



# SHADOWRUN<sup>®</sup>

## PLOTS AND PAYDATA



**STOP! GAMEMASTERS ONLY!**

Beginning players and gamemasters should be aware that only gamemasters should read beyond this point—if players continue reading, they will potentially discover the secrets of the adventures in *Plots and Paydata* and reduce the enjoyment they'll get from playing out the scenario with their characters. And that'd be almost as bad as cutting a deal with a dragon.



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# PLOTS & PAYDATA

## INTRODUCTION

Welcome to the exciting and challenging role of the gamemaster! The gamemaster is the facilitator for fun—the guy who helps make the fun of every gaming session happen.

There are times when the gamemaster will challenge and be in opposition to the players, as when the gamemaster is portraying that security team battling the runners with a spray of bullets, blasts of magic and an onslaught of awakened critters. And there are times when the gamemaster will aid and direct the players, such as playing the part of an important contact that conveys the crucial nugget of paydata the characters need to move on to the next part of the unfolding plot. Think of the game as being like a boat, with the gamemaster controlling the rudder and the players rowing the oars. The gamemaster sets the direction, the players drive the game forward, and everyone is in the boat together. If they work together, things go great. If not, you either go nowhere or get lost.

While challenging, the role of the gamemaster can be immensely rewarding. *Plots and Paydata* fills in the toolbox framework built by *Rules of the Street*. It's specifically geared to arm the gamemaster with what he needs to feel at ease with his role, as well as make his job easier as he runs a game.

**Gamemaster 101:** This section provides some tips-of-the-trade for how to prepare and run good and—most importantly—fun game sessions.

**Shadowrunning by the Numbers:** Here a gamemaster can find a step-by-step walkthrough of a short story combined with easy-to-follow Game Mechanics details. A fantastic way for a gamemaster to get a handle on how a game session should mirror the best action and plot of a good story.

**Adventures:** This section contains numerous ready-to-play adventures, from the very first adventure players will dive into, **Food Fight**, to a variety of others that will provide dozens of hours of gaming fun.

**Sprawl Sites:** *Runner's Toolkit: Alphaware* includes 8 **Sprawl Site** maps. This section provides corresponding details for the maps, including an overview of structure and security, typical oc-

cupants, as well as adventure seeds for running a host of different games.

**Non-Player Characters:** The last section of the book provides a host of **Non-Player Character (NPCs)**, including both Contacts (people the group may need to use for information) and Grunts (run-of-the-mill opponents the players will face).

## GAMEMASTERING 101

Your friends have begged you to run a role-playing game and you've finally given in to the pressure. So here you are, reading this book with chills running up your spine, sweat rolling down your neck, and fear building a nest in your belly.

Welcome to the shadows. This is how a runner should feel. But "runner" means a shadowrunner, as in a player-character, not you, the gamemaster.

Relax. Sure, gamemastering requires a fair bit of work, but it can also be incredibly rewarding. In fact, once you've mastered a few basic techniques, no challenge will be too big and no obstacle will be insurmountable.

## GAME FACTS

The average RPG group size is four to five players with one gamemaster (though this box set maxes out at 4 players and the gamemaster). One story, also called an adventure, usually takes four hours of game play. This is not a hard-and-fast rule. Some game sessions last two hours, while others go on for six. The length depends on the difficulty of the adventure, the characters' actions, and how long the players want to play that day. A complicated adventure can be stretched out over several sessions.

The tools required to play *Shadowrun* are dice and a character sheet. Maps can also be used to help players and gamemasters keep track of where they are in certain spots. Dice, character sheets, and maps are all included in this box. The only items recommended, but not included, are pens and paper.

## PLAYERS WILL BE PLAYERS

No adventure survives contact with the players. No matter how well the scenario is planned out, the players will always find a hole in the story. The hardest part of gamemastering is dealing with unexpected actions. Especially when the players start running down unexpected adventure paths, throwing monkey wrenches in carefully planned adventures. Don't panic. Take a deep breath. It can be dealt with. You just have to be flexible.

Introduce elements to pull the players back into the scenario. Explosions, floods, and random acts of dragons (careful with

### MURPHY'S LAW OF GAMING

Inevitably, one player will forget to bring her own supplies to a game. This lapse can end the game session before it starts. A prepared player or gamemaster always carries around spare dice, pens, and notepads. Some gamemasters even keep copies of the PC character sheets. This extra effort will keep the game running smoothly and on time.



## PLAYER KNOWLEDGE VERSUS CHARACTER KNOWLEDGE

Charlie (the player) might discover that some joe-schmoe-on-the-street is carrying a million nuyen credstick, but Charlie's hot-headed character Torque doesn't have access to this information, which means there is no reason for Torque to mug this specific NPC for his money. This is called out-of-character (OOC) knowledge and generally is not allowed to influence game play.

On the other hand, given the correct storyline, Torque may recognize the NPC as being the thug who hit on his younger sister.

In which case, it would be reasonable for Torque to beat up the NPC to "teach the bum a lesson," only to see the credstick fall out of the NPC's pocket. At this point, it is acceptable for Torque to steal the credstick if such an act is in his nature.

Only the gamemaster should start out knowing the facts of the story beforehand. It is the players' job to discover these facts, using in-character methods, during the course of game play.

those—they're dangerous) are good ways of getting the players' attention.

Even beyond such extreme measures, good storytelling will always win the day. If the players are off down a path you're unprepared for or you feel it won't present the most enjoyable gaming for your players, alter your story in a way that both fits the path they're following while enticing them towards the goals you'd like to accomplish while still allowing the players to wend their own paths. Amazing things can happen when people are spontaneous.

If the players' actions leave you confused and not knowing what to do next, don't be afraid to throw a few random dice, scribble down a few nonsense notes on a piece of paper, and talk inaudibly to yourself to buy yourself time. Random dice rolls are good for building tension. And while they're worrying, the players might say something that gives you a new idea.

Every adventure contains the same basic elements: hooks, goals, NPCs, and a series of unfortunate events. The gamemaster uses these elements to make the adventure better. Don't stress if you forget something. Important elements can always be brought in later. Otherwise, toss it on the "maybe next time" pile and continue with the story. Elements can also be added as needed, such as starting a car chase or having a PC's love interest give the characters important information. Throw in random elements if you need to, and never forget the value of comedy elements. Mysterious goo splattering across a character's favorite coat can be quite entertaining.

Read ahead, be prepared, trust your instincts, and don't be afraid to be a little crazy, and you'll be fine.

When your players understand that they're free to make whatever choices they'd like, they'll have more fun and your game will become more open, which in the long run can be enjoyable for everyone.

Players like goodies. Plan to reward them with Karma, nuyen, or gear additions if they succeed in their mission goals. But plan

## POSSIBLE RANDOM EVENTS

- A lamppost falls on the characters' transport.
- An NPC buys a player a drink, which turns out to be drugged.
- A street brawl erupts nearby.
- A mysterious package falls from the sky.
- A dragon appears and destroys a nearby building.
- An earthquake strikes Seattle.
- Seattle's power grid suddenly shuts down.
- The characters are mugged.

## THE GAMING AREA

When preparing for the game, keep in mind people will need to spread out, walk around, snack, and—most importantly—take bio-breaks. Many local comic and game shops devote entire sections to the gaming scene, but some groups choose instead to play in the comfort of a player's home.

If playing at home, tell the players to bring munchies and make sure the bathroom is in working order (which, honestly, is good advice for non-gaming times, too). Don't expect the entire session to be completely devoted to role-play and don't get upset when people need a moment to stretch. Just gently nudge the conversation back into game play when break time is over.



appropriately for the level of difficulty. The characters should not come out of an easy adventure with enough nuyen to buy a major mega-corp. Conversely, if they find an extraordinary way to beat a high-level NPC that surprises even you, feel free to add a bonus to what they earn.

The most important thing to remember is that RPGs are supposed to be fun for everyone, gamemaster included.

## TIPS OF THE TRADE

The following additional advice will help anyone prepare as the gamemaster.

### PLANNING ADVICE

**Start on the same page.** *Shadowrun* is a very wide and deep pool with over twenty years worth of world development behind it. Make sure to discuss the type of game you want to run with your players. If you want to run a gritty street campaign where the players are gangers barely staying one step ahead of Lone Star and your players want a game of slick professionals traveling around the Sixth World executing precision heists, you will likely need to find some middle ground. Take a session to discuss the elements of *Shadowrun* that everyone likes as well as the parts that your group is less interested in. The more communication that happens in the beginning, the less often something will break down completely once the campaign is underway.

**Give everyone a little spotlight.** Give the samurai some goons to smash, the hacker a node to cut and the face someone to charm. If a session comes around where a character ends up in the background, make sure the next game features that character or his skill set in a central role. Take suggestions from the players themselves. The rigger might want a chance to show off his new drone, but infiltrating a Tir military installation and a corporate headquarters involve very different challenges.

**Pay attention to small skills.** The small 1-2 point skills that round out a character can offer some excellent role-playing opportunities and offer a way for a character to build on their pre-existing backstory. It can also offer a nice complication to a job. What if the hacker is tied up with the main system and the team needed a little secondary hack? The mage might not be able to take out a whole security unit, but maybe he can hold them off for a round while the team hacks the door. Playing the expert is fun but using the smaller dice pools can lead to those memorable table stories.

**Everyone is grey.** The best bad guys have a little good inside. The best good guys have a little bad. That's the one thing that's clear in the shadows. Make sure NPCs reflect this. That gang member might have a soft spot for kids. The loyal hacker might have a drinking problem. Even the most mercenary runners care about something. It may be their reputation, their turf or their legacy. Mr. Johnson is the same way. The motivation may never make it out in front of the runners but it may color what happens during the run. Why people do things is just as important as how they do things. A Johnson saving his pet project will act much differently than one trying to cover up a costly mistake. Knowing why a run is happening will make it easier to adjust the plot as players react to the points you throw at them.

**Use "The Johnson Screwjob" sparingly.** It's a staple of fiction. The runners do their job and the Johnson decides it's easier to kill the runners than pay them. Longtime players will expect it every time. In the length of a campaign it might happen. But it shouldn't happen all the time. Once the team gets screwed by the Johnson,

the first part of any run will be checking out Mr. Johnson to make sure they are legit or picking up leverage so the runners make sure they get paid. Discuss how often the players are comfortable with this happening and set the level to your campaign.

**Leave room to improv.** Hinging a mission on a single action is always tricky. Players love to improvise and anticipating their actions is one of the most challenging skills to learn as a gamemaster. Write up missions as points rather than linear guides. React to what the players do and give them space to react to what you do. A game isn't a story. It's a conversation. Your plan won't be flawless. Neither will theirs. The cool stuff happens in the middle.

**Balance rewards.** The classic motive for a run is frosty nuyen. Runners want new shinies and they have to make money to get that gear. Karma is also important since it allows characters to improve. There isn't an exact formula for balance, but think of it a sliding scale. A job with a large payout should be worth less Karma. A high Karma job is probably not worth that much financially, but can easily be a favor for a friend.

**Money isn't everything.** Not every job has to be for a dollar amount. Mr. Johnson might offer tech, guns or equipment. He could also let the players keep whatever they can take out a facility as long as he gets what he wants. Contacts help players out of jams all the time. When that bartender comes around looking for some help dealing with some go-gangers looking for a protection hangout, the players should be happy to help. Threatening a well-liked NPC is a great way to watch the team put aside differences to put the threat deep, deep in the ground.

### RUNNING ADVICE

**Make failure interesting.** Nobody wants to wait around for a successful dice roll to get the plot moving. Retries are boring. Don't hinge a plot on rolling to find a clue or a lead. If the players don't find it one way, give them an opportunity to find it another. Before you tell the player to pick up the dice, think about how the story will go if they succeed and if they fail. If only one outcome seems interesting, don't make them roll.

**Cross-cutting.** *Shadowrun* exists in three worlds: the real world, the astral plane, and the Matrix. A job will have a lot going on, so keep up the pace by cutting from one story to another. Doing this cuts down on players hogging the spotlight and other players at the table starting to lose interest and no longer paying attention. Another technique to borrow is getting in late and getting out early. If a samurai is sneaking into a facility with his buddy running astral, run the scene where the samurai finds something impeding his progress rather than making several Stealth rolls simulating being inside the building. Then, just as the tension ramps up when the samurai finds some guards, cut away to the mage in astral. Then, right when the mage is about to pass through to see the goods with her own eyes, cut back to the samurai's fight. And so on.

**Don't be afraid to ask for help.** On the table side, let players help you with the rules. The hacker player will likely have studied up on the Matrix, so let them help you with running the Matrix. If you're looking for glitch ideas, open it up to the other players. Taking a suggestion from the table can be just as memorable as your idea. If a player is sitting idle for a long time, offer to let them play a minor NPC. You have a lot of things going on at the table. You don't have to serve every course yourself.

**Timeouts are okay.** If you get thrown for a loop, ask for a time out. Take a moment to refresh snacks, hit the restroom and



discuss what just happened in game. If a player has an issue with a rules decision, ask everyone's opinion on the call and discuss it. Sometimes, taking a moment to cool down after a tense moment gives one side perspective and makes a compromise easier. If something happens in a game that causes a disagreement, talk about it outside of game. In-game punishments and ignoring problems treat the symptoms not the cause. Players get time out of the spotlight to relax and recoup. The gamemaster needs love too.

**Cut deals.** If you are unsure about a plot, ask the player if they want it or not. If a player wants something in-game, ask them what complications they might be willing to accept for it. Players love to feel like they are conspiring with the gamemaster. Treat them fairly when the deal comes to light. If a player cuts a deal to make life challenging for everyone, let everyone have a chance to cut their own deals. Players are often willing to sacrifice character elements for a guarantee of success. Want to make sure the crime boss goes down? That loyal buddy at Lone Star might never talk to the character again.

**Avoid planning to plan.** Some teams like to plan meticulously for hours trying to come up with contingencies upon contingencies. Others fly by the seat of their pants, hoping that luck and Edge will carry the day. Each group is different, but make sure there's a cutoff point where the planning stops and the running begins. Sometimes the big list of equipment brought along in the van inspires a creative solution. Sometimes the players come up with such a brilliant solution the gamemaster has no choice but to stand up and applaud. Find out what your players prefer and play to their tastes.

**The Chandler Rule.** "When in doubt, have a man come through the door with a gun in his hand." —Raymond Chandler.

*Shadowrun* is a violent world, and there are likely several people who want whatever the players have. If the players have taken the plot in a strange way, throwing a few bad guys to beat up can give you some time to adjust. The bad guys might have a clue the team overlooked or offer a way inside the bad guy's hideout they never considered. Combat shouldn't always be a last resort but it can be a way to inject some energy into a game.

**Sneak, speak and shoot.** Most teams will use some combination of sneaking, shooting and talking their way through a mission. Figure out what those methods accomplish. Don't make a mission only work through one approach. Making something more difficult one way or less difficult another is perfectly acceptable. If a group has a preferred approach, more detail can go into that way, but often players will change things up if they get bored with always sneaking into places.

**Death is not the end.** The cruel fates of the dice can cause the loss of a beloved character. Decide how final death is and stick to it. Will all runners end up dying on the streets? Is death as temporary as in comic books? Remember that killing a character is not the worst thing that can happen to it. The player might be willing to bargain for their life, with interesting stories generated by the deal. What if the mortally wounded mage makes it back to the street doc, but after he gets patched up, the doc is clamped down by the runner's enemies? More story and a chance to rescue a friend in peril. Leave the ultimate choice of death up to the player.



# LEARNING THE ROPES

## SHADOWRUNNING BY THE NUMBERS

This section takes the short story, *Learning The Ropes*, found at the start of *The Edge of Now* booklet and presents a set-by-step walkthrough, broken down into easy-to-follow Fiction and Game Mechanics sections. While intended as a walkthrough to ease the learning curve for beginner gamemasters and players, it's also intended to be useful as an extended example of many of the commonly used *Shadowrun* rules.

**Players:** If the gamemaster has players new not just to *Shadowrun* but to the entire concept of role-playing, allowing them to read this section can be a great, fun way to showcase what role-playing can be all about.

Coydog tucked her hair behind one pointed ear as she carefully backed her beat-up old Gopher truck into a parking spot. The engine growled and idled for a second before she killed it, then gave herself a long look in the mirror. It was time. She'd slung spells to help out her brother and his friends, and been feathered for her courage. She had shown her teacher each of the five spirits, summoned and tasked, and controlled them all. Four-Paws-Laughing had told her she was ready. Coyote hadn't disagreed. She had everything she needed, even her *father's* old duty Browning and her *mother's* favorite set of armor-lined clothes; she could do this. Why not? She had the skills, the power, and her totem's faith; she might as well get paid for having a good time, right? ▼

### BY THE NUMBERS

Hoi, chummer! Welcome to this account of Coydog's first run with her team. We'll be riding along with her, telling you about the game rules happening behind the fiction and how everything shakes out for her and her team. We'll give you the stats, the tests, the dice pools, and the mechanics that will help you learn the system. You'll be running the shadows of the Sixth World in no time!

When we talk about dice pools and tests, we'll be using the notations laid out in *Rules of the Street*, p. 11. Skills, attributes, and other ratings are given by name, limits are in [brackets], and thresholds will be in (parentheses). All page references are to *Rules of the Street*.

Coydog is a magician of the shamanic tradition. She has a mentor spirit, Coyote, and she has a close spiritual relationship with her mentor spirit. That's going to do her some good when the lead starts flying.

The gamemaster knows that Coydog isn't very familiar with the Downtown restaurant scene, so she would be completely within her rights to make Coydog try to fit in with an Etiquette + Charisma [Social] Test.

Your lifestyle (*Rules of the Street*, p. 25), covers more than just your housing and meals. It also covers incidentals like transportation, entertainment, and the occasional night out. Unlike the rest of the team, Coydog's lifestyle isn't high enough to cover food and drinks at a pricey place like this, so she decides not to order anything out-of-pocket.

It was time for her first real shadowrun.

She clambered out of her truck and thumbed her scuffed-up commlink to life. She was five minutes early, which Four-Paws-Laughing had always said was on time. She made sure her fake SIN was being broadcast instead of her real one, checked that her pistol was hidden beneath the folds of her shirt, and headed into the Café Sport. Downtown wasn't her usual neighborhood here in the Seattle Sprawl, but the smells inside this particular restaurant reminded her of growing up; real fires fed by real wood, real fish being grilled. No soy, just actual food.

The prices, of course, were astronomical. What Coydog and her family took for granted back home, and even on Seattle's Council Island, these poor saps had to pay out the nose for. She waved off the server and nodded toward a table in the back. Coydog smirked as she made her way past tables full of suit-clad salar-ymen and their families, knowing they were spending a week's wages on food she'd been cooking since she was a little girl.

The crew assembled at the table her commlink had told her about—the Juggler was a lot of things, but as fixers went he was pretty honest—could only be the rest of her team. The most eye-catching was the big ork with the bold tattoos and armored-up arms. He loomed over the dwarf who sat next to him, who had some external headware and gray streaking his beard. A human shared the booth with them, a datajack on his left temple and friendly smile on his face. Apparently she was interrupting an argument between the ork and the dwarf.

"I'm just sayin', I ain't a fan of Prop 23," the bigger one scowled. "It ain't up to outsiders to give the Underground laws. It's up to us orks."

"My father helped build that place, Sledge, before he got kicked out by you orks. It's got all manner of changelings and other metahumans in there, even today. It didn't start the 'Ork' Underground, and it's never been ork exclusive. If those people want law and order, their voices count just as much as yours."

"More, I guess," the ork—Sledge?—sulked and crossed his arms across his wide chest. "Since it ain't like I'm crashin' down there no more."





The human rapped on the table to quiet the two, then gave Coydog a bright smile as she approached.

"I'm betting that's not our Mr. Johnson, but I also bet she's not here to talk politics," he said to the other two with a grin. He got up from his edge of the booth and gave her a polite bow.

"*Se'thinerol. Telegit thelemsa.*" He sure did say it like he expected Coydog to understand him. ▼

### BY THE NUMBERS

Your Language skills can play a role in certain social situation. If you or the person you're talking to don't know the language, you're not going to do as well. That's probably why the ever-witty Gentry's attempt to charm Coydog with a flirty Etiquette Test fell completely flat.

Sperethiel is an elvish language preserved since the Fourth World and carried all the way into the late twenty-first century

"Sorry, chummer." She bit down a laugh as she breezed past him to snatch up his seat. "No habla elfy-elfy."

The pair at the table laughed loud enough to catch a few glares from nearby patrons. The dwarf shot back by quieting down, the ork by glowering and looking like he was about to stand. That emptied the nearest table, patrons scurrying away in a flurry of polite excuses to one another.

"I, ah. Sorry." The human started in again. It had been ages since Coydog had made someone blush that red. "I thought you would..."

"Speak that Sperethiel stuff, just 'cause I'm an elf? Nope, sorry. I speak English and a couple flavors of Salish, pal. My momma was Sinsearach, not Cénesté. My folks stuck with the Council, didn't run off when the Tír started recruiting."

"So what's your story, anyways, breeder?" Sledge cut in with a big orkish snort. "Some kind of dandelion-eater wannabe?"

Coydog rolled her eyes at how casually he used the metaracial insult, as though an actual elf weren't sitting right across from him.

"The name's Gentry," the human said, features a little colder toward the ork than they'd been to Coydog. "And no. I'm just from down there, is all."

"Yeah? What do you do, *Gentry*? Why should I wanna work with a breeder like you?" With cyberlimbs as obviously dangerous as his, no one had to ask the ork what he brought to the team. Every crew needed muscle. ▼

### BY THE NUMBERS

Every crew needs muscle, even if the plan doesn't call for fighting. It's an axiom of *Shadowrun* that something almost always goes wrong: There's always a fan spinning, and there's always drek in the air. Most runners get nervous when things go smoothly.

"You watch *Urban Brawl*, Sledge?"

"I got eyes, don't I?"

"Gentry the Jinx ring any bells? Played fifteen games as a scout for the Bend Borderers."

"Yeah?" Sledge sized Gentry up openly, eyes flashing just a hint of chrome as he looked the human over. "I remember seein' a few trid-clips, sure. Held your own, I guess. You're some kind of fancy-pants hacker or something, right?"

"Decker," the dwarf corrected on the human's behalf. He reached out across the table— Gentry's longer arm making the handshake possible— and as they shook he nodded down at the bulky wrist-module strapped to the human's forearm.

"Nice hardware. Renraku core on your cyberdeck, looks like? You should upgrade to the new Shuriken when you can. MCT's best stuff. I know a guy. The name's Hardpoint, I rig. Zero-zone experience, and plenty of it. If it's broken, I can fix it. If it ain't broken, I can fly it."

"Good to meet you." Gentry quirked an eyebrow and nodded toward Coydog. "What do you think, Hardpoint? I crash and burn hard enough I shouldn't try again?"

Coydog snickered and shook her head.

"No need, pal. Name's Coydog. I'll be your mojo for the evening, boys." She wagged her fingers and put on her best faux-menacing face. "Spells, spirits, and inscrutable tribal wisdom, at your service."

"Nice ink," Sledge grunted and nodded to her bare arms. Coydog had a neo-circuitry design, top-end nanotattoo work. ▼

### BY THE NUMBERS

Gentry takes a moment to make a Matrix Perception Test, Computer + Intuition [Data Processing] on Coydog's commlink and persona to get her commcode and a few other details about her system. It might come in handy later.

"Thanks. Got it from Lou's after my first fight. Yours too," she lied as she glanced down at the ork's own blocky tattoos. The work was sloppier than hers, hardly the high art that the high-end shop, right here in Downtown, put onto her skin. Maybe it was prison work, maybe just Underground standard. Skraacha ink, maybe? The gang had a lot of sway in the subterranean city.

Gentry and Hardpoint had already turned away from the tattoo conversation and were exchanging electronic pleasantries through their commlinks— Coydog pouted a bit when she saw just how outclassed her cheap Meta Link was, but she'd kind of expected it— when a newcomer arrived to their booth. Several nearby tables had been quietly cleared out, and the lights in this corner dimmed a bit. Right on time.





Coydog glanced up and saw almond eyes, salt and pepper hair, a crisp, dark suit, and a small corporate pin glinting on one lapel. She opened her mouth to drawl out something halfway polite, when Hardpoint surprised her by clambering out of the booth with deceptive speed. The dwarf bowed deeply at the waist, and straightened up very formally. ▼

### BY THE NUMBERS

Secrecy is the main perk of hiring shadowrunners. Mr. Johnson is the name runners give to their clients as a sign of respect for their anonymity. This particular Mr. Johnson is one of Hardpoint's contacts, and while he trusts Hardpoint he's not real certain about the rest of the team.

