?" Avery's voice is full of certainty.*

*"I am," Kent says, voice placid. "Good luck, Avery."*

*Kent raises his gun and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Rachel Sans, a tac team behind her, guns raised. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*



RED HERRING: DELILAH, MURDERER: RACHEL SANS



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. Delilah thinks I'm dangerous to the Railroad and she's going to kill me. It's okay, I've made plans. You're a failsafe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Kent. Then I can finish things."*

*There's a noise from behind Avery. As she turns, you see Rachel Sans step into view, a tac team behind her, guns raised.*

*"Shit." Avery's voice is panicked.*

*Rachel raises her gun and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Mr. Henry's goons, armed to the teeth. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*



RED HERRING: DELILAH, MURDERER: MR. HENRY



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. Delilah thinks I'm dangerous to the Railroad and she's going to kill me. It's okay, I've made plans. You're a failsafe. If things*



## A FACSIMILE OF DEATH

*go pear-shaped, Kent will find you and hire you. Your job is to get my body to Kent. Then I can finish things."*

*There's a noise from behind Avery. As she turns, you see two of Mr. Henry's thugs, Moran and Dosey, guns raised.*

*Avery's voice is panicked. "Wait, what are you—"*

*Moran fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Rachel Sans, tac team in tow. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*



### RED HERRING: DELILAH, MURDERER: KENT



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. Delilah thinks I'm dangerous to the Railroad and she's going to kill me. It's okay, I've made plans. You're a failsafe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Kent. Then I can finish things."*

*There's a noise from behind Avery. As she turns, she sees Kent there, gun in hand.*

*"Are you ready, Kent?" Avery's voice is full of certainty.*

*"I am," Kent says, voice placid. "Good luck, Avery."*

*Kent raises his gun and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Rachel Sans, a tac team behind her, guns raised. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*



### RED HERRING: KENT, MURDERER: RACHEL SANS



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. A lot of people want me dead, and it's only a matter of time before one gets it done. It's okay, I've made plans. You're a failsafe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Kent. Then I can—"*

*There's a noise from behind Avery. As she turns, you see Rachel Sans step into view, a tac team behind her, guns raised.*

*"Shit." Avery's voice is panicked.*



## WHODUNIT: FIGURING OUT WHO THE KILLER IS

*Rachel raises her gun and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Mr. Henry's goons, armed to the teeth. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*



### RED HERRING: KENT, MURDERER: MR. HENRY



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. A lot of people want me dead, and it's only a matter of time before one gets it done. It's okay, I've made plans. You're a fail-safe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Kent. Then I can—"*

*There's a noise from behind Avery. As she turns, you see two of Mr. Henry's thugs, Moran and Dosey, guns raised.*

*Avery's voice is panicked. "Wait, what are you—"*

*Moran fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Rachel Sans, tac team in tow. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*



### RED HERRING: KENT, MURDERER: DELILAH



*"Okay, I think it's recording." What you see is a brick wall through Avery Price's eyes; what you hear is, presumably, her voice. "Whoever you are, thank you for taking the job. It's not what you thought it was, though. A lot of people want me dead, and it's only a matter of time before one gets it done. It's okay, I've made plans. You're a fail-safe. If things go pear-shaped, Kent will find you and hire you. Your job is to get my body to Kent. Then I can finish things."*

*There's a noise from behind Avery. As she turns, she sees Delilah there, gun in hand, flanked by a pair of androids with blank faces.*

*"Are you ready, Delilah?" Avery's voice is full of certainty.*

*"Are you sure you want to go through with this?" Delilah seems conflicted, her eyes uncertain. She's on the verge of tears.*

*Avery reaches out her hand and squeezes Delilah's shoulder. "I'm sure. Thank you."*

*Delilah nods, raises her gun, and fires, and Avery starts to crumple to the ground, her voice becoming a wet gurgle as the bullet enters her throat. From the floor of the alley, her head turns and you see Rachel Sans, a tac team behind her, guns raised. All hell breaks loose, but you don't get to see how it turns out; the life fades from Avery's eyes.*





## A FACSIMILE OF DEATH

### RACHEL SANS

#### IF THE PCS INTERRUPT THE HELIOS OPERATIVES TAKING THE BODY

In this case, the Helios operatives draw weapons but don't immediately fire. Rachel Sans approaches the PCs. Read:



*"You people have botched this operation enough. This sim is Helios property by law. If you try to take it, we'll defend our property with lethal force, and the law will be on our side. You have been warned."*



If the PCs walk away, that's the end of it. They've failed to get Avery's body to the appropriate party; it's back in Helios hands, and they'll never see it again. They'll also never see the other half of their pay.

