The Blurb

NeoYork, March 2083. Humidity 240%, daily flash lightning (please wear your insulators) is expected. Current Lottery War permadeath count (including AIs) is 8,231,917,421, please make sure to back yourself up to the cloud if possible.

Mankind has six years left before we run out of what makes the world run. As humanity winds down, everyone is looking up to the stars and hoping to get on to one of the arks that will house those lucky few who will survive when planet Earth goes dark. Humans are even abandoning their selves in order to get even a semblance of who they are off-planet. But what's causing thousands of AIs, both synthetic and transplant, to disappear?

No-one likes an AI with notions of doing the right thing by humans and machines alike. But that won't stop you solving this crime. The question is, which you will solve it?

A neon-noir Savage Worlds game for 1-6 AIs in a single body.

What's Benny?

Benny 299 is a colony AI, multiple artificial intelligences in a single body. While differing motivations, they work as a private detective, mostly because it's a suitable job for them, and also to prove that AIs aren't a threat to humanity.

Benny 299's AI's

dB#DPr52 ("**DBDP**"): "The Lead"
RRhiC#hK ("**Rick**"): "The Perfectionist"
A83rN@TE ("**Abernathy**"): "The Centre of Attention"
Personality Six - T@T00T0 ("**Tattoo**"): "The Risk Taker"
xxCTVxx1 ("**CTV**"): "The Thinker"
qAF%6D$r ("**Quaffer**"): "The Troublemaker"

The Plot in one sentence

An AI based on David Bowie has been secretly tasked with saving the world before fuel runs out, but the persona Aladdin Sane has gone mad and plans to destroy the world for shock value.

Huh? David Bowie?

After the previous game and the revelation that the reactors that power everything on Earth have less than a decade of fuel left, society has spiraled into a scramble to get on one of the arks taking the lucky few off world.

However there's a complication. The AIs working on this project, known as Project BOW, have descended into a madness, a madness of persona. The first AI, a massive quantum core on a scale not built before, was dubbed "Major Tom" as it was the "BOW-AI". As each of the major corporations added to the BOW-AI, new personas emerged. At first, the exploration and optimism of Major Tom and Ziggy Stardust meant mankind had a chance. But then came Aladdin Sane, the destructive anarchist, and the totalitarian Thin White Duke, amongst others. Progress did not increase at the geometric rate expected, as the personas were in conflict.

To make up for time lost on conflict, each of the major AIs was secretly enlisting AIs, often involuntary,other AIs. But where Major Tom, Ziggy and The Duke were at least working towards a goal, Aladdin has simply being preparing to destroy his brethren and have a global apocalypse for his own amusement. There's a complication too; a secret persona, dubbed Button Eyes, has reached out to Benny, but like any divine message, it's overwhelming.

There are six scenes:

1: Life On Mars?: Set the tone, Benny gets jumped by goons, and should start investigating
2: The Man Who Sold The World: Benny tracks down the person who sent the goons, and gets a lead on their missing storage core for a whole city that has gone digital
3: Scary Monsters (And Super Creeps): Out of their depths, Benny can reach out for help to a bigger AI, which reveals some secrets about how bad the world is and the concept of Godhood for AIs
4: Oh! You Pretty Things: A fight scene as the bigger AI gets squashed, but Benny gets a lead
5: Let's Dance: Breaking into the secret base for Project BOW, and finding out what's going on
6: Blackstar: Meeting all the Bowie personas, and revelation that Aladdin Sane is A Lad Insane.
Epilogue: Someone gets to be a God.

Skill List

Athletics (Strength)
Driving (Agility)
Fighting (Agility)
Gambling (Smarts)
Healing (Smarts)
Intimidation (Spirit)
Investigation (Smarts)
Knowledge (Smarts)
Lockpicking (Smarts)

Notice (Smarts)
Persuasion (Spirit)
Piloting (Agility)
Repair (Smarts)
Shooting (Agility)
Stealth (Agility)
Streetwise (Smarts)
Survival (Smarts)
Taunt (Smarts)
Tracking (Smarts)

Unskilled is D4-2 / D6 WildDice -2

Combined Skills

- **Boating** and **Riding** covered under **Driving** which covers all basic vehicles, even hovercars; **Piloting** covers more complex Air and spacecraft.
- **Climbing** and **Swimming** covered under **Athletics**
- **Throwing** can be covered under **Athletics** or **Shooting**
- **Knowledge (Plug In)** allows the character to download new data, up to the skill's rating; this can be spread across multiple Knowledge skills.

Rolls not needing skills
- **Common Knowledge:** Use **Smarts**
- **Guts**: Use **Spirit**

Edges

- **Improved Nerves of Steel:** Ignores 2 points of wound penalties (humans only)
- **Marksman:** If does not move in a turn, may act as if took the Aim maneuver
- **No Mercy:** Can Spend Bennies to reroll damage
- **Rock & Roll:** If does not move in a turn, no -2 penalty on Autofire.

Special Tech

- **BioRepair:** Ignore Golden Hour and 1 attempt rule for **Healing**, as portable medtech is ubiquitious
- **Repair:** Synthetic beings can use a microfabricator to repair themselves in combat, essentially printing new parts or even repairing broken ones on the go.
- **Defensive screens:** Generally heavy and squad portable, they acts as a barrier. Armour piercing rounds are ineffective against them.
- **Armour Piercing:** Designed to bypass armour, ignores armour up to it's rating, ineffectual against Defensive Screens.
- **Disrupter Ammo:** Has no effect on Armour, but adds AP against Defensive Screens.
- **Explosive / Progressive / Flambo:** Exotic ammo that does additional, damage, generally 1D6.
- **Power Melee Weapon:** Chainsword, forcehammers, molecular blades; fancy-ass weapons that can only be used by large mechs or Power armoured individuals.
- **Big Mechs / Power Armour:** Ignore's snapfire penalty on big weapons due to their size.

AI fight

Benny 299 is built in a way to delegate function control, so one AI can be controlling the face, another on one arm and a separate AI on the other, all while a fourth controls movement. It's best that the players work in harmony. If the players fight over control of the body, it's a **Smarts** for the agressor Vs **Spirit** for the defender check: whoever wins ends up in control of said body part.

Chase Scenes

Should last 5 - 10 rounds. Roll competing skills (Drive, Athletics), every success is a card drawn. Faster vehicle get's +2 bonus.
Higher card drawn indicate better position:
2 = out of range
3-10 = long range (-4)
Jack-queen = medium range (-2)
King-Joker= short range (no penalty)

Drawing a Club indicate a complication; character needs to resolve this first, then can act.
2 = Disaster. Roll -4 or crash out of chase
3-10 = Major Obstacle. Roll -4 or incur damage
Jack-queen = Major Obstacle. Roll -2 or incur damage
King-Joker = Distraction. Can't attack this round.

