

UNIVERSAL SERIAL BLADE

# THE AWAKENING

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# USB: THE AWAKENING

## ADVENTURE OVERVIEW

**USB: The Awakening** is a **Tier 1, Level 1** Daggerheart adventure module built on the **USB: Universal Serial Blade** campaign frame by Driscoll Delights. It follows the **Inciting Incident** — the moment the First Breach tears open over Busgate Junction and ordinary programs are thrust into something the realm has no protocol for and when this External force runs rampant, something within the machine resonates and the **U.S-Blades** awaken.

The frame is the primary source for U.S-Blade creation, Data-drives, corruption mechanics, and Digital Realm tone. This module focuses on the **Inciting Incident** expanded into a structured format that could be used to kickstart a campaign or condensed down into a one-shot (~3-4 hour session), introducing players to life as programs, the First Breach, and awakening their Blades.

This adventure module, will start as a regular Daggerheart game set in a Sci-fi/Techo/Cyberpunk world (with a little sprinkle of homebrew for character creation) but aim to naturally explore and expand on the campaign frames mechanics as and when they appear in relevance to the flow of the story.

### AT A GLANCE

<b>Tier</b>	1
<b>Level</b>	1
<b>Session's</b>	1-3 Sessions
<b>Player count</b>	3-6
<b>Mode</b>	One-shot or campaign opener
<b>Required</b>	USB: Universal Serial Blade campaign frame

### SAFETY TOOLS

Use your group's preferred safety tools: **X-card**, **Lines & Veils**, **Open Door**, or **Script Change**. Check in before play and again before the boss fight.

**Content Warnings:** Bodily harm and death; body horror and corruption imagery; siege and riot violence;

This adventure module could technically be played without the campaign frame, as a sort of techno-fantasy/sci-fi adventure module, however, it will heavily reference mechanics, systems and material provided in the frame.

### STORY BEATS

A GM reference for pacing the session.

#### ■ ACT 1

- Establish the tone of the Digital Realm and Busgate.
- Collaborate with PCs to explore what life is like in Realm, optionally introduce some social or side quests.
- External threats, corruption and AVF introduced.
- U.S-Blade awakening and creation for the PCs.
- Ending the Siege and ending the act.

#### Mechanics Introduced:

- Corruption Exposure (*Ichor rain, First Breach battles*)
- Glitching (*if a PC is unlucky and becomes corrupted*)
- U.S-Blade (*Weapon creation and selection*)
- USB Ports (*if Behemoth-X is summoned*)
  - Weak Points & Attacking a Port
  - Massive Damage - **Optional**

#### ■ ACT 2

- Introduction of Relay-7 and safe haven. (*Sofu's Tavern*)
- U.S-Blade lore expanded (*Upgrading and abilities*)
- Call to action to investigate corrupted sector.
- Breaking into the containment dome and ending the act.

#### Mechanics Introduced:

- U.S-Blade Upgrading (*With Data-Drives and Firmware*)
- Downtime action: Upload/Download
- Glitching (*if a PC is unlucky and becomes corrupted*)

#### ■ ACT 3

- Dr Ylloram introduced (*Corruption Expert*)
- External classification and exposition.
- Engagement in unethical experimentation.
- Primordial Boss fight
- Return to Sofu's for reward and end of the module.

#### Mechanics Introduced:

- USB Ports: Tag-team attacks
- Glitching (*if a PC is unlucky and becomes corrupted*)
- System update or Day/Night system - **Optional**

# ACT ONE

## THE FIRST BREACH

Act One takes place entirely within Busgate Junction, a digitised transit hub on the Motherboard Plains built from layered malls, market stalls, and data bus routes. It is busy, colourful, and alive with the rhythm of the Pulse. This is where your players root their characters into the world, where they meet each other if they have not already, and where everything they think they understand about the Digital Realm begins to unravel. By the end of this act, the sky will have torn open, the AVF will have failed to hold the line, and each PC will wield a weapon of extreme power and uniqueness.

### SCENE 1: BUSGATE JUNCTION

**Location:** Busgate Junction (various sectors).

**Tone:** Bright, crowded but seems to be a purpose and flow to life

**Goal:** Letting the PCs root their characters into the world.

#### ■ READ ALOUD - BUSGATE JUNCTION

As each of you make your way through Busgate Junction, you find yourselves carried along by the rhythm of the Pulse, that low, constant resonance humming through every circuit and soul in the Digital Realm. Above you, route-glyphs stitch across a sky, with buses, programs and data-haulers processing their routes through the junction to their final destinations.

This is the Motherboard Plains at its most alive, programs with purpose, data with direction, a system that run smoothly.

*Each of you is making your way toward Busgate Street Market or Busgate+ for one reason or another. What brings you there today?*

As each PC workshops their reason for heading towards Busgate Street Market, have them help describe their current location or journey to the junction and have them make a relevant action roll to bring the action straight away.

#### ■ THINGS TO DO HERE

- **Agility:** Racing to catch a bus, dodging a surge of shoppers, parkour across a maintenance catwalk.
- **Strength:** Hauling cargo, holding a door against a jam.
- **Finesse:** Stealing, climbing or slipping through a closing gate.
- **Instinct:** Spotting pickpockets, navigating the bus-ways, catching a lie about prices.
- **Presence:** Getting directinos, performing, commanding attention.
- **Knowledge:** Relying on pass knowledge, reading and understanding sector maps.

As they perform well or bad, have incidents or hopeful things happen to them, depending on PC backstory and connections, you can interweave their narrative threads into this section.

### SCENE 2: BUSGATE MARKET

**Location:** Transiting to the Market and the Market itself

**Tone:** Chaotic, Cramped but Colourful.

**Goal:** Build deeper roots, introduce NPCs, bring the party closer together

#### ■ READ ALOUD - BUSGATE STREET MARKET

As you make your way deeper into Busgate, you feel the Junction giving way around you, the wide transit corridors narrowing, the clean overhead signage replaced by hand-coded displays and stacked vendor boards competing for your attention as the crowd thickens until you are moving shoulder to shoulder.

You are standing at the entrance to Busgate Street Market, and it is exactly as chaotic as it sounds.

#### IF PARTY HAS A SLYBOURNE

And for those of you who know what to look for; some stalls have no signs, some corridors hide secrets and things sometimes not for sale, can be purchased here. As Busgate Street Market has its own rules, and they were written long before the AVF started patrolling the Junction.

#### GM NOTE - Lore introductions

This is the first mention of the AVF (Anti-Virus Force), you can explain them here, ask for knowledge rolls or allude to them entirely.

While in the market, introduce some NPCs, stalls or interactions based on the PCs reasons for being here or you can slip in some character backstories if playing a campaign or easy wins in a one-shot. The goal is a few minutes of roleplay and colour before the sky tears open. Let players haggle, purchase food, complete their tasks while exploring, and get comfortable in the space.

#### Stall examples

Drop one or two as the PCs explore:

- *A vendor running a streetwear stall that has clearly been in the same spot for a very long time, just with different stock each cycle.*
- *Someone is pressing sample cups of bubble-code tea into the hands of anyone who slows near their cart. The flavour changes after every system update, apparently.*
- *A stall near the back of a lane is selling data charms, small drives shaped like animals and street food items, supposedly loaded with luck subroutines.*