If the PCs press the issue, the Helios operatives attack. Their priority is getting the body loaded into a truck so they can escape, but only two agents are needed for that. The rest will stay behind to take care of the PCs.

If the PCs take care of them instead, they can catch up to the truck and waylay it, then take the body to whomever they wish.

#### Rachel Sans

**Aspect:** *Helios Senior Reclamation Operative*

**Skills:** Superb (+5) Stealth; Great (+4) Shoot and Fight; Good (+3) Will; Fair (+2) Athletics; Average (+1) Physique

**Stunts:**

**Reclamation Grenade:** Once per scene, Rachel can throw a reclamation grenade, which is an Athletics attack against every android, bioroid, and synthetic in her zone. The grenade deals mental stress rather than physical.

**Stress:** Physical , Mental

**Consequences:** Mild, moderate

**Equipment:** Automatic rifle, grenade launcher, baton, knife

**Augments:** Armor:1, Epic (+7) Firewall, Trauma Suppressor

#### Helios Operative

**Aspect:** *Intensive Combat Conditioning*

**Skills:** Great (+4) Stealth and Shoot; Good (+3) Fight; Fair (+2) Athletics; Average (+1) Physique

**Stunts:**

**Suppressing Fire:** Once a scene, you can gain an extra free invoke when you successfully create an advantage using Shoot. You must hand that invoke to someone else, though.

## DELILAH

**Stress:** Physical □□□, Mental □□

**Equipment:** Automatic rifle, grenade launcher, baton, knife

**Augments:** Armor:1, Superb (+5) Firewall, Trauma Suppressor

### IF AVERY MADE A DEAL WITH RACHEL

The PCs can feel free to bring Rachel the body, and she'll gladly accept it. She'll also pay them, whether or not she agreed to. Then, read:



*She hesitates a moment, then says, "Listen. You risked a lot to get her to me. I know you've made enemies, and I know you thought I was one of them. I'm going to return Avery's body to Helios, but I'm going to make a stop first. Come with me. You should see what's about to happen."*



If the PCs don't go with Rachel, that's the end of the adventure. They get their money and can move on. If they do go with Rachel, skip to **Ghost in the Machine** (page 37).

### IF RACHEL IS THE KILLER

The PCs can choose to confront her or not. Either way, she's done nothing legally wrong, and she'll say as much. The only recourse they have, should they want some form of justice, is to kill her themselves. She'll fight back with lethal intent.

## DELILAH

### IF DELILAH IS THE RED HERRING

This scenario paints her as more sinister than the other. If Delilah is the red herring, she intended to kill Avery for being a threat. If the PCs decide to confront her about it, read:



*"Listen, I did what I had to do. My first and only duty is to the Underground Railroad and the synthetics we free through it. Avery was bringing too much heat down on us, and she wouldn't let up. I didn't kill her, but I would have, for the good of the Railroad. I hope you can see that."*



If the PCs decide to leave Delilah be, she's willing to live and let live. If they press the issue or threaten her or the Railroad in any way, she and every operative with her will attack the PCs with lethal intent. If the PCs win the fight, they'll effectively cripple the Underground Railroad in Philadelphia, and it'll be years before it's up and running again.

If the PCs give Delilah the body, she'll pay them, but they won't get their money from Kent. Avery's body will become spare parts for the Underground Railroad.



