

Series Of Stand Alone One Shot Ideas for Blade Runner RPG by Free League

You can play any of these one-shots in any order except the final one-shot which should be played last as a climax. This is fan content and should be shared freely never sold.

One-Shot 1: "Dreams of Electric Beasts"

- **Synopsis:** A rogue replicant has been illegally enhancing animals in the ruins of the old zoo district. These creatures are wreaking havoc in the industrial zones. The Blade Runners are tasked with neutralizing the rogue replicant and their "creations."
 - **Key Connection:** The rogue replicant is revealed to be searching for an encrypted file labeled "Project Nexus."
 - **Climactic Moment:** The team discovers a partially completed synthetic lion that protects a hidden lab filled with Project Nexus research.
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One-Shot 2: "Neon Echoes"

- **Synopsis:** A prominent black-market tech dealer has been murdered, and their inventory looted. The investigation leads to a nightclub controlled by a gang of replicant freedom fighters.
 - **Key Connection:** Among the stolen items is an encrypted device bearing the same "Project Nexus" logo.
 - **Climactic Moment:** The gang leader, a charismatic replicant, escapes into the chaos, leaving behind cryptic plans about an event called "the Crossing."
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One-Shot 3: "Shadows on the Sprawl"

- **Synopsis:** A mysterious virus is spreading through the city's replicant population, causing them to experience vivid, shared memories of an unknown world. Blade Runners must track the source before it incites a riot.
 - **Key Connection:** The virus is tied to experimental tech from the now-defunct Tyrell Corporation. Research files refer to "Nexus Fragments."
 - **Climactic Moment:** The team uncovers an abandoned lab where surviving Tyrell scientists have gone underground to continue their experiments.
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One-Shot 4: "Fragments of Freedom"

- **Synopsis:** A replicant sanctuary has been raided by corporate security forces. Survivors claim the corporation was searching for a fugitive Nexus-9 replicant carrying classified information.
 - **Key Connection:** The Nexus-9 replicant has vital knowledge about "the Crossing," a plan that threatens the precarious balance between humans and replicants.
 - **Climactic Moment:** The Nexus-9, fatally wounded, hands the Blade Runners a keycard granting access to a restricted facility linked to Project Nexus.
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One-Shot 5: "Ashes of Tyrell"

- **Synopsis:** The keycard leads to a derelict Tyrell Corporation skyscraper, where hidden archives hold the final pieces of the puzzle. Blade Runners are drawn into a deadly game with rival forces vying for control of the technology.
 - **Key Connection:** The archives reveal that "the Crossing" is an ambitious plan to migrate replicant consciousness into a massive off-world satellite, creating an independent replicant society.
 - **Climactic Moment:** A rogue AI, developed from Eldon Tyrell's work, activates defenses and pits Blade Runners against an army of automated security.
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The one shots above can be played in any order. The one-shot below should be played last as it ties them all together.

Final Major One-Shot: "The Crossing"

- **Synopsis:** The team learns that "the Crossing" is imminent. A rogue faction of replicants is about to upload their consciousness into the satellite, severing ties to humanity forever. However, corporate forces are moving to destroy the satellite and its uplink before this can happen.
- **Setting:** The showdown occurs aboard a massive orbital elevator where the final uplink resides. The Blade Runners must navigate collapsing infrastructure, hostile replicants, and corporate enforcers.
- **Key Choices:**
 - Will the Blade Runners allow the Crossing to happen, giving replicants true independence?
 - Will they destroy the uplink, ensuring replicants remain under human control?
 - Or will they seize control of the satellite for their own purposes?
- **Climactic Moment:** The team confronts the rogue AI, now integrated into the satellite's systems. The AI forces them to answer one question: "What does it mean to be free?"