Hardpoint tries to reassure his contact with an Etiquette + Charisma [Social] Test, opposed by Mr. Johnson's Perception + Charisma [Social]. He gets 1 net hit, which re-assures Mr. Johnson slightly, but still does not make him feel too warm toward the rest of the team.

While all this is going on, Gentry uses Coydog's commcode to send her a text message. Sly dog, that one.

"Konbanwa, Johnson-sama."

She quirked an eyebrow at Sledge and Gentry while their temporary employer returned the greeting without the honorific, and Hardpoint scrambled to grab a chair for their Mr. Johnson.

[*Old habits dying hard?*] Coydog looked down as her Meta Link vibrated and alerted her to an incoming text message. Instead of quipping back, she glared over at Gentry, wondering how he'd gotten access to her system so quickly.

"And good evening to each of you, as well." Mr. Johnson cut off her silent accusation, switching to English to address the rest of the group. Hardpoint settled back into his seat as though nothing unusual had happened, and even Sledge didn't press the matter.

"Juggler-san and I appreciate your willingness to accept this task on such short notice. He has entrusted me with some basic contact information. Check your inbox now, please, and feel free to ask me any questions that come up as you read."

With her Link already in-hand, Coydog opened the attachment he'd just sent them. As the images slowed her loading time, she felt sure that Gentry and Hardpoint— spirits, maybe even Sledge!— were probably hip deep in confidential information by now. She started to scroll down slowly, and paused when she saw a violently severed cyberlimb.

"My previous team has been ... inconvenienced." Mr. Johnson spoke up right on cue, his subtly chromed eyes flicking from face to face. "They were scheduled for this employee transfer some time ago. They did a reasonable job of handling the legwork and relaying information to the target for me. However, due to an unrelated incident, they find themselves now incapable of performing this final task, the extraction itself." ▼

### BY THE NUMBERS

After a deal is struck with Mr. Johnson, the next phase of most shadowruns is legwork. You'll talk to your contacts, do some Matrix searches, and spend some shoe leather gathering information on your objectives and making a game plan with your team. Mr. Johnson's previous team has already done this for Coydog and her friends, so we'll be able to get right to the action.

His voice was clinical, calculating, and showed only disappointment— no concern— for whoever that savaged, glossy-black, cyberarm had once belonged to.

"I am in need of a driver, an electronic security specialist, a mundane combatant." He nodded to Hardpoint, Gentry, and Sledge in turn. "And you, miss, will be the icing on the proverbial cake. My former employees lacked an overt magical operations agent. It is my hope that you will be something of an insurance policy. We don't expect any magical security, so you should tip the balance rather nicely."

An unfair fight, then? Coydog's favorite kind! She tried not to smile as she slowly scrolled through the document. Blah blah blah, Kirsten Haines was an executive assistant to slick NeoNET big-shot Andrew Rolf, Mr. Johnson's company— who Coydog was sure she could figure out by asking Hardpoint later— had kept Haines and her headware as a covert data source for quite some time, and Mr. Johnson felt it was time to reward her loyalty with a proper extraction. Haines was eager for the exchange, the groundwork had been laid thanks to Johnson's terribly unlucky but otherwise competent old crew, and the pick-up was slated for ...

"Tonight?" Hardpoint somehow made the word both deferential and incredulous.

"Timeliness is critical, yes. Ms. Haines has been an asset for some time now, and has made it clear she requires immediate extraction. Our mutual acquaintance, Juggler-san, should have offered you a substantial bonus for this being such a short notice task." ▼

### BY THE NUMBERS

In most cases, there would be some negotiation about the job, culminating in an Opposed Negotiation + Charisma [Social] between Hardpoint and Mr. Johnson. In this case, that's already been done by Hardpoint's contact, the fixer called Juggler, and better than Hardpoint could do it. Juggler gets a percentage from Mr. Johnson, so it's in the fixer's best interest to negotiate well on behalf of the team.

"And it's just her?" Gentry glanced up from his sleek Transys commlink, and Coydog stifled a grumble about how fast these drekheads were reading.

"Ms. Haines is unmarried, has no children, and has no family she wishes extracted with her, that is correct."

"Lots o' security for some secretary," Sledge grunted. Coydog wanted to punch someone. Even he was out-pacing her!

"Ms. Haines is the administrative assistant to an important man. The security detail is for him, not her. I had hoped that four of them wouldn't be too much for four of you. Is my hope unfounded?"

"Ain't sayin' we can't do it," the ork's voice rose a bit, bristling. "I'm jus' sayin' ..." ▼

### BY THE NUMBERS

Free meal at a classy Downtown restaurant. Shadowrunning has its perks.

"I don't think we have any more questions, Johnson-sama." Hardpoint cut Sledge off before he could get them all fired or



assassinated. A stream of Japanese flowed from the dwarf and the corporate suit gave the rest of the team a look. Mr. Johnson waited a heartbeat for someone in the team to disagree, then gave them a polite nod.

“I’ll see you and Ms. Haines in two hours, then.” ▼

**BY THE NUMBERS**

Since all of the information gathering has been done for the team, all that’s left is planning. The team makes its plans and heads out. Since the previous team was ambushed and geeked, going out the back way seems like a good first step.

Coydog opened her mouth to ask where, when an incoming text—[*The hand-off point’s at the end of the message*]—buzzed onto her commlink. Gentry looked smug, but Coydog closed her mouth. She’d get him for that, later.

Later.

Mr. Johnson nodded toward the kitchen before he strode off, and a handful of eager wait-staff scurried to the table. Sledge dug in with orkish gusto, Hardpoint waited until Johnson was out of sight before going for some salmon, Gentry stuck to a huge salad, and Coydog picked at her meal while they planned. She figured a beer wouldn’t kill anyone, but their waiter fell all over himself apologizing and insisting that Mr. Johnson had left explicit instructions that alcohol was not to be served. Bah!

They ate, they planned, and— in well under an hour— they left. Sledge had been sitting with a big Ares handcannon in his lap the whole time, she saw as they stood up. A tiny spy-drone zipped down to rest on Hardpoint’s shoulder as they walked off. Coydog saw a holstered Colt on Gentry’s hip as he reached for some scrip to leave for a tip. They all went out the back door, and she strode along with them like she’d been planning on a surreptitious exit all along, herself. She was a shadowrunner now, after all.

They had agreed to simplify their travel logistics over dinner, and everyone left their vehicles at the Café Sport except Hardpoint.

“It’s no drone,” he’d said as he climbed into the driver’s seat of his big Bulldog step-can. “But I can make it fly.”

On the drive over, Sledge meticulously loaded and unloaded a few magazines for his autopistol. Hardpoint hummed to himself as he drove. Gentry seemed to be playing a videogame, unless Coydog missed her guess. Just like the plan called for, though, she worked during the trip. ▼

**BY THE NUMBERS**

Time for Coydog to sling some mojo. She’s going to hide the team and the van as it moves through the city and to the target. First, she summons a spirit of air to conceal her team. She needs a Force 4 spirit to cover four people, and a spirit of air should be able to handle that task.

Coydog makes a Summoning + Magic [4] Test against the spirit’s Force of 4. The gamemaster, rolling for the spirit, gets 1 hit, while Coydog gets 3. She has two services (the net hits) from the spirit and Drain with a DV of 2S. She rolls her Charisma + Willpower to resist Drain, getting 3 hits, more than enough to cancel all the Drain (which was at the minimum level of 2).

Next, she casts an Improved Invisibility spell for the van itself. She chooses a Force of 5 for the spell, which will make the Drain Value 4 after she casts it. She makes a Spellcasting + Magic [5] Test; she gets 6 hits on

CONTINUED...

**BY THE NUMBERS**

her test, but she can only claim 5 of them, and she does. Now, anybody looking at the van must make a Logic + Willpower (5) test to see it. She once again rolls Charisma + Willpower to resist the Drain of 4, getting 4 hits and barely cleaning up.

She now has a spirit nearby in astral space and a spell that she’s sustaining. The sustained spell will give her a –2 penalty to other tests because of the distraction, but that doesn’t stop her from asking her spirit to use its first service to Conceal herself and her team. It materializes in the van just long enough to use the power on the team, then fades back onto the astral plane.

The gamemaster rolls the gurards’ Logic + Willpower to resist Coydog’s spell and spot the van. None of them even come close; 5 is a pretty serious threshold.

Now Gentry’s up. He can’t find the car right away because it’s running silent. But his Computer + Intuition [Data Processing] can handle the driver’s Logic + the car’s Sleaze (which is 0 because it’s not a cyberdeck), and he finds the car in the Matrix with little difficulty. He sneaks a mark onto it with a Hacking + Logic [Sleaze] v. the driver’s Intuition + the car’s Firewall of 3 (it’s a security vehicle), and gets a mark. He also gets 2 added to his Overwatch Score (OS), although the gamemaster doesn’t tell him. He does this twice more, getting two more marks on the car and a total OS of 7.

Now it’s time to kill the car. Gentry swaps his deck’s highest rating into Attack and punches a Data Spike into the car’s icon. He makes a Cybercombat + Logic [Attack] test against the driver’s Intuition + the car’s Firewall. He overwhelms it with 4 net hits, causing a total of 15 DV Matrix damage (5 from his Attack, 4 from net hits, and 2 from each of his three marks). The car tries to soak this damage with its Device Rating + Firewall, but it only gets 2 hits and gets bricked. The car is down for the count, the locks aren’t going to unlock any time soon, and the driver is trapped.

Sledge is up: he stalks across the street trying to be quiet. His Sneaking + Agility [Physical] dice pool isn’t the best, but the guards are each 4 dice down from the Concealment power of Coydog’s spirit, so he closes to gap with no problems.

Sledge starts off the combat by plugging one of the guards with his Ares Predator V. He wants to make this one count, so he spends an Edge point to Push the Limit (p. 26, *Rules of the Street*). He rolls his Pistols + Agility + Edge with no limit, and the guard, not seeing it coming, gets no defense test against him. Sledge gets 5 hits, two of them 6s, so he rolls those two again for another hit. The weapon’s firing gel rounds, making the damage 8S plus another 6 from his net hits, making a total damage of 14S for the guard. He rolls his Body (the gamemaster rules that he doesn’t get his Armor because Sledge shot him right in the face), and his 1 lousy hit isn’t enough to save him, and he goes down with a full Condition Monitor.

The action shifts to Combat Turns, and the gamemaster calls for Initiative to be rolled. The Initiative Scores are tallied and the gamemaster makes the following list:

Hardpoint	24
Sledge	22
Guards	21
Gentry	12
Mr. Rolf	11
Ms. Haines	10
Coydog	9

CONTINUED...



**BY THE NUMBERS**

Mr. Rolf panics and spends an Edge point to Seize the Initiative, moving himself to the top of the order, even though his Initiative Score is only 11. He makes a grab for Ms. Haines, a Complex Action and an Unarmed Combat + Agility [Physical] test. The gamemaster rules that Ms. Haines is too freaked out by a massive ork popping out of nowhere and blasting one of the guards to La-La Land, so she gets no defense test. Rolf gets 2 hits, plenty to grab Haines and use her as a human shield.

Hardpoint sees no reason to interfere—he’s got faith in his team. Still, a Simple Action to make his van laugh along with him keeps him amused.

Sledge is up next. He isn’t planning on getting shot, so he spends his action phase diving for cover on the other side of the car.

And just in time, too, as the guards open up on him with their own pistols. Each guard takes a Simple Action to draw his weapon, and another Simple Action to fire at the ork. They use their Pistols + Agility [Accuracy] against Sledge’s Reaction + Intuition, plus another 2 because the gamemaster tells him the car counts for something. In each case, Sledge manages to get more hits than his attackers, and remains untouched—for now.

Gentry’s up next, and he uses the stun baton he pulled while he was crossing the street to frag up one of the guards. Remember, he’s still Concealed by Coydog’s spirit, so the guard doesn’t even see him coming. He uses a Complex Action to make his attack: Clubs + Agility [4], and no defense test from the guard. The decker rolls 4 hits, which adds up to 13S for the guard to resist. The stun baton has an Armor Penetration of -5, which reduces the Armor from the guard’s armored business suit from 8 to 3. The guard gets 3 hits on his Body + Armor test, not enough to prevent Gentry from putting him onto the plascrete sidewalk.

Ms. Haines is next. The gamemaster rolls a Charisma + Willpower Test to see if she’s freaking out. Zero hits—she’s freaking out.

Coydog goes next, aiming a Manabolt at the guard. She picks a nice painful Force 6 and spends a Complex Action to cast the spell. She rolls her Spellcasting + Magic [6] against the guard’s Willpower. Coydog gets 4 net hits, which translates to 10P damage to the guard with no chance of resisting. He goes down, and she has to resist 4S Drain, which she does with her Charisma + Willpower. It’s Coydog’s first kill on a shadowrun!

The Initiative Pass ends and everybody’s Initiative Score is reduced by 10. Hardpoint, Sledge, remaining guard, and Gentry will act on this Initiative Pass.

Hardcore spends his action looking for trouble. He takes a Simple Action to Observe in Detail, making a Perception + Intuition [Mental] Test. He gets 3 hits, and the gamemaster tells him the coast is clear ... for now.

Now Sledge gets to act at his new Initiative Score of 12 (remember that he subtracted 10 at the end of the last Initiative Phase). He pops up and fires a semi-automatic burst into the last guard. He takes a Complex Action, marks off three rounds of ammo, and makes a Pistols + Agility [Accuracy] test. The guard takes a -2 dice pool penalty on his defense test, his Reaction + Intuition. Sledge comes out on top to the tune of 4 net hits, making the damage 12S and giving the guard a +1 to his Armor from the gel rounds. The guard can only come up with 2 hits when resisting with his Body + Armor, and he drops.

The gamemaster decides that Mr. Rolf isn’t going to put up much of a real fight, and so she ends the combat at that point.

“Little brother,” she whispered so that only the air could hear it. “I need your help.”

Hardpoint had all the doors and windows closed, but a breeze filled the back of the van.

“Little brother,” she breathed in her power while Coyote smiled. “Aid us in mischief.”

Her magic worked, as Coyote had willed it to. The minor spirit was enough to conceal them. No one noticed as the van pulled into an employee-only curbside parking spot. No one noticed as a surly ork with a gun and military-spec cyberarms climbed out. No one noticed as a swimmer-lean human in a courier jumpsuit—blinking commlinks all wired together to mimic the processing power of a proper cyberdeck—hopped onto the curb, adjusting his sling-bag. No one noticed as the big loading doors at the van’s rear swung open, and Coydog sat on the edge of the van and swung her boots in the wind. It didn’t matter how little they fit in on this curb full of corporate-approved delivery vans and shining limousines. No one saw them, really saw them, enough to care.

Gentry and Sledge loitered at the back of the van with her, half a car-length from a Mitsubishi Nightsky whose driver had just straightened up and tried to look attentive. The tinted doors of this NeoNET branch office slid open, and their target walked into sight, right on time. With her was a terribly important-looking human in a suit that probably cost as much as Coydog’s truck, and a foursome of serious-faced men who looked like cookie-cutter copies of each other. The four bodyguards had implanted optic shields, permanent sunglasses that made their faces unreadable and likely hid a half-dozen cybernetic modifications.

None of them helped against Coydog’s spirit, though. No one glanced twice.

“You sure you can do this to his wheels, breeder?” Sledge elbowed Gentry to hurry him up.

“I’ve been boosting cars since I was twelve, Sledge.”

Gentry didn’t look up. He kept his attention on the sleek little keypad strapped to his arm, now linked directly to him by a thin cable. His left hand hovered just above it, hitting imaginary keys, running programs, tweaking processors, or maybe—hell if Coydog knew—still just playing *Star Lords* or something. He sure seemed to know what he was doing in augmented reality, she could tell that much.

“So yeah. I’m pretty sure.”

The suit-clad targets approached the car, and the bodyguard in front reached out to pull open the door to the Nightsky limo. He started and they all looked frustrated when the door didn’t open. Coydog fought a snicker. In the front compartment, the driver looked terrified.

The engine purred itself to death, and the driver’s eyes whitened. He started frantically adjusting controls on the dash, but he was locked in a powered-down car, one with windows so tinted and soundproofing so fine he had no way to warn the rest of the security team. The foursome of bodyguards milled around looking concerned and alert, but Coydog’s magic was strong, her air spirit loyal, and Coyote’s mischief was with her; they looked, eagle-eyed, everywhere but at the team and their van. Gentry flashed a very pleased with himself smile while the limo driver’s face went red. Sledge drew his big Ares and stalked across the sidewalk.

“Think I should remind him this ain’t a full-on invisibility spell?” Coydog glanced Gentry’s way, then back to watching the ork.



“Ah, he’ll figure it out,” the decker grinned at her, then cheerfully flipped off the hapless limo driver as he strolled after Sledge.

They drew attention pretty quickly once Sledge started shooting. Point blank, muzzle a hairs-breadth from the security guard’s temple, the gel round dropped him like a poleaxe. Suddenly— and unsurprisingly— the ork wasn’t so easy to overlook any more.

In the blink of an eye Mr. Rolf grabbed Ms. Haines and shielded himself with her. Hardpoint howled with laughter and the engine roared with his amusement. The three guards that remained went for their guns so quick Coydog could barely see them move. Sledge looked surprised, cursed, and dove, scratching paint the whole way, across the parked Nightsky. Rounds ricocheted off the limo’s subtle armor plating, and the ork growled his frustration but stayed low and out of sight.

Gentry hauled a stun baton from his little messenger-bag hack-pack and waded in. One guard’s wrist was broken and gun was sent flying with two efficient swings, then the third big overhand strike connected with his head and sent the bodyguard, herky-jerky, to the pavement. Pistols barked in Sledge’s direction while Ms. Haines and Mr. Rolf cried and begged. One guard turned to line up a shot on Gentry and Coydog reached out and threw a bolt of pure mana. The round went wild as Gentry dove clear, and an instant later Coydog’s spell tore into the guard’s aura. Blood poured from nose as he tumbled to the ground next to their extraction target and her boss, who still huddled beneath her for cover.

Sledge popped up from the rear of the limo— not the front, where he’d vanished— and dropped the last exec-protect company man with a pair of gel rounds. He slid across the trunk—Coydog wasn’t sure if it was thanks to a steady diet of action trid-flicks or just the urge to scratch more of the paint job—and landed just next to Rolf. An ork-sized combat boot won out over Rolf’s flawlessly styled hair, and the middle-executive crumpled and let go of Haines.

“Let’s go, lady!” Sledge hauled the bawling woman up by one arm and dragged her toward the van.

“It’s okay, Kirsten.” Coydog tried to sound a little nicer than Sledge had, which wasn’t hard. “We’re here to help you, not hurt you. We’re a...secondary team.”

“You’re from...?” Haines’ eyes were wide, but a lifetime of corporate obedience had her climbing into the back of the van.

“*Hai, Haines-san,*” Hardpoint turned in his driver’s chair to nod to her. “Please be seated and we’ll get you there in no time.”

“Hustle it up, breeder!” Sledge hollered back to Gentry as he buckled himself in.

The human stooped over Rolf’s unconscious form, then straightened up. He still had his buzzing shock baton in one hand, but his other held a chrome-shining commlink.

“Boss-man might toss us a bonus once I decrypt this puppy.” He idly tapped the side of the parked limo with his baton, arcing blue-white sparks as he trotted toward the back of the van. Sirens had only just begun to wail, and the sound was still thin and hungry, coming from a distance.

“This wasn’t so bad,” Gentry smiled and tossed the stolen commlink up into the van for Sledge to smoothly snatch out of the air, chip-quick.

“In the movies, something always goes wrong on a shadowrun.” Coydog smiled at him sweetly, then pulled the van door shut in his face.

There were chuckles from the driver’s seat and the Bulldog started rolling. Coydog peeked over Hardpoint’s shoulder and saw a dashboard monitor display showing that, sure enough, Gentry had clambered onto the back of the van and clung desperately to the ladder there, kicking the back door and cussing at her in Sperediel. She filled the back of the van with peals of laughter, Sledge chuckled and flashed his tusks in a laugh, and Ms. Haines looked like she was going to go back to crying any minute now.

“Give him about half a klick before we let him in,” Coydog laughed out over the sounds of Gentry’s pounding and hollering. Taking one last favor from her spirit, she cloaked him in magical indifference, so that once they got a little distance between themselves and the quick, lopsided, firefight, no one would even notice him hanging there. ▼

#### BY THE NUMBERS

It looks like Coydog’s first shadowrun is a success! We hope your first goes just as well! And check it—nothing went wrong. Except maybe for Gentry, of course.

That’s what he got for being a show-off.



# ADVENTURES

## ADVENTURES

An **adventure** (often also known as a **run** or a **mission**) is the name of a gaming session. The hours spent roleplaying where players try to work their way through the plot twists and turns, and come out with great stories to tell ... much less the extra nuyen and Karma to beef up your characters to be even stronger and cooler for the next adventure.

Many adventures are long enough to not fit in one evening's gaming session and so are split into multiple **Scenes** to make it easier to find end-of-session stopping points. As the adventures below are designed to ease players into the enjoyment of role-playing and running the shadows, they are generally built to fit into a single evening's game. However, that doesn't mean that once the dice hit the table and players' start building the storyline with an adventure that it might not balloon into several gaming sessions. If that's the case, and the players are enjoying themselves, the gamemaster should feel free to expand the adventure, breaking the story up into appropriate segments as needed.

## TEMPLATES (RUN TYPE)

While the specific details of a run will always vary, at a broad level many runs follow one of a few patterns.

The adventures in this section, as well as the adventure seeds in the **Sprawl Sites** section (see p. 51) inform the gamemaster at a quick glance which basic **Run Type** is represented (the adventures note it under **Scan This**); sometimes there are more than one noted. These details are provided to make it easier for gamemasters to see how different types of adventures work, as well as easily picking out a type of run that he or his group wish to game.

While an adventure (or adventure seed) may note a specific run type, that doesn't mean it won't involve aspects of other runs. More importantly, the gamemaster should never worry about mixing in doses of this or that type of run together to get the right balance of story he wishes to tell. Ultimately the run types are just guidelines; one more set of tools for the gamemaster to use as he sees fit.

The following are templates of common *Shadowrun* plots:

**Datasteal:** The runners are hired to acquire some information of value to their employer.

**Assassination or Destruction:** Assassination runs involve killing one or more people, while destruction runs involve irreparably damaging some property or object.

**Extraction or Insertion:** An extraction run is all about taking a person from a place or organization, while an insertion involves placing a person inside a place or organization.

**Misdirection:** Sometimes the runners are not working on their own, but are part of a larger whole. For particularly difficult or complicated tasks, an employer may hire runners to serve as a distraction or to perform some misdirection so that the main objective can be accomplished by a different group.

**Protection:** Just as an employer may hire runners to attack a target in order to steal or destroy it, an employer may hire runners to protect someone or something they suspect will be a target.

**Delivery:** Simple set-up here—a delivery run is where you take the thing to the place.

## ADVENTURE STRUCTURE

The adventures in this section are basic shadowruns—the type that every group of player characters will encounter many times in their shadowrunning careers. A “Mr. Johnson” approaches the characters through their fixer (who can either be someone they already know or a character they meet during the course of the adventure) and offers them a job, providing them with some information they'll need to know to accomplish the task. From that point, the characters are on their own; the players determine their characters' actions, and the gamemaster interprets the results and consequences. The characters can choose to do **leg-work** and seek information, hit the streets for some snooping, go in guns blazing, or whatever else they can dream up.

## ADVENTURE SECTIONS

Each adventure is divided into the following sections:

- **Introduction:** In Plots and Paydata, these adventures include an Introduction that discusses the rules and experiences each will unfold for a gaming group, as well as how the gamemaster can best prepare for that run.
- **Scenes:** Some adventures are large enough that its important to break them into **named scenes** (with the first scene always simply “Scene 1: And So It Begins”). This helps a gamemaster easily digest and run the plots for the overall adventure, but also provides perfect scene breaks for the all important bathroom-restock-snacks breaks that will need to occur. Not all adventures have multiple scenes in *Plots and Paydata*, but once players move into more complex adventures, they'll all be composed of multiple scenes.
- **Scan This:** A brief summary of the events in the adventure, including key data for ease of setting the stage of the adventure, such as the type of run, setting, time, weather, and finally whether any *Sprawl Sites* maps might be usable in this scenario (**Sprawl Sites**, p. 51).