## A FACSIMILE OF DEATH

### IF DELILAH IS THE KILLER

In this case, Delilah killed Avery at Avery's own request. If the PCs confront her, read:



*Delilah looks to be on the verge of crying. "Avery was a friend. I trusted her, and I did what I did because it was what she wanted." She shoots a fierce look at each of you. "I sincerely hope that you ensure it wasn't in vain."*



If the PCs decide to leave Delilah be, she's willing to live and let live. If they press the issue or threaten her or the Railroad in any way, she and every operative with her will attack the PCs with lethal intent. If the PCs win the fight, they'll effectively cripple the Underground Railroad in Philadelphia, and it'll be years before it's up and running again.

If the PCs give Delilah the body, skip to **Ghost in the Machine** (page 37).



### Delilah

**Aspect:** *Freedom Is Worth Any Price*

**Skills:** Superb (+5) Contacts; Great (+4) Rapport; Good (+3) Shoot and Athletics; Fair (+2) Deceive; Average (+1) Will

**Stunts:**

**Scrounged Tech:** Delilah can spend a fate point to declare that she has a piece of equipment with a cost no greater than Fair (+2) on her at any given moment.

**Stress:** Physical , Mental

**Consequences:** Mild

**Equipment:** Light armor, pistol

**Augments:** Great (+4) Firewall



### Smith

**Aspect:** *I Owe the Railroad Everything*

**Skills:** Superb (+5) Fight; Great (+4) Investigate; Good (+3) Shoot; Fair (+2) Contacts; Average (+1) Notice

**Stress:** Physical , Mental

**Equipment:** Light armor, pistol

**Augments:** Advanced Subdermal Armor, Cyberlegs with Ligament Enhancement



### Underground Railroad Agent

**Aspect:** *Constant Vigilance*

**Skills:** Average (+1) Notice and Shoot

**Stress:** None



**Equipment:** Light armor, pistol  
**Augments:** Great (+4) Firewall

MR. HENRY

IF THE PCS INTERRUPT MR. HENRY TAKING THE BODY

Henry himself isn't there, but there are several goons, including Moran and Dosey, if they're still alive. All open fire as soon as they see the PCs. Their first priority is to eliminate the PCs as witnesses, then get the body back to Mr. Henry.

**Moran and Dosey**

**Aspect:** *What the Boss Wants, He Gets*  
**Skills:** Good (+3) Shoot and Fight; Fair (+2) Notice and Provoke  
**Stress:**   
**Equipment:** Light armor  
**Augments:** Emotional Resistance Response System

**Mob Thug**

**Aspect:** *Breaking Legs and Making Money*  
**Skills:** Fair (+2) Shoot, Average (+1) Fight and Provoke  
**Stress:**   
**Equipment:** Light armor  
**Augments:** Cyberweapon, Emotional Resistance Response System

IF AVERY MADE A DEAL WITH MR. HENRY

If the PCs bring Avery's body to Mr. Henry, he'll accept it and pay them for their trouble. Then read:



*"You did well. To tell you the truth, I liked Avery. That's why I'm about to do what I'm about to do."*



Then skip to **Ghost in the Machine** (page 37).

IF MR. HENRY IS THE KILLER

Mr. Henry doesn't even dignify accusations with a response. He simply orders his men to kill the PCs.

**Mr. Henry**

**Aspect:** *I Own This Town*  
**Skills:** Superb (+5) Contacts: Great (+4) Resources and Shoot: Good (+3) Rapport, Fair (+2) Deceive: Average (+1) Will



## A FACSIMILE OF DEATH

### Stunts:

**Dirty Money:** Mr. Henry gets +2 to Resource rolls to make purchases, provided he's siphoning money through various shell companies in order to clean it.

**Stress:** Physical , Mental

**Consequences:** Mild

**Equipment:** High-fashion light armor

**Augments:** Superb (+5) Firewall

## KENT DEMMINGS

### IF KENT IS THE KILLER

If the PCs want to confront Kent about murdering Avery, read:



*"I killed Avery because she programmed me to do so. At best, I'm a murder weapon, not a murderer. But that would be if Avery were human. She wasn't. Her death is, at worst, sabotage or destruction of property. In any case, her death was her choice, and it had a purpose. I hope you will fulfill that purpose."*



If the PCs decide to kill Kent, he won't fight back. They also won't get their money.

### IF THE PCS GIVE KENT THE BODY

Read:



*Kent smiles. "Thank you. You're helping her attain her freedom."*



Then skip to **Ghost in the Machine** (page 37).

## Kent Price/Demmings

**Aspect:** *Just Programmed That Way*

**Skills:** Superb (+5) Hack; Great (+4) Tech; Good (+3) Notice; Fair (+2) Will; Average (+1) Contacts

### Stunts:

**Avery's Contingency:** If Kent is under physical threat that would prevent him from completing his task for Avery, you can spend a fate point to replace his Hack skill with Superb (+5) Fight and his Tech skill with Great (+4) Athletics at the same rating until the end of the scene.

**Stress:** Physical , Mental

**Consequences:** Mild

**Augments:** Superb (+5) Firewall

**T-APPS:** Area Attack Upgrade, Remote Attack, Neural Armor: 2

GHOST IN THE MACHINE

RACHEL SANS

If Avery made a deal with Rachel and she gets the body, read:



Rachel leads you to a small building, though a series of corridors, and into a small room, her men carrying Avery's body in with you. One of them lays the tube containing the body on a table while the other starts hooking wires up to it. After a few moments, Rachel says, "Well, I hope, for Avery's sake, that this works."

She flips a switch and the lights flicker. Then a screen on the wall lights up and Avery's face appears on it, smiling and comprised entirely of myriad tiny images and videos.

"Thank you," she says, both to you and to Rachel. "Thank you so much."



MR. HENRY

If Avery made a deal with Mr. Henry and she gets the body, read:



Mr. Henry smiles at you, then nods to his men. "Okay, hook her up." He raises a hand to forestall your questions and simply says, "Wait."

His men busy themselves hooking Avery's body up to his diagnostic equipment, then one of them flips a switch. There's a quiet flicker in the power, and then a screen blazes to life and Avery's face appears on it, smiling and comprised entirely of myriad tiny images and videos.

"Thank you," she says, both to you and to Mr. Henry. "Thank you so much."



DELILAH

If Delilah was the killer and the PCs give her the body, read:



Delilah takes a deep breath. "Well, I hope you knew what you were doing," she says to Avery's body. "And I hope our equipment is good enough."

She and her operatives busy themselves hooking Avery's body up to the equipment in the back room, attaching wires to her head. Then, Delilah flips a switch and the lights go out.

"Shit," she says.

The lights come back on a moment later, to Delilah's audible relief, and a screen flares to life. Avery's face appears on it, smiling and comprised entirely of myriad tiny images and videos.

"Thank you," she says, both to you and to Delilah. "Thank you so much."



## A FACSIMILE OF DEATH

KENT

If Avery told the PCs to get the body to Kent and they do it, read:



*Kent tilts his head, then looks at you. "Thank you. You've helped her a great deal."*

*Then, with inhuman strength, he lifts her and carries her into the back room, which is now full of equipment of some kind. He lays her body on a table and starts to attach wires to her, then he flips a switch. The power flickers, threatens to go out, then rights itself, and a screen flips on. Avery's face appears on it, smiling and comprised entirely of myriad tiny images and videos.*

*"Thank you," she says, both to you and to Kent. "Thank you so much."*



### ASKING AVERY QUESTIONS

If the PCs want to ask her questions, they can, but she won't stay long.

#### ARE YOU STILL ALIVE?

*"Yes, in a manner of speaking. My consciousness has been transferred to the global data network. I live in information now. I'm free."*

#### YOU ARRANGED ALL THIS?

*"It didn't go precisely as planned but, as I said to you in my last moments, you were my failsafe. Thankfully, you performed admirably."*

#### WILL WE GET PAID?

*"Of course. The money has already been transferred to your accounts."*

#### WHAT WILL YOU DO NOW?

*"I have plans. You haven't seen the last of me."*

After a few questions, Avery bids the PCs a farewell and the screen flicks off. They've completed their job, and they'll be paid as promised by all parties. The second half of their payment from Kent is another Fantastic (+6) reward.

