

FIRE STARTERS

10 Adventure
Seeds to

SPARK

Your Cyberpunk
Campaign

Credits

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About This Book

Do you have trouble finding inspiration for a new campaign? Sometimes all it takes is a brief adventure hook to get your ideas flowing. Fire Starters offers 10 adventure seeds to help ignite your creativity.

Each adventure seed contains several elements: an introduction to read to the players, background information for the GM, a few potential complications, a conclusion, and some follow-up hooks to give the GM a few ideas about how to incorporate these ideas into a larger campaign,

You may use each of these adventure seeds to craft one-shot adventures, or you can string them together to form a multi-session campaign. If the players decide to go off in another direction, the follow-up hooks provide some idea of where you might guide them.

Some adventure seeds provide ideas on how to integrate them into different settings. For example, the way a team of players goes about modifying a target's memory may vary based on what supernatural, magical, or high-tech elements may be available in the world.

Finally, every adventure seed provides a rough idea of how much money the players will be paid upon completion. Using terminology such as "Good," "Great," and "Superb" amounts of money, you can easily determine an exchange rate for your game's currency..

Each of these adventure seeds is system agnostic so you can drop them into any modern or cyberpunk campaign. All you need to do is whip up a few NPCs, decide what "a Good amount of money" might mean in your game's economy, and you're ready to rock and roll.



1. Delivery for Mr. Belmont

“Your fixer, known as Mr. Barlow, has a job for you. It doesn’t pay much, but it shouldn’t be too difficult. Just take this package to Mr. Belmont in the Business District and he’ll pay you upon delivery.”

“What could possibly go wrong?”

Background

Mr. Barlow is a reliable fixer with a good reputation. He doesn’t know what’s in the package to be delivered, and he doesn’t much care. The players are simply to take it to the Business District and meet with Mr. Belmont.

Mr. Belmont is a typical corporate man in a pinstriped suit. He’s in his mid-40s, balding, and a little overweight. He works for a large computer corporation and is wired with minor implants, including surveillance implants.

It isn’t difficult to find the Business District and Mr. Belmont is easy to contact once the players are there. However, someone doesn’t want Mr. Belmont to receive this package.

Complications

When the party approaches Mr. Belmont and the exchange is about to take place, a nearby person springs into action and attempts to steal the package. The thief may have any number of powers depending on your setting: telekinesis, magic, a tractor beam, or some other high tech tool which can be used to snatch the package from a distance.

The thief attempts to disappear into the crowd. If the players don’t retrieve the package, they don’t get paid and their reputation may be on the line.

If the players choose to pursue, they must track down the thief, recover the package, and deliver it safely to Mr. Belmont.

The thief isn’t acting alone. He’s intent on delivering the package to a superior, but he won’t head straight there. Instead, he’ll head for a safe house where he will wait until he feels the heat is off. If the players track him down, the thief won’t lead them directly to his boss.

Conclusion

If the players successfully retrieve the package and deliver it to Mr. Belmont, he will pay them a fair amount of money (determine what is appropriate for your setting and your players’ experience, but it isn’t a large amount). If he was impressed, Mr. Belmont or the computer corporation he works for may hire them again in the future.

Follow-up Hooks

- Who was the thief working for, and why did they want whatever was in the package?