- **Tell It To Them Straight:** Passages of text that can be read verbatim to the players or paraphrased when they reach certain points in the scene.
- **Hooks:** Descriptions of ways that characters might be encouraged to play an adventure.
- **Behind the Scenes:** The mechanics behind each adventure, including NPC motivations and any secrets or special instructions for the adventure.
- **Debugging:** Ways in which the gamemaster can get the adventure back on track if the characters' actions derail it.
- **Hard Data:** This covers when it's time for players to roll dice and use the mechanics of the game to help resolve a situation.
- **Mission Success:** This provides details on possible outcomes when an adventure is a success, or a failure.
- **Gamemaster Hints:** Notes for beginning gamemasters (often sprinkled throughout an adventure) on methods to more effectively run the adventure. These include suggestions for how to handle relevant situations, tips on running different types of activities (such as combat, magic, hacking, or social interactions) and ways in which the gamemaster can make changes to the scene to accommodate player actions.
- **Grunts and Moving Targets:** NPCs in that particular adventure.

## NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters that populate every adventure—in other words, the people that the player characters will interact with. The unique NPCs in a given adventure have already been created and can be found in the **Grunts and Moving Targets** sections of each adventure. Generic NPCs used by multiple adventures are found in the **Non-Player Characters** section (p. 64).

## ADVENTURE ORDER

The adventures in this section can be tackled in any order the player chooses. However, they are generally incrementally more difficult as you progress. For example, the very first adventure players should tackle is **Food Fight**. Then, if they want the “next” most appropriate adventure they should choose **Milk Run**, and so on.

However, a gamemaster can review the various adventures after **Food Fight** and decide if his group would enjoy tackling the adventures in a different order. Ultimately whatever a group will find the most enjoyable experience should be pursued. Gamemasters are always free to tweak NPC stats or other elements to make the adventures meet the desired level of difficulty.



# FOOD FIGHT

## INTRODUCTION

Welcome to Food Fight, an adventure designed for introducing the *Shadowrun* combat rules. Read through the entire adventure as many times as needed, and take notes, before actually running it. Knowing the ins-and-outs of the adventure makes the gamemaster experience go more smoothly.

While *Shadowrun* is indeed an RPG, don't worry about being in-character in this first adventure. Role-playing can come later, as the players get more experience.

As the adventure name implies, there will be food flying through the air, amongst other things. Food Fight is a good example of the "drag the players into someone else's problems" type of adventure. The players enter a convenience store where NPCs are already present; the gamemaster reads off the situation, and an explosion shatters the store front. Four thugs enter the store, searching for two of the NPC customers. Then the players can react. The players' goals are to defeat the thugs, protect the NPC customers, and escape before the cops arrive.

In addition to the thugs' two targets, there are five innocent bystanders that do one of three things: hide until it's all over, help out the thugs, or help out the PCs. The bystanders' actions are dependent on the gamemaster's mood and the actions of the players.

Remember to have fun with this. Use the Food Fight table to fling around some random goo during the battle—feel free to use this as enthusiastically as possible in the ensuing combat. Encourage the players to come up with their own descriptions of how the goo affects their characters.

## SCENE 1: AND SO IT BEGINS

### SCAN THIS

**Run Type:** This doesn't really apply as this adventure is simply about tossing dice, having fun and getting a taste of playing *Shadowrun*.

**Setting:** Stuffer Shack, a twenty-four-hour convenience store chain. The players come here for a quick, cheap snack.

**Time:** Sometime between 2-4 a.m.

**Weather:** Wet, rainy, cold, and gloomy enough for even the Gothiest of Goths.

**Sprawl Sites:** This adventure has its own map and is self-contained within the one location, so no other Sprawl Site maps really apply.

Brandeen Mettlinger is the mistress of Mel Cozi, a senior V.P. for mini-corp Alliance Designs. Since the birth of their son Cody six months ago, she's been blackmailing Mel, threatening to tell his wife about the affair if he doesn't pay her. A cheapskate to the core, Mel hired an "off-the-rack" shadowrun team to permanently take care of his problem. He ended up with a team of low-rent thugs who aren't nearly as competent as they want people to think.

The assassination attempt starts outside the Stuffer Shack with a car bomb. Due to Joeby's reluctance to push the detonator, Brandeen is in the store when the bomb goes off.

The explosion demolishes a large portion of the store, slowing the search for Brandeen and Cody. The longer it takes to discover their target, the more the thugs' frustration and aggression grows. Their shadowrunning careers are riding on the success of this first hit, and they are already in danger of failing. The thugs' desperation breeds hostility and stupidity.

### THE THUGS

The thugs' names are Stobby, Crank, Fornis, and Joeby.

Stobby and Crank, both human, are the muscle of this operation. Former gangers (human), they dress the role. They are very loud, very ugly, and somewhat intimidating. Stobby is the de facto group leader. Once inside the store, Stobby and Crank start off by corralling the other NPCs and the characters to one side.

Fornis is a dwarf shaman, the group's magical backup. Once inside, he starts searching the store for Brandeen. Fornis doesn't know the rest of the group very well. He was hired, through a friend of a friend of a guy who knows a guy, to provide spells in exchange for some easy nuyen. He is actually slightly apologetic to people he encounters, telling them he doesn't really want to hurt any innocent people. If he feels his life is threatened, though, he reacts with hostility and vulgarity, slinging spells and curses in the same breath.

Joeby, Stobby's little brother, is the group's hacker and the hit man with a conscience. He booby-traps Brandeen's car with a bomb but can't bring himself to hit the remote trigger. Try as he might, he can't do cold-blooded murder. Joeby's hesitation and indecision causes the hit to go awry. Finally, Stobby knocks little bro out and sets off the detonation, but Brandeen isn't in the car anymore.

Initially, Joeby is not party to the combat. When he enters the fray, he hesitates to go into all-out fighting mode unless Stobby's life is threatened. While not a murderer or fighter, Joeby will protect himself and his brother to the best of his abilities. His hacking skills could make him difficult to deal with.

The thugs' stats are on p. 74.





## INNOCENT BYSTANDERS

The following NPCs are already in the store when everything starts: Vern, the human store clerk; Veronica, Vern's dwarf girlfriend; Dustoo Gorse, ice cream taste-tester; and Jack and Angie Scatman, cat-food thieves. Initially, they all panic or hide. When threatened by the thugs, these NPCs will do as they are told. They won't stand up for themselves unless the players encourage them.

## HOOKS

Go through the character sheets with the players. Talk to each player; ask him what type of person his character is. Some of the questions could be: Does this character like to play hero? Does this character have a regimented daily structure? How would this character feel if someone interrupted dinner time?

The answers provide the personal hooks into the adventure. Anyone who likes playing hero should instantly jump to Brandeen's defense because he sees a woman and her child being attacked. Anyone who gets grumpy when their schedule is interrupted would likely shoot back first and talk later. And a person who doesn't like having dinner interrupted will definitely take issue with not being able to purchase his soykaf and krill-filler sandwich.

Regardless of personal hooks, the players should feel like their characters could be killed during the adventure. This should motivate them to stomp out the hit squad, even if they lack the morality to defend Brandeen and her son.

## TELL IT TO THEM STRAIGHT

*(Remember, this means read the section below to the players, word for word)*

Imagine a dark and stormy night. The cold drizzle of rain slips down your coat collar, soaking you to the skin. You're hungry, starving even. Money's tight. Even if it weren't, the number of places to get food at this pre-dawn hour are limited. There is one place that will take your hard-earned nuyen. And if it's not exactly four-star service and nutritious fare, it will fill your belly and stop the grumblies. Welcome to the Stuffer Shack, the twenty-four-hour castle of convenience shopping and high-caloric, bad-for-your-arteries munchies.

Bask in the scents of burnt soykaf and pungent floor cleaner. Absorb the hum of refrigeration units, the beep of the door sensor. Ignore the wailing infant in the baby food section. Seriously, why is that brat's mom fussing so much over price per ounce? One brand of baby formula is like every other brand. Only the label is different.

## HARD DATA

All the players can roll a Perception + Intuition [Mental] Test to see what is going on in the Stuffer Shack. While this test is not usually necessary during scenario setup, it will give everyone good practice. Since nothing out of the ordinary is going on—normal store lighting, normal activity, normal morning—this particular test has a normal threshold of 2, with no visibility or situation modifiers. If any character fails their Perception Test, they are simply too hungry and too distracted by baby and mama to really notice the other NPCs in the store. Feel free to bring the other NPCs to the characters' attention by other methods once the fun gets rolling.

For those characters who succeed, here is what they will see:

## STORE OCCUPANTS

The baby mama is a mildly attractive elf woman in her twenties. She carries her infant son—a non-stop, screeching crier—on her hip and looks as if she hasn't slept in two weeks. Her clothes are rumpled, and the basket over her free arm is filled with various items. (Gamemaster note: This is Brandeen and Cody, the soon-to-be targets.)

The scruffy-looking human store clerk balances on a stool behind the checkout counter. His name tag says "Welcome to Stuffer Shack, I'm Vern." He appears underage, under educated, and completely uninterested in doing anything but collecting a paycheck as he stares blankly at a holo-zine. A homely, pudgy female dwarf hangs off the side of the counter, yapping about a new hair removal cream. She talks about an upcoming troll thrash concert she wants Vern to take her to, to which Vern absently replies, "Sure, Veronica."

A mousy human technophile, dripping with cheap gadgets, hovers around the ice cream freezer. The door is wide open. This man grabs containers and puts them back in an apparently random frenzy. Those players rolling 4 or more successes will see his actions in some reflective surface, checking to see if he's being watched, peeling off the container lids, dipping his finger into the ice cream, and tasting it before putting the ice cream back. (Gamemaster note: This is Dustoo Gorse.)

In Aisle 6, two rocker royalty wannabes are making out against the cat food display. Given the amount of paint and accessories they wear, it is nearly impossible to tell if they are elf or human. The man is dressed in skintight white leather pants, a sleeveless white leather shirt and a white-fringed leather vest. He also has several kilograms of FauxGold™ jewelry hanging around his neck. The woman is wearing a skintight black leather jumpsuit featuring about forty-two working zippers and nearly eight meters of mesh chain wrapped around her body. Those players rolling 4 or more





successes notice the woman slipping cans of cat food in her jacket. (Gamemaster note: This is Jack and Angie Scatman.)

## GAMEMASTER HINTS

Give the players a copy of the store map. Ask them what their characters will be doing. Give them a moment to actually do their thing and describe their actions to each other. Then read the next section to them.

## TELL IT TO THEM STRAIGHT

The elf woman checks out, taking her baby with her of course, leaving the store in much needed silence. For all of about one minute. Suddenly she rushes back in with the screeching child. Much as you might wish to ignore the noise, you can't. "Hush, Cody," she croons. "Mama just forgot the diapers."

Vern sighs heavily. Veronica snorts. The woman barely gets two steps away from the front door when the entire store shakes. The noise of an explosion thunders through the store. Glass and metal fly everywhere. Someone screams, "Don't let me die! Don't let me die!" It takes you a moment to shake the ringing from your ears. Two very ugly, armed gangers step through the shattered remains of the storefront, kicking over shelves and debris. They wear leather, chains, and lots of tattoos. Following close behind is a dwarf with lots of Native American flair, probably a shaman.

"None of yas is gonna get hurt if ya keep yer yaps shut and stay outta the way. Now tell me where the lady with tha baby is and you all is gonna live to see sunrise," yells the leader.

## HARD DATA

The players may now roll for Initiative by rolling their Initiative Dice and adding the total to their Initiative attribute.

Any character within 5 meters of the impact is knocked to the ground and buried under a small pile of product rubble. Remember to take this into account when starting combat. Pushing the rubble off will require 1 Complex Action for the character in question.

## BEHIND THE SCENES

The explosion throws Vern back into the cigarette rack and knocks his hidden shotgun to the floor. The shotgun is fair game to any character or NPC who notices it and grabs it first. The thugs won't care about the shotgun because they already have weapons. A Perception + Intuition [Mental] (2) Test is required to notice the shotgun. The explosion was deafening and the flying debris is very distracting. Some lights will also be out, and it's dark outside save for flames in the parking lot. If anyone takes time to look outside, he sees the remnants of a burning car, the results of a sloppy car-bomb job.

Veronica cowers behind a collapsible holo-zine rack and whimpers quietly to herself; Dustoo desperately tries to squeeze himself into the "safety" of the freezers (play up the comic relief in this); Angie clings to Jake and blubbers "Don't let me die! Don't let me die!"

As Stoooby and Crank encounter people, they wave guns in their faces and order them to stand by the refrigeration aisle. They will do a lot of shouting and threatening. "Ya don't cooperate, yer dead!"

Fornis kicks over shelving and debris while he hunts for Brandeen and Cody.

Joeby is laid out in the parking lot. Before the attack, Joeby jammed communications in and out of the Stuffer Shack and shut down the surveillance, so Knight Errant will not arrive anytime soon to thwart the hit. Joeby will not recover for 10 Combat Turns.

Fortunately for Brandeen and Cody, the explosion has quieted the baby ... for the moment. They are buried under packages and a collapsed section of shelving obscures them from view. After the initial shock wears off, Brandeen will remain silent, trying to stay hidden. She suspects she may be the target of this attack.

## GAMEMASTER HINTS

Here are important things for the gamemaster to remember during combat.

- At Combat Turn 5, Brandeen recovers from her shock, but remains hidden and quiet. Cody is still silent.
- At Combat Turn 10, Joeby recovers and joins the combat. He will use his hacker skills to harass any character he sees causing serious injury to Stoooby.
- At Combat Turn 17, the thugs narrow down Brandeen's hiding place.
- At Combat Turn 30, sirens will be sounding in the distance (if combat is still going on). The cops are on their way. A Perception + Intuition [Mental] (3) Test is required for the characters to actually notice the sirens.
- The Defiance T-250 shotgun, with 4 shots [ACC 4, DV 10P, AP -1, Mode SA, RC - ] is just a meter away from Veronica. She may throw it to a player if properly coaxed.
- If any players stumble across Brandeen, she immediately panics and resists unless the player can persuade her to trust them. It takes the hit squad about 3-4 minutes to find her. If the runners do not step up within that time, she and Cody are toast.

## DEBUGGING

*Shadowrun* can be a deadly game; if the player characters are in danger of dying, consider using one of the following options to keep them alive:

- Have the thugs stop shooting at any character who appears down.
- The thugs split after: 1) killing Brandeen and Cody; 2) If they hear sirens in the distance nearing the scene; 3) or if two or more of them are badly wounded.
- Use falling shelves to protect the characters or distract the thugs.
- Remind the characters that if they have DocWagon contracts they can signal for it, which will bring them medical care.

## HARD DATA

If the hacker can't decide what to do, feel free to drop hints. Here are some ideas, which can also be used for Joeby if the gamemaster desires. Each requires the hacker to get at least one mark, sometimes more, on the device by making either a Hack on the Fly action and rolling Hacking + Logic [Sleaze] v. Intuition + Firewall; or a Brute Force action and rolling Cybercombat + Logic [Attack] v. Willpower + Firewall:



1. Take control of the floorwaxing drone, crashing it into people or blocking their path.
2. Turn off the store lights.
3. Activate the sprinkler system.
4. Hijack a nearby car and drive it remotely.
5. Unlock various shelves in the store, such as the first aid supplies or the Simchips cabinet.
6. Remotely activate the PanicButton alarm system.
7. Unlock the rear doors in Area F.
8. Set any of the machines in Area D to dispense Shmoozies, soykaf, and more. This can be used to blind nearby characters or coat the floor so people slip.

## FOOD FIGHT!

Every time someone fires his gun, 1 D6 should be rolled and the Food Fight Table consulted to see what breaks and the effect it has on the fight. The gamemaster should roll for NPCs, the players should roll for themselves. If the shot is made in semi-automatic mode, add +1 to the first roll. Then roll 2D6 to determine what the explosion looks like.

The results are cumulative, adding to each other. On a die roll result of 4-5 the target suffers a -1 Dice Pool Modifier. If he moves near an area where a 2-3 modifier was rolled, he'll be suffering a -2 Dice Pool Modifier until he can get out of that area, when it will return to a mere -1.

## MISSION SUCCESS

Because shadowrunners are usually more professional than this crop of amateur hit men, the player characters should come out on top. At the end of the fight, any items found on the ground that are not destroyed may be pocketed. Nothing too valuable will be available, though. The weapons of any dead thugs can be confiscated as booty. If Vern survives, he is too panicked at the state of the shop to care about any looting or the corpses.

If Brandeen survives, she thanks the runners profusely for saving her and Cody's life and possibly enlists the runners for some payback against Mel. She will give the players her contact information, then leave as soon as possible.

While there is no actual payment for this mission—after all, the players just landed in someone else's problem—each player should be awarded 2 Karma with 1 bonus point of Karma for any player who came up with a truly inspired method of attacking or defending one of the NPCs.

Lest the characters linger too long collecting the spoils of combat, the gamemaster should gently nudge them to the nearest exit, reminding them that police statements create permanent records and that Knight Errant is on the way (cue wailing sirens if they haven't already been heard).

## WHAT IF THEY FAILED

If the players fail to save Brandeen and Cody, they should still make it out of the adventure alive, though not with much to show for it. Conceive a method of escape at the last moment. Unfortunately for them, Veronica survives to share her story with the local reporters, giving the characters' descriptions to the 10 o'clock news. What a bad break. Until they can shore up their reputations, getting work will be hard and they'll have to work for much lower rates than most runners.

### FOOD FIGHT TABLE

1D6	RESULT
1	Nothing breaks
2-3	Glop splashes all over the target and anyone within 2 meters of him. Characters and NPCs in that area suffer a -1 Dice Pool Modifier.
4-5	So much glop splashes over the target that his face and arms are completely covered. He now suffers a -1 Dice Pool Modifier to all actions as a result of impaired visibility.
6	Pyrotechnics! Not only does stuff explode all over the target character(s) and anyone else in the vicinity, but the damage causes a secondary effect: falling cans, exploding light fixtures, chemical reactions—let your imagination run wild. Callout: The target character must succeed at a Reaction + Agility (3) to evade or suffer 5S damage (resisted by Body + Armor) from this effect.

### COLOR & CONSISTENCY TABLE

Roll 2D6 for each column, then add and use the results to describe the mess!

2D6	RESULT		
2	Black	Chunky	Liquid
3	Blue	Fizzy	Meat
4	Green	Lumpy	Metal
5	Orange	Smelly	Plastic
6	Pink	Soft	Powder
7	Purple	Spongy	Vegetable
8	Red	Sticky	Liquid
9	White	Sudsy	Meat
10	Yellow	Syrupy	Metal
11	Clear	Thick	Plastic
12	Multi-colored (choose 2) powder		



# GRUNTS AND MOVING TARGETS

## STOOBY



Stooby is the leader of the “runner” team. He’s a former ganger like his pal Crank and full of ganger bravado that will likely lead to the untimely end of his shadowrunning career.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	5	4	4 (6)	4	3	3	2	3	5.0
<b>Metatype</b>	Human									
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 6 (7), Mental 5, Social 5									
<b>Armor</b>	12									
<b>Skills</b>	Intimidation 3, Pistols 3, Clubs 3, Unarmed Combat 2									
<b>Augmentations</b>	Obvious cyberarm (Right, STR +2)									
<b>Gear</b>	5 clips of Ammo, Armor Jacket									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo]									

## CRANK



A former ganger, as loud and obnoxious as one would expect.

	B	A	R	S	W	L	I	C	EDG	ESS
	5	3	3	5	3	2	2	2	2	6.0
<b>Metatype</b>	Human									
<b>Initiative</b>	5 + 1D6									
<b>Condition Monitor</b>	11 / 10									
<b>Limits</b>	Physical 6, Mental 3, Social 5									
<b>Armor</b>	9									
<b>Skills</b>	Intimidation 3, Automatics 2, Blades 3, Unarmed Combat 3									
<b>Gear</b>	5 clips of ammo, armor vest									
<b>Weapons</b>	AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC 2, 38(c)]									

## FORNIS



Fornis is a dwarf shaman, the group’s magical backup. He’s not a violent person and tries to hinder rather than hurt. If he feels threatened, though, he reacts with hostility and vulgarity, slinging spells and curses in the same breath.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	3	3	5	5	5	5	3	1	6.0
<b>Metatype</b>	Dwarf									
<b>Initiative</b>	8 + 1D6									
<b>Condition Monitor</b>	10 / 11									
<b>Limits</b>	8 + 1D6									
<b>Armor</b>	9									
<b>Skills</b>	Pistols 2, Perception 2, Spellcasting 3, Counterspelling 2									
<b>Qualities</b>	Magician									
<b>Spells</b>	Armor [Type: P; Range: LOS; Duration: Sustained; Armor equal to hits scored, cumulative with worn armor] Confusion [Type: M; Range: LOS; Duration: Sustained; -1 dice pool modifier to target per hit] Ice Sheet [Type: P; Range: LOS (Area); Duration: Instant; crossing ice requires Agility + Reaction Test, Threshold equal to hits, to avoid falling] Manabolt [Type: M; Range: LOS; Damage: (equal to hits)P; Duration: Instant]									
<b>Gear</b>	5 clips of ammo, armor vest									
<b>Weapons</b>	Fichetti Security 600 [Light Pistol, Acc 6(7), DV 7P, AP —, SA, RC (1), 30(c), w/ concealed holster, 30 rounds regular ammo]									



## JOEBY



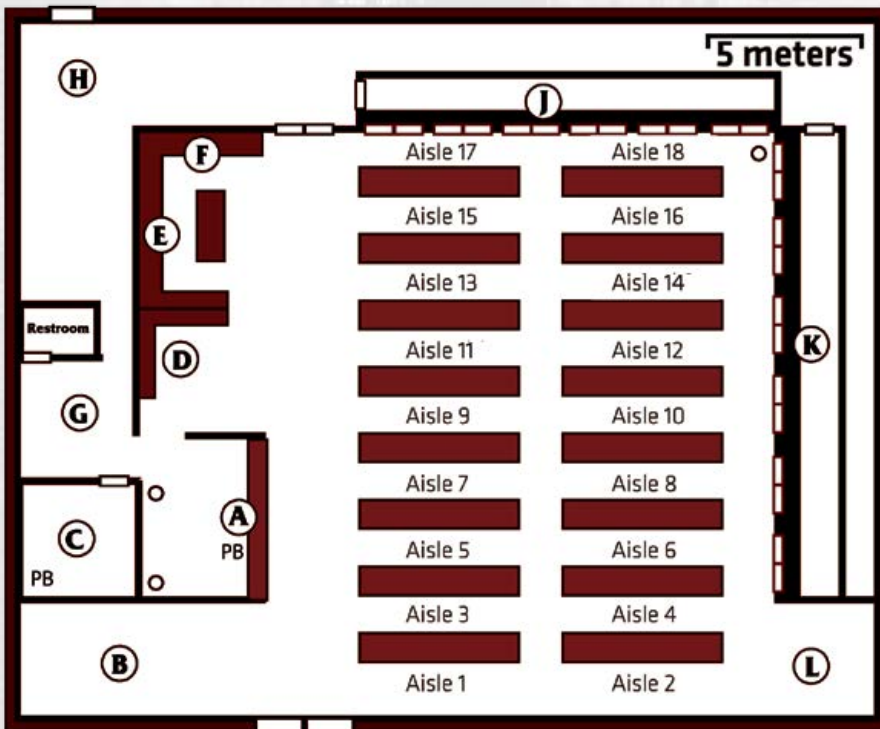
Joeby, Stobby's little brother, is the group's hacker and the hit man with a conscience. He just can't do murder and is the reason everything goes off track. Once he is back in the action he protects his brother even though he knocked him out.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	4	5	3	4	4	4	3	2	6.0
<b>Metatype</b>	Human									
<b>Matrix Initiative</b>	(AR) 9 + 1D6, (Cold-Sim) 6 + 3D6, (Hot-Sim) 6 + 4D6									
<b>Physical Initiative</b>	9 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5, Mental 6, Social 6									
<b>Armor</b>	9									
<b>Skills</b>	Pistols 2, Hacking 4, Unarmed Combat 2, Perception 3									
<b>Gear</b>	Erika MCD-1 cyberdeck (4 3 2 1, w/ baby monitor), Renraku Sensei commlink (Device Rating 2), 5 clips of ammo, armor vest									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo]									

## STUFFER SHACK LITE KEY

There are four vid-cameras in the store; one focuses on the checkout counter (Area A), one focuses on the front door, a third monitoring the back corner between Areas G and H, and the fourth scans the parking lot.