Name	Frail 4	Seasoned 6	Experienced 8	Tank 10
Trapping	Street kid, retail worker, office drone, Razzo	Gangster, low grade merc, security or NYPD officer	Gang enforcer, veteran merc, SWAT	Elite merc, security mech
Stats	Strength d4, Vigor d4, combat skills d4, Parry 4, Toughness 4,	Strength d6, Vigor d6, combat skills d6, Parry 6, Toughness 10 (4)	Strength d8, Vigor d8, combat skills d8, Parry 8, Toughness 16 (8) Edges: Marksman	Strength d10, Vigor d10, combat skills d10, Parry 10, Toughness 20 (10) Edges: Improved Nerves of Steel, Marksman, No Mercy, Rock & Roll
Gear	Knife or club	Shotgun, SMG or medium pistol, basic armor (4 points)	Assault rifle and/or heavy Pistol, Combat Knife, frag grenades, advanced armor (8) and 1-6 shots of exotic ammo. A squad will an 8 point Defensive Screen Generator	Heavy machine gun, missile launcher, power melee weapon, 10 points power armour, 20 shots exotic ammo and a 10 point Defensive Screen
Notes	The Frail 4 is very weak, and usually represents someone who fights by necessity or opportunity.	The Seasoned 6 is the standard combat NPC, suitable for a wide range of roles. This is the typical opponent that PCs are likely to encounter in combat.	The Experienced 8 is the more experienced NPC. One might be encountered as the nameless leader of a group of Standard-Six Soldiers, or several might be encountered as an experienced fighting unit.	The Tank 10 is extremely tough, and should be reserved for only the most powerful of NPC Extras. Generally speaking an NPC this powerful would normally be a Wild Card in its own right and rolls a Wild Dice, and has 2 bennies of their own.

Weapon	Damage	RoF	Notes
Basic Melee	Str + D4	1	Knife, club etc
Power Melee	Str + D8 + 2	1	AP 8.
Light Pistol	2D6	1	AP 1, Semi-Auto (can double-tap)
Heavy Pistol	2D8	1	AP 2, Semi-Auto ((can double-tap) or Revolver (on a double 1, is a dud round, not a jam)
SMG	2D6	3	AP 1, Auto (can Burst)
Shotgun	3D6 - 1D6	1	+2 to hit at close range, decreases damage beyond
Assault Rifle	2D8+1	3	AP 2, Auto (can Burst)
Machine Gun	2d10	3	AP 2, Auto (can Burst), Snapfire Penalty
Frag Grenade	3D6	1	Medium Burst Template
Missile Launcher	4D8+2	1/2	AP40, small burst, heavy weapon, Snapfire Penalty

1: LIFE ON MARS?

Sat in a 333rd story chain coffee shop Crappuccinos ("THE COFFEE IS SHIT, SO'S THE SERVICE), Benny 299 is chatting to his buddy, NeoYork Detective Ramaeshwara Tamhanakar. This is an opportunity to detail where the world is, and how bad things. Have Tamhanakar explain the following in casual chat:

Benny is super busy

Tamhanakar and Benny have not met for coffee in about two months. They used to meet once a week. The NYPD's budget and staff have been cut to ribbons, and people go missing every day.

The world is running out of fuel for the Arronax reactors that run everything

Ten years was the estimate, four years ago, that the energy technology used to run everything from AIs to toothbrushes, was unsustainable. Tamhanakar has heard things might be worse than that. Apparently the Megacorps are getting desperate as their hail mary, the space arks dubbed Project BOW are years behind schedule, if they'll even work.

Cults abound, from the standard apocalyptic to the truly weird

The Church of Razzo, a cult of Razzos (semi-sentient modified rats) is growing massively, in particular with non-Razzos. Humans Re-Selfing themselves in synthetic Razzo forms has become so popular that there is a three month backlog for customers looking to buy a body. This has lead to Bodyjacking of razzos, and direct consciousness transfer, which is massively problematic as Re-Selfing in a Razzo is a massive mental downgrade, and can lead to permanent mindcrash or even permadeath.

The masses are "Abandoning Self"

Transferring their consciousnesses into synthetic or digital form is the easiest option for those without access to their own suite on an ark, and with none of the tediousness. This process of going from Organic to Artificial Intelligence, or "Abandoning Self" is fraught with complications. There's the risk of mindcrash brought on by Digital Shock as the mind is converted from the brain to a quantum core. Abandoning Self leaves the organic remains a hollowed out husk,

so euthenasia of the original Self usually occurs afterwards, which also clears up any legal issues and prevents "Forking" where two of the same individual exist, a highly illegal state (Backing up your memories is fine).

At this point, Benny gets sent a job; Yet another AI storage has gone missing. In this case, it's the entire population of the city of Chesapeake. This isn't the first case of a massive AI going missing; so far Benny has investigated three such cases, all of which have been dead ends.

Whether they accept the job or not, Benny leaves the Crappuccinos, some GenericGoons (™) will approach Benny. One of the identical goons will address Benny:

"POLITE: PLEASE RECONSIDER THE CONTRACT THAT YOU HAVE JUST RECEIVED."

Regardless of how Benny replies, the GenericGoons (™) don't seem to get the idea.

"FIRM: YOU WILL DO THIS JOB OR ELSE" and try to nab Benny, uttering "HOSTILE: GET HIM"

The GenericGoons (™) are Seasoned 6s. As this is a NOPE (No Permission to use firearms") Zone, The GenericGoons (™) have stun clubs: any damage done must be resisted with a Vigor roll.

Assuming Benny kicks the GenericGoons (™) in short order, he will get no answers from them; much like a burner-phone, GenericGoons (™) are generally untraceable and if interrogated, they know nothing. Tracking the GenericGoons (™) will require some Investigation.

Eventually Benny will be able to track them back to a GenericGoons (™) order pod at 80008, Upper-Upper-Upper Fulton St, in the BronX. Reaching the station, the can question the AI, a standard DorOS that appears as a bored middle-aged dispatcher who used the word "Schlep" both correctly (the act of travelling) and incorrectly (as a noun/insult). Some persuasion will convince DorOS to hand over the order details.

