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DID SOMEONE SAY MURDER?

AN INVESTIGATION SYSTEM FOR CYBERPUNK RED

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v1.0

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A NEW MYSTERY BEGINS...

Agent conversation transcript begins

???: Uh, Mister 7? A friend of a friend said you were looking for some info about the docks. I, er, I might have something for you, maybe?

24/7: You heard correctly, and please, 24/7, or Toofer, if it makes you more comfortable. And who am I talking to?

Barry (B): ... <static> ...Barry. I'm Barry.

24/7: Ok, Barry, what would you like to share with me?

B: My... friend... said you were looking into some things going missing? Cargo ain't where it's supposed to be, that kind of thing.

24/7: And you have something for me on that front. I'm listening. Unless you'd prefer to meet?

B: No! <static> No, this is better. Safer. I don't want to draw any attention. See, we've had an old freighter come in, small, maybe a dozen containers. Salvage, y'know?

24/7: I understand.

B: Well, we'd normally get to offload and uncrate. No good to the owner if it just sits there on the docks. But we got told to leave the stuff as-is, stacked by the water.

24/7: And that's unusual?

B: Oh, yeah, for sure. Usually can't clear it fast enough, especially if it's construction gear. And that's what the labels scanned out as. Builders want their stuff, you know?

24/7: Barry, I sense there's something more than unusual cargo handling here.

B: Well, next morning, got our job sheet and suddenly the "do not touch" is off two of the containers. No pickup, no papers, just clear them off the stack. Ain't none of my business, I did. And they were empty.

24/7: You're sure?

B: Sure I'm sure, I know the difference between handling a loaded and empty container. I mentioned it to my buddy Karel after work, and he said he'd had to

clean them out. Whole inside was coated in a film of... something. He didn't know what, but needed crazy solvents to clear.

24/7: Karel...big choomba, blonde spikes in his hair?

B: Yeah. He said you were asking questions about what was in those containers. I know he didn't say nothing, because how'd he know anything? But he was pulling a double that night, said he'd keep his eyes open, maybe get something for you if you were still paying.

24/7: Yes, Barry, I'm very much in the market for...

B: Mister Toofer, Karel didn't show up this morning. He clocked in, but not out, last night. And this morning another pair of containers need cleaning from that stack... <static>

24/7: Barry, are you all right?

B: I think I might be in trouble, Mister Toofer. I took a sample of the crap I was cleaning out of those containers of "construction equipment," and it's some weird oil that colored my radiation badge.

24/7: Barry, I'll pay a finder's fee for that sample...

B: Yeah, great, it's in my place... sending you the address... in a Smash can under the bed. I might not be there, though. I think someone's been following me since I worked on that job. My Agent ain't great, but I got a picture. Sending it now. See it?

24/7: I do, Barry, this is great, thank you. I'll try to identify...

B: Yeah, great and all, but ...<static>... I think he's back. Mr. Toofer, I'm scared. Can you help me?

24/7: Barry, yes, we need to meet. I can help you...

B: ...<static>...

24/7: Barry? Are you there? Can you hear me?

B: ... <static>...

Agent conversation transcript ends

THE INVESTIGATION SYSTEM

Combat in **Cyberpunk RED** can break out at the drop of a grenade pin, but Friday Night Firefights aren't the only way to build tension and create drama in Night City.



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Adding investigations to the mix can deepen the game-play experience, give the less up-front Roles a chance to shine, and really dig into the noir roots of the genre.

Writing and planning mysteries can be tricky, especially if you've never crafted a whodunit before. Often, what seems obvious and straightforward in a GM's head feels obtuse and obfuscated to the Players. The **entirely optional** Investigation System is here to help, giving GMs a leg up on devising, plotting, and resolving mysteries and investigative elements. The mechanics presented here aren't intended to replace roleplay but will lead a group through the process of investigation without getting bogged down because they don't have the deductive prowess of one of Dashiell Hammett's black-and-white detectives.