- **Aisle 1:** Air filters, water purifiers, and other environmental and antipollution products for the home.
- **Aisle 2:** Automotive and bike supplies. A floor-waxing drone is hard at work here.
- **Aisle 3:** Soaps, detergents, bug sprays, roach condos, rat-traps, big ratttraps and so on.
- **Aisle 4:** Small hardware, household goods, paints and sprays.
- **Aisle 5:** First aid supplies, patent medicines, personal hygiene products, and so forth.
- **Aisle 6:** Pet foods and supplies. Jake and Angie are making out here.
- **Aisle 7:** Baked goodies, such as cakes, doughnuts, Sweeteez, and Krak-L-Snaps. Breakfast foods, such as AlmostEgg, BacoSoy, and ready-to-eat cereals.
- **Aisle 8:** Soykafs, teas, Koko chocolate substitute, and beverage mixes.
- **Aisle 9:** On the right, chips, dips, crackers, and cookies. On the left are candies, gum, and related coma-inducing sweets.
- **Aisle 10:** On the left are soypasta, sauces, and ramen noodles. On the right are soups and stews.
- **Area A:** The checkout counter. There's a barcode scanner, cash register terminal, credstick receptor, a PanicButton™, a shotgun, and various counter displays.



- **Area B:** An all-in-one simsense arcade machine is located here. Cost is 1 nuyen per minute of play.
- **Area C:** The manager's office and the recorder for the security cameras.
- **Area D:** The dispenser bars for liquid products such as Shmoozies, Shakeups, Soykaf, and so on are located here.
- **Area E:** The Cook-It-Your-Self microwave, the rotating pizza display machine, and the Synthmeat "Hot Dog" dispenser are located here. The table in this section offers plates, cups, napkins, and plastic sporks.
- **Area F:** The stockroom and employee break area, featuring the time clock, lockers, and some chairs. The area attached to this is the restroom. There is a door in this room that leads to the alley behind the store.
- **Area G:** The cold food items are stocked here. The microwaveable foods are closest to Area E; the rest are "homemade meals shipped in overnight," plus kafso-da, synthjuice, and soy milk.
- **Area H:** Frozen foods of all kinds, with delicious frozen confections near Aisles 1 and 2. Dustoo is sampling ice cream here.



# MILK RUN

## INTRODUCTION

Welcome to Milk Run, the team's first paying job. This adventure is designed to introduce the concepts of the meet, the payoff, and gangs. The team's job is to distract a street gang and rescue a smuggler. Upon success of this mission, they will be paid for their trouble.

A "milk run" is a routine trip or undertaking, the easy job that takes little effort to accomplish. In *Shadowrun*, however, even the milk runs aren't always simple. If events are running too smoothly for the PCs, be prepared to throw a monkey wrench into their carefully laid plans. Just to keep the players on their toes.

Remember to read through this adventure and take notes before you run it.

## SCENE 1: KICKING IT OFF

### SCAN THIS

**Run Type:** Misdirection/Extraction

**Setting:** Downtown Seattle and Everett district.

**Time:** Evening.

**Weather:** Wet and windy.

**Sprawl Sites:** The following Sprawl Sites might be useful in this adventure: **Equilibrium Night Club** and **Train Station** (use for the ferry terminal in Scene 2).

Smuggler Feldman Wrongway has been a very bad boy. He's made enemies of the Kickers, a street gang up in Everett. In the middle of an important run, Wrongway crossed their paths and now needs a rescue arranged by his client, fixer Reno Pyatt. Reno is not pleased with Wrongway at the moment, but Reno really wants his package so he'll hire a little extra muscle to guarantee the delivery.

Since the Kickers are very motivated to find this smuggler, the players have a time limit to accomplish this mission. Success will require quick thinking and improvisation. Littered throughout the adventure are hints to assist the players in thinking outside the box.

The characters receive a call from Reno Pyatt. He has a job offer for them. If they accept, he'll give them a time and location for a meet where they will get the job details.

## RENO PYATT

Reno is an older dwarf and a retired combat biker. He runs an eponymous bar and grill down on Battery Street and Fourth Avenue. Reno's is a favorite hangout for runners in Seattle's downtown area, and Reno is known in certain circles for being extremely well-connected and one of the better fixers in Seattle.

Reno's rules are very simple: All weapons and vendettas must be checked at the door. Anyone starting a fight in his place gets barred for life, a ban he enforces both physically and magically. He treats runners with the same respect they show him. Those who do good work and deal honestly with him are always on the top of his hiring list.

It's rare for a fixer to play the part of Mr. Johnson, but these are special circumstances. And what better way to audition new talent?

## HOOKS

Talk to the players about their characters. Maybe one of them is having money troubles. Or one of them has a problem with the Kickers. Find reasons to entice the players into doing this mission. Maybe they just want to stretch their legs.

## TELL IT TO THEM STRAIGHT

It's late. Your commlink buzzes to life with a private message, audio and video. A Native American dwarf grins out from the feed. He wears denim from head to toe with the sleeves cut off his jacket. Across one bicep is a nano-tat proclaiming "I heart mayhem."

"Hullo, friends. I'm Reno Pyatt and I've got an opportunity for you. Simple job, milk run really. Shouldn't be too difficult for runners of your caliber. I need to know within the hour if you're interested. I've tagged my number to the end of this feed. If you're in, I'll give you the meeting specs when you call back."

## GAMEMASTER HINTS

In order to ensure a smooth run, encourage your players to do their research. Not only will it help the players start role-playing their characters, it will get them used to the idea that their questions, input, and actions directly affect the outcome of the mission. Research includes data-dumping from the Matrix, bribing guards, asking questions of contacts, and even using spirits to scout out magical locations.

Not only should the PCs get information on the mission particulars from multiple sources, but it's always a good idea for them to check out any fixer they don't know or get information on any new meeting places they've never been to. They may not know the details of the mission, but they can at least try not to embarrass them-





selves. Knowing the venue, its expected dress codes, and whether the establishment has a racial bias is important; additionally, being on time for a meet helps get the mission off to a good start.

## HARD DATA

Characters with Gang Knowledge, Crook Hangouts, or Underworld Politics should roll those skills with Logic or Intuition, whichever is appropriate, to see if they've heard of Reno. Characters without these skills should roll Logic or Intuition with a -1 modifier. Each hit nets them one of the following rumors (they hear the rumor on the line that equals their net hits, as well as all the rumors above that one).

### RENO DATA TABLE

RESULT	DATA
1	Reno owns a bar and grill (Reno's) down on Battery Street and Fourth Avenue.
2	He's a retired combat biker.
3	The last group of runners that botched a job for Reno was never seen again.
4	Reno's is known as a hangout for runners.
5	Reno is a well-known fixer. He doesn't hire just anyone.
6	That dwarf's immortal. He's gotta be. He's been around forever!

## GAMEMASTER HINTS

If the players call Reno back, asking him for details, he repeats what he's already told them. Further details will be supplied at the meet, should they choose to go. Assuming the players accept the mission, below is Reno's response.

## TELL IT TO THEM STRAIGHT

"Fantastic. Meet me at my place in one hour."

## HARD DATA

This is a good time for the players to do their pre-meet research. Using a Matrix search (Computer + Logic [Data Processing] Test), characters can find information on Reno and his restaurant.

Characters can also ask appropriate contacts, and mages could summon a spirit to check the place out astrally.

If the players badly glitch their tests, they find out absolutely nothing. The spirit went on a road trip, the street contacts laughed so hard they couldn't give a straight answer, or the hacker lost their connection to the Matrix. Be creative with reasons why they can't find anything out. Just make sure they at least get the address so they can show up for the meet.

If the players succeed, check the sidebar for the information they find. Remember each character only receives information relevant to the sources he checked. Also remember, just because this information is available to the players does not mean it is fact or truth. Anyone can post a rumor in the Matrix and urban legends can come from even the most trustworthy of sources.

### RENO'S DATA TABLE

SOURCE	DATA
Matrix (1)	Reno's is a cheap place for the average wage-slave to catch a lunch break. Dress code is street casual. Shirt and shoes required. The food is mediocre, but you get what you pay for.
Matrix (2)	Reno's caters to those with special needs. Any flavor drug or BTL chip is available for the right price.
Matrix (3)	Reno deals with drug and BTL users in two ways. First offense, you get kicked out with a warning. Second offense, one of his mage friends will send a spirit to haunt you until you give up dealing or turn yourself into the authorities.
Bound Spirit/Astral Investigation	Reno's is covered with astral barriers. The only portions of the restaurant not covered are the tables right outside the front door.
Streets (1)	Reno's is one of the hotspots of the shadowrunner community. The wage-slaves haunt it in mid-day, but that's what makes it such a great place. So long as a runner looks like he belongs, Reno's is a great place to meet Mr. Johnson or a fixer.
Streets (2)	The place is invite only. No wage-slaves. Weapons and vendettas are checked at the door. No exceptions. Anyone starting a fight gets blacklisted and banned for life.



## HARD DATA

The narrative below depends on whether the PCs carry weapons in plain sight. As the players walk into Reno's, ask them how they are dressed. Try to get details on where guns are holstered or swords are sheathed without actually asking them outright. If the players didn't bring their toys along, or have them concealed, read the section titled **Hidden**. Otherwise, read the section titled **Obvious**.

## TELL IT TO THEM STRAIGHT

Reno's is clean, given that it's a low-end bar and grill. The floors are freshly swept, the few empty tables wiped down. The smell of beer, smoke, and charred meat fills the air. The wait staff bustles back and forth, serving members of all races with equal attention. The bouncer stops you as you enter, examining you with a careful eye.

## HIDDEN

He says, "You're new here, so I'll just let you know up front. Vendettas are checked at the door. No fighting or you get barred. Understand?" Once you nod, he lets you pass. "Your party is in the back. Last table on the left near the bar."

## OBVIOUS

He shakes his head at you, points to a box near the door, and says "Weapons and vendettas get checked at the door. You'll get 'em back when you're done. But there's no fighting allowed here, at all. Understand?"

The box in question has a number of weapons already surrendered and a second glance reveals that the other patrons aren't wearing weapons either.

## GAMEMASTER HINT

Some players might be reluctant to surrender their weapons at this point. If they are, try coaxing them with the fact that everyone else is apparently unarmed here, that Reno has a good reputation, and that they will get their weapons back. If the players continue to resist, the bouncer refuses them entry to the bar.

## TELL IT TO THEM STRAIGHT

You see Reno sitting at a back table. He sips on a KafBomb, gesturing to the chairs beside him. He doesn't talk until everyone is seated.

"I have a package that's supposed to be delivered tonight. Unfortunately, the smuggler in question, Feldman Wrongway, has angered a street gang called the Kickers. Right now, he's holed up with my package in an abandoned hardware store near the Everett ferry terminal."

He sips again at the drink before continuing. "What I need from you is a distraction so the smuggler can escape on the ferry. I suggest you send them on a wild goose chase or get them to fight each other instead of attacking them directly. But I'll leave the decision in your hands. So long as I get my package, intact and unharmed, I'll be happy. For your assistance, I'll pay you each 2,500 nuyen."

## HARD DATA

The characters can roll Judge Intentions, Charisma + Intuition (2). Success means they feel comfortable that he is dealing fairly with them and not setting them up for something nasty.

An Opposed Negotiations + Charisma [Social] Test with Reno can get the players an extra 250 nuyen per net hit each. Failing the Negotiations test makes him insist on the original offer. If the players successfully negotiate for a higher fee but fail the mission, see **Failure** on p. 23 for the results.

If the players refuse the mission, remind them that this mission is the next step in a successful shadowrunning career. Runs like this are common and to refuse even a simple job leads to a rep of being difficult to work with. If they still refuse to play, move on to the next adventure or alter this one into a job they want to chase after. Remind them that Reno won't call them back if they refuse the job.

If the players accept, read the following.

## TELL IT TO THEM STRAIGHT

Reno leans back in his chair and tosses out four bits of plastic. "I've taken the liberty of getting ferry passes for you. It's the fastest way to Everett. Wrongway is a short human male, balding and carries a bit of a paunch. Andy's Tools is the name of the hardware store; it's located two blocks north of the terminal. Here's his commlink code so you can communicate with him." He sends it to your commlinks.

"But don't call him until you get to Everett. I can't risk the Kickers intercepting the transmission and figuring out his location. If you want to get to Wrongway before the Kickers do, you'd best go now. You know where to find me when the mission is done."

## HARD DATA

Characters can make Simple Street Gangs + Logic [Mental] (3) Tests to see if they know anything about the Kickers and can also call contacts to get the word on the street.

The characters can use a Matrix search, Computer + Logic [Data Processing] (2) Test to get a map of the Everett district. They can also make a Computer + Logic [Data Processing] (4) Test to gather intel on the Kickers.

Success turns up the following information. The Kickers are a small-time biker gang based in Everett. They claim territory near the ferry terminal. The Kickers' colors are gold and green, they mark their territory with a stylized K in a triangle, and they are very protective of their bikes. They also charge a small fortune to people passing through their territory.

## GAMEMASTER HINTS

It will take about forty-five minutes for the trip to Everett. Plenty of time for the players to come up with a plan while traveling.



## SCENE 2: TERMINAL STOP

### SCAN THIS

The Everett side of the ferry terminal is a fairly simple affair. A U-shaped dock extends out into the bay. Every forty-five minutes, a ferry docks to pick up vehicles and foot traffic. On the land side of the docks is long chain-link fence and an unmanned terminal building where ferry tickets are dispensed from an automatic vendor. Tickets are 3 nuyen each. A few cameras aimed at the docks and the building are the only sign of security.

Next to the ferry terminal is a large parking lot filled with cars and bikes.

Across the street, the cityscape starts again. Several city blocks worth of storefronts and warehouses stretch with a few homes visible in the distance. Approximately half the buildings are abandoned. Facing the terminal from left to right are a coffee shop, an auto repair shop, a long-empty bookstore, an auto-vend cafe, a thrift shop, and Andy's Tools, the abandoned hardware store.

To the south of the coffee shop, empty warehouses line up along the streets as far as the eye can see. Piles of rusting equipment lie nearby.

When the players arrive, the Kickers are searching the stores. The innocent bystanders walk a wide berth around any individual gang members they may encounter, but otherwise ignore them. Bast stands outside the auto repair shop, keeping watch.

The Kickers' bikes are parked on the street outside the coffee shop, each marked with the emblematic K of the gang's sign. There's enough diversity in the crowd, and Everett is the center of Seattle's smuggling pipeline, that the runners will not be noticed unless they act suspiciously.

### TELL IT TO THEM STRAIGHT

You step off the ferry into one of the most pathetic areas of Seattle short of the Barrens. The streets are poorly lit, patches of illumination crowded out by large sections of shadows. Joy girls hang off street lamp, trying to entice beaten-down wage-slaves to spend their hard-earned nuyen. Addicts huddle in doorways, trying to stay dry.

To your left, you see a few cars leaving the poorly maintained terminal parking lot. Pedestrians disembark from the ferry, heading home along broken sidewalks. About twenty people wait in line to catch the next ferry to Seattle. And a crowd collects around the coffee shop across the street. Loitering outside the auto repair store next door is a short girl in green and gold, nano-tats embedded across her bald head. She scans the crowd with a rather bored air, as if waiting for something, or looking for someone.

Shouts of protest come from within the coffee shop. Gold and green flashes in the corner of your vision. Time to get down to business. So what do you do?

### HARD DATA

Every time the PCs are in Bast's line of sight and do something suspicious, roll her Perception + Intuition [Mental] (2) to see if she notices. Keep in mind that it is dark (-6), there is a crowd and foot traffic around (-2), she is actively looking for threats (+3), and she has augmented eyesight that drops the -6 to -3. The visibility and actively looking modifiers cancel each other out, so you can roll with only a -2 dice pool penalty for the test.

### GAMEMASTER HINTS

The players have several options in dealing with the Kickers—a direct confrontation in combat, separating them and taking them down individually, or creating a diversion to pull them away from their current search.

If Wrongway dies, remind the players that Reno still wants the package. If they deliver it to him, they may still get paid.

### PANDORA'S BOX

If the PCs examine the package, make something up for the contents. It should be something the characters might want to keep for themselves. This is a test to see how loyal they are to their employer. There will be consequences if the box is opened or not delivered.

### MISSION SUCCESS

Success in this mission means the players followed Reno's instructions as closely as possible. Wrongway survived and delivered the package, or Wrongway died and the players delivered the package.

If Wrongway survived, they each get 2,500 nuyen and 3 Karma (or 3,000 nuyen and 3 Karma if the Influence Test succeeded). Reno can also be added to the characters' contacts list.

If Wrongway died, the players get the money and but only 2 Karma. Reno is not available as a contact.

### WHAT IF THEY FAILED

Failure in this mission means Wrongway is dead and the PCs failed to deliver the package, the Kickers got the package, or the players tampered with the package.

Tampering with the package earns the players only half their money and they will never work for Reno again.

If the players kept or sold the package, they get nothing and earn -2 Notoriety. Reno will tell everyone about the team's behavior and they will never get another job from him again.

If the Kickers got the package, Reno is greatly disappointed. The players receive nothing. But Reno will let the players retrieve the package if they want to make it up to him.





# GRUNTS AND MOVING TARGETS

## THE KICKERS

There are six Kickers, all human, on the hunt for Wrongway—Chase, Mort, Sango, Hutch, Piper, Guff, and Bast. The Kickers dress in gold and green pseudo-leather, with a stylized letter K on the back of their jackets. They're between the ages of eighteen and twenty-three and most of them are augmented to some extent

## MORT, SANGO, HUTCH

Mort, Sango, and Hutch are triplets. They are the loudest members of the gang, and Chase uses them to frighten prey out into the street for him. They prefer fighting close up and personal if they can. The brothers' loyalty to Chase is absolute, but they're not very bright. In the middle of a fight, they'll follow any order that is given by someone mimicking Chase's voice.

B	A	R	S	W	L	I	C	EDG	ESS
4	3 (4)	3	4(5)(6)*	3	2	2	2	3	4

*\* In this listing, the 4 is the triplets' unaugmented Strength, 5 is the Strength augmented by muscle replacement, and 6 is the Strength in the right cyberarm.*

<b>Metatype</b>	Human
<b>Initiative</b>	5 + 1D6
<b>Condition Monitor</b>	10 / 10
<b>Limits</b>	Physical 5 (6) (7), Mental 3, Social 4
<b>Armor</b>	12
<b>Skills</b>	Close Combat 2, Firearms 3, Intimidation 3
<b>Augmentations</b>	Cyberarm (right, obvious, Enhanced Strength 2), Muscle Replacement 1
<b>Gear</b>	Sony Emperor commlink, armor jacket, 3 clips of ammo
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo] Combat axe [Blades, Reach 2, Acc 4, DV 9(10)(11)P, AP -4]

## CHASE



Chase is the oldest and the leader of the club. Tall and muscled, he looks dumber than he actually is. Chase always listens to Bast, the lone female of the group, if he can hear her. He prefers a quiet method of hunting, allowing the gang to chase his prey out into the open where he will pounce.

B	A	R	S	W	L	I	C	EDG	ESS
3	4	3	3	4	3	4	4	2	6.0

<b>Metatype</b>	Human
<b>Initiative</b>	7 + 1D6
<b>Condition Monitor</b>	10 / 10
<b>Limits</b>	Physical 4, Mental 5, Social 6
<b>Armor</b>	9
<b>Skills</b>	Close Combat skill group 3, Firearms skill group 2, Intimidation 3
<b>Gear</b>	Erika Elite commlink (device rating 4), armor vest, 3 clips of ammo
<b>Weapons</b>	Ares Crusader II [Machine Pistol, Acc 5, DV 7P, AP —, SA/BF, RC 2, 40(c), w/ 2 spare clips, 80 rounds regular ammo]

## GUFF

Guff is all talk and no bite. He's the only member of the gang with any hint of magical abilities, but he's not terribly talented and has wasted all his energy in attack spells of some flavor. He wears cyberware pasties—fake 'ware that constantly comes unglued—so he can fit in with the rest of the gang. If overwhelmed, he'll hide behind Chase or the triplets. Bast hates Guff, and he hates her in return. If Guff gets within a meter of Bast, she'll lash out at him, either verbally or physically.

B	A	R	S	W	L	I	C	M	EDG	ESS
2	4	3	2	3	4	3	2	3	3	6.0

<b>Metatype</b>	Human
<b>Physical Initiative</b>	6 + 1D6
<b>Astral Initiative</b>	6 + 2D6
<b>Condition Monitor</b>	9 / 10
<b>Limits</b>	Physical 3, Mental 5, Social 5
<b>Armor</b>	9
<b>Skills</b>	Astral Perception 2, Conjuring skill group 1, Firearms skill group 2, Sorcery skill group 2
<b>Spells</b>	Fireball [Type: P; Range: LOS; Duration: Instant; Damage: (equal to hits)P] Fling [Type: P; Range: LOS; Duration: Instant; Damage: 2] Light [Type: P; Range: LOS (Area); Duration: Sustained; each hit counters a -1 die visibility penalty]
<b>Gear</b>	Sony Emperor commlink, armor vest
<b>Weapons</b>	Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, Sa, RC —, 4(m), w/ 20 taser darts]

## BAST

Bast, the youngest member of the Kickers, is a pretty and petite girl. Her shaved head is covered with nano-tats of sim stars. Calm in the face of crisis, Bast is the girl with the plan. She'll fight when she has to, but prefers hanging back and watching the action so she can direct Chase to the enemy. Bast is also the group's sniper, so keeping her distance allows her to shoot down enemies without having to engage in hand-to-hand combat.

B	A	R	S	W	L	I	C	EDG	ESS
2	5	5	1	4	4	2	2	2	5.6

<b>Metatype</b>	Human
<b>Initiative</b>	7 + 1D6
<b>Condition Monitor</b>	9 / 10
<b>Limits</b>	Physical 3, Mental 5, Social 5
<b>Armor</b>	6
<b>Skills</b>	Close Combat skill group 1, Firearms skill group 3, Perception 4
<b>Augmentations</b>	Cybereyes (Rating 3, w/ low-light and thermographic)
<b>Gear</b>	5 clips of ammo, armor clothing, Erika Elite commlink (Device Rating 4)
<b>Weapons</b>	Ranger Arms SM-5 [Sniper Rifle, Acc 8, DV 14P, AP -5, SA, RC (1), 15(c)]

## PIPER



Piper is a slender fellow and an Elf Poser, meaning he pretends to be an elf, but is completely human. He's stronger than he looks, but is easily distracted by glitz, glam, and shiny objects. Piper has a magpie personality. If he sees something interesting lying unattended on the street, he's likely to pick it up. If he sees someone sporting a new piece of cyberware, he's likely to strike up a conversation, asking where the 'ware came from and how he can get something that nifty.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	4	5 (6)	4	4	4	4	3	3	4
<b>Metatype</b>	Human									
<b>Initiative</b>	9 (10) + 1(2)D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 6 (6), Mental 6, Social 5									
<b>Armor</b>	12									
<b>Skills</b>	Close Combat skill group 2, Firearms skill group 1, Perception 3									
<b>Augmentations</b>	Wired reflexes 1									
<b>Gear</b>	5 clips of ammo, armor jacket, Sony Emperor commlink									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo]									

## FELDMAN WRONGWAY



A short, balding human male, Wrongway is not the world's greatest smuggler. But he's not the worst, either. He is, however, a coward to the bone. He doesn't fight very well and prefers smooth-talking his way through bad situations. Unfortunately for him, he's been running contraband through Kicker territory. The Kickers have a bone to pick with Feldman. If he won't pay them the 15,000 nuyen toll they say he owes them, they'll take it out of his hide and his current cargo.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	3	3	3	3	3	3	3	2	6.0
<b>Metatype</b>	Human									
<b>Initiative</b>	6 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 4, Mental 4, Social 5									
<b>Armor</b>	9									
<b>Skills</b>	Electronic Warfare 2, Etiquette 2, Gunnery 5, Navigation 1, Negotiation 3, Pilot Aircraft 5, Pilot Ground Craft 6, Pilot Watercraft 2, Pistols 3									
<b>Gear</b>	Armor vest, Erika Elite commlink (device rating 4), 5 clips of ammo, Essy Motors DroneMaster RCC									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo]									

## INNOCENT BYSTANDERS

There are no specific innocent bystanders written up for this adventure. Every innocent will use the same stats at the end of the chapter. Mostly, they will ignore the action unless the combat gets near them. Then they will run.

	B	A	R	S	W	L	I	C	ESS
	2	2	2	1	2	3	2	2	6.0
<b>Metatype</b>	Human								
<b>Initiative</b>	4 + 1D6								
<b>Condition Monitor</b>	9								
<b>Limits</b>	Physical 2, Mental 4, Social 4								
<b>Armor</b>	0								



# STEPPIN' UP

## INTRODUCTION

**Steppin' Up** walks the players through the basic concepts of infiltration.

Sometimes running the shadows is all about doing the dirty work—stealing, kidnapping, and assassination. Other times, it's all about the sneaky. In this adventure, our team of intrepid shadow-runners is hired to sneak into a film shoot and steal a top-secret movie script. There's plenty of opportunity for adventure, comedy, and trouble.