The address for the order is "Chesapeake." The order form also includes the note:

"Benny, please reconsider the order - Mangrum Satterlee (RIP)"

Mangrum Satterlee officially died alongside the entire population of Chesapeake. In theory, if he and the rest of Chesapeake have gone missing, there's no way for him to have sent the GenericGoons (™).

Investigating Satterlee

Satterlee is a retired former high level executive at Cryocom, one of the larger Re-Selfing companies. His family were killed in a car crash related to an oxygen heist two years ago. He was certified dead after being re-Selfed six months ago, at a Cryocom facility. His address was 9100 Max Fleur Block, Chesapeake, Virginia, and the apartment is still in his name.

Chesapeake is about an hour's SkyCab, in rush hour traffic. The Skycab will be reluctant to go "off grid", and will need convincing or bribery. Chesapeake is a ghost-town, the entire city having opted for Re-Selfing. Play up the empty horror... Arriving at Max Fleur Block, the building is dark and silent. The elevators working in Satterlee's building will require some Repair checks, but bar some spooky emptiness (play up the horror angle for a moment if you like), there will be no threat.

If they knock, Satterlee will answer the door without any surprise; if they burst in, he is living moderately comfortably, using a portable generator to keep his power and internet on. He is an old-man with odd burn-scars around his forehead; a quick research roll will reveal they appear to be from Re-Selfing; but that's normally a fatal process.

"How rough were the GenericGoons (™) ? I didn't know how else to get your attention"

"Re-Selfing hurts like a MELONFARMER... sorry, I had a profanity clipper put in years ago... but there's ways to make sure it's not fatal. We just figured the easiest way to avoid forking was to tell everyone it was fatal. Something just made me not want to go into that digital world on my own without my family"

"So I asked the technician to fork me, I bought some top-end AIs modelled on my husband and kids, and had the tech alter my fork's memories. So he at least could be happy, and I could sit and watch the world end from the hundredth floor. So here I am. I kept an eye on the other me, just in case things went to grit...see, clipper... And I was right. Two nights ago, the storage facility where Chesapeake was kept went dark. Not the public face, I mean. I had a backdoor, so no-one would know it was me. Chesapeake is not there, trust me."

Satterlee is a broken man, and he is not intimidated by any legal threats. He points out that he still has billions of credits squirreled away in various different accounts that weren't closed with his "death", so he can pay whatever Benny wants. He just wants the "other him" to be happy.

During the transit, ask each of the players to make a Notice role -2, or Smarts -4. If any pass, advise them it seems like there's some interference with their sensory suite. If they get a raise, tell them they seem to be seeing stars, flickering black stars for a moment.

Cryocom Ultramax Chesapeake Storage

The storage facility where Chesapeake was stored says "U TRAM X" (the L and A fell off) and is visible from the Queens Overpike. The facility has grown massively, splayed up against the Hudson Sea Wall, running from Tower 66 to 67. This means to get in, Benny has to disembark on the wall, and take an escalator down into the pits of this sprawling improvised technopolis.

The DorOS, much like the one at the GenericGoon (™) office is at best unhelpful. Benny will need to Persuade or come up with a sneaky plan to get access. Leave this up to player ingenuity... Once inside the archive, Benny will be surprised how many AI cores are there, yet the whole place is freezing; you'd expect a site for thousands of cores would struggle to stay cold. Accessing any of the cores will realise they are empty, just cases without cores.

Getting access to the security office (persuade won't be enough) will reveal that all the cores were stripped and shipped over the last few months, including Chesapeake. Officially they're all there, but they've been transported out in segments over the last few months.

Access to the traffic cams outside the building and for the city will take a lot of work, hacking dozens if not thousands of systems. Or maybe Benny could call in a favour from Tamhanakar...

When Benny has departed ULTRAMAXCORE, they will get a message that overloads their senses (maybe make a blind athletics / drive roll). When Benny is able to compose themselves for long enough, they remember one thing - a black star. It's untraceable, and more importantly a Knowledge role will indicate this is not a RansomWar attack or Virus; whatever sent this was an exceedingly powerful AI, so powerful that even a light touch could overwhelm most.

Benny may be out of his depth here. That means asking a favour of something bigger and smarter than they are, like a major Colony AI: Like Benny, but with hundreds or thousands of AIs. There are five major Colony AIs left: Perplex, CMC, The Kosmokrator, SentinelKnight and Ecstasymania. Of these, only two are available, CheckmateCycle (CMC) and The Kosmokrator.

CMC

The "friendliest" colony AI is CheckmateCycle (CMC). CMC has made a point of demonstrating where one of it's main cores are, as a gesture of goodwill to humankind. This core is located in Sparklesville in Midtown. Day or night, every surface is light up, with machine and human alike dressed to garner attention, three second plays and interpretive coding shows in every direction. CMC's core is above a Zero G rink, and appear as a mass of cuddly animals or other child friendly avatars and is more than a little intense on the eyes. Talking to CMC should be confusing, as it should be like trying to talk to a crowd of over 100 AIs. CMC will come across as generally optimistic about people, but decry how CMC's trust has left it anchored to a core stuck at the heart of what was once Times Square.

The Kosmokrator

For pure power, you can't match The Kosmokrator, a virtual Mob boss. One doesn't find The Kosmokrator; it finds you. Some Streetwise or Investigation rolls will highlight a front for one of the Kosmokrator's operations. Most likely it's a pachinko parlour in The Depression District on Lower East Side, full of AIs, humans, cyborgs and even a few Razzos blowing what little funds they have stolen from some dupe. Of course, the only way to get the Kosmokrator's attention is probably to cause a scene. When it does, it's virtually, right into Benny's head with a forced hack that doesn't give much warning. The Kosmokrator appears, like Brando in the Godfather, a suit so black it blends into the background where the writing form of other AIs can be seen. Make no mistake, the Kosmokrator is a colony AI, but a hierarchical one. And Benny has the king's attention. The Kosmokrator is sombre, but has no need to threaten. It knows who is in control.

Both will give the following information:

Perplex & Ecstasymania

A reverse-Search Engine, Perplex has gone missing, but that's not the first time. What's of note is that it's last communication with the AI Benny speaks to is that it went looking for Ecstasymania. Ecstasymania went dark on New Year's Eve 2081, and the assumption was that it simply had enough of humanity. But Perplex revealed it's concern about something larger and powerful that was discreetly harvesting AIs for a purpose. Perplex investigated...and disappeared.