Using the Investigation System below, you'll design your mystery and assign Clues for the Edgerunners to discover. In return, your Players will use this evidence to follow the trail and come to a conclusion about "who done it," complete with failsafes in case the Crew turns out to be better at coming up with answers than their Players. We begin with Focus, a new Derived Statistic.

Focus

Just like your body, your mind has its limits and investigating mysteries is going to test them. Focus is meant to represent those limits. You can only push your mind so far before you run out of bandwidth and just can't concentrate or conclude any further without rest.

The Formula for determining your Focus is
 $10 + 5[(INT + WILL)/2 \text{ (round up)}]$

		INTELLIGENCE									
		2	3	4	5	6	7	8	9	10	
WILL	2	20	25	25	30	30	35	35	40	40	
	3	25	25	30	30	35	35	40	40	45	
	4	25	30	30	35	35	40	40	45	45	
	5	30	30	35	35	40	40	45	45	50	
	6	30	35	35	40	40	45	45	50	50	
	7	35	35	40	40	45	45	50	50	55	
	8	35	40	40	45	45	50	50	55	55	
	9	40	40	45	45	50	50	55	55	60	
	10	40	45	45	50	50	55	55	60	60	

Hitting 0 Focus represents an inability to properly make sense of clues or concentrate on mysteries as a whole. Until the Focus rises back above 0, they will be unable to make Evidence Checks (SEE PAGE 4). Edgerunners only have one Focus pool, even if they are investigating multiple mysteries. In other words, if you're following a few different sleuthing plots at once, each deals damage to the same Focus.

Focus recovers upon resting for a day and doing nothing else, such as Hustling or using Role Abilities. Whenever you recover Hit Points from resting, you also recover an amount of Focus equal to your INT + WILL. With a successful DV15 Concentration Check, you recover an additional 5 Focus while resting.

MYSTERIES

Mysteries are as varied as the people involved but do require common components to function. Specifically, each Mystery has a Goal and Complexity.

Goal: This is the end state of the Mystery, such as figuring out who stole an experimental piece of cyberware, identifying the assailant in a hit-and-run, or piecing together the chemical composition of a new street drug.

Complexity: The Complexity of a Mystery indicates how hard it is to solve, serving as Hit Points of sorts. Each clue deciphered via an Evidence Check deals damage to a Mystery's Complexity. Once a Mystery's Complexity reaches 0, the Crew has everything they need to solve it.

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► MYSTERY COMPLEXITY

Difficulty	Complexity	Example
Easy	25	The Mystery is only one part of a single Mission, such as deciphering the location of an upcoming Night Market.
Average	50	The Mystery forms the basis of or a large part of a single Mission, such as working out who killed the Crew's Fixer.
Challenging	100	The Mystery is ongoing and meant to be solved over multiple Missions, such as working out who hired the assassin who killed the Crew's Fixer.
Difficult	150	The Mystery is ongoing and an important subplot for the campaign or an individual Edgerunner, such as discovering the whereabouts of a Lover listed as missing during a Crew member's Lifepath.
Legendary	200	The Mystery is ongoing and underpins the whole campaign, such as discovering the truth behind who knocked the Crew out and transported them from New York to Night City ... and why they did it.

Not every Mystery can be solved as soon as it's given. Some Mysteries are long-term and worked on if and when an Edgerunner receives a new lead or carves out some free time. For longer-term mysteries, consider planning for when new clues will be made available, especially after significant events or Missions. Clues could easily be a part of a gig's payment, helping reignite interest after a dry spell without any leads. Think about a television drama with a season-long plot. The mystery continues in the background, even if an episode doesn't directly relate to the overarching plotline.

CLUES AND EVIDENCE CHECKS

Clues represent the pieces to the puzzle that make up every Mystery. To collect a clue and discern its relevance, Players make an Evidence Check using an appropriate Skill against a DV determined by the GM. If they succeed, they collect the Clue and make a damage roll, subtracting the result from the Mystery's Complexity. If the Crew fails to collect the Clue, they take damage to their Focus. If the Edgerunner rolls a "1" and also fails the Check (called a Fumble for this purpose), additional complications can occur. A Solos Fumble Recovery does not negate the negative effects of rolling a 1 in this case.

The Clues on the Clue Table (SEE PAGE 5) are examples. GMs should feel free to make up their own using these as a guideline.

Each clue has an Obfuscation rating. Consider this the clue's Armor SP, reducing the damage dealt by solving an Evidence Check. Obfuscation represents the difficulty of obtaining useful information from the clue, either due to situational barriers or intentional interference by an outside party.

► OBFUSCATION

Type	Obfuscation	Example
None	0	Speaking with a witness who saw what happened only moments after the incident occurred. Watching a well-made, complete recording.
Light	2	Speaking with a witness who was drunk/high when the incident occurred. Watching a clear but partial recording.
Heavy	4	Speaking to someone who heard about the incident from an actual witness. Watching a complete but poor-quality recording.
Near Total	6	Speaking with someone who heard a rumor about what happened. Watching a poor-quality and incomplete recording.



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► CLUE EXAMPLES

Clue Type	Example	Skill Used	Damage	On Failure
Auditing	Going over records to discover connections or discrepancies.	Accounting or Bureaucracy	3d6	2d6 Focus Damage
Autopsy	Deducing the cause of death and/or other injuries.	Paramedic or Surgery	4d6	3d6 Focus Damage. On a Fumble, the body is damaged, Further Evidence Checks involving the body are done with a -4 penalty.
Chemical Analysis	Discerning the identity of a drug, poison, or other chemical.	Basic Tech or an appropriate Science	3d6	2d6 Focus Damage. On a fumble, the sample is destroyed. The chemical cannot be further analyzed without another sample.
Deciphering	Decoding a secret message.	Cryptography	2d6	1d6 Focus Damage
Digital Scavenging	Pulling information out of Agents or Computers.	Electronics/ Security Tech	4d6	3d6 Focus Damage. On a fumble, the device is Destroyed and must be repaired before further investigation.
Forensics	Determining what happened at a crime scene.	Criminology or Deduction	4d6	3d6 Focus Damage. On a fumble, a crucial piece of evidence is Destroyed Beyond Repair and cannot provide further information.
Gossip	Tapping your sources around the area.	Conversation, Persuasion, or Streetwise	2d6	1d6 Focus Damage
Interrogation	Questioning a witness or subject.	Human Perception or Interrogation	3d6	2d6 Focus Damage. On a fumble, the Check cannot be tried again by any member of the Crew.
Observation	Figuring out issues with a witness or scene at a glance.	Human Perception or Perception	2d6	1d6 Focus Damage
Research	Looking through digital archives or other sources of information.	Education or Library Search	2d6	1d6 Focus Damage
Tailing	Following/ shadowing a subject.	Stealth	3d6	2d6 Focus Damage. On a fumble, the subject will become aggressive/scared as appropriate.
Tracking	Following an appropriate set of tracks.	Tracking	2d6	1d6 Focus Damage

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LONG TERM MYSTERIES

When solving a mystery, edgerunners don't always need to commit to the task doggedly, making the maximum number of Evidence Checks per day. While some mysteries may demand such dedication, others are situational and specifically long-term. An Edgerunner looking for someone who killed her lover five years ago may make a single Evidence Check per week as a side project when not focusing on other jobs. If what she discovers opens up new, immediate avenues of investigation she can keep going. Otherwise, she'll wait to follow up later. Long term mysteries branching off in-game events or an Edgerunner's Lifepath make for terrific ongoing background plots.

SOLVING A MYSTERY

To solve a Mystery, the Crew needs to make Evidence Checks, deal damage, and bring the Mystery's Complexity down to 0. Once they do, they've cracked the case.

Each Edgerunner involved in an investigation can make one Evidence Check per Clue per day. If an Edgerunner fails, they can try again on another day, but the DV or Obfuscation rating might change to represent the passage of time. As long as one Crew member succeeds at an Evidence Check, the Clue is collected and the damage is dealt to the Mystery's Complexity, although anyone who failed still loses Focus.

Evidence Checks don't have a set duration and can take as long as the GM decides they need to take. Some can be as quick as a single Action, such as glancing over a crime scene to notice something is amiss. Others could require a full day of research to discern the actual value of the Clue. Edgerunners can't just go around guessing that something's a clue, though. They need a reason to perform an Evidence Check.

To perform an Evidence Check, an Edgerunner must make an appropriate Skill Check. Don't feel limited by the Skills listed in the Clue table. As always, follow the Rule of Cool. If a Player can justify an alternative Skill, go for it. If the Check is successful, they deal the listed damage to the Mystery's Complexity (minus the Obfuscation rating). Edgerunners who fail an Evidence Check take damage to their Focus as noted in the Clue's entry on the Clue table.

If the Players are feeling aimless and unsure of where to go next, allow them to make a DV15 Deduction Check. If they succeed, give them a hint as to where another Clue might be found. Whenever an Edgerunner makes this type of Check, they take 1d6 Focus damage, representing the mental strain of racking their brains for any possible solution.

Sometimes, the Players will solve a mystery before their Characters do. When that happens, it is up to the GM to decide how they wish to proceed. It could be that, despite figuring out "who done it," the local authorities or their employer need more evidence before they can act. Or it could be the GM agrees, slashes the mystery's Complexity down to 0, and declares it solved. The GM could even change the question underpinning the mystery. For example, from "Who killed the disc jockey?" to "Where is the disc jockey's killer hiding?" It is up to the GM to decide on the best course of action for their table.

The Players can also stuff it up and point the finger at the wrong suspect. The GM doesn't need to tell them they're off track and still have more Complexity to mark off. False accusations are all part of the genre, after all! If the Players realize they're on the wrong path, they can veer back. And if they don't? That's more plot fodder for the GM down the line. A choomba falsely accused of murder can make for a dangerous enemy!

OBSTACLES

No Mystery is complete without complications, represented in the Investigation System by Obstacles.

Obstacles exist to add depth to the mystery. They will also play a part in taking a bite out of an Edgerunner's Focus, representing the stress and frustration that comes when unwanted interruptions stymie a perfectly good Mystery. Obstacles are optional and should only be used when it feels thematically appropriate and logical.

To deploy an Obstacle, determine its nature, and then decide if overcoming it requires a simple Skill Check (against a DV of the GM's choosing) or a new Beat involving multiple Skill Checks and interactions.

Edgerunners who overcome an Obstacle take 1d6 Focus damage. If they fail to overcome the Obstacle, they take 2d6 Focus damage instead.



► OBSTACLE EXAMPLES

Obstacle Type	Example
Authority	Corporations or other powerful individuals impede progress.
Cultural Disputes	Differences in cultural understanding or customs obscure information.
Digital	Information is locked away in hard-to-access net architectures.
Distraction	Another event makes it difficult to focus on the investigation.
Fatigue	Physical and mental exhaustion makes progress difficult.
Legal	Police or other peacekeepers deny access to vital parts of the case.
Location	The case takes place in a remote or otherwise hard-to-reach place.
Misdirection	Information on the case is muddled in waves of digital gossip.
Missing Clue	A Clue simply isn't available at the moment and that lack is frustrating, wearing down Focus. For example, someone who needs to be questioned won't be accessible until tomorrow, or the characters are looking in entirely the wrong place for evidence.
Red Herring	Something that looks like a Clue isn't. Red herrings should never be presented to the Players as an Obstacle. Instead, present them as an Evidence check. If they beat the DV, they realize the red herring isn't a Clue (for this mystery, at least). If they fail, tell them they haven't deciphered the Clue and roll damage as if they had failed an Evidence check.
Social Engineering	Someone is manipulating the flow of data about the incident.
Technological Issues	Technology in the case is proving difficult to interface with due to poor conditions or unfamiliarity.
Territory Disputes	The area of the case is unable to be accessed due to gangs or other violence.

► The Ticking Clock ◀

Sometimes a mystery will be time-sensitive, and that is its own form of Obstacle: the Ticking Clock. In this situation, the Edgerunners are up against a deadline they may or may not be aware of. "Deliver the ransom before X time or the hostage will be returned in a selection of fast food containers" has a clearly defined time pressure in which to track down and rescue said hostage (or raise the ransom). However, tracking down a Netrunner who has stolen a client's data before they can arrange safe passage out of Night City isn't as clear-cut. Either way, a Ticking Clock is an excellent way to sharpen and drive forward an investigation, especially if the Players are aware of their time limit.

CRAFTING A MYSTERY

When you design a mystery, you need a starting point and a conclusion. Once you nail those down, you can build the chain of clues and deductions that link the

two. It's down to personal taste as to whether you start from the hook and work through to the end or start at the conclusion and work backward, ostensibly the preferred method of one Agatha Christie, no slouch in the mystery-making department.

Your clues will normally fall into one of the categories detailed above, but feel free to create your own categories using similar difficulty scales as needed. When you've completed your chain of clues, you'll have a clear path leading from incident to denouement – assuming the Players look in the right places, ask the right questions, and talk to the right people. It's your "ideal" version of how the investigation will progress.

Once you introduce the mystery to people you're not in control of (that is, the Players), your ideal investigation may get significantly fuzzier, whether due to a series of bad rolls or because they miss something you believed was blindingly obvious. Conversely, the Players may achieve an intuitive leap or randomly



CYBERWARE AND MYSTERIES

It's easy to think of cyberware in terms of making a Crew's life easier when investigating a situation. And it's true that some, especially cyberoptics and audio, can be a big help. A detective with Olfactory Boost cyberware can smell lingering traces of a murderer's perfume. An Edgerunner boasting a Chemical Analyzer can identify the specific poison used in the murder. Skill Chips can boost Criminology, Deduction, Tracking, or any Skill the Crew might need but lack.

When designing a mystery, remember the Edgerunners investigating it might have cyberware that transforms them into human-shaped crime labs and plan accordingly.

guess a solution and skip a whole chunk of your carefully constructed chain ahead of schedule. Either scenario can be frustrating, for both the GM and the Players.

To help your Mystery run smoothly, ensure that the first clue in your chain is easy to find and interpret. If your Players are more used to combat-heavy games, mysteries may be something new and you don't want them to spend the first half hour staring up at the metaphorical climbing wall looking for the a foothold. In the case of a murder, give them a scene of crime or a body to look into; for any other cases (for example, theft or kidnapping), there should be a point of origin for the crime, somewhere they can be pointed to either because it's dropped on them or because they were hired to look into it. Consider noir detective fiction and how often a client (who is often distractingly attractive and possibly a point of Obfuscation or Red Herring in their own right) saunters up to the protagonist and drops a case on their desk. Don't be afraid to use the classics. Tropes become tropes for a reason.

Once they have one source of clues under their belts, the Edgerunners will often find the next naturally, forming a cascading chain. They investigate a crime scene where someone was murdered; this might lead them to a witness who runs the food cart nearby or a friendly cop who gives them access to the body for further study. Maybe their search of the crime scene turned up the murder weapon, and they can then look into that, including trace evidence or who might have had access. In this way, your chain can become a web, with each clue offering branching links to others, all of which can be used to dent the mystery's Complexity rating and bring them closer to a solution.

Something to avoid is the single point of failure. When you put together your ideal clue chain, look at each element, and ask yourself "How many different ways can they deal with this?" If the answer is,

for example, one specific Skill Check at exactly the right time and place, you may need to build in some redundancy because you've hidden the rest of the story behind a Skill paywall. That single point of failure could lock the Players out of the rest of the mystery, forcing you to use a *deus ex machina* to get them back on track. Not very satisfying for you or them.

To avoid this brick wall, try and stay flexible. This doesn't mean you have to account for every possible alternative way for the Edgerunners to gain the essential information they need to progress, but you should consider your options. Maybe the neatest clue is to be found by sweet-talking the right bartender who overheard the villains planning their crime and can describe them to a T, but what happens if the Edgerunners didn't visit that bar, or were abrasive to the bartender, or the poor drink-slinger caught a stray bullet completely by accident?

In such a case, consider who else might have witnessed the conversation. Maybe a server overheard part of the plot but doesn't remember the baddies' faces. A streetrat might have tried to hustle them outside, caught a beating for their trouble, and be keen to leap in with what they know. A local influencer wannabe could have been livecasting at the bar and recorded more than they bargained for. You don't have to nail every option down, but keep an open mind, especially if the Edgerunners start employing lateral thinking. There are almost always multiple ways to provide the same (or a similar) clue to your Crew.

Even if you give the Crew a multitude of options to get past a roadblock, investigations can go wrong. The Players can fail every roll or miss every opportunity you give them and drain their Focus. That's alright! Not even Sherlock Holmes was successful in every case, and noir protagonists like Philip Marlowe frequently ended



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a day with a pile of disconnected information and no way to piece it together into something useful. When their Focus is depleted for the day, don't feel you have to carry the Edgerunners over the speed bump. Let them rest, think it over, and come back fresh the next day. You can even slip a small side-mission between days to help clear their heads!

Of course, this may give the villains of the piece time to develop their scheme while the Edgerunners are mulling over their situation. Hiding evidence, silencing witnesses, or killing a new victim are just a few possible options and may add Obfuscations, Obstacles, and even new Clues to the mix.

THE DENOUEMENT

This system can be used as nothing more than a series of Checks to keep track of progress, but it is more properly used as a springboard for roleplay. GMs can use it as a checklist if they like, but it works better when the Clues and Obstacles serve as a skeleton upon which they and the Players hang roleplaying opportunities. Describe the scene of the murder! Mention the smell of synthcoke and the odd weight of the footprints, as if the killer weighs at least five hundred pounds. Play out the interrogations, using the Checks to guide the direction of the "conversation." Have fun with it!

One final note on mystery construction; not everything is epic. This goes double if you or the Players are new to the genre. Don't leap headlong into a carefully constructed conspiracy as your first act; get your feet wet with a mugging, theft, or nice little murder. Bonus points if it happens to someone or somewhere that the Crew cares about. Making it personal isn't just good inspiration for solving a mystery – it's the **Cyberpunk** way.

**SO, ALL WE HAVE TO DO IS FIGURE
OUT WHO MURDERED A DISC
JOKEY IN A STRIP CLUB IN THE MOST
EXCLUSIVE MIDNIGHT MARKET IN
THE CITY. IT'LL BE A SLICE OF KIBBLE
PIE, MY DEAR DOCTOR MITTENS!**

— MOUSE

SAMPLE MYSTERIES

To give you a feel for the system.

GRAB AND SMASH

Complexity: Easy (25)

Goal: Your favorite bar got in extra cases of Smash for club night, but someone has liberated it from the storeroom. The son of the Smash vendor has "liberated" it.

► Possible Clues ◀

► AUDITING

Check: Accounting DV13 • **Damage:** 3d6

Obfuscation: 0 • **Focus Damage:** 2d6

The bar owner took delivery of a fresh batch of Smash that afternoon from a usual supplier, who has a key.

► FORENSICS

Check: Criminology/Deduction DV13 • **Damage:** 4d6

Obfuscation: 0 • **Focus Damage:** 3d6

The external door to the storeroom has been opened but the lock isn't broken.

► GOSSIP

Check: Conversation DV13 • **Damage:** 2d6

Obfuscation: 0 • **Focus Damage:** 1d6

The supplier has a son who hangs out with his buddies on their bikes in an old underpass.

► INTERROGATION

Check: Interrogation DV15 • **Damage:** 3d6

Obfuscation: 2 • **Focus Damage:** 2d6

The supplier has a son who hangs out with his buddies on their bikes in an old underpass.

► OBSERVATION

Check: Perception DV13 • **Damage:** 2d6

Obfuscation: 2 • **Focus Damage:** 1d6

There are unusually solid bicycle tire marks in the alley behind the bar - someone loaded a bike trailer.



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► TRACKING

Check: Tracking DV13 • **Damage:** 2d6

Obfuscation: 2 • **Focus Damage:** 1d6

The bike tracks lead to a construction zone where an old road bridge stands over an underpass where the Crew can hear music.

SOMEONE STOLE IT FIRST!

Complexity: Average (50)

Goal: You've gained entry to a Midnight Market to steal a top-secret memory chip from the host's safe, but when you got to the office someone beat you to it.

► Possible Clues ◀

► DIGITAL SCAVENGING

Check: Electronics/Security Tech DV13 • **Damage:** 4d6

Obfuscation: 4 • **Focus Damage:** 3d6

The event's host uses a burner in addition to his Agent. Messages on there contain information about who wants the item.

► FORENSICS

Check: Criminology/Deduction DV13 • **Damage:** 4d6

Obfuscation: 2 • **Focus Damage:** 3d6

The safe in the office has been forced rather than opened using the combination.

► GOSSIP

Check: Conversation DV13 • **Damage:** 2d6

Obfuscation: 2 • **Focus Damage:** 1d6

Does the host have any enemies, who (aside from you) might want to steal from him? There are thirty guests but information starts repeating itself after six conversations.

► INTERROGATION

Check: Interrogation DV15 • **Damage:** 3d6

Obfuscation: 2 • **Focus Damage:** 2d6

Did any of the other attendees see anyone lurking suspiciously? There are thirty guests but information starts repeating itself after three conversations.

► OBSERVATION

Check: Human Perception DV17 • **Damage:** 2d6

Obfuscation: 4 • **Focus Damage:** 1d6

Someone at the event is explicitly trying not to draw the attention of security.

► OBSERVATION

Check: Wardrobe & Style DV13 • **Damage:** 2d6

Obfuscation: 4 • **Focus Damage:** 1d6

This event has a dress code. Who isn't looking quite right?

► RESEARCH

Check: Library Search DV15 • **Damage:** 2d6

Obfuscation: 2 • **Focus Damage:** 1d6

Examine surveillance footage obtained from the Security Net Architecture.

► TRACKING

Check: Tracking DV15 • **Damage:** 2d6

Obfuscation: 4 • **Focus Damage:** 1d6

The thief left distinctive boot marks on the office carpet, at odds with the overall theme of office-party-wear.

► Possible Obstacles ◀

Authority: You're guests at an event and have no official standing to question attendees or influence security.

Digital: There is a camera in the office, but the Crew needs access to the NET Architecture or a console in the security office to watch it.

Distraction: The Midnight Market is still ongoing, and the Edgerunners must appear to be participating to avoid suspicion.

Red Herring: An attendee has stolen a parent's invitation, and their nerves may be mistaken for guilt.

Territorial: The Crew cannot return to the crime scene without drawing unwanted attention from security guards.

Ticking Clock: The building is locked down and nobody has left yet. The doors will open when the Midnight Market ends.