## THE BRIGHT LIGHTS OF SHOWBIZ

### SCAN THIS

**Run Type:** Datasteal

**Setting:** Downtown Seattle.

**Time:** Late afternoon.

**Weather:** Sunny with heavy ashfall expected in the evening.

**Sprawl Sites:** The following Sprawl Site maps might be useful in this adventure: **Gambling Den**.

Think of every stereotype you can possibly imagine, then throw in a few decent ordinary people who are just doing this for a few extra nuyen and aren't concerned about "real acting." Give them accents, distinct nervous habits, and different motivations. These will be your cast of miscellaneous NPCs that will interact with the PCs.

The local fixer has arranged a meeting at a strip club called Tickler's on Alki Avenue SW. This meeting happens the night before the actual mission. Mr. Johnson has offered to buy the PCs dinner if they'll hear him out. Give the players a chance to do their pre-meet research, but start with the assumption that the players have at least agreed to the free food.

### SECURITY

In addition to the Knight Errant officers filling in as extras, the firm is also supplying on-site security. Men and women, mostly human, of all sizes and ranks, their main purpose is to play bodyguard to the sim-stars, prevent fans from mobbing the film site (and getting their faces into the movie without the director's approval), and to generally boot suspicious people out of the shoot area when found. Use **Police Patrols**, p. 72.

A few of them patrol with dogs (use **Dog**, p. 84, *Rules of the Street*). All security personnel carry Defiance tasers or real guns using gel rounds. After all, it wouldn't do for them to actually kill anyone when they're trying to enhance their reputation.

### HOOKS

Are any of the characters sim-star fans? Would one of them like a brush with fame or a chance to play an extra in a blockbuster movie? Hype up the energy and excitement of this mission. Get the players roped into the idea that they might, just might, be able to do something on a public stage without getting caught.

If nothing else, the PCs might show up for the meet just to take advantage of the free entertainment.

### TICKLER'S

An independent strip joint, Tickler's is popular with tourists and the Downtown working class. It caters to a mix of ethnicities and races by hiring dancers of all types. Owner Jack Bellows has managed to steer clear of Seattle's usual underworld politics despite constant pressure from various criminal organizations.

Dress code varies from street casual to business-chic, but the scruffier you are, the less likely you'll make it into the private "champagne rooms" in the back. Tickler's has several bouncers who are very good at their jobs. Also, weapons are not allowed on the premises for the protection of Tickler's employees.

### TELL IT TO THEM STRAIGHT

Music thunders through the room at deafening volumes. Lights pulse, blinding anyone who looks straight into them without flash compensation. The twin scents of beer and sweat dance through the air.

The drooling wage-slaves stuff actual hardcopy currency in the waistbands of whichever dancer they currently ogle. And the tourists aren't much better. Though they at least seem to be escorted into the more private rooms in the back of the building.

The bouncers give you a very stern once-over.





## HARD DATA

Have the players roll their Willpower + Intuition against the bouncers' Intimidation + Charisma [Social] (7 dice). Those players who succeed realize the bouncers are just doing their jobs and making a point. Those players who fail find themselves unnerved by the vicious brutes protecting the entertainment.

## TELL IT TO THEM STRAIGHT

Mr. Johnson sits at a table in the middle of the club. He's short for an elf, with a bit of a spare tire. His dark hair is slicked back and shines with reflected light. He picks at an egg roll from one of many plates of appetizers already on the table.

As you take a seat, he nods. "You'd be the team? Good. Sit. Eat. We can talk when you've had some munchies."

Every third word he speaks, he's flicking his fingers like he's got something on the end of them. Maybe it's just a nervous habit. He's certainly looking around the room enough, like a guy who hasn't done the Johnson thing before. Or like someone who is in a lot of trouble.

He finishes his egg roll and leans forward. "So, Horizon. Heard of them? Sure you have. The biggest entertainment corp in the world. They're shooting scenes for an action flick tomorrow, right here in downtown. Just a few blocks away from here. Security is pretty tight. Only their employees are allowed on set. I need you to get in, and out, without being seen. This is very important. If they find out anyone's breached their security, it'll be horrifically bad."

Mr. Johnson pushes over an envelope. "Job pays 20,000 nuyen, to be split between you. Simple data copy, that's all it is. Details are in here. You want in?"

## HARD DATA

A Judge Intentions (Charisma + Intuition (2) Test) can give the players the feeling that something is off about this job.

The PCs could attempt to negotiate for more money, but no matter how successful their Negotiations + Charisma [Social] rolls, Mr. Johnson will not budge. If the PCs attempt to force the issue, he will threaten to find another team for the job.

## THE ENVELOPE

The envelope contains information on the major NPCs (Bell, Charlotte, Knight Errant and their security precautions, Sanna Anna and Murphy Law). It will also have a map of the four downtown blocks Horizon will cordon off with a big red X at the northeast end of the cordon (in Twin Ponds Park) marking the location of Templeton's trailer.

This job is very specific. Mr. Johnson only wants a copy of the master script. He doesn't want Horizon or Templeton to realize it's been stolen, so the original must be left behind and intact. He also wants the script transmitted to a private account of his. Once receipt of the data is acknowledged, the payout will be dropped in the PCs' accounts. If the PCs don't have an account, he'll insist they get one. He doesn't do business in credsticks or hard currency.

Depending on how well the players do their research, you can also give them some of the information contained in the Job, Obstacles, and Security sections.

## GAMEMASTER HINTS

While you can suggest to the players what types of research they can do or what information they should be looking for, encourage them to ask their own questions and role-play the quest for answers. Don't give everything away in one big chunk, but reward them for their efforts with enough information for them to put the pieces together.

## HARD DATA

Runners can discover Mr. Johnson's true identity through a successful Extended Computer + Logic [Mental] (12, 30 minutes) Test. Street contacts can also be used to garner some information about him.

Each successful hit gets some of the information in "Mr. Johnson's Truth." Don't give it all out at once.

## MR. JOHNSON'S TRUTH

Mr. Johnson is actually Nack Bradley, a producer of knockoff sims and B-rank films. He's a bit of a sleeze. He's gone through several mistresses. Every time he has financial troubles, he files for bankruptcy and then creates a brand new company without the baggage of the old business. No one has ever accused him of anything illegal, though.

## ALL ABOUT THE MONEY

If the team's hacker looks into Bradley's financials, she'll see a horrendous stew of overly complicated transactions and ledger entries. With a Software + Logic [Mental] (16, 30 minutes) Test, she can create a program to unwind the Gordian Knot of Bradley's books, but this process will take awhile. If she succeeds, she will get the results after the job has been completed or is already halfway through.

Remember, when the players take their time with an action or do a long-term skill roll, they don't have to get it right the first



time. The hacker keeps rolling to build up to the threshold, losing one die from the pool with each roll.

Play this moment up for drama. Bradley is broke. His private accounts only contain 328 nuyen. The business accounts are frozen with no money in them. The investors he's been claiming to have are all fictional people at fictional business addresses.

The PCs will not get paid one red cent for their troubles this day. But don't let them know that until they've committed themselves. And if the hacker hasn't done their research, they don't get to know until the end.

## THE JOB

Horizon is shooting a huge chase scene that starts with an abduction and ends with a fight between Knight Errant and a group of runners. Real Knight Errant officers are earning a few extra nuyen by filling in as extras, but the runners, the antiheroes of this sim, are all well-known sim-stars. There are lots of extras used to fill in as innocent bystanders and other runners.

The master script is locked in director's safe on a datachip. The actors all have various chips loaded with six different scenes. All these scenes will be filmed over the course of the day, but no one knows which scene is the real one or if the whole thing is just a publicity stunt.

The PCs need to sneak past security into the shoot, masquerade as extras when they need to, and sneak into the director's trailer to steal a copy of the master script while leaving the original in place.

## THE OBSTACLES

There are several obstacles the PCs need to overcome in order for this job to be considered a success. If the players don't consider these issues, feel free to prompt them through the voice of an NPC or a "tell it to them straight" type of dialogue.

## PROPER CREDENTIALS

While there is limited magical security around the perimeter, there are regular guard patrols with Matrix access to Horizon's database of currently employed stars. If the guards try to match the PCs' faces to that database, they'll know the PCs aren't supposed to be there. (Callout: The team's hacker could hack the database in advance.)

## THE 'REALISTIC' LOOK

The actors are only actors. The weapons are fake, the clothes are too clean, the scars are only make-up, and the street-walk and lingo are all hinky. The PCs will have to clean up and not look so dangerous in order to not make all the other extras suspicious.

## TIMING

If the PCs don't work fast enough, they will be pulled into shots with the other extras and filmed. This will be bad for those who are actually SINless as it will create a record of their faces for comparison in future incidents, which will be used by Knight Errant or other security forces as necessary.

## WEAPONS VERSUS PROPS

If the PCs do get pulled into a scene, they'll have to use their weapons as part of the scene. If they haven't gotten access to

blanks or swapped out their weapons for props, they could really kill someone and the jig is up. Not to mention what'll happen if the stage manager or director realizes the PCs "lost" their scripts and are messing up a scene. The runners will need to make Called Shots (-4 Attack) to intentionally miss their targets but still look like they are shooting in the right direction.

## SECURITY

The director's trailer is really an RV. Security is both physical and magical. Three dogs, Rottweilers, patrol a fenced-in area around the trailer (use **Dog**, p. 84, *Rules of the Street*). A Force 5 Physical Barrier spell (Armor: 5; Structure: 5) has been cast on the doors and windows. The door lock is high tech (Device Rating 4) and there are alarms (Device Rating 4) set to alert Charlotte if anyone tampers with it. Cameras (Device Rating 3) film the outside and inside of the trailer, but the ones on the inside can be switched off by a button on the trailer's dashboard or by accessing the trailer's node.

The hardened safe is underneath the bed in the back. It's hardened against most attacks. Any attacks powerful enough to penetrate the safe will destroy the contents. The lock is combination keypad and magnetic lock (Device Rating 4). Both trailer security and the safe are on a private host not connected to the Matrix. The decker must be physically present to hack into system.

## HARD DATA

The Mask spell and Disguise skill would come in very handy in this situation. At the very least, Disguise would keep the PCs' real faces from showing up on the day's camera footage.

## GAMEMASTER HINTS

If the players go off on a brute force approach, remind them that this job is all about stealth.

### THE MOVIE PLOT

If the players scan the script, here's what they'll find:

*Steppin' Up* is a movie about a bad-boy runner who has lost everything in his life. But all that changes when he's paid to kidnap the princess-heir of Atlantis, who mysteriously appeared in the world through a magical rift in the heart of Seattle. Much to the dismay of his stouthearted and seriously misled team, he falls in love with her and seeks redemption so he might be worthy of her hand in marriage. Typical fluff action piece with just enough chick-flick to satisfy the female demographic.

Oh, and Templeton has added a note, in blinking red font, that a giant, augmented squid should kidnap the princess in the final scene.



## TAMPERING WITH THE DATA

In the shadows, it is considered bad form to tamper with Mr. Johnson's package or data. But not always. There will be times when you will want to punish your players for taking advantage of Mr. Johnson, such as in **Milk Run**. On other occasions, however, it's a very good idea if the players do a little tampering. Or at least a little data copying. It may save their skins if Mr. Johnson turns out to be scamming them or causing trouble.

One simple rule can help runners decide when to tamper with something and when to leave it alone. If Mr. Johnson comes across to the players as a shifty, lying sack of meat, a little preemptive revenge might not be out of place. If Mr. Johnson comes across as sincere or not trying to screw the players over, it's a little less acceptable for the players to burn that bridge.

Play these situations by ear. Come up with a list of penalties and rewards for these situations. Then, depending how the players act and whether they manage to tamper without detection, either punish or reward them accordingly. Just remember not to punish them too much. Certainly don't treat them like they're "ruining the game," since there are always options for getting things back on track.

The players should get more than a slap on the wrist if they totally screw the pooch, but they shouldn't feel like they can't do anything "nasty" for fear of bringing down the wrath of the gamemaster upon their heads. That ruins the adventure for everyone.

## LIGHTS, CAMERAS, STEAL!

The shooting site is five blocks by five blocks bordered by North 150th Street, Meridian Avenue North, North 155th Street, and 1st Avenue Northeast, including Twin Ponds Park. The entire area is barricaded by sawhorses, security tape, two-man patrols of Knight Errant security guards and the occasional dog and dog-handler.

Cameras are everywhere. In the hands of the fans watching from the sidelines, along the streets as part of the city grid, and held by the Horizon crew filming the movie, appropriately called *Steppin' Up*. The PCs will need to be extra careful about being caught on film and recorded for all posterity.

## MISSION SUCCESS

Success comes in two flavors.

### COLD FEET

If the players catch on to Bradley's scam and decide not to deliver the script, they get 3 Karma. For every creative solution or brilliant bit of acting during this adventure, the players can earn 1 extra Karma.

### FULL DELIVERY

For delivering the script, the players each earn 2 Karma. If they deliver the data to Mr. Johnson, he'll make up some pretense for not paying them. He may even say he never got the data.

If the players track him down, they manage to shake 100 nuyen out of Mr. Johnson's pockets. If the players thought to

## GETTING PAID

Movie scripts aren't the only thing rabid fans pay good nuyen for. If the players are feeling miffed about Bradley's betrayal, or if they are looking for ways to make a few extra nuyen, feel free to soothe ruffled feathers by dropping hints of other objects they can acquire to pay their way.

Next to each option is a number of dice and a multiplier. This is the calculation gamemasters should use to determine how much the runners earn for taking that option.

- Sim-star autograph** (pays 1 die x 100 nuyen per autograph)
- Candid sim-star video** (pays 2 dice x 100 nuyen per picture)
- Candid sim-star video with blooper** (pays 3 dice x 100 nuyen per picture)
- Movie set prop** (pays 3 dice x 250 nuyen per prop)
- Autographed movie prop** (pays 3 dice x 500 nuyen per prop)
- Movie costume** (pays 3 dice x 1,000 nuyen per costume)
- Copy of filmed scenes** (pays 5 dice x 1,000 nuyen total for all scenes)

Be inventive. If you or the players want something that isn't on the list feel free to add it. Just remember, the players have to be able to get it off the set without getting caught. And the bigger the item, the harder it is to hide.

make a copy of the script, though, they can sell it on the Matrix for 50,000 nuyen. Of course, the hacker will need to make an Opposed Hacking + Logic [Sleaze] Test and beat a Hacking + Logic [Data Processing] Test with a dice pool of 9 to make sure Horizon doesn't trace the sale of the script back to her and the team.

If Horizon does trace the sale of the script to the team, not only does the team lose out on their payout, but they may end up conscripted by Horizon to do a little more dirty work for free.

Additionally, the players earn 1 Karma up to a total of 2 additional for each incredibly creative bit of role-playing in this adventure.

## WHAT IF THEY FAILED

The players get caught or stopped from stealing the script, they might get their faces noted by Knight Errant (depending on if they did anything to avoid it or not).

They don't get any payout whatsoever, but they earn 1 Karma for attempting the mission and 1 extra Karma (up to a total of 2 additional) for each creative solution they came up with and successfully implemented during the mission.

If the players kill anyone, they get -2 Notoriety for this mission and 0 Karma. Their very next mission will probably be them versus Knight Errant as they try to recover from their faux pas.



# GRUNTS AND MOVING TARGETS

## TEMPLETON BELL



Templeton Bell is a troll with good fashion sense and an eye for stunning action scenes. Most of the films he directs don't have much of a plot, but the special effects are to die for. Everything Bell touches turns into a gold mine. And he has an exclusive contract with Horizon, so no one else can poach him.

He's methodic in scene setup, insisting on perfection. He doesn't suffer divas lightly but is sympathetic to his stars so long as they aren't trying to tell him how to do his job. Bell is such a control freak, though, that he insists on keeping his final master scripts a secret from everyone—including the scriptwriting team. He'll force the writers to churn out hundreds of copies with different scenes throughout the entire movie-making process, then pick and choose his favorite ones. No one knows what actually makes it into the movie until the simchip comes out.

	B	A	R	S	W	L	I	C	EDG	ESS
	6	3	3	5	3	3	4	4	1	6.0
<b>Metatype</b>	Troll									
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	11 / 10									
<b>Limits</b>	Physical 6, Mental 5, Social 6									
<b>Armor</b>	0									
<b>Skills</b>	Intimidation 2, Movie Making (Expert Knowledge) 4, Perception 3									
<b>Gear</b>	Hermes Ikon commlink (Device Rating 5)									

## CHARLOTTE KELLOGG



Charlotte is an average human of average weight and height. She dresses in practical street clothes, doesn't wear makeup, and her hair sticks up in several different directions at once—and not on purpose either. There's nothing glamorous about this woman. But she is the lifeline of the movie.

As stage manager, Charlotte is the cast and crew's channel of communication to the director. She speaks with his voice and belays orders to everyone from the props crew to the actors. Her re-

sponsibility is to solve all problems before they become problems. If there is a security breach, Charlotte will be the first person called to the scene, whether or not she can actually do anything about it.

She's also the one who can rally the troops—Knight Errant security—when something goes wrong.

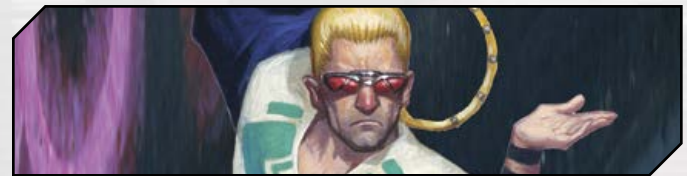
	B	A	R	S	W	L	I	C	EDG	ESS
	2	3	2	2	4	3	4	2	2	6.0
<b>Metatype</b>	Human									
<b>Initiative</b>	6 + 1D6									
<b>Condition Monitor</b>	9 / 10									
<b>Limits</b>	Physical 3, Mental 5, Social 5									
<b>Armor</b>	0									
<b>Skills</b>	Crowd Control 2, Movie Making (Professional Knowledge) 3, Perception 4									
<b>Gear</b>	Hermes Ikon commlink (Device Rating 5)									

## SANNA ANNA

Sanna Anna is a debutante sim-star of the blonde bimbo variety. She's human and gorgeous and the soon-to-be-kidnapped princess during the filming. She's also a possible target for the PCs if any of them have a mad-on for celebrities and need an autograph.

	B	A	R	S	W	L	I	C	EDG	ESS
	2	2	2	1	3	2	3	5	2	6.0
<b>Metatype</b>	Human									
<b>Initiative</b>	5 + 1D6									
<b>Condition Monitor</b>	9 / 10									
<b>Limits</b>	Physical 2, Mental 4, Social 7									
<b>Armor</b>	0									
<b>Skills</b>	Acting (Professional Knowledge) 3, Modeling (Professional Knowledge) 4, Perception 3									
<b>Gear</b>	Hermes Ikon commlink (Device Rating 5)									

## MURPHY LAW



This unfortunately named sim-star is tough, buff, and so hyper-augmented with bio-ware that he looks far too muscular for real life. He also tends to be top heavy because of all those useless, but good-looking, muscles. He's charming and is a bit of a ladies man. At least, that's what he thinks about himself. He's also easy to flatter. Murphy plays the lead runner and Sanna's romantic opposite in this flick.



	B	A	R	S	W	L	I	C	EDG	ESS
	3	4 (8)	3 (6)	4 (8)	2	2	2	4	3	1.3
<b>Metatype</b>	Human									
<b>Initiative</b>	5 (7) + 1(4)D6									
<b>Condition Monitor</b>	10 / 9									
<b>Limits</b>	Physical 9, Mental 3, Social 4									
<b>Armor</b>	4									
<b>Skills</b>	Acting (Professional Knowledge) 3, Automatics 1 (2), Escape Artist 0 (1), Modeling (Professional Knowledge) 3, Perception 2, Pistols 1 (2), Unarmed Combat 1 (2)									
<b>Augmentations</b>	Enhanced Articulation, Muscle Augmentation 4, Muscle Toner 4, Orthoskin 4, Synaptic Booster 3, Reflex Recorder (Pistols), Reflex Recorder (Automatics), Reflex Recorder (Unarmed Combat)									
<b>Gear</b>	Hermes Ikon commlink (Device Rating 5)									

## NACK BRADLEY, A.K.A. MR. JOHNSON



Mr. Johnson is Nack Bradley, a producer of knockoff and B sims, and he is in a little bit of trouble. He's gone and gambled himself into serious debt with the Mafia. He could pay them back with the profits of his next "big" sim, but he's already spent the budget on his gambling habit. No one actually knows Bradley's monetary situation because he's done such a clever job at cooking his books. But it won't take the Mafia long to realize they aren't getting their money.

Fortunately for him, entertainment megacorp Horizon is shooting a new sim in downtown Seattle for one afternoon only. Rumor has it this venture of theirs will net them millions and that the super-secret master script will be on site in the director's trailer. That's where the PCs come in.

Bradley wears clean, mass-produced business suits and has his hair slicked back with enough gel to glue a fifty-story building together. He has a nervous habit of flicking his fingers to emphasize the wrong words in his sentences. Bradley is the perfect image of a snake-oil salesman who forgot to actually fill his bottles with the snake oil.

	B	A	R	S	W	L	I	C	EDG	ESS
	2	3	2	2	4	3	4	2	3	6.0
<b>Metatype</b>	Human									
<b>Initiative</b>	6 + 1D6									
<b>Condition Monitor</b>	10 / 9									
<b>Limits</b>	Physical 3, Mental 5, Social 5									
<b>Armor</b>	0									
<b>Skills</b>	Accounting 3, Gambling 2, Influence skill group 3, Mafia 2, Movie Making 2, Perception 2									





# WORKIN' THE STREETS

## INTRODUCTION

**Workin' the Streets** introduces surveillance, troll thrash bands (an element to get everyone into the setting), and continues to enhance roleplaying experience.

## AND SO IT BEGINS

### SCAN THIS

**Run Type:** Protection

**Setting:** Seattle city streets. Downtown, at the corner of Madison and Broadway. It's relatively close to Seattle University, but right smack dab in the middle of all sorts of commercial businesses.

**Time:** Around 9 p.m.

**Weather:** Cold. Moist air, lots of barometric pressure. If you have sinus problems, Seattle probably isn't the best place for you.

**Sprawl Sites:** The following Sprawl Site maps might be useful in this adventure: **Luxury Hotel** (this can be the lower sections of the concert venue).

Tegami Yamada is the average eighteen-year-old elf chick from a privileged family. She's just entered a local college, staying in town because her family is very tight-knit. She spends gobs of her father's money on the latest fashions. She knows what trids will be hitting the theater for the next six months, she follows developer blogs for all the hippest new releases. She has a fairly active sex life, although her parents would never guess she's anything but pure as the driven snow. She loves hard rock, and is right at the cusp of her rebellious phase.

Here's the difference between her and her peers: Her father is Shoji Yamada, head of the Yamada wing of the Aizukotetsu-kai Yakuza network. While he wants her to live a traditional life and grow into a successful career, she'll forever live with his shadow hanging over her head. In fact, her first job, a coder at a law firm, was given to her only out of fear of family reprisal. When she found out, she quit after giving her father a stern screaming-at.

Their Law is a troll thrash band. Not just a troll thrash band, but *the* troll thrash band. They embody the genre. They're loud, powerful, angry, offensive, and otherwise disgusting. Most importantly, they're right at that level of success where they can still be called underground, but have enough fans to support a large-scale massacre of the Seattle streets. (They call it a concert. To-may-to, to-mah-to.)

Their Law is Tegami's favorite band, and they're holding a concert. Tegami wants to go with every fiber of her being. Missing this concert would be tantamount to social suicide in her clique. And social suicide just isn't acceptable for a Yamada. On the other hand, having her in such a dangerous public event is just asking for attention from Shoji's political and criminal rivals. Grudgingly, Shoji is allowing her to go. His one stipulation is that she takes a force of bodyguards with her. The runners are to be those bodyguards.

The adventure starts when the runners get the assignment, but it should be a quick introduction leading straight into the actual plot arc, the night of the concert. On the surface, it sounds like a solid job. It's not too rough, just a little bodyguard detail. Of course, a smart runner will ask why one young woman requires an entire gang of runners to accompany her to a concert. Just tell them not to worry their pretty little heads, it just does.

Mr. Johnson connects with the runners in the Matrix, where he offers the job. It's very simple: 5,000¥ each for an escort and bodyguard gig. They pick her up, they take her to the location, and they make sure she stays safe. Then, they take her home after the concert. Easy peasy. He says that Tegami Yamada, while not a very high-profile target, is known to be related to the Yamada Yakuza family. This might mean some attention from low-level grunts, but anyone with any real power should know enough to stay away from a powerful man's family. This means that any intrusion should be from the more pathetic slag in the world.

Assuming they accept the mission, they can pick Tegami Yamada up at her father's mansion at 8 p.m. Prompt. This is important.