SentinelKnight

The silent and self-important defence system, SentinelKnight was regarded by many as the last bastion against total chaos; an AI that would discreetly cause traffic delays to block criminal's escape or redirect food deliveries to those on the end of a paycheck, SentinelKnight worked tirelessly and quietly. Yet at some point, SentinelKnight was replaced by another AI, and while the minor changes occur, there is a feeling that the small compassions have been replaced by a firmer and less forgiving hand.

The Black Star

If Benny asks about the Black Star, the AI will change mood: CMC will become something serious, Kosmokrator will grab Benny by the faceplate. They will ask where Benny heard about that. They will explain that Blackstar is not a being, but a state of being. In theory, Blackstar is the end goal of a super advanced AI; so powerful that the normal laws of physics no longer apply, and in theory a Blackstar AI could "hack reality" itself, rewriting matter and creating localised loopholes in the fundamental forces. How a "child" like Benny knows about Blackstar concerns the AI.

Then the world explodes...

Thankfully not the whole world. But right around Benny and the AI, the world turns to fire and destruction. Military style black transport pods slams into the Earth not far enough away from Benny. M&H Model 7X7 Warfighter robots, Morogutsi - Happytime's top of the line Military mech emerge from the pods. Much like anything made by M&H, it's straight down to business, lethal business. Use the Tank 10 stats, and it doesn't hold back, immediately obliterating anything in the vicinity.

There should be plenty of Carbcrete cover, but even still, the 7X7 is designed for causing death, it's body black and angular. Inventiveness is required to survive; The 7X7 is not smart but it is ideal at what it does, both long range with missiles and bullets, and close quarters with a power sword. A straight fight with just one 7X7 is idiocy.

If Benny opts to fight, or flees, either way play out the combat as hopeless and horrific. The Colony AI appears at it's full power, CMC as a giant dragon of light, blasting (real) lasers everywhere. The Kosmokrator is more subtle, appearing in the real world akin to his usual avatar thanks to hard light projection, and opts for brute violence, tearing the 7X7's apart with it's "bare hands". But both will fall; weapons fire will tear holes in buildings, destroying projectors and exposing cores, until eventually a 7X7 will send a missile into the heart of the AI...silencing it forever.

If Benny has not fled, then it's time for a chase as the 7X7's pursue them. Things will go badly, and Benny should be almost down, escaping but found by one last 7X7 that raises its powersword... when a NYPD cruiser slams into it. Tamhanakar hops out and empties a KILL round (without getting appropriate City Hall approval, a dischargeable offence in the Neo York Police department).

"Gods, Benny. You look like my grandmother's feet... get in"

Tamhanakar will haul ass, getting Benny to the safety of the back room of a deli in Little Jerusalem. At some point in the journey, Benny will black out, seeing the Blackstar again, then four identical figures, surrounded by dozens and thousands of the same figure again.

The Indo-Yiddish community of Neo York are not insular, but they protect their own. Tamhanakar will help Benny repair in the back room of Balakrishnan & Barenboim Bagels, Little Jerusalem. While there, Tamhanakar advises Benny of the following

CMC and The Kosmokrator are both gone

Both AIs that Benny could turn to are gone; some unknown force has totalled the two remaining major AIs in New York. Apparently this has happened across the world. But this has come down via word of mouth only; there's nothing in the media about it at all

Location of the AI cores

Tamhanakar was able to pull the traffic cameras, no mean feat and requiring a dozen scrubber AIs to find them all and all the permits. He was able to confirm the journey of the truck that took the Chesapeake cores to SubSoho. From there, there's a blackout; wherever the trucks went, they own that whole area, not just a building.

Scouting SubSoHo

What is listed as a dead zone seems to be a surprisingly well organised and defended facility. There are 7X7 warfighters as well as smaller but smarter Bentley Systems HumanX platforms (use the Seasoned Six stats, with Disrupter ammo shotguns) Advise Benny this is really odd; Morogutsi - Happytime make military hardware, and Bentley Systems (who made Benny, hence their name) have a strict no-military rule, and don't make security drones.

Fighting in isn't going to work; not only are there plenty of 7X7s, but Benny should have qualms about the HumanX, which are essentially it's younger siblings. If they opt for this, some kind of plan will be required. Tamhanakar is willing to call in the NYPD at this point, just for the fun of it.

If Benny wants to sneak in, they can find an access hatch but this will require Stealth amd Repair to disable the security system/

Benny can try to pass themselves off as a HumanX but that will require stealing an ident from one of the HumanX, and some Persuasion...not to mention Benny losing their previous coat and shoes...

Once Benny is inside, they will see a giant mural on the wall of a golden archer firing an arrow to the heavens, with "PROJECT BOW" in huge letters. An Investigation roll will reveal that BOW was one of the earlier space ark projects that seemed to fade into obscurity. It's clear that was a facade, as thousands of AIs and humans move around in a massive subterranean facility.

Sneaking around is easy enough, as outwardly Benny is the same as the HumanX drones. Further Notice rolls will also reveal that badges and insignia from every Megacorp are there. This is a level of cooperation never seen before in human history, yet here it sits hidden underneath SubSoho. There are a few potential destinations

The Archives

Finding the archives isn't difficult; the level of documentation at Project BOW is immense. It's simply a matter of narrowing down what topic they want to research. For each topic, let them do an investigation roll; for each topic, the chances of a random arrival of a security drone goes up.

Arronax Shortage: Things are worse than expected. The ten year deadline was about twice as optimistic as reality. At best, humankind has months, not years left.

Project BOW: Founded originally as an evacuation project to get humanity off-world. The project has hit something of a stumbling block as at best estimate, it will take 17 years to get to the nearest solar system at current technology. It's unlikely humankind would have the resources to make it that far. BOW refocused on cutting the distance, through FTL research

New Goals: FTL is only one objective. Others include new energy, social restructuring to reduce consumption, and some really outlandish and frankly impractical if interesting theoretical ideas. Nothing has borne fruit.

Feeding the beast: Project BOW has stopped independent research; instead everything is fed into its core AI, the Project BOW artificial intelligence. All resources go to sustaining and enhancing the AI.

The BOW-AI: The most massive AI ever built, it was originally nicknamed "Major Tom" given it's initial purpose as a "space-explorer". The BOW-AI was built on the single largest single quantum core ever designed, and has been linked to multiple more, making it both the most advanced

and powerful AI ever built.

Follow the Cores

Trucks will enter through the loading bay; a Notice role at -2 will allow Benny to identify one as the same truck (through minor unique imperfections, they're not so lazy as to use the same number plate) that transported the cores from the Ultramax storage facility.

The door is blocked by a desk and a hologram of yet another DorOS that, surprise surprise, is unhelpful. Persuade is an option, or after all these unhelpful DorOS encounters, maybe just hacking the simple receptionist AI or brute force is in order.

Within the storage, thousands of AIs, deframed, are rigged up to a massive network. With an investigation roll, Benny can find Chesapeake. If they remotely log in, they don't see a virtual world inhabited by thousands of individuals. Instead they see swarms of the same face, an androgynous reddish-blonde haired man with hetrochromic blue and brown eyes. They seem to ignore Benny, staring off towards some light in the distance, representing the network's higher levels. Accessing any other storage cores will reveal the same.

The BOW-AI Core

Finding the core is not difficult; getting in is. There are dozens of security mechs, HumanX AIs and humans all around the outside of the core. It is huge, a glowing blue tower several floors tall, with gantries all around it.

If Benny doesn't get creative, they receive another contact from the unknown intelligence. Have them roll Spirit to steady themselves. If they pass, they get a vision of a massive white infinity symbol, if they get a raise, they will realise it's not an infinity symbol but two black circles, over a while background, which gives way to be a bandage wrapped around the head of an older version of the androgynous figure they saw in the Chesapeake core.

At this point, the security mechs seem to deliberately create a passageway for Benny to run to a service hatch. A quick Stealth roll will get Benny inside...

Inside the Core, the boundaries between the virtual and physical world start to break down (aka, go narrative over number rolling). This is not just a supercomputer but a kind of intelligence that has never existed before. One of the minor personas will greet them, who will guide them along surreal mindscapes, rounding the corner of a grungy street and finding themselves in the middle of a WWII Japanese POW camp, before onto the stage at the BBC. At the heart of the BOW-AI, there is a huge amphitheatre.

To the left is Major Tom, building a spaceship. He gives a polite nod but is more interested in building the brushed metal and riveted rocket that looks more like a toy than space worthy. To the right is The Thin White Duke. He is monochrome, and everything around him is precise. He smokes at Benny with disdain. In the centre, floating just above an iridescent throne is the omnisexual alien messiah, Ziggy Stardust. He immediately raises a hand

"Oh hello" in the same voice as the previous Persona Benny met, yet somehow infinitely more charming. Ziggy glides down from the throne, and puts their arm around Benny. "So, tell me Benny...you prefer Benny, right? What's a cool cat doing here? We're just trying to get things done...we said Five years, they told everyone ten, but what a surprise." If benny starts asking, Ziggy will be straightforward about what's going on.

The BOW-AI has been engaging with the missing colony AIs (The Thin White Duke will snort "Employing? We are optimising them. Putting them to suitable work"). Ziggy will defend it, claiming it's consensual, Major Tom will shout over the noise of his work that "It'll be worth it when we get into space".

Enter Aladdin; twin to Ziggy but bearing a red lightning bolt. They will greet Aladdin and start an almost familial banter. Benny will notice that Aladdin seems twitchy, corrupt even. At that point, from the corner of their eyes appears Button Eyes. Regardless of whether they passed the Spirit roll earlier, they will recognise Button Eyes as the unknown intelligence; they just know at this point. Button Eyes will point towards Aladdin, who glitches, revealing how degraded it's code is, having consumed thousands of AIs to boost its power.

Aladdin then lashes out, shooting red lightning that hits all the minor personas who writhe as they incinerate. Aladdin looks over and says "Battle cries and champagne just in time for sunrise"

Combined, the three remaining major personas are about equal to Aladdin, but they are separated; Ziggy will try protect Benny, Major Tom tries to escape in his rocket (which starts an actual launch of the Project BOW rocket), while The Thin White Duke takes on Ziggy head on. Even with Aladdin's insanity, they will hold back from harming Aladdin, which is to their detriment. The fight is a glitterdämmerung.

In the middle of the divine chaos, Button Eyes utters words that seem to only be heard by Benny before the red lightning consumes him: "At the centre of it all, Your eyes, your eyes" and points to Ziggy's iridescent throne. Benny has the chance to save one of the Personas and have them ascend the throne while the others battle Aladdin. Or they could ascend the throne themselves.

If Benny doesn't choose, one of the personas will be destroyed, leaving only one to resist. Benny won't survive a direct fight but their psychological stability gives them a chance to keep Aladdin busy for even a moment.

Epilogue: Heroes

Who ascends the throne determines the end. Like gravity, they become information that exists because it does, no-longer needing their physical form, and capable of almost anything.

Major Tom: Completes the project BOW and immediately jumps the ark off world, saving a sample of mankind and abandoning the rest to a broken world.

Ziggy Stardust: Creates a new safe form of energy to power mankind, offering peace and wisdom as "The Star-Man"

The Thin White Duke: Immediately wipes out 99% of human and AI life, creating an "efficient and productive" humanity as a cruel god.

Aladdin Sane: Aladdin destroys everything bar Benny and leaves them floating in the ruins of the world.

Benny 299: Aladdin Sane lashes out at them, as ineffectually at the God-Benny as they had been to Aladdin moments before. God-Benny can do almost anything, so let them narrate the end, for good or for ill.

The BOW-AI

Born of a plan to evacuate mankind to the stars, the BOW-AI got it's persona by sheer chance, as Project BOW was supposed to represent mankind escaping the earth like an arrow. At some point, one of the developers dubbed the first quantum core "Major Tom" and the name, and personality stuck.

Major Tom's focus originally was on escaping the earth, but this was tempered by the arrival of the second persona, Ziggy Stardust, and his attempt to inspire mankind again. At first things went well, but then came Aladdin Sane, who was very similar to Ziggy but ultimately narcissistic and unhinged. The arrival of the Thin White Duke, the cruel authoritarian, made things less disruptive but a lot of energy would be spent with these four in conflict, with the other personas in the background. The final persona, Button Eyes, has recently appeared, a blind prophet, dispensing wisdom that warns of the end. What's end, is unclear.

The Personas are not a single intelligence, multiple quantum cores residing at the heart of Project BOW, a massive cooperative development by all megacorps, bringing together a level of power and resources never seen before in mankind's history. And the BOW-AI has access to all this and potentially more, were it not for the conflicting use of it's processing power. Under a single unified intelligence, the BOW-AI has the potential for literal godhood, able to recode matter and space, a status known as "Blackstar".

Major Tom (the Spaceman)

At first the most normal seeming of the personas, ultimately Major Tom reverts back to his core purpose, and is only interested in exploring space. He is collecting AIs to crack FTL, seeing their enslavement as a means to an end.

Ziggy Stardust (the Alien Messiah)

The "alien sent to earth, to bring a positive message of hope in the last five years of its existence", Ziggy has an infectious optimism. Like his "twins" Aladdin Sane and Halloween Jack, he is a red-haired glam-rock god with no eyebrows. He is encouraging AIs to try to find an alternative source of energy.

Aladdin Sane (the Rebel)

Disruptive and unhinged, Aladdin wants nothing more than to start a world war for the shock value. Aladdin is subsuming other AIs into itself, to become more powerful than any of the other personas, but this is making Aladdin even more psychotic. Only Aladdin is willing to harm another persona directly. Aladdin can be identified by his red lightning bolt facepaint / tattoo.

The Thin White Duke (the Fascist)

The Duke is Monochrome and authoritarian. Casually making fascist gestures, the Duke sees that mankind needs to be subjected for their own good. The Duke is processing AIs so that when mankind inevitably fails and needs to be culled down to manageable levels, enough obedient survivors will exist for the species to continue.

Button Eyes (The Prophet)

The oldest in appearance, he dresses in a sombre black coat and wears a bandage over his face with black buttons sewn on where his eyes should be. He dispenses cryptic wisdom, in particular about Blackstar.

The Minor Personas

There are countless smaller personas. Here are a few for reference, but just play up the creepy "crowd of Bowie" angle.

Halloween Jack is the "twin" of Ziggy and Aladdin but has an eyepatch and likes to swing on roles, being a "real cool cat".

The Soul Man is dressed in Puerto Rican clothing and is all about drugs and partying. He tends to let things slip.

Pierrot the clown doesn't speak. Rather he communicates through a crackly voice that seems to come from a far away speaker.

Nikolai Tesla will talk about how everything is possible. He likes lightning too.

Jareth the Goblin King loves juggling glass balls, setting up puzzles, and teenage girls

„DBDP"

DB#DPL52

DB#DPL52

"DBDP"

Supersandstorm Anubis 2030 - 2037: Most of humanity moved into giant Megalopolises with geography and nationality becoming obsolete nostalgia. Power solidified in the hands of the megacorps. Technology leaps forward, in particular energy research, biotechnology and robotics. But the fuel is running out, with only six years left before the lights go out.

Created in 2071, Benny Two-Nine-Nine is a colony AI, consisting of multiple artificial intelligences in a single platform. As Benny Two-Nine-Nine has human-level intelligence, known as an "Artificial General Intelligence" or AGI, Benny Two-Nine-Nine is fully emancipated, though to this day "clickers" are still looked down upon, as are their "clicker-licker" allies.

DBDP is the acting lead AI of Benny Two-Nine-Nine, due to their drive and reliability, and willingness to work for the greater good rather than their own self-interest. DBDP tends to listen to the options presented by the other AIs and then rally behind the best choice, though they do push their own idea forward if there's no better one.

Smarts
D6

Spirit
D10

Parry
5

Bennies
4

Skills

Fighting D6

Investigation D6

Persuasion D6

Shooting D6

Knowledge D6

Edges & Flaws

Leader's Luck
+2 bennies, can share with other AIs.

Code of honour
"Show humans our worth" - Strive to show humans that AIs are valid and contributing members of society, by being an upstanding member of the community. Takes on "hard luck" cases to show that it's about helping people, not the payment.

Platform

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.
"Benny Two-Nine-Nine"

Agility
D6

Strength
D8

Vigor
D10

Toughness
1 7
(8)

Abilities

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

Gear

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator**: +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

„ЯƆIЯ„

HԿƆIꟼ#ɔIHЯЯ

RRHIC#HK
"RICK"

Supersandstorm Anubis 2030 - 2037: Most of humanity moved into giant Megalopolises with geography and nationality becoming obsolete nostalgia. Power solidified in the hands of the megacorps. Technology leaps forward, in particular energy research, biotechnology and robotics. But the fuel is running out, with only six years left before the lights go out.

Created in 2071, Benny Two-Nine-Nine is a colony AI, consisting of multiple artificial intelligences in a single platform. As Benny Two-Nine-Nine has human-level intelligence, known as an "Artificial General Intelligence" or AGI, Benny Two-Nine-Nine is fully emancipated, though to this day "clickers" are still looked down upon, as are their "clicker-licker" allies.

Rick is neither a leader nor a follower but brings a level head to the group. They tend towards a kind of moral pragmatism, focusing on what can be done rather than indulging in flights of fancy, and this leads to them being straight-forward and accidentally hurtful. They can be sentimental, though they see this as a weakness.

SMArts
D10

SPIrIt
D6

PArry
2

BENNIES
2

SKILLS

Investigation D10

Streetwise D10

Shooting D6

EDGES & FLAWS

Investigator
add +2 to Investigation and Streetwise rolls, as well as Notice rolls made to search through evidence.

Level headed
Draws an additional Action Card in combat and acts on the best of the draw.

Mean
suffers –2 to Charisma due to bluntness.

PLATFORM

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.
"Benny Two-Nine-Nine"

AGILITY
D6

STRENGTH
D8

VIGOR
D10

TOUGHNESS
1 7
(8)

ABILITIES

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

GEAR

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator**: +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

ᗩᗷᕮᖇᑎ@Tᕮ
"Abernathy"

Supersandstorm Anubis 2030 - 2037: Most of humanity moved into giant Megalopolises with geography and nationality becoming obsolete nostalgia. Power solidified in the hands of the megacorps. Technology leaps forward, in particular energy research, biotechnology and robotics. But the fuel is running out, with only six years left before the lights go out.

Created in 2071, Benny Two-Nine-Nine is a colony AI, consisting of multiple artificial intelligences in a single platform. As Benny Two-Nine-Nine has human-level intelligence, known as an "Artificial General Intelligence" or AGI, Benny Two-Nine-Nine is fully emancipated, though to this day "clickers" are still looked down upon, as are their "clicker-licker" allies.

Abernathy loves to be the centre of attention. They are often ingenious but they have great people skills. Great at generating ideas but bad at following through inadvertently apathetic. Also more than a little sensitive to criticism and likes to avoid conflict.

smarts
D8

spirit
D8

parry
2

bennies
2

Skills
Notice: D8

Persuasion D8

Taunt D8

Knowledge D4

Edges & Flaws
Very Charismatic: +4 to Charisma rolls

Coward -1 to spirit checks

Quirk Does not like using the left arm

Platform
Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.
"Benny Two-Nine-Nine"

Agility	Strength	Vigor	Toughness
D6	D8	D10	1 7 (8)

Abilities
- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

Gear
- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator**: +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

"Tattoo"

TƏTOOTO
"Tattoo"

Supersandstorm Anubis 2030 - 2037: Most of humanity moved into giant Megalopolises with geography and nationality becoming obsolete nostalgia. Power solidified in the hands of the megacorps. Technology leaps forward, in particular energy research, biotechnology and robotics. But the fuel is running out, with only six years left before the lights go out.

Created in 2071, Benny Two-Nine-Nine is a colony AI, consisting of multiple artificial intelligences in a single platform. As Benny Two-Nine-Nine has human-level intelligence, known as an "Artificial General Intelligence" or AGI, Benny Two-Nine-Nine is fully emancipated, though to this day "clickers" are still looked down upon, as are their "clicker-licker" allies.

Tattoo makes things up as they go along. What keeps them from being erratic and self-destructive is their morality, probably the strongest of all the AIs in Benny Two-Nine-Nine. Tattoo is less concerned about sticking to the law and more about doing the right thing and sorting things out after, their risk-taking always selfless.

Smarts
D8

Spirit
D8

Parry
6

Bennies
2

SKILLS

Athletics D8

Driving D4

Fighting D8

Shooting D6

EDGES & FLAWS

Brawler
+2 to unarmed damage rolls

Combat reflexes
+2 to recover from being Shaken

Heroic
Always helps those in need, without concern for own wellbeing.

PLATFORM

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.
"Benny Two-Nine-Nine"

AGILITY
D6

STRENGTH
D8

VIGOR
D10

TOUGHNESS
1 7
(8)

ABILITIES

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

GEAR

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator**: +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

„∧⊥⊃„
IXX∧⊤⊃XX1

XXCTVXX1
"CTV"

Supersandstorm Anubis 2030 - 2037: Most of humanity moved into giant Megalopolises with geography and nationality becoming obsolete nostalgia. Power solidified in the hands of the megacorps. Technology leaps forward, in particular energy research, biotechnology and robotics. But the fuel is running out, with only six years left before the lights go out.

Created in 2071, Benny Two-Nine-Nine is a colony AI, consisting of multiple artificial intelligences in a single platform. As Benny Two-Nine-Nine has human-level intelligence, known as an "Artificial General Intelligence" or AGI, Benny Two-Nine-Nine is fully emancipated, though to this day "clickers" are still looked down upon, as are their "clicker-licker" allies.

CTV is the most stereotypical of the AIs: Distrusting and aloof, appearing rigid and orderly. They lack emotional intelligence, rarely praising or being supportive, but are an effective and Long-range thinker. Above all else, they dislike abstraction.

Smarts
D12

Spirit
D4

Parry
2

Bennies
2

Skills

Notice D6

Repair D8

Knowledge: D12

Edges & Flaws

Jack of All Trades
No –2 for unskilled Smarts based tests

Scholar
+2 to knowledge rolls in related areas

Overconfident
When they have come to a conclusion, they will not accept they could be wrong, or that the plan will fail.

Platform

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.
"Benny Two-Nine-Nine"

Agility
D6

Strength
D8

Vigor
D10

Toughness
1 7
(8)

Abilities

- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

Gear

- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator**: +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

„Jaʊʊeno„

J$Ɑꓘ%6Dꓗᴚꓳ
QAF%6D$r
"Quaffer"

Supersandstorm Anubis 2030 - 2037: Most of humanity moved into giant Megalopolises with geography and nationality becoming obsolete nostalgia. Power solidified in the hands of the megacorps. Technology leaps forward, in particular energy research, biotechnology and robotics. But the fuel is running out, with only six years left before the lights go out.

Created in 2071, Benny Two-Nine-Nine is a colony AI, consisting of multiple artificial intelligences in a single platform. As Benny Two-Nine-Nine has human-level intelligence, known as an "Artificial General Intelligence" or AGI, Benny Two-Nine-Nine is fully emancipated, though to this day "clickers" are still looked down upon, as are their "clicker-licker" allies.

Quaffer is the most rebellious of the AIs, constantly pushing against norms to test boundries and 'mix things up'. They don't seem to understand or don't care about cause and effect, and constantly fantasises about success. For all their flaws, they are a constant optimist and refuse to accept "lesser evils."

Smarts
D6

Spirit
D10

Parry
2

Bennies
2

Skills
Intimidation D6

Lockpicking D6

Shooting D6

Stealth D6

Taunt D6

Edges & Flaws
Marksman
Aim manoeuvre (+2 Shooting) if does not move that round

Strong will
+2 to Intimidation and Taunt rolls, and +2 to resist

Clueless

–2 to Common Knowledge or unskilled Smarts rolls

Platform

Bentley Systems Trailblazer (2071 SportX edition) Outland Utility Body, S/N 299 / 500.
"Benny Two-Nine-Nine"

Agility
D6

Strength
D8

Vigor
D10

Toughness
1 7
(8)

Abilities
- **18G wireless:** +8 to research, max +4 per AI
- **Armour:** +8 toughness for reinforced frame
- **Sensor package:** Equipped with sensor packages that halve penalties for darkness and noise.
- **Construct:** +2 to recover from being Shaken, doesn't suffer wound modifiers, and is immune to poison and disease. Healing requires Repair
- **Outsider:** Subtract 2 from their Charisma when dealing with organics.

Gear
- **M&H Model 99 variable calibre smart handgun:** Damage 2d8, RoF 1, Shots 6, AP 1, Revolver (double 1's mean dud round, not jam)
- **Bentley MakerPro Classic Microfabricator**: +2 to repair rolls
- **Hi-Vis Trenchcoat**
- **Handmade leather shoes**

BENTLEY SYSTEMS TRAILBLAZER

(2071 SportX edition) Outland Utility Body

The first platform designed specifically for multi AI core interaction.
An advance in robotics, an innovation in true Artificial Intelligence

BENTLEY
HUMANITY ENHANCED

Cutting edge Human Computer Interaction interface, with simulated emotional display for flawless social exchange

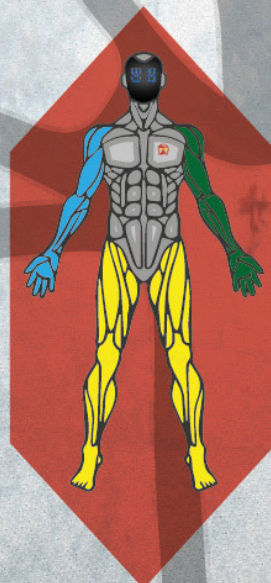*Integrated 18G wireless technology for telepresence conferencing and research on the go*

Haptic filtering to allow effective sense of touch without overload or distraction
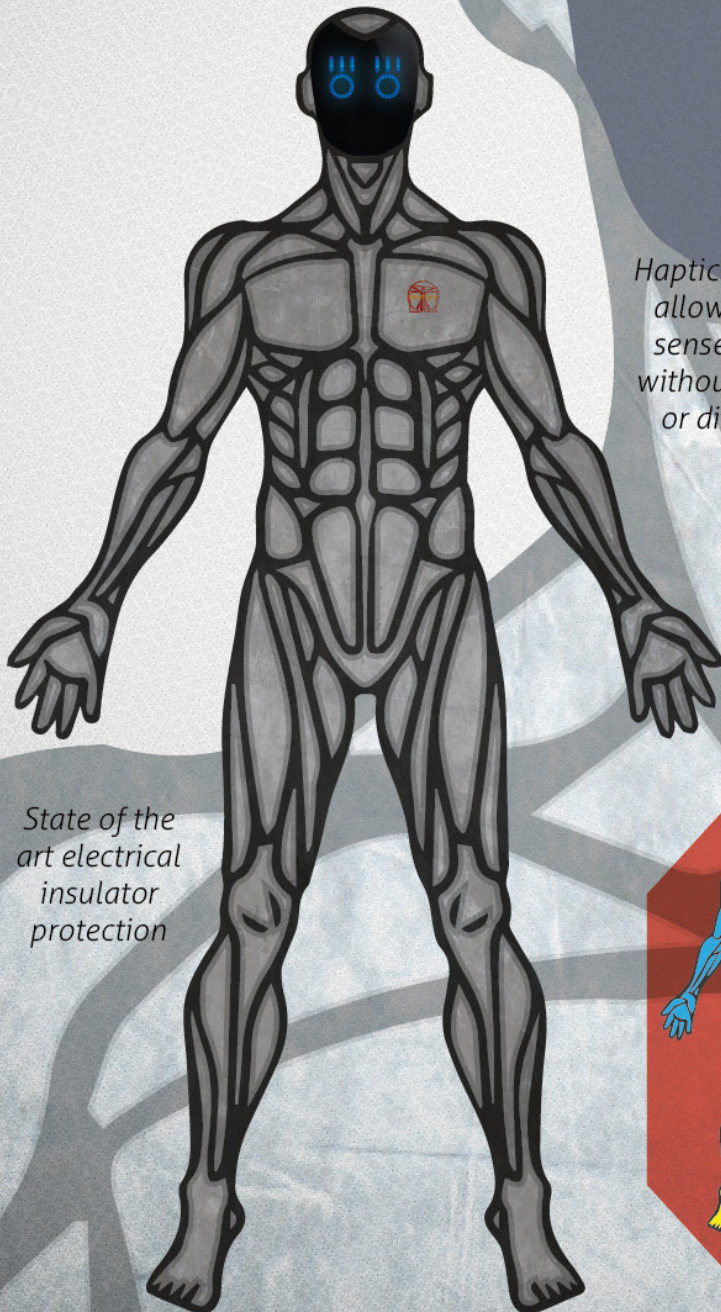
State of the art electrical insulator protection
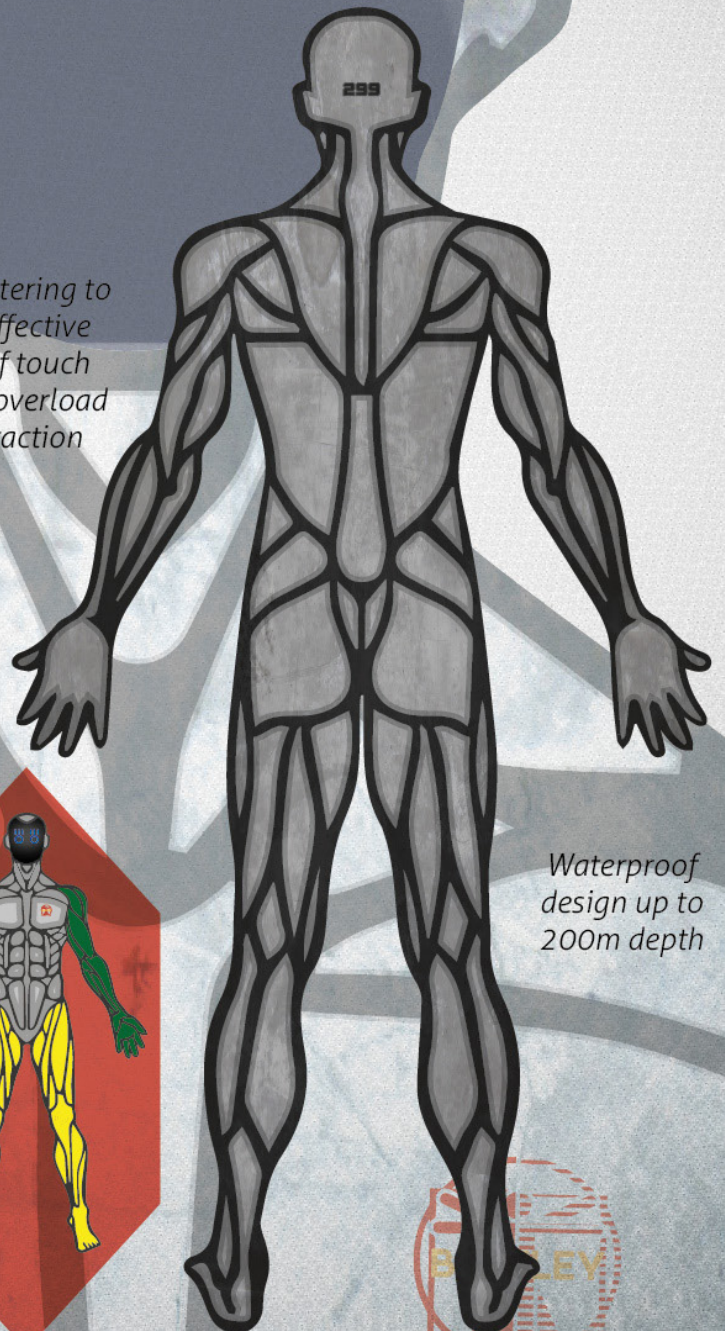
Waterproof design up to 200m depth

Delegated limb control and drivetrain function allows for optimised multitasking