

THE EXCHANGE

5/2

Info Broker

3 Rvp

*“Look, I don’t know shit about them ok? I don’t know shit. All I know is, my J offered me this as part of my run reward, since they weren’t heavy on the whole nuyen side, and huh, this thing, not gonna lie, it’s been **useful**.”*

- Smiley, runner, user of the Exchange

“Please take the briefcase you will find at the corner of 23rd and Miles’. Deliver it to Burner at the 45th on March Street. You shall receive a karmic recompense.”

- The Exchange

The exchange may or may not be a person or group of persons.

The exchange may or may not be a matrix-based conspiracy group or cult.

The exchange may or may not exist.

There’s a commlink app. Some runners and fixers have it, and sometimes, they share it with you.

Most times, it is silent. Days, months, years even, can pass without the program ever doing anything but sit there.

Sometimes though, it gives you a task. It’s usually a very simple task. Move this thing. Say this phrase to this person. Go stand there. And always, it ends with this phrase: “you shall receive a karmic recompense”.

It always delivers.

Silent

The Exchange is extremely secretive, and their hands-off approach to what they do make it tremendously hard to get anything out of them.

Shadow conspiracy

The Exchange has the One for all Quality. Ribston “Ribstongrowback” Pippin is to track who does possess this contact.

Characters with this contact: M3t4tr0n, Yurei, Eunabo, Snake Eyes, P4r4g0n, Index

Unknowable

The Exchange has the Limited Stats quality.

We call you

The Exchange might demand something of the runners during a run. It may make one of the following demands.

These demands are up to the GM. They must pose *some* challenge to the runners, but it shouldn't be something that derails the whole run. Just a constraint. It should not involve more than 3 rolls of moderate difficulty, as a general rule of thumb.

The program warns that failure will actually be tolerated, but that straight bailing on an assignment causes the app to self-erase from their commlink, losing the contact.

The Exchange only ever offers one task per run, even if several members have it.

- **Special Delivery** : Delivering a specific object to a dead drop. This object will generally be something quite simple to get. Example: The runners are on a data-steal job on a Renraku compound. The Exchange demands that they steal the matrix history of Yoshida from sales, on the third floor.
- **The Haul** : Moving an object from one dead drop to another. This is similar to special delivery, only the object should be clearly in a place where it doesn't belong. Use this for situational comedy.
- **Going loud** : Causing a significantly noisy event at a given moment. How the runners do it is up to them, what matters is that they attract attention in a precise place. Example: While snooping around in the docks, cause a scene at Mr Bull's party on his Yacht.
- **Let them know** : Making sure a specific NPC gets a passphrase or signal. Example: While doing an escort job for a gang lord on neutral territory, ask Terry No Teeth "how his herring is faring?".
- **Bully Buds** : Be in a precise place at a precise time to perform a specific action. Example: Stand at the corner of 24th and 7th, with a gun drawn, looking like you're searching for someone.
- **Trivial Pursuit** : Deliver a piece of knowledge to someone at a given-rendezvous point. Example: if the character is knowledgeable in, say, sports, go tell the owner of a bar not far from your run who won the 2072 Super Brawl.

Karmic recompense

If the mission was accomplished, the characters will receive, at GM's discretion, a reward in the following list. They obtain minor assistance on their run. Do not hesitate to let the players know about this recompense by using the Exchange's usual *modus operandi*, like having someone bump into them and telling them to look into the dumpster behind the shed. Also, don't be stingy, the reward should feel satisfying to the runners.

- **Happy Not-Birthday** : A piece (or bundle) of gear costing 2k and being avail 12 or lower is delivered to the team at a dead drop at a moment where they desperately need it. The dead drop should not be hard to reach. This gear may only be used on this run.
- **Opening** : Someone causes a distraction or traffic jam that slightly slows down HTR or leads a few NPC opponents astray.
- **We're not alone** : A mysterious figure standing menacingly in an NPC's view helps the runners create the illusion that there's more to them than it seems. Gives a +2 dice pool bonus to up to three social-related rolls with a third party.
- **I'm calling a friend** : The characters are given a rendez-vous where another person will give them an answer to one of their questions. Like, a question the players wondered about aloud while bouncing suggestions, for example.
- **Alternative path** : The characters find open a door or pathway that used to be closed, allowing for a change of plans.

Totally trustworthy

The Exchange is *creepy, man*. It's totally a spy program on your commlink. Do the benefits really outweigh the fact that they seem to know just a little too much about you, your situation and your needs? At any point, a character may delete the Exchange from their commlink, losing the contact. They will have to wait for another occasion to rejoin the exchange if they regret that.