## THE EVENT

The concert takes place in one of the larger, more open spots in downtown Seattle. The band is closing off every street for three blocks in every direction. While the event isn't comparable to a pop concert, thousands of people will be there for the free music, drugs, and whatever else might motivate them. Most people will be centered on a large field; Their Law is literally playing on the major intersection, where they've set up a somewhat sturdy bandstand.

About a dozen people have an interest in Tegami Yamada. A few thousand don't. Those few thousand act as roadblocks, cover, and in some cases, innocent bystanders. The tension is thick. These people are all ready to slam into one another, to scream, to fight, and to otherwise make asses of themselves. This is not conducive to covert ops. However, it can be spun to creative runners' benefit. Most criminals will avoid killing innocent bystanders if at all possible; it draws too much negative attention.





## THE GIRL

To say that Tegami Yamada is a spitfire would be to not do her much justice. She's a pain in the ever-loving ass when she wants to be, a charmer when she needs to be, and far more knowledgeable about the way the world works than most young women her age.

That said, she's a rich teenage girl with terrible entitlement issues. She has her own way of living and doing things; anything or anyone contrary to that is a problem. She's rebellious for rebellion's sake. She has the attention span of a hamster, and flits from idea to idea, from interest to interest. She might take a fancy to one of the player characters, even. If one acts particularly "bad" or dashing in front of her, she'll have an immediate, intense, and ultimately short-lived crush in the front her mind.

The role Tegami plays is one of an internal struggle. She's technically the motivation for the adventure, but she's also one of the biggest challenges the characters will face. Throughout the night, she'll try to elude them and make their lives hell, while criminal interests from all over will be trying to move on her. If the runners get too harsh with her, she'll fight back. If they restrain her, she'll look for the first opportunity to escape. If they bore her, she'll look for something troublesome to catch her attention.

It's your goal as gamemaster to make the players almost want to let the criminals take her, but then it's your secondary goal to remind them what her powerful father might do to them if she's hurt.

## HARD DATA (WHAT HE'LL DO TO THEM IF SHE'S HURT)

This is a legitimate concern. Shoji Yamada is a fearsome man. While you can present this to the players, it's better to pepper the story with hints of that. During the initial contact, you can have players roll an (any Street Knowledge skill) + Intuition [Mental] Test. Every hit gives them a single rumor that can be flavored by the skill in use.

**Rumor one:** Yakuza are known for removing fingers for failures. Shoji removes a single finger from every sworn operative, so they have a taste of things to come. He tells them that every single operative fails at least once, and he requires payment in advance for the first mistake.

**Rumor two:** A teenager broke into the Yamada estate to steal some electronics. Shoji caught him personally. He chained the boy to the bottom of his swimming pool, so that only his mouth and nose were above water. Shoji told the boy that if he could stay alive for three days, he'd be released. The boy didn't make it.

**Rumor three:** Once, Yamada chained a political rival in a warehouse with a Rottweiler puppy. The man couldn't move much, and only his extremities were exposed—the rest of him was covered

by the chains. After a few days, as the puppy got hungry, it began to nip at his arms and legs, slowly gnawing at the meat with pointy little needle teeth. The puppy couldn't hope to eat much, and the meat was too tough for his little jaws to do more than tear a bit. Days later, in pain, the man died of dehydration.

**Rumor four:** The last man that flirted with Shoji's daughter found himself bound and gagged in the trunk of a car. After a little cool-down period, he was dragged out and tied to a chair. Shoji personally inserted small glass test tubes into each of the poor man's orifices, smashing them with a claw hammer. Every day following, he did the same thing until the man bit off his own tongue to kill himself.

## INNOCENT BYSTANDERS

There's no real limit on who might be there. In fact, we've provided a handy chart (see next page) for determining random bystanders, if you want to toss one at the players during a lull in action. Not only will they add a little change of pace, they'll help draw the players into the narrative, building on the setting in their minds. Most don't require statistics, since they only play very minor, noncombat roles in the adventure. Some have statistics in the **Grunts and Moving Targets** (p. 37), if so, they're marked [stats]. If you need statistics, assume that they have a small dice pool of 3 for most actions, or 5 dice on those actions important to their concepts.

## HOOKS

Discuss characters briefly with the players. Go over character details. Would any of them have a particular interest in helping a teenage girl? Would they have a vested interest in impressing a potential Yakuza connection? Are any of them hurting from money after the recent adventures, or just in general? Would any of the characters want to throw a monkey wrench in the dealings of a powerful man? The mission works best if the characters are personally invested in what's happening, but it's not necessary.

The goal here is to present the mission, but not to go overboard. You don't want the players thinking this is a big, important, dangerous situation. In fact, if they underestimate the danger, it's better.

## HARD DATA

Normally, travel isn't a big concern. If you're just going from point A to point B, there shouldn't be complications. However, in this particular situation, time is of the essence, and Yamada's estate is well outside of town. The travel might be a holdup, if the characters aren't careful. One of the characters might know the Seattle streets. Characters can roll Seattle Geography + Intuition



## RANDOM BYSTANDER CHART

Roll two dice; the total result determines your bystander. Each entry has a basic description and explains how that bystander interacts with the runners. If one stands out in your mind, just run with it, and don't bother rolling.

2D6 RESULT	BYSTANDER
2	Sociopath, "Carver." He's in a long coat, sunglasses, scruffy. This is a man that hunts women in his spare time. He's looking for a victim, and this is a perfect place. He'll hone in on Tegami and try to convince her to go to a private place.
3	Pickpocket, "Danny." He's a teen wearing a Their Law t-shirt, and he's sticking it to the man. By sticking it to the man, we mean he's pickpocketing the last person he should want to pickpocket. With a successful Perception Test, a random one of the runners will notice he's jacking their credstick.
4	Photographer "Jenna." She's an art student, dressed in a chic green jacket. She's taking pictures of the band, the show, and everything around her with her commlink. This includes the runners. While she doesn't have any specific intentions against them, if they do anything suspicious around her, she'll snap a shot.
5	Talent Hunter "Louise." He's a talent hunter for Horizon, all suited up, looking for potential artists to sign since Their Law refuses to. The thing is, he's also recruiting for an amazing new reality trid about runners, and he won't take no for an answer!
6	Sim Fan "Dane." He's dressed like clothes don't matter, with an unwashed t-shirt and jeans he's probably relieved himself in a couple of times. He's playing in a sim, bumping into people at random. He doesn't even know where he is, lost in his game.
7	Club girl "Sadie." Decked out in PVC and glowing neon accessories, she's a bad stereotype. She'll shamelessly flirt with anyone that's vaguely attractive or friendly. If spurned, she'll confront the offender angrily.
8	Dealer "Holy Johnny." He's dirty, dressed in shamefully bright and flashy clothes, and stumbles a little when he walks. He's been sampling his own goods, and that's left him a little too social for his own good. He pegs one of the runners as an addict, and loudly offers them a fix.
9	Ghoul [stats] "Dana." She's a victim of HMMVV, but nobody knows better. She's in leather pants, a cute purple wig, and a hoodie perfectly capable of hiding her scalpel, which she uses to carve flesh off victims. Her goal is to get someone away from the crowd, for "a bite to eat."
10	Protester "Trudy." Trudy has a bone to pick with Their Law. They, she says, decay the fabric of society. She's wearing a sun dress right out of the 1950s, and speaks with a fervor not seen since last century. Since the runners are adults, she confronts them for promoting the delinquency of all these poor minors.
11	Organlegger "Jane." She's in a power suit, she means business. The runners are a great place for that business. She needs a kidney, and she needs it now. She'll offer a cool ten grand for a human kidney, fresh and functional, delivered that night.
12	Bomber "Jacques." He's dressed in jeans and a turtleneck. He's a clean-cut and clean-shaven elf. He's a man on a mission: To end this show before Their Law sells out. He's going to attempt commercial homicide. The runners notice him by his ultra-heavy duffel bag, full of explosives.

[Mental] (3). If they left early, the threshold is only 2. Their success or failure determines the end of the **Tell it to Them Straight** section below. If successful, the crew gets there on time and all is well, read the **Success** ending to follow. If they're late, Tegami has decided to flee, so read the **Failure** ending.

### TELL IT TO THEM STRAIGHT

You arrive at the luxurious, portside estate. You're buzzed through high walls with wrought iron spikes threatening anyone that'd dare climb them. The path goes up a quarter mile, winding through beautifully blossoming pink cherry trees. You pass a series of statues on either side, depicting many elaborately detailed Japanese Kirin walking on water.

### SUCCESS

As you approach the mansion itself, you see the young woman, Tegami. She's smoking a cigarette, but quickly puts it out and kicks it behind a bush when she spots you. She stands in black vinyl pants, platform fake patent leather boots, plenty of accessories covered in spikes, and a t-shirt advertising Their Law, the troll thrash band you're seeing tonight. The shirt has graphic, air-brushed pictures of the band members standing on an old, bearded man, with a large caption reading, "God is dead. Long live the gods." Her hair is short and black, with purple highlights and her makeup is far overdone. Her right hand rests on her hip, telling you that she's not excited about her escort. "So, we going, or what?" she asks with impatience and disinterest as you approach.



## FAILURE

As you're coming up on the mansion, you see what can only be Tegami. She's sneaking through the cherry trees, albeit poorly. She's rushing through the wooded ground in platform fake patent leather boots, hardly capable of athletic activity. As she spots you, she stops and sighs, walking to you. "So, you're the babysitters," she says, defeated. She's rather cute, for someone so concertedly jaded. Her makeup is way overdone, her black hair shows off purple highlights. Her shirt depicts airbrushed versions of the band members, all standing on an old man. The caption reads, "God is dead. Long live the gods." Only one thing ruins her perfect little ensemble: She tore a little gash in her neck during her run. Hopefully, her father won't take that out on you. Hopefully.

## THE TRIP TO THE CONCERT

Tegami is not happy. She's used to luxury, and no matter what the runners provide, it's not good enough for her. If it's a nice vehicle, she'll find something to complain about. No matter what the circumstances, she will not be happy. "Do you guys even wash this thing? Ohmygod, is that leather? You're animal-killing fascists!" The trip should only take a couple of minutes of game time to play through, but should be enough time to set the stage and make the players resent Tegami. She's a teenage girl, what should they expect?

## THE CONCERT: GETTING READY

### SCAN THIS

The concert's split into three parts, three efforts from the criminals to move on Tegami. The three criminal groups are Mafia, Triad, and Vory, all of which are trying for underworld dominance in Seattle. All three gangs in question are small-time thugs that work for small time bosses that work for middle time bosses that, if they're lucky, can name-drop bigger regional bosses. The runners aren't really falling into the heart of a giant conspiracy here—they're just at the mercy of some bad coincidences.

### GAMEMASTER HINTS

As mentioned previously, players will do as players do. Each part following presents a very basic scenario, then two possible ways with which the runners might deal. If they stray, that's great! This is your chance to improvise a bit. There are as many ways to deal with these three gang threats as there are *Shadowrun* players. Run with it.

## THE CONCERT: PART ONE

The Mafia is the first threat. They're playing subtly, trying to convince Tegami that they mean no harm. Their end goal is a kidnapping. They send a diplomat to speak with Tegami, hoping to get her away from the crowd long enough to do their dirty work.

## TELL IT TO THEM STRAIGHT

The show's just started. Their Law steps on stage. They average almost two and a half meters tall each. They're tusked, pierced, and scarred on every possible centimeter. The vocalist introduces the band in a guttural voice that booms out over the Seattle streets. "Yo! Fuck you, Seattle! Over on the bass is Gore. Guitars on my left is Stop, Mommy. Behind me on guitars is the wicked lovely Tank. And I'm Now. But you fucking know who we are. We're THEIR LAW!" The crowd explodes into a fury, and Tegami's no exception.

As the first song (if you could call it that,) blasts out, a man in a red leather jacket, open to reveal a gold chain, approaches Tegami. He's at least twice her age, and wearing about twice her weight in hair product to compensate for a sadly receding hairline.

### PAULIE

Paulie is the emissary and diplomat for this little gang of Mafiosi. They were scraping the bottom of the barrel. In his defense, he does have one strong trait: he has a hard time accepting no as an answer.

His proposition follows in the next **Tell It to Them Straight** section. If he's accosted on his way to Tegami, he'll politely tell the group that he just wants to talk with her. If not, he'll start into his spiel. If the runners stop him, he'll politely ask one more time, then he'll shrug and tell them to suit themselves. He'll return with one thug per runner, and again attempt the conversation. If not allowed this second time, the thugs will be ordered to attack.

His goal is to get Tegami to a nearby building, to a "VIP area," where his thugs can tie her up and take her away. If the runners insist on going with Tegami, she'll protest, but that won't hold up under pressure. They can go to the balcony, at which time the thugs will attack on the balcony instead of in the crowd.

## TELL IT TO THEM STRAIGHT

"What a pretty girl," he says, holding out arms to Tegami peacefully as he approaches. "So what's a girl of good breeding like you doing down here with the homeless and the trash? I got a better idea. We've got a place up there," he motions up to a large office building with a balcony overlooking the concert, "all the booze, drugs, and fun you could have. We're hosting the afterparty for the band. So if you wanna hang out with the band, we could make arrangements. You met Now? He's done novacoke off my sister's ass. True story."

Tegami doesn't seem very impressed, but is somewhat swayed. She's considering it. She shrugs, smiles, and says, "Why the hell not?"

### HARD DATA

The runners have two choices at this point: Let Tegami go, or to convince her to stay. If they let her go, they can easily go with Paulie and her, but they will be attacked by four Mafia Thugs (p. 74) once they're at the balcony. If they decide to convince her to stay, ask how they intend to convince her. Depending on their response, have them roll Con, Etiquette, Intimidation, Leadership, or Negotiation + Charisma [Social] against Tegami's Willpower + Logic (7 dice). If the player makes a convincing argument, give them a bonus die or two. If the runners exceed the hits on Tegami's roll, they convince her to stick around instead of bailing with Paulie. Otherwise, she'll go with him.

Note that if the characters convince Tegami to stay, Paulie won't get his goons to attack. Alternately, the runners could in-



timidate or con Paulie into leaving. His resistance would be five dice instead of Tegami's four.

### WHAT IF SHE GOES WITH PAULIE?

If Tegami decides to leave with Paulie, the runners have one last chance to save the mission. With a successful Perception + Intuition [Mental] (3) Test (let everyone make one,) they see Paulie leading a crew of Mafia thugs (use **Mafia**, p. 74), carrying a bodybag out to a van. If confronted, they'll drop Tegami and try to run. They'll fight if cornered, but will only fire warning shots to try to deter the runners otherwise.

## THE CONCERT: PART TWO

The Triad is the second threat. Their approach is also subtle; their goal is to get Tegami planted with a bug.

### JIANGUO AND XUE

Jianguo and Xue are two operatives working collaboratively on this project. Jianguo is a pickpocket set to plant the bug on Tegami. Xue is a master sniper, ready to shoot poisonous darts at anyone trying to stop Jianguo. If anyone pursues Jianguo, Xue shoots from the vantage point of a high office-building window. She attacks with a whopping nineteen dice, and is boosted to boot, so she's likely to pop off multiple shots per Combat Turn. Fortunately for the runners, her darts only paralyze; they're not likely to kill.

### HARD DATA

Left to his own devices, Jianguo drops the bug onto Tegami. On-looking characters must beat his Palming + Agility [Physical] Test with a Perception + Intuition [Mental] Test. With a tie, or if they score more hits than Jianguo, they see him planting the bug and can locate it on Tegami. Otherwise, she'll have the bug on her and this stage of the mission is considered failed.

### RESOLUTION

The easiest resolution would be to just watch Jianguo do his dirty work, and remove the bug later. Also, if the runners are toppled by Xue's darts, they can still remove the bug later if they manage to notice Jianguo. They might try to hunt Xue down. While it could happen, they'd be chasing an expert at escapes, who really has no overarching stake in this mission past her small role. If successfully confronted, Jianguo will also run; he won't risk his life over this minor job.

## THE CONCERT: PART THREE

The Vory is the third and final threat. Also, possibly refreshingly, they're the most direct and obvious. They approach with the intent to hurt, maim, and possibly kill Tegami in a power play against her father.

## THE VORY

The Vory enforcers sent on this mission mean business (use **Vory**, p. 76). Their goal is a quick step into the scene, a few bullets or strikes with heavy objects, and flight. They don't particularly want to kill Tegami, but if she happens to die, it's not the end of the world. They just have to leave her with enough harm for her father to know it wasn't an accident. If the runners intercede (which they probably should,) the Vory immediately and relentlessly focuses on them instead. They know Tegami isn't the threat that a team of trained runners is.

### TELL IT TO THEM STRAIGHT

The show's coming to a close. At 180 beats per minute on average for three hours, you've heard the drums hammered over thirty thousand times. Most of the crowd has more than a touch of deafness at this point. But that doesn't matter, the quality of music doesn't stand up to the aesthetic of it all. Tegami's almost worn out, enjoying a real cigarette, leaning against a trash bin. As you look around, you see [number of runners] large trolls in suits, sporting full beards. You presume that ten years younger, and they could have been in the band. They're eyeing Tegami. As the group homes in on her, they approach quickly, hands on their jacket pockets. Make no mistakes: they're armed and moving in for the kill.

### HARD DATA

These Vory thugs aren't fooling around. They won't stop until they've caused at least four boxes of physical damage to Tegami. While they can be stopped the old-fashioned way, they might also be talked down. They'll try to take shots if they can't get in close, but a good threat, backed up with a few warning shots, might just do the trick. A runner so inclined can make a Intimidation + Charisma [Mental] Opposed Test, against a dice pool of 7 to represent their group Willpower. If they beat the Vory team, the Vory will cut their losses and flee.

## MISSION SUCCESS

True mission success means getting Tegami out unscathed. Five thousand nuyen each was the agreed-upon terms, but for every level of physical damage on Tegami, Mr. Johnson reduces their earned amount by 1,000 nuyen apiece. If they argue the point, he'll tell them he'll be glad to set up a meeting with Yamada so they can discuss their displeasure. He'll stress that they probably don't want to go that route. If she comes out unscathed, Yamada might also look to them for future work, since they have a proven track record for success under pressure. The adventure awards each runner with 4 Karma—5 if Tegami was completely unharmed.

### WHAT IF THEY FAIL?

If Tegami was abducted in the first part, Mr. Johnson explains that they receive no pay whatsoever, and that they need to get her back that night if they don't wish to make an eternal enemy of Yamada. If she's bugged, the characters still receive full pay, but later, Yamada will send Mr. Johnson to give them a stern threat for "their sloppy, unprofessional work." If she's hurt in the third part, their pay is reduced as mentioned above. If she's killed, Yamada becomes a sworn enemy of the runners, and their lives just became much more interesting. The mission is worth 3 Karma.



## GRUNTS AND MOVING TARGETS

### DANA (GHOUL)

She's the kind of girl that's quite attractive until you start paying close attention. The big difference is, her subtle imperfections don't make her bland, they make her a ghoul. She has no body hair, but covers her lack of hair with a wig, a cute purple bob. She has a small, girlish figure and face, with a mousy little voice. She's hungry for human flesh, but sufficiently intelligent to eat it in privacy. So she's grown quite good at getting her victims away from crowds. She'll flirt, she'll offer drugs, she'll even offer herself for whatever her target wants, depending on the quarry in question.

B	A	R	S	W	L	I	C	EDG	ESS
5	3	3	2	3	3	2	3	2	6.0
<b>Metatype</b>	Human (Ghoul)								
<b>Initiative</b>	5 + 1D6								
<b>Condition Monitor</b>	10 / 9								
<b>Limits</b>	Physical 4, Mental 4, Social 5								
<b>Armor</b>	0								
<b>Skills</b>	Blades 2, Infiltration 5, Palming 2, Perception 3								
<b>Powers</b>	Natural Weapon (Claws, Reach —, DV 4P, AP —)								
<b>Gear</b>	Meta Link commlink (Device Rating 1)								
<b>Weapons</b>	Scalpel [Blades, Reach 0, Acc 7, DV 3P, AP -1] Claws [Unarmed, Reach 0, Acc 4, DV 4P, AP -2]								

### JIANGUO

Jianguo is a nondescript Chinese man, wearing a gray hooded sweatshirt. He is somewhat diminutive, and blends well. He's mousy, and avoids confrontation whenever possible. His entire goal is to get a bug onto Tegami for his unnamed leadership. He's also very confident of his abilities. So confident, in fact, that he goes into the mission unarmed.

B	A	R	S	W	L	I	C	EDG	ESS
3	4	3	3	2	3	3	2	2	6.0
<b>Metatype</b>	Human								
<b>Initiative</b>	6 + 1D6								
<b>Condition Monitor</b>	10 / 9								
<b>Limits</b>	Physical 4, Mental 4, Social 4								
<b>Armor</b>	0								
<b>Skills</b>	Escape Artist 3, Infiltration 4, Palming 3, Perception 2, Running 2, Shadowing 2, Unarmed Combat 3								
<b>Qualities</b>	Blandness								
<b>Gear</b>	A makeshift and nondescript listening bug, about 1 cm in diameter								

### PAULIE

Paulie was hit hard by the ugly stick. But it's okay, he made up for it by hitting the rest of the world with his own sleaze stick. He's overweight, he stinks, he's usually more than a little drunk, and he's overcompensating. From his terribly gelled comb-over to his gaudy gold chain jewelry, Paulie does nothing halfway. Why he was chosen as the face of his gang is unknown—maybe they

assumed that if he were the face, people could only assume that the gang was full of terrifying monsters.

Paulie forces a bit of uneducated Italian through his overbite. When talking to Tegami, he'll ask her for a "pompino" (a blow job.) Anyone that gets in his face is a "leccacazzi" (a cocksucker).

B	A	R	S	W	L	I	C	EDG	ESS
6	2	2	5	5	3	3	2	1	6.0
<b>Metatype</b>	Ork								
<b>Initiative</b>	5 + 1D6								
<b>Condition Monitor</b>	11 / 11								
<b>Limits</b>	Physical 6, Mental 5, Social 5								
<b>Armor</b>	9								
<b>Skills</b>	Con 3, Etiquette (Criminal) 3, Intimidation 2, Negotiation 1, Pistols 2, Running 2								
<b>Gear</b>	Armor vest								
<b>Weapons</b>	Fichetti Security 600 [Light Pistols, Acc 6(7), DV 7P, AP —, SA, RC (1), 30(c), w/ concealed holster, 300 rounds regular ammo]								

### XUE

Xue is wiry, small, and well-toned. In her eyes, she has the marks of a physical genius. She always cases her surroundings for escape routes. She keeps an eye on trigger fingers. She's quite the competent young Chinese elf. For the sake of her job as a sniper, she's dressed in black fatigues. She's a Triad assassin, an investment in bioware and training both. If discovered and the mission is compromised, escape is her first instinct.

B	A	R	S	W	L	I	C	EDG	ESS
4	8 (11)	3 (5)	3	4	3	3	2	4	4
<b>Metatype</b>	Elf								
<b>Initiative</b>	6 (8) + 1(3)D6								
<b>Condition Monitor</b>	10 / 10								
<b>Limits</b>	Physical 5, Mental 5, Social 4								
<b>Armor</b>	9								
<b>Skills</b>	Climbing 2, Escape Artist 3 (4), Gymnastics 3, Infiltration 4, Longarms 7 (8), Perception 4, Running 3, Shadowing 2, Survival 2, Unarmed Combat 3								
<b>Augmentations</b>	Enhanced Articulation, Muscle Toner 3, Reflex Recorder (Longarms), Synaptic Booster 2								
<b>Gear</b>	Urban Explorer jumpsuit, Hermes Ikon commlink (Device Rating 5), Contacts (smartlink)								
<b>Weapons</b>	Parashield Dart Rifle [Longarms (shotgun range), Acc 6 (8), DV as Drug/Toxin, AP —, RC —, SA, 6(m) w/ smartgun system, gamma-scopolamine darts]								

**Note:** Xue's rifle is loaded with darts filled with gamma-scopolamine. If a dart hits a character and the DV penetrates the character's armor (does damage), the DV applies and the character rolls Body against the Toxin's Power of 12. When they are hit with one of the darts, characters must make a Body + Willpower Test. Each hit reduces the Power of the toxin. If the Power remains higher than the target's Reaction, the character is immediately paralyzed, unable to take physical actions for one hour. Additionally, the target's Willpower is reduced by 3 (minimum of 1) for three hours, as the toxin acts as a kind of truth serum.



# GOING INSIDE

## INTRODUCTION

**Goin' Inside** is a progression from the previous adventures, and a chance to flex your gamemastering muscles. Instead of providing a clear, linear progression for the story, going from scene A to scene B to scene C, this adventure offers a detailed location, and the scenario that gets the runners there. The adventure touches on infiltration, security, and hacking. The location is a mid-sized corporate building, The Slater Building, home to a number of corporate subsidiaries. In particular, Renraku Components Group, a subsidiary of Renraku Computer Systems, is located in the Slater Building. Mr. Johnson hires the runners to break in, steal an object, and leave a dummy object in its place.

