

Tag, you're it!

This scenario is based on one or more of the PCs having a serious but not too individually powerful enemy. The kind of enemy that gets added during character creation and then is promptly forgotten. Until, in this case, they send a posthumous revenge.

The PC receives an unusual gift: a cache of top secret information. The information documents some seriously immoral activities done by very powerful people - it could be research files from illegal hypercorp research gained from dissecting asyns, interrogations performed by Project Ozma, or a gerontocrat's hobby of extreme mutilation. The kind of information worth killing for. The cache was sent from their personal enemy together with a kind of will:

Congratulations! Tag, you're it!

If you read this, then I am most likely dead or worse. But before you celebrate, I want to share the joy with you.

As you can probably tell, I happened upon some intel that is incompatible with a peaceful life. I have tried to keep it under wraps, but I suspect they will get me eventually. In which case threatening with making it public might be my only solution. However, if that fails, then the enemy is more ruthless and powerful than I had expected. In which case the only thing I can do is to arrange that my "insurance" gets delivered to people I can trust... or hate profoundly.

Good luck!

Suddenly the PC is in deep trouble. Maybe the enemy sent the information in an untraceable way to their trusted parties, but certainly not to the PC – that transmission was very detectable. The powerful enemies will soon show up and try to get rid of the leak with extreme prejudice.

In the best case the PC just needs to stay alive long enough for trusted parties to make the information public in a sensible manner, making the PC irrelevant. But what if the conspiracy holds a grudge, or think it can do damage control by disappearing anybody who was ever in contact with the information?

Worse, the PC might be the only one with the cache, or at least the conspiracy thinks so. So all the resources get thrown at them.

In a cruel twist the enemy has falsified the information: there is no deadly conspiracy out to kill the PC, and they are running from shadows. In fact, the enemy is just keeping hidden and splitting his sides with laughter at the paranoia he has created.