

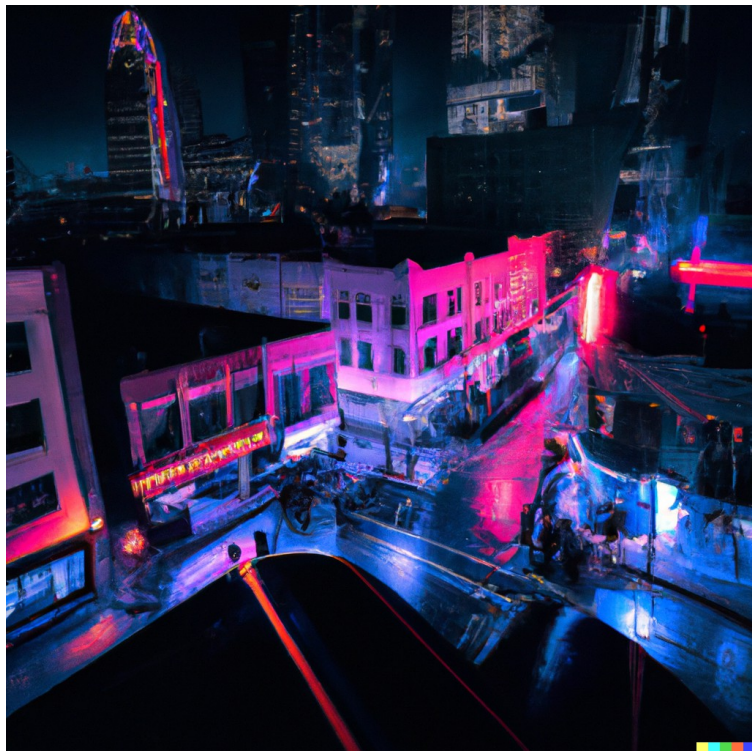


Mourning Edition

Released to the Data Pool every morning at 5am
Bringing you the hottest news on the West side

The West Side's Biggest Events that You're Not Invited To

By Lucy Goosey



Sometimes we need a reminder: the world goes on with or without us. Here are a few things happening soon that you'll miss because you're busy paying the rent. And also because you're nobody.

VIP CLUB EVENTS: This one shouldn't cause any envy. The strippers are tame. The music is lame. Just walking in the door costs more than you spend keeping your hoop housed and fed for the month. For the people who can afford them, these events are just part of the cost of doing business and no fun at all - you have to go or your rep suffers. As far as I'm concerned, champagne is for smacking against the hull of a ship before it scoots out to sea!

GRAND OPENINGS: Want to stay on top of what's fresh on the street? Want to meet the city managers and their entourage of execs? Too bad, they don't want to meet you! Someone call security!

BAND AFTER-PARTIES: Sure, most bands hang out a little while at the club after the show. But did you know they also throw actual parties with their actual chooms and street contacts after they go home? Some of these are rather posh, at least by street standards. It's just a shame you don't have enough rep to get on the list!

MODELING SHOWS: Forget the grand opening. If you really want to keep fresh, you need to attend the latest modeling events. This is where you find out what to wear tomorrow if you want to turn heads. Just don't hassle the talent or you'll be wearing a face full of asphalt! Oh, who am I kidding: you're not invited!

PRODUCT LAUNCHES: Back before these events became mega-rare, they were all-hands-on-deck festivals of commerce. Now in the Time of the Red, they're exclusive. Execs are under tremendous pressure to see that everything goes perfectly. You and your crew showing up? Decidedly *not perfection*.

> Link: "Grand Opening Scheduled for Athletic Kids' Center", Night City Today News

> Link: "Fashion Finds Form and Function: Exclusive Event", Night City Today News

> Link: "Continental Brands to Unveil New Kibble Steamer", Night City Today News

Grace Descends for Orblight at First Return Show

By Anonymous



Last night, local sensation Orblight played their first return gig after a three-week break. But this story isn't about the show.

This story is about a cyberpsycho attack that didn't happen.

Everyone knows what it's like to fall in love with a musician on some level. So imagine: you're chromed to the nines, teetering over the Edge. Suddenly your main fix for keeping sane - the musical medicine you use to stay on the right side of psycho-town - disappears for three long weeks.

After three weeks, the guardian angels of your mind return. All you have to do to get a dose of what you need, is mix with a writhing, sweaty mass of flesh. Listen to them talk down about people with chrome. And not lose it.

By the time he popped the rippers and started looking around for his first victim, a lot of people were already watching him. The whole crowd reacted at once. Most backed away. Several others rushed in, ready to fight, revealing cyberweapons of their own.

I was there. It seemed like a bloodbath was inevitable.

But then something truly magical happened. Mazzy Tomlin quickly dedicated a song to the potential troublemaker. As they say, music soothes the savage beast. The other chromers stood down. A few people in the crowd actually showed the guy some human kindness.

Nobody was harmed. Violence proved unnecessary. The troubled chromer left the show in peace.

Orblight guitarist Neal Harmon said after the show, "Mazzy knew what needed to happen, but honestly, the music might not have been enough. If it hadn't been for a few brave ones in the crowd, I think things would have turned real ugly. We're thankful for that courage. We'll never forget it."

After the show, Tomlin was on a mission to meet the kind punks. They talked a long time. I'm not sure, but it looked like they might have even exchanged numbers.

And that, chooms, is how you impress the talent - at least, when that talent is Orblight.

This city needs stories like this. I'm glad I could cover one.

> Link: "NCU Postgrads: 'Music is Therapy'", Mourning Edition

Mourning Edition *is brought to you by our sponsors:*

Biograph Theater, *open 24/7/365.*

Sarengeti Gallery: *An all-new way to see Night City.*

Afterparty

Player Information

At noon the day after Orblight's show at M's Metro, the PC who did the most RP with Orblight, or with the best social skills, receives a call from Mazzy Tomlin. She wants the players to come to Orblight's next afterparty as entertainment and security. She's willing to pay 200eb per person who can perform either of those duties (up to 6 people). Other members of the crew are welcome to attend as well, but they won't be paid unless they can perform some support function to the entertainers/security staff. The party is tonight at 2:30AM, in central University District. It runs for 4 hours. Tomlin expects the PC's to be on time. The location: Mazzy Tomlin's house (an actual house), on the outskirts of Night City University (NCU).

Security duties include: patrol the perimeter of the house; check suspicious activity on the street; make sure people are on the list as they enter; reject guests who show up with weapons larger than a V.H. Pistol or Heavy Melee Weapon (this rule applies to the PC crew, too); ensure weapons are safely holstered or sheathed (so no spiked bats, for example); eject any party crashers; and eject guests who are rowdy or a big buzzkill. Ideally, one security worker should stay at the door.

Entertainers can do any type of performance or presentation; they just need to have the skills and equipment to make it good. Documentary-style material should be fresh, ideally never seen before, and should be presented as more than just a playback (i.e. should be accompanied by oral presentations of how the doc was made). The entertainers can make use of Tomlin's wall-sized projector, but otherwise everyone must bring their own equipment.

There's rarely an incident calling for security at Orblight's afterparties, but the presence makes guests feel safe. PC's who are "on the clock" are welcome to socialize as long as they're doing their job, too.

Gamemaster Notes

If the PC's arrive more than 15 minutes late, all Make Contact DV's are increased by +1. If they're more than 30 minutes late, the Make Contact DV's instead increase by +2.

Entertainers should ideally be Rockerboys or Medias. Security staff should be Solos or Lawmen. Any role can play as support, but if the PC makes a case to Tomlin and has the necessary skills and equipment, they can fill the security/entertainment functions instead of support.

Once the entertainers are set up and ready to start, Tomlin herself will take a mic and introduce them. She'll mention what the PC's did at the show last night to prevent violence, declare her respect for them, and make a joke that they're "new to the scene, so go easy on them." She'll also give a shout-out to the security, "from the same crew."

Schmoozing at the party and performing well in their duties opens up a minor bonanza of new potential contacts for the PC's:

- **The Shift:** Fixer, Operator Rank 5
Make Contact: DV 13, time 30 minutes
Specializes in cyberware but can act as a general fixer/fence
Black leathers, circular mirrorshades, large black leather beret
Aloof, always amused, wants no biz tonight, only networking
- **Anonymous:** Media, Credibility Rank 5
Make Contact: DV 15, time 1 hour
Independent contributor for Mourning Edition
Comically large tailored retro suit, wire mesh face mask
Alert, always suspicious, always scouting for easy stories

- **Clink:** Tech, Maker Rank 5
Make Contact: DV 15, time 1 hour
Tech prodigy based in northern U. District (NCU student)
Urban flash in reds and purples, custom-made for tool storage
Playfully sarcastic, has too many clients, studies are lagging
- **Les Moore:** Rockerboy, Charismatic Impact Rank 4
Make Contact: DV 15, time 2 hours
Front-man for Less is More, based at NCU (NCU student)
Stylishly worn-out Nomad Leathers in browns, with a Stetson
Suspicious if personal space isn't respected, otherwise goofy

Impressing the crowd as entertainers is DV 17 with a minimum of 2 total hours spent performing (not including breaks). Success reduces the times to make new contacts (listed above) by half, and reduces the DV's to make new contacts by one difficulty category (e.g., DV 15 becomes DV 13). Anyone in the crew can do the socializing and these bonuses will still be in effect.

Each 30-60 minutes (GM's option), roll 1d10 for a security encounter (or pick one):

Roll	Result
1	Joshua Denton shows up wanting to apologize.
2-3	1d4+3 punks start using guests' cars as seats to party on.
4-6	Nothing significant (but give them time to roleplay).
7-8	A netrunner tries to steal the new songs.
9	1d4+2 students/fans show up hoping to crash the party.
10	NCPD shows up responding to a noise complaint.

Joshua Denton: See "Her Biggest Fan" (Mourning Edition #2) for stats. Tomlin feels violated by his arrival and doesn't want to encourage further violations by responding positively in any way. Nevertheless, if mishandled, Denton will go cyberpsycho. He is not welcome to stay under any circumstances. If this is rolled again, nothing happens.

Punks: Intimidation and other social skills can be used to pacify the punks, but they are rowdy and respond badly to any requests that they should respect the guests' property. If this is rolled again, the punks come back with Heavy Melee Weapons. Use **BoosterGanger**, pg. 412.

Netrunner: One guest (known only as Rafael) wants to hack Tomlin's workstation and steal the new music, to pirate it for eddies on the Data Pool. Human Perception DV 13 reveals he's acting suspiciously; a Netrunner supporting the security crew and alerted to this guest's suspicious behavior immediately gets the clue that Rafael is a Netrunner and is within 6 ft/m of the music lab, near enough to hack it. Unless stopped within ½ an hour, Rafael succeeds, and then mingles. Use **Netrunner**, pg. 414. If this is rolled again, nothing happens.

Party Crashers: Whether students or fans, the party crashers are loud, drunk, and intent on getting Orblight to play a few songs. If not dispersed quickly, NCPD shows up thirty minutes later due to a noise complaint (GM should also roll for a security encounter as usual).

NCPD: Someone will have to step up and convince NCPD to go away without shutting down the party (DV 15). Otherwise, the party ends immediately. If this is rolled twice, the DV becomes 17. If rolled a third time, they return with a warrant to enter and search for any known suspects, and the party shuts down without a roll. (Responding to Party Crashers, above, does not count as one of these rolls.)

The PC's get paid and keep new contacts no matter what. If security works well and entertainment impresses, the PC's get Reputation 2.