The only scenes directly presented are the job offer and the payment meeting. Besides that, you're given enough information about the Slater Building to approach most methods the players will use for the job, including the time of day, the different types of security, and even the various other companies that claim The Slater Building as their site.

In an adventure like this one, you're acting in less a proactive manner, more in a reactive manner. Instead of throwing the plot at your players, you hand them a seed, and they throw actions at you. Your job is to react to those actions, to help their bobby pins turn the tumblers of your adventure's locks. Feel free to take ownership of the adventure, though. If you think of an interesting addition to The Slater Building, add it.

The other three businesses don't receive the same amount of attention as Renraku for no reason other than the fact that they're not the actual target; they're modular. Take them out. Add something else. If you want to add the headquarters for a multinational ice cream manufacturing conglomerate, go for it. Imprint your personality on the building, and it'll shine through. In this type of adventure more than any other, your familiarity with the location is going to make or break the game. So get intimate with this section. Learn it. Love it!

## SCENE 1: THE SITE

### SCAN THIS

**Run Type:** Datasteal/Misdirection

**Setting:** The Slater Building, Seattle Metroplex, Downtown District.

**Time:** Depends on the players.

**Weather:** Cool. Normal.

**Sprawl Sites:** The following Sprawl Site maps might be useful in this adventure: **Corporate Research Facility**.

## THE SLATER BUILDING

The Slater Building is located in the Downtown district of Seattle, in the neighborhood of Burien. It's outside of mainstream attention, stuck out in a corporate annex instead of the heart of Downtown. It's subdivided into four wings, each leased by a different company. Renraku's wing is easily the most secured, but the security of a building is only as strong as its weakest link.

## RENRAKU COMPONENT GROUP

Renraku Computer Systems is one of the powerful AAA megacorps. It boasts a huge complex of research offices in Seattle proper, but Renraku Components Group is located away from the main complex for a number of reasons. If you ask an employee, they wouldn't know. Ultimately, it comes down to space allocation. Renraku Components Group is relatively unimportant in the big scheme of the company, and its efforts don't need to be on-site.

What do they do? Even some of the employees don't really know, and it's not very important. They manufacture sensitive equipment. They create small optical sensors and lenses. These aren't mass-produced pieces that see use in consumer cameras, they're lenses used in industrial and medical lasers. If you consider that Renraku Computer Systems specializes in housing data and the telecom industry, it begins to make sense why Renraku Components Group doesn't need to be located in their research compound.

## THE BACKSTORY

As mentioned before, Renraku Components Group makes optical components. A particular experimental lens has garnered a bit of underground attention. Its ability to transmit digital information by laser over long distances could be very valuable. The patron of this mission has a hot buyer offering a hefty sum for the prototype. While he thought he might be able to purchase a prototype, he was wrong. Renraku is hush-hush about it.

He managed to get a security guard to scan the containment unit, so he could build a replica. However, Renraku caught the officer in an embezzling scheme, so he no longer has access to the prototype. Our patron wants this lens, and wants it badly. He connected with Mr. Johnson in order to hire out the gig. The job is to break in, steal the prototype, and to replace it with the replica.





## SCENE 2: THE OFFER

### SCAN THIS

Mr. Johnson drops the characters a message, and has their crew meet him at a low-end clothing store. He says he'll be wearing a gold watch.

### TELL IT TO THEM STRAIGHT

The shop is a trendy little place for pre-packaged rebellion. Mr. Johnson looks completely unlike you'd expect him. He's wearing a gold watch, all right. But his hair is large, spiked, and green as a bottle of Omega Fizz. He's covered in retro buttons and leather, like he's celebrating the centennial anniversary of punk rock. As you approach, he nods, pulling a pair of plaid pants off a rack. "Score!" He smirks, lowering his voice to talk on the deal. "The job's like this. The client needs a thing. It's at Renraku Components Group, down near Burien, by the airport. Thing looks like this." He pulls from his leather jacket a little canister, chromed and nearly seamless. It's about the same size and shape as a soda can. He then hands it to you. "You need to get in, take the thing, and put this in its place. Then you need to get out. Before you ask, your side is easy. I'm budgeted thirty grand, total. You do the job, it's yours. In, out, cash. Sound good?" He's a bit fishy, but thirty grand isn't chump change.

### HARD DATA

He's talking out his ass. If the runners push the issue, he's actually budgeted 50,000¥. While you've clued them in with the read-aloud text, they might take it further. If the players ask if he's lying, they can test to see. Mr. Johnson and the runners make an Opposed Con + Charisma [Mental] (7 dice, 4 limit) vs. Con + Intuition [Mental]. If the runners tie or beat Mr. Johnson, they suspect he's lying. If they wish to push the issue, they can make an Opposed Intimidation + Charisma [Social] vs. Charisma + Willpower [Social] Test (Mr. Johnson has 5 dice and a limit of 4), or an Opposed Negotiation + Charisma [Social] Test (Mr. Johnson has 8 dice, limit of 4) against him to convince him to part with an additional 5,000 nuyen per net hit.

### PLOT HOOKS

The adventure assumes the players accept the job. If they don't immediately, it's your job to incentivize them. Let them know what kind of reputation this can build for them. Remind them that they need to maintain their styles of living unless they want to fall into squalor. Assuming they're not already there.

## THE SLATER BUILDING

The Slater Building is divided into four major wings. On the northwest by the main entrance is Callfriendly Call Services, a call center that contracts its services to any number of corporations. On the other side of the entrance on the northeast is Medco Diagnostics, who specialize in affordable radiology services, and make most of their money administering drug tests for hundreds of area companies. On the southeast end is Mandy Staffing, a temporary employment service. They manage temps directly here, as well as handling a small phone bank for connecting with new potential clients. Lastly, on the southwest, is Renraku Components Group.

### CASING THE JOINT

There's a good chance the characters will want to run surveillance on the location. A good stakeout or even just a patrol might pay off. With some attention, they can gain further pieces of information. A good rule of thumb is to give them a single fact from the following sections for every hit on a Simple Perception + Intuition [Mental] Test.

### OPERATING HOURS

The building opens at 6 a.m. and closes at midnight, though the doors are locked until 8:30 in the morning, and locked again at 6 p.m. During those times, the doors only open with employee badges. Between midnight and 6 a.m., only a security badge will open the doors. On weekends, doors are closed, but between 8 a.m. and 8 p.m., the doors are accessible to those with employee badges.

### MUNDANE SECURITY

The Slater Building subcontracts security officers from a local firm. The agents aren't exactly elite, but have good work ethics. All pass rigorous and frequent background checks. During prime working hours, eight officers are on staff. Overnights and weekends, there are only two. Use **Corporate Security**, and if appropriate, **Corporate Security Lieutenant**, p. 70.

While there are more security officers during the day, there are also more employees. This means attention is far more divided. At night, the two officers on duty have little to draw their attention away, so they're actively looking for problems.

All day, two officers staff the central security desk, keeping eye on a series of sixteen dedicated monitors. The others patrol rigorously, responding to any concerns with alarming efficiency. In the off hours, one officer operates the main desk monitors, while trading off with a patrol officer. However, at night, the officers aren't always diligent. Sometimes, they'll make mutual agreements





to take nap shifts while “patrolling.” While this technically means that the desk officer still keeps attention on the monitors, such a boring job is bound to cause a bit of grogginess from time to time.

All doors, internal and external, use a magnetic badge system. It’s not the best in the world, and can be bypassed by simply walking in at the same time as a badged employee. Violations of the security system immediately alert not only the security guards on-duty, but the firm that employs them as well. All infractions require security guards to file a detailed report. If a squirrel sneaks in, disgruntled guards have five pages of small print to wade through.

Hacking the building’s security shouldn’t be too hard. It’s nothing, compared to Renraku’s specific systems.

## HARD DATA

Hacking the security system node takes a few steps. It involves the Matrix Attributes of the system (noted in sidebar.) To initially crack into the host the hacker will need to make a Hack on the Fly action and roll Hacking + Logic[Sleaze] vs. Intuition + Firewall to generate a mark. Once a single mark is achieved the hacker can access the host and begin hacking devices slaved to the host such as the cameras, doors, locks, etc. Remember to track the hacker’s Overwatch Score, though once they are inside the host GOD will leave them be until they are back on the grid.

Alternately, runners might use some social engineering, intimidation, or other methods to gain access to the security systems. If these steps are used, the host access might not be necessary.

### SLATER SECURITY SYSTEM HOST (RATING 3)

ATTACK	SLEAZE	DATA PROCESSING	FIREWALL
5	4	6	7

## MAGICAL SECURITY

The main building doesn’t have much in the way of magical security. Its only serious measure is a substance known as Biofiber within the walls. The Biofiber keeps out astral snoopers, or at least deters them (see **Hard Data**, below, for more details). The businesses within, with the exception of Renraku Components Group, aren’t too concerned about magical surveillance. They aren’t conducting decidedly secure or shifty activities.

## HARD DATA

If a character attempts to enter the building astrally anywhere other than a doorway, or assigns a spirit to do so, the Biofiber acts as a barrier. Treat it as you would any other barrier, except it exists astrally. It has an Armor and Structure score of 5 each. Astral characters can attempt to pass through the barrier with a Magic + Charisma Test against the barrier’s 10 dice. If the character scores more hits, they can pass through; for every additional hit, they can pull through an ally.

## CALLFRIENDLY CALL SERVICES

Callfriendly Call Services, LTD, is a company that exists only through subcontracts. They telemarket, they handle collections, they solicit campaign donations, they do anything involving telecommunication that a company doesn’t want to hire employees for themselves. Callfriendly is the biggest employer in the Slater Building.

They deal with far more sensitive information than they should be able to safely. Their telemarketing programs deal with account numbers. Collections deals with SINS. Campaign programs know more about political campaigns than their clients are comfortable with. In fact, a call center like Callfriendly is a hotbed for enterprising criminals. Shadowrunners are probably the least of the illicit activity going on here.

## ADVANTAGES FOR THE RUNNERS

Callfriendly hires more total employees than the rest of the building combined. Not only that, but they have a very high turnover rate. This means that security doesn’t know the employees by name, or even by appearance. The company has a training class with about twenty new employees every week or two. Even their employees can’t identify new employees. So anyone in business casual (except on Casual Friday!) can wander around with minimal questioning.

Also, their employees tend toward the incompetent and forgetful. They’re not the most motivated workers. So, they’re often the types to forget their badges. Going to the main door and saying you’re a Callfriendly employee will usually get someone through security with a grumble and an insistence that “this is the last time.”

This said, the security guards are still leery of Callfriendly employees. This is an obvious plan, and one that’s been attempted before, though people who sneak in this way are typically trying to scam Callfriendly rather than looking for an in to another business. This difference might help throw the guards off the runners’ tail.

Runners could locate this business’ constant need for new blood with a Matrix search, rolling an Computer + Logic [Data Processing] (3) Test, noticing that they are always hiring and finding blogs from bitching employees.

## MEDCO DIAGNOSTICS

Medco Diagnostics hires a few radiologists part-time, a number of nurses, some coding staff, and a bank of billing agents. They don’t have a clear mission statement; they do a little bit of everything. Most of their money comes from corporate drug testing contracts; local businesses send hundreds of potential employees to Medco every week. As well, they handle radiological and laser diagnostics, outsourced from overworked doctors all over the Seattle area. Theoretically, this means there’s a lot of expensive equipment inside. But most is outdated and ill-kept, even if someone stole the stuff, it’d be hard to fence.

One of their other lucrative businesses is selling samples and data. If a company wants to know what Drug X does to the average patient, Medco Diagnostics will put classified ads out that offer a small chunk of cash for medical testing. A person comes



in, fills out a minor questionnaire, has a brief physical, and takes a drug. Then, they come back in a week or two to fill out a second questionnaire. They then get a small payment for their time. The other end of that is vital fluid donation for bioware usage. They'll take vitreous and aqueous fluids for a healthy sum; bone marrow and blood platelets are relatively valuable as well. These items sell for quite a bit on the black market.

## ADVANTAGES FOR THE RUNNERS

Because of Medco's constant influx of visitors for drug screenings, there's a dedicated door. While the door has the same security as the rest of the building, sometimes employees prop it open. In addition, it's in a relatively out of the way location, so the security officers sometimes skip it in their patrols.

Additionally, runners have an in with volunteering. They could go in to sell fluids, or they could go in to take pills. Any number of classified ads could get the runners through that door.

Runners could locate this option with a Matrix search, rolling a Computer + Logic [Data Processing] (6, 30 minutes) Test, and notice this way in by setting up an appointment to donate.

## MANDY STAFFING

Mandy Staffing handles professional staffing throughout Seattle. Companies pay them ludicrous amounts to find employees, then they go through all the trouble of interviewing them, hiring them, and giving them basic training. They tend to be better paid than the employees they find. Mandy has offices all over the region; this particular office only handles a select few employees. Mostly, this is the acquisitions and administration headquarters. The total pool of employees is about twenty, but they often have guest speakers come in to teach seminars for their temps.

## ADVANTAGES FOR THE RUNNERS

While Callfriendly offers a way for runners to wander in, Mandy offers a legitimate entrance. With a simple online application, a runner can get in for an interview. This means dressing up, but it also means far less scrutiny from security.

Runners could locate this job posting with a Matrix search, rolling a Computer + Logic [Data Processing] (1) Test, and then calling to get themselves interviewed.

## THE BROOM CLOSET BUSINESS

Along the back wall between Mandy Staffing and Renraku Components Group is a walk-in closet. It's an extra janitor's closet, but not needed for supplies. Slater Group leaves it alone. Since it's not being used, the security guards "lease out" the address as 122, Suite E. They receive mail for occasional pickup. Their current lease is with a group of Mafiosi who use the address for a front business. So there's a placard on the door labeled "Dial Away Desperation." On paper, the business is a helpline for suicidal people.

Runners could locate this additional business with a Matrix search, rolling a Computer + Logic [Data Processing] (3) Test, and notice something is amiss in that the number for the helpline is not easy to find, and calling it results in a recorded voice saying only "Leave a message after the beep."

## ADVANTAGES FOR THE RUNNERS

The closet is never locked. It's large enough to comfortably sleep six. Part of the lease requires the security guards to leave the closet alone, and anyone that might come and go. Inside, the closet is empty, save for a few shelves. There's nothing of value, except maybe the ventilation shafts.

## RENRAKU COMPONENTS GROUP

### SCAN THIS

Renraku Components Group is often referred to as "Boring HQ" by central Renraku employees. When accounting and auditing staff have to visit this office, they grumble and bitch around the water cooler for the next day or two. It's not that Renraku Components Group has any specific problems; it's just out of the way, drab, and full of people that don't have social lives. While the main compound is still full of technical wizards, they're the rock stars of the computer technology world. Renraku Components Group employees are nerds slaving over heavy machinery, making components that are never newsworthy.

Renraku doesn't hire extra security, because this office isn't the height of security risks. But while they lean on the contractors that handle the building at large, they did equip their office with heightened security measures, both mundane and magical.

### MUNDANE SECURITY

Renraku is the only business in the Slater Building that has employee-specific locks. That is to say, if a person can get into the Slater Building, they can get into any of the other three companies' offices.

Doors at Renraku are armed with alarms, and use a tougher badge system with motion detectors. So if someone tries to slip in as a badged employee, alarms will sound. The act of hacking these systems is similar, only tougher.

To initially crack into the system the hacker will need to mark the host. With 1 mark they can then enter. They will need to stay hidden (running silent recommended) and can then make more Hack on the Fly actions rolling an Opposed Hacking + Logic [Sleaze] vs. Intuition + Firewall to gain marks on the devices. All of the devices inside the host are slaved to the host and can therefore use the host's Firewall in place of their own but still use their own Device Rating in place of attributes. Don't forget to keep track of the hits on the defense tests to keep track of the hacker's Overwatch Score as they work their way through the system and the devices, but remember they are inside a host. No GODsmack until they leave the host.

Renraku employs pressure pads in the main lab area. If any weight of five kilos or more enters the lab area without a valid access code (possibly hacked into the security system during entrance,) all doors lock immediately, and Renraku and the security guards are alerted.

Lastly, there are cameras in every main area. Enterprising runners can find a path without being filmed, or the hacker can try to hack every camera, but it's difficult. In fact, it's so difficult it might not even be worth it. Make it sound daunting. Give them the temptation of a good, old-fashioned smash and grab.

Hacking the cameras requires a mark first and then an Edit File action to change the footage.



## RENRAKU SECURITY SYSTEM HOST (RATING 7)

ATTACK	SLEAZE	DATA PROCESSING	FIREWALL
9	8	11	10

### MAGICAL SECURITY

Biofiber protects the walls from astral spies, exactly in the same way as the rest of the building. As well, two barghests (see *Rules of the Street*, p. 84) patrol the halls of the building for both astral and physical intruders. However, they are hardly intelligent, and act more as attackers and deterrents than alarm systems. Informed runners can easily avoid detection by simply avoiding their patrols. The two are constantly together, and will only part if forced.

### WHAT THIS MEANS FOR THE RUNNERS

With the exception of the barghests, Renraku's security is largely unmanned. During normal work hours, the security systems are sometimes monitored by their Information Technology department. But IT isn't security, so they don't pretend to be. While there are advantages to not dealing with a dedicated security force, it means that there aren't human errors to exploit. If the runners wish to use social methods to break in, they'll have to do so during normal business hours, and they'll have to deal with non-security Renraku employees directly.

### RENRAKU EMPLOYEES

Renraku Components Group employs about fifty people between its various departments. It's pretty roomy, even considering the fact that the storage area goes largely untouched. On one hand, there are enough employees that not everybody knows everybody. On the other hand, everyone has a very specific job. So if you're trying to lie, it's difficult. While everyone doesn't know everyone else, they have at least a passing familiarity with the basic departments. A stranger won't be able to pass as an RCG employee without at least minimal research. The office tends toward business dress, but there's no dress code, and many employees spend their time in unwashed t-shirts. Renraku focuses on results, not appearances.

The office has a head manager, who presides over an administrative manager, a manufacturing manager, and a lab manager. This crew of four managers handles all the day-to-day supervision. They're all upward-interested corporate types, and all would be more than willing to sabotage someone else's career for a chance of promotion. This could serve the runners well.

Your average employee is paid well, but under recognized. Almost everyone is college educated, and experienced far beyond their job titles. While most aren't unhappy, per se, they're not excited to go to work every day. They don't see the big picture for Renraku or receive any of the accolades their company sees regularly, despite integral roles.

### INFILTRATION

Infiltrating the office as an employee is difficult at best. It would take a very good cover story, and it wouldn't hold up to any degree of scrutiny. It could work for a very short job, though.

If a runner really wants a solid cover identity, they should consider posing for (or even working for) an outside contractor. Renraku Components Group deals with quite a few contractors, including janitors (Rating 2 system), food vendors (Rating 2 system), material salespeople (Rating 3 system), and limited technical outsources (Rating 3 or 4 system). With a bit of research, a Computer + Logic [Data Processing] (3) Test, runners can find out the names and basic practices of these companies and can find access to almost anywhere in the office with little grief. It's been said that contractors, vendors, and IT professionals are like the serfs of the modern day. While everyone knows they exist, they float around with minimal attention.

### AREAS OF INTEREST

Renraku Components Group has a very simple layout. With minor geographical designations, the office is split into a manufacturing sector, an administrative sector, a storage sector, and the lab. The administrative sector is the face of the business. The only entrance opens into the administrative offices, showing off two flashy secretaries attending a high-tech desk with plenty of flashy colors and advertisements.

### MANUFACTURING SECTOR

The manufacturing sector only performs a small amount of actual manufacturing. It's also where the IT department's been spirited away. The manufacturing department develops limited components, gaskets, widgets, and the like. Most of these parts go into the more advanced technologies developed in the lab. On-site manufacturing guarantees secrecy in development, since nobody knows what items are actually being crafted, and information on purchased components can't lead a competitor to better compete.

This sector has the most disenfranchised employees. These are the lowest in the office, often seen as hermits and outcasts. They don't participate in water cooler gossip and they don't get invited to office parties; they're seen as a necessary stain on the otherwise pleasant office. This means these employees are most likely to betray coworkers, and they're the most likely to look the other way when someone comes in to mess things up.

### ADMINISTRATIVE SECTOR

The administrative sector is where the most highbrow workers are. They're educated professionals, and feel that they're the grease that keeps the gears moving. They're the gossips. They're the political sharks. They look around every moment for an opportunity for one-upmanship. It's not always for career reasons, it's just the nature of people in a small corporate office. Most importantly, you could be a pregnant man and be the last to know in a place like this. These people are in everyone's business to a fault. These people greet newcomers furiously, with hopes of making new political allies, and secretly to make new rivals. Anything to keep corporate life from being so boring.



## STORAGE SECTOR

The storage sector is both the largest part of the office, and the least secured. It has hard locks, but otherwise rarely sees employee eyes. Maybe once or twice a week, the tech staff will go in for a supply run. The office secretary makes a Friday trip to restock office supplies for most of the employees. Other than that the place is a ghost town. Janitors don't make it in there because it's quite tidy.

A few years ago, there was some controversy when a secretary found herself stuck in the storage room. She was stuck all weekend with no outside access. Monday of the next week passed, nobody bothered to check. Tuesday passed. Wednesday passed; she didn't call out sick for three days and was fired. Thursday, they found her corpse. Adventurous gamemasters may want to use a spirit of man that is haunting the place to add more questions to the runners' minds.

## VENTILATION SYSTEM

Some runners will inevitably look to the ventilation system to enter the building. This is a valid entrance, but not nearly as easy as it sounds. For one, the only external vent is on top of the building. Additionally, despite what the trid pulps will tell you, air vents aren't made to support adult weights. A small drone or a particularly slender elf could fit, though.

If the players decide to use the vents, make it difficult. Glitches should be disastrous. They should expect to fall at inopportune times unless they've planned well. Also note that the vents don't have direct lab access, since the lab has to have airtight capabilities for vacuum functions.

## THE LAB

Paydirt. This is the tiny room the runners want to get into. It's airtight, with a smaller, glass-walled room used for generating an artificial vacuum for better lens crafting conditions. It's packed tight with gizmos, gadgets, and all manner of things a technophile would wet his pants over. It's pristine, the cleanest room imaginable, since a single piece of lint could throw off lens manufacture. Only lab technicians and managers have access,

but hackers could create management accounts on the security systems to get inside. Every inch of the room is lined with cameras, more for accountability than security. These can be accessed through the security system, but increase the threshold for success by 5.

## THE LENS

The lens is in a small containment unit that looks identical to the soda can-sized object they were given. The goal was to replace it. While it's on an electronic pad that keeps the containment unit cold and completely inert, it's not secured in any other way. However, if the canister is replaced and nothing else is removed, employees will quickly realize the ruse. Confronted or apprehended characters will be searched for the canister. If they steal other objects, employees will assume it was just a general robbery for some quick fencing.

## MISSION SUCCESS

Success means getting the canister out, replacing it with the dummy. It doesn't matter if the runners are caught, since acquisition is the only true goal. Mr. Johnson will pay up the before-mentioned amount. Not only that, but he'll offer a follow-up mission (in the form of **Snatch and Grab**.) If they were seen or otherwise found out, he'll give them a bit of guff, but nothing overwhelming. So long as they got the container, he's pleased. As well, the runners each receive 5 Karma. Award one additional point to each player that came up with a particularly brilliant plan, or who put their character's life on the line during the job.

The possibility exists that the runners made contacts with employees at Slater, in any one of the businesses, or even the security guards. If so, they are awarded those contacts.

## WHAT IF THEY FAIL?

Failure only comes if the container isn't removed. Payment will be forfeited, of course. However, Mr. Johnson will offer a follow-up mission for the runners to redeem themselves (see **Snatch and Grab**.)



# SNATCH AND GRAB

## INTRODUCTION

In this final adventure, characters follow up the mission in **Goin' Inside**. While you don't actually have to run **Goin' Inside** first, there's an easy and direct link between the two missions. In this mission, the runners receive an assignment to kidnap a scientist. Unbeknownst to the runners' employers, the scientist has a girlfriend and a child that live with him. The goal of this mission is to showcase the lifestyles of the wealthy in Seattle, and to introduce the kinds of moral choices that shadowrunners face. Will they hurt the man's family? Will they bail on the job when they realize he's a father?

The mission itself is straightforward. It's a medium-security home, with limited live personnel keeping an eye on it. The runners just need to enter and get Doctor Lesko out. They might sneak and get him in his sleep, or they might go heavy-handed, smashing in the door and grabbing him. The important aspect of this mission, though, is his family. So while the path to get there is simple, the arrival is rough. You'll get a number of suggestions as to how to build tension and make the players think.

Spend some time familiarizing yourself with the three main NPCs: Doctor Kevin Lesko, his girlfriend, Veronica Westerland, and their son, Kevin Junior. Playing them well will add to the gravity of the scenario. If the players take it heavy-handed and don't concern themselves with the morality of the situation, you'll have some nice options for bringing the hammer down for their transgressions and making them really feel like they've done something wrong.

## THE SET-UP

### SCAN THIS

**Run Type:** Extraction

**Setting:** The Olivian Building, a posh condominium center in downtown Seattle.

**Time:** Encouraged to take place at 2 a.m.

**Weather:** Cold. Stormy. The kind of weather you don't want to find yourself climbing a skyscraper in.

**Sprawl Sites:** The following Sprawl Site maps might be useful in this adventure: **Luxury Hotel** (used in place of the home).

The client, either in the events of **Goin' Inside** or outside of game time, procured a piece of experimental technology from Renraku Computer Systems. When trying to sell it, he realized

that it can't be used by any schmuck on the street. After trying to sell it to a few parties, he came up a bust. The only way he could part with this valuable device is if he packaged it with a mind capable of utilizing it. He came up with the brilliant idea of abducting such a scientist and selling him with the item.

This is where the runners come in.

He's outsourced the job to Mr. Johnson, who has contacted the runners with a strong offer. He wants them to abduct Doctor Kevin Lesko, a wealthy young scientist integral to the invention of this device.

As per the norm, the adventure starts when Mr. Johnson gets them the job. Mr. Johnson asks to meet the runners over soy milk in the mall.

## DOCTOR KEVIN LESKO

Kevin grew up a pretty average kid. He was nerdy; he wanted to be an astronaut. This led him to focus on science in school. He overachieved, receiving plenty of scholarships. Much to the shock of his middle class family, he was able to afford an Ivy League school, where he focused on physics. They thought his love of science was a passing fad. They wanted him to try football.

During college, he met the love of his life, Veronica. Kevin double-majored in physics and engineering, graduating at the top of his class. The couple never bothered to get married, because they wanted to focus on their careers first. Soon after school, Veronica got pregnant with Kevin Junior, and Kevin got a wonderful offer through Renraku Computer Systems. The two moved to Seattle and were given a high-rise condo as the first of many perks they'd receive thanks to his job.

Kevin has been swept up by his new life. He's not used to being wealthy. He's not used to being needed. He's used to being the nerdy kid. The whole thing overwhelms him, and he's not sure what to do about it. He's glad he can provide so well for his family, but he wishes he had more time for them. He's noble, with relatively traditional values. His family is everything to him. He's at a point now where he's a bit too shy to propose marriage to Veronica. He'd like nothing more, but he's worried he's not good enough for her.

## VERONICA BISEK

Any time Veronica's around her family, her mother says, "You could've married a doctor!" Veronica always responds, "I'm already *with* a doctor." Her mother throws her hands up and looks around to whoever will listen. "But he's not a *real* doctor; he doesn't work in a hospital. He's a scientist. You should have done like your cousin Josie. Brian's an attorney. He's going places. Besides, Kevin hasn't put a ring on your finger. He's holding out





for a newer model.” Veronica dismissively responds, “I don’t like Brian, mother. I like Kevin. Kevin’s a scientist. He’s responsible for some of the most important scientific advancements in our generation.” Her mother finishes the conversation with, “I know, I know. Always with the scientific advancements.”

This is Veronica’s life. She’s pressured from all sides. Her family sees her as a disappointment, and while Kevin loves her, he’s not around nearly as much as she’d like. They’re quite wealthy, but it’s difficult maintaining a semblance of a normal life. She doesn’t want to be a socialite. She doesn’t want to be a trophy wife.

If she let herself be one, she’d look the part. Veronica’s gorgeous. She’s tall, blonde, and blue eyed with a smashing sense of style. She looks fifteen years younger than Kevin does, but she’s not. In fact, they met in college. He was studying physics; she was studying marine biology. She gave up on her dreams when Kevin got his job with Renraku; it offered more pay than they both hoped to make combined. She doesn’t resent the job, or Kevin. She’s grateful they have a good place to raise Kevin Junior.

Kevin Junior is the center and focus of her life. While she rarely sees Kevin, Kevin Junior is always home with her. She teaches him and plays with him—they do everything together. She loves him more than anything, and would give up her life in a moment to save him.

## KEVIN JUNIOR

Kevin Junior uses his mother’s last name, Bisek. Since his parents aren’t married, they agreed that’d be the smarter path. He’s eight years old, and almost the opposite of his namesake father. He’s athletic, the star of the company’s little league team. He’s a bit of an underachiever in school, but not to the point of being a delinquent. He’s a good son, almost too empathic, though. He knows his mother stresses over being cooped up. He knows she can’t stand being away from Kevin so much. He bears more than a small amount of resentment to his father for the way his mother feels, but he still loves the man unrepentantly.

## TELL IT TO THEM STRAIGHT

You order your drinks and almost immediately notice Mr. Johnson. He’s in a pricy black suit and he’s showing off spiky green hair, so bright it might be glowing. His eyes twinkle with expensive little LEDs, and he’s sporting plenty of platinum jewelry. It looks like he’s moving up in the world.

“Have a seat,” he says, sipping a Japanese-style bubble tea.

Once you’ve sat, he continues. “You guys are gonna love me.” His laugh seems confident. “If I said, ‘a hundred grand,’ wouldn’t you say, ‘that’s wiz, Mr. Johnson, where do I sign up?’” He takes

## WHY NO STATS?

You’ll notice no stats for Doctor Lesko, Veronica, or Kevin Junior. This is intentional. The NPCs won’t offer a significant resistance in game terms. Their power comes in the form of their role-play value. If there’s a need for statistics, assume Doctor Lesko has a dice pool of 6 for most tasks. If it’s science-related, he’ll have a dice pool of 10. Veronica has a dice pool of 4 for most things. Kevin Junior only gets 2 dice.

If it comes to blows, Doctor Lesko might try to fight back, but he’ll offer no significant resistance. In fact, if the runners decide to attack him or his family with a lethal weapon, you might consider allowing for a one-shot kill. Show them how fragile human life is. It’s a simple truth: the runners are violent criminals, the Lesko family are not. With a single trigger pull, they can devastate lives.

another sip, giving you a moment just in case you’ve decided to acknowledge his rhetorical question.

“Of course you would. And to that, I say, you sign right fuckin’ here. It’s not even a tough job. Our client, you see, he got hold of this pretty little piece of tech, courtesy of Renraku.” He grins, knowingly. “Thing is, he’s got to get a guy that knows how to use it. That’s where you come in. Guy named Doctor Lesko, in his late twenties, was involved in the invention of some sweet tech. Our client needs him. Job goes like this: we’re gonna tell you where he lives. You’re gonna go there. You’re gonna nab him. You’re gonna get the hell out. Like candy from a baby.”

He finishes his drink, pushing it aside. He holds his hands in front of himself, putting his elbows on the table. “You game?”

## MOVING FORWARD

Assuming the runners accept the deal, and thus the mission, they only have one real step ahead: go and get Lesko. Of course, they might decide to look into Lesko a little. Let them make Matrix searches. This is a Computer + Logic [Data Processing] (1) Test. Lesko has very little public record information. He went to Princeton. He had a 4.0. His only address in his adult life was his parents’ home in New York, besides his current address. He was mentioned in a local e-zine because of his participation in a softball team. That’s it. Lesko lives a boring life on paper. To be fair, some might consider his life boring in practice.



There is no mention of Veronica or Kevin Junior. In fact, on record, they aren't even living with him. He never filled out the change of address paperwork, and her SIN wasn't renewed after the last Crash. Kevin didn't sign paternity documents for Kevin Junior; it would have caused conflicts with Veronica's SIN situation. Without direct experience with the family, nobody would ever know through traditional background checks that they exist, or are tied to Kevin Lesko.

## CASING THE JOINT

There's a good chance the runners will try to case the location. It's on the twenty-third floor of the Olivian Building. The apartment is situated in a corner, with a beautiful, panoramic view. The layout design is easy to find with a Matrix search, it plays into advertisement for future tenants. Roll a Computer + Logic [Data Processing] (1) to find the layout plans. It has two bedrooms, with a large wraparound balcony, two bathrooms, a kitchenette, and a wide open living/dining space. Access is through a main door, ventilation, or possibly through windows with the assistance of climbing equipment or a window-washing rig.

Building security comes in the form of one of three older men, depending on the shift. They're all retirees unable to help themselves; none are suicidal enough to fight an assailant. They're capable enough to call the police, that's the extent of it. The elevators require clearance, either by key or by a button press at the main security desk. Fire doors to the stairwell are unlocked past the first floor. On the first floor, they're only opened by pressing an alarm bar.

### SECURITY GUARDS

The security guards are nothing but speed bumps, if it comes to blows. They won't fight, except to protect themselves or with extremely mitigating circumstances. If they see intruders, particularly shadowrunners, they'll alert the police. If you need to make relevant checks for the guards, they have 4 in most dice pools.

Veronica and Kevin Junior stay home almost all day. Kevin Junior attends school virtually. Once a week, the family has a night out. Sometimes, Veronica takes Kevin Junior out to shop, but it's rare. Most of her shopping is done in the Matrix. She's a bit of a shut-in, because she's not entirely comfortable with the other wives with husbands sharing hers' pay grade.

## GETTING IN

Getting in isn't as hard as it sounds. The outside balcony windows aren't locked; Veronica and Kevin don't assume there's any real danger. The balcony ledge is high enough to keep Kevin Junior from falling. The front door has a lock, but it's a simple, old-fashioned key lock (Device Rating 2). Roll a Simple Lockpicking + Agility [Physical] (2) Test. Oftentimes, they don't even bother to lock it, since they're on a floor only accessible if security approves the

trip. Of course, getting security to look the other way while a runner presses the button isn't too hard. The ventilation system, while not comfortable, could fit an adult with little issue.

## HARD DATA

You should toss a couple of tests at the players. You've run quite a few by now, so improvise a little. Use the skills you've learned in the previous missions. It shouldn't be too tough. In fact, it might be deceptively easy. If they're trying to trick the guard, use an Opposed Con + Charisma [Social] vs Con + Intuition [Social]. If they threaten, use an Opposed Intimidation + Charisma [Social] vs. Charisma + Willpower [Social]. If they use stealth, use an Opposed Sneaking + Agility [Physical] vs. Perception + Intuition [Mental].

## THE FAMILY

### SCAN THIS

Unless the runners make a special effort to break in when nobody is home, at least Veronica and Kevin Junior will be home.

### MAKING THE REALIZATION

Since Kevin Junior's room is on the way to Kevin's, the runners are bound to realize that he doesn't live alone. He also has pictures all over the walls, and athletic trophies from Kevin Junior. A character with any sort of domestic experience will notice a woman's touch in the design scheme. The coasters, for example, have little hearts tiled over them.

Hit it home. Don't be apologetic about it. Kevin Lesko loves his family and they love him. If they remove Lesko, Kevin Junior and Veronica's lives will be destroyed. If the family gets a chance to talk (essentially, if the runners don't just gag or knock everyone out,) they'll explain this. Veronica is SINless, she and Kevin Junior will be out on the streets within months. If the runners take Lesko, they're creating an orphan.

### REACTIONS

If he's not silenced, Kevin Junior will panic. He understands the way the family works. He knows what will happen. He also doesn't want to lose his father. He'll beg for the runners to leave his father alone. If he gets the chance, he'll even smash a vase over one of their backs. Of course, this won't hurt, but it'll show his fervor for his family.

Veronica pleads. She cries openly. She says she can't raise their son alone. She says they'll give money, they'll do whatever it takes. She'll snap at Kevin, telling him that she knew this would happen with his job.

Kevin just insists that they not hurt his family. He'll offer money, he'll offer security passcodes for Renraku, he'll offer whatever he can to stay safe. If the runners tell him he's not going to be killed, he'll flat-out say that he knows he will be, once he's outlived his usefulness.

While Kevin might not come up with this idea (he's a little panicked), once Veronica sees that the runners are intent on taking Kevin, she pleads with them to take her and Kevin Junior along too. She says crazy, impractical things, like maybe the two of them could hide in luggage or something, but in her ravings is the germ



of an idea—could the runners extract three people for the price of one? If they do, at least they'll get the three of them to go along peacefully. But will Mr. Johnson go for it?

## RESULTS

If the team takes Kevin and doesn't hinder Veronica or Kevin Junior, they'll alert the police immediately. The police won't show up quickly, though. They're hardly reliable. If the team seriously hurts Veronica or Kevin Junior, Kevin will not cooperate. He'll lash out, painlessly of course, but he won't make their job easy. If he escapes or is otherwise not turned over to Mr. Johnson, he'll do everything in his power (read: spending quite a bit of money, and pulling favors at Renraku) to get back at their assailants.

No matter the results, if anyone is hurt or captured, and there are any witnesses, Renraku will launch a campaign to hunt down the runners (if you'd like, you can use Extraction Team Four from the end of this adventure against the runners.) Doctor Lesko is a valuable asset. Renraku can't let it be known that their assets are viable targets for petty criminals. While it won't occur immediately, Renraku will send extraction teams, other runners, and all manner of problems the runners' ways. This could jump into a further *Shadowrun* campaign if your players are interested.

## MISSION SUCCESS

Mr. Johnson gives the runners a location to drop Doctor Lesko off. It's an old warehouse, where a team of goons meet him with a van. Mr. Johnson is present, ready to render payment and wrap up. On the positive side, if the runners abduct Lesko, they get paid. On the down side, they've made an orphan (or worse) of a young child, and destroyed a family. Mr. Johnson explains that they should consider laying low for a while as well, since Renraku is tight on their tails. The runners get the full 100,000 nuyen payment, and also 2 Karma apiece.

If the runners abducted the whole family and Mr. Johnson learns about it, he is not pleased. He was expecting one person, now he has three. That's going to take extra resources to take care of them, and he intends to take it out of the runners' payment. He gives them a simple choice—either get rid of Veronica and Kevin Junior immediately and permanently, or accept only half of the intended payout. This results in half the cash (50,000 nuyen), but they should get 2 extra Karma in return, for a total of 4 apiece.

If the runners extract Veronica and Kevin Junior but keep them hidden from Mr. Johnson, that's great, because it sets up their next mission—infiltrating Kevin's new home and secretly putting his wife and son at his side. Karma and cash rewards should be the same as a normal, successful mission; getting extra Karma or nuyen will depend on how good of a job they do getting Kevin's wife and son safely home.

## WHAT IF THEY FAILED?

If the runners fail to extract Doctor Lesko, whether by releasing him, refusing to complete the job, or by being halted by fates such as police, they fail the mission. Not only do they not receive payment, but Mr. Johnson is greatly displeased. They'll get a stern lecture, where he explains how much this is going to hurt their reputations. He'll tell them that they won't work in Seattle

again, and that the client is going to be furious, since now they know his agenda. He'll explain that now Lesko must be killed, which will muck up the whole affair.

## CONTINUATION: PROTECTING LESKO

So the runners failed the mission? Assuming that they knowingly let Lesko go, it's probably because of some form of sympathy. Now, they're aware that Lesko is marked for death. If they inform him, he'll offer them a contract for protection. He'll offer the same 100,000 nuyen that Mr. Johnson offered to abduct him.

If they take the job, they'll be on contract only for a couple of days, at which time a team of shadowrunners called Extraction Team Four will attempt the runners' previously assigned duty. Tactically, they should do almost exactly what the runners did, initially. This way, it can be quickly resolved and the runners will recognize the behavior. More importantly, your players will have their minds fresh on what they did, so it'll come naturally to them at the table.

## EXTRACTION TEAM FOUR

XTF, as they call themselves, are ambitious new runners on the scene. They're willing to do anything for anyone, in order to build their tiny reputations. While they're not as capable as a seasoned team of runners, they're not pushovers. Additionally, this is the first time the team has dealt with a trained team of rival runners.

A trained elf tactician called Ripley leads XTF. She provides a pillar of stability and important strategic value to the group. Her right-hand woman is Alleycat, a street samurai combat specialist with a chip on her shoulder. Fluid is their magical specialist, a mid-dling apprentice mage. Lastly, Turbo is their tech guy.

## STRATEGY

What the team lacks in smarts, it makes up for in drive. They want to be famous. They want to be feared. Their typical strategy is simple: Ripley keeps her distance and launches bullets at offenders, while Alleycat rushes in and smashes into the fray directly. Fluid stays back, firing a shot or two if needed, or using a spell if he has something applicable. Turbo avoids fights the best he can, but isn't afraid to fire a gun if the attention is on Alleycat. Fluid and Turbo really find their value in side work, investigating and doing recon in relation to their specialties. But since the group is so small, they're expected to come along on any major runs, regardless.

## USES

In addition to their listed use as a team for kidnapping Lesko if the runners refused, they can be used any time you need a team of runners for the campaign. For example, if Renraku decides to take out the runners, XTF might be those assassins. Or if you just want to throw some interesting speed bumps into the plot at any point, they could be such a bump. While the temptation is to just use a group like this as a combat encounter, they could also act as allies or rivals, working with or against the runners at various times. They each have personalities mentioned in their stats; use them at your leisure.





# GRUNTS AND MOVING TARGETS

## RIPLEY



Ripley's been around the block. She's been doing freelance work down in Bogotá, handling some of the conflicts with the locals for Aztechnology. While she's young, she's seen quite a bit of action. She's dark-haired, fit and energetic; she would probably make a fairly good fashion model were it not for the large scar down the right side of her face from a bad bet with a troll a few years back.

When on the job, she's all business. Success is the most important thing in the world to her. If she has one major personality failing, it's that she builds associations too quickly. While she doesn't trust many people, she gets close to them very easily. After a few meetings, she treats most people, friend or enemy, as old war buddies.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	4	4	3	3	3	3	3	2	6.0
<b>Metatype</b>	Elf									
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5, Mental 4, Social 5									
<b>Armor</b>	9									
<b>Skills</b>	Armorer 3, Automatics 3, Blades 3, Demolitions 2, Intimidation 1, Leadership 2, Longarms 3, Heavy Weapons 2, Negotiation 3, Pistols 4, Unarmed Combat 3									
<b>Gear</b>	Armor vest, Hermes Ikon commlink (device rating 5)									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo] Katana [Blades, Reach 1, Acc 7, DV 6P, AP -3] Ingram Smartgun X [SMG, Acc 4(6), DV 8P, AP —, BF/FA, RC 2, 32(c), w/ 2 spare clips, 320 rounds regular ammo] Ranger Arms SM-5 [Sniper Rifle, Acc 8, DV 14P, AP -5(-9), SA, RC (1), 15(c) w/ 15 rounds APDS ammo]									

## ALLEYCAT



Alleycat was a gymnast. She was a star; she'd have probably made the Olympics. This was, of course, until the accident. She was hit by a runaway car, shattering her hip in a number of places. She'd never run again, at least with her birth body. After a few years in a wheelchair, she spited her parents' choice to make her live with the cards she was dealt. She snuck out and got her first black-market mod. From that point on, she was addicted. She replaced whatever she could afford to, even taking loans to get further alterations. Eventually, she was so far in debt the only thing she could do was go completely underground. Eventually, she met Ripley, who immediately bonded with her. The two started XTF in order to avoid living the lives they were handed. For this reason, Alleycat is fiercely loyal to Ripley.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	5	4 (6)	5 (7)	3	2	3	2	3	0.08
<b>Metatype</b>	Human									
<b>Initiative</b>	7 (9) + 1(3)D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 6 (8), Mental 4, Social 3									
<b>Armor</b>	12									
<b>Skills</b>	Blades 4, Climbing 2, Gymnastics 3, Perception 3, Pistols 3, Running 3, Unarmed Combat 3									
<b>Augmentations</b>	(All alphaware) Wired reflexes 2, cybereyes [Rating 3, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3], cyberarm (left, obvious, Enhanced Strength 2), cyberarm (right, obvious, Enhanced Strength 2), cyberleg (left, obvious, Enhanced Strength 2), cyberleg (right, obvious, Enhanced Strength 2)									
<b>Gear</b>	Armor jacket, Hermes Ikon commlink (device rating 5)									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo] Katana [Blades, Reach 1, Acc 7, DV 8(10)P, AP -3]									



## FLUID



Fluid got with XTF because they didn't bleed him dry. He ran with another group a while ago who treated him as a slave and a one-trick pony. Fluid's a college-educated sorcerer, more interested in why magic works than what it can do, and Ripley respects that. For that reason, Fluid respects Ripley. He's a bit of a coward, mostly running because it's the only job he can see himself doing without too much legal intervention into his studies. He considered working with the corps, but they would do exactly what he hates with his talents.

He doesn't like killing, and he'll try to curb the team from doing it at all costs. This pacifist streak can be exploited, but it might also make him hate particularly ruthless runners.

	B	A	R	S	W	L	I	C	M	EDG	ESS
	2	3	3	2	4	4	4	4	4	2	6.0
<b>Metatype</b>	Human										
<b>Initiative</b>	7 + 1D6										
<b>Condition Monitor</b>	9 / 10										
<b>Limits</b>	Physical 3, Mental 6, Social 6										
<b>Armor</b>	12										
<b>Skills</b>	Assensing 3, Conjuring 1, Perception 2, Pistols 1, Sorcery 1										
<b>Spells</b>	Armor [Type: P; Range: LOS; Duration: Sustained; Armor equal to hits scored, cumulative with worn armor] Confusion [Type: M; Range: LOS; Duration: Sustained; -1 dice pool modifier to target per hit] Fling [Type: P; Range: LOS; Duration: Instant; Damage: 2] Ice Sheet [Type: P; Range: LOS (Area); Duration: Instant; crossing ice requires Agility + Reaction Test, Threshold equal to hits, to avoid falling] Light [Type: P; Range: LOS (Area); Duration: Sustained; each hit counters a -1 die visibility penalty] Stunbolt [Type: M; Range: LOS; Damage: (equal to hits) P; Duration: Instant]										
<b>Gear</b>	Armor jacket, Hermes Ikon commlink (device rating 5)										
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo]										

## TURBO



Turbo was a nerd. He was an outcast. Then it turned out he was an ork. Insult to injury, right? Because of his lack of social skills, he couldn't make it with most groups, and he bombed job interviews, but because of his technical know-how, he was valuable. Ripley couldn't pass him up. Besides, she has a bit of a little brother complex toward him.

Turbo has a lack of self-confidence that sometimes hinders the team. He doesn't believe in his own abilities, and often has to be talked into doing work. When he gets past his initial misgivings, though, he's a king in his field. Just don't ask him to conduct a presentation on what he's doing.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	3	5	4	3	4	5	1	3	6.0
<b>Metatype</b>	Ork									
<b>Initiative</b>	10 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 6, Mental 6, Social 4									
<b>Armor</b>	9									
<b>Skills</b>	Cybercombat 4, Electronics 2, Electronic Warfare 4, Hacking 3, Perception 2, Pistol 1									
<b>Gear</b>	Microtronica Azteca 200 cyberdeck (5 4 3 2, w/ trodes, Baby monitor, Signal Scrub), armor vest, Hermes Ikon commlink (device rating 5)									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 60 rounds regular ammo]									



# EXTRA CREDIT

As you or your players become more ambitious, you might want to stretch your gamemastering skills. Perhaps you want to turn these adventures into a campaign, a long series of related events. Or maybe you just need some extra advice on how to handle unexpected problems. In this section, we discuss both.

## STRAY THREADS

You may notice the **Mission Success** and **What If They Failed?** sections contain brief comments on jobs not mentioned in the other adventures. Brandeen hiring the PCs to shake down Mel (from **Food Fight**) or Reno offering the PCs a chance to retrieve his package (from **Milk Run**). You can take these threads, re-use some of the NPCs listed in this book, and run anything from a simple combat scenario to a complex character assassination. Here are some ideas for other future missions.

### ADVENTURE SEEDS

- 1: Since the team knows Tegami so well from **Workin' the Streets**, the Mafia or Vory hire them to kidnap her on their behalf. It's not uncommon, after all, for runners to work both sides. Just as long as they don't make it personal.
- 2: Renraku may hire the team to steal their lens back from the **Goin' Inside** mission, or to discover the identity of the Mr. Johnson behind that particular theft.
- 3: Renraku might instead hire the team to assassinate Doctor Lesko.
- 4: If the PCs succeeded in **Milk Run**, Reno offers the team a smuggling job. Since Wrongway screwed up the last job, Reno can't trust him anymore. But the PCs have more than proven themselves.
- 5: Embarrassed after the events in **Milk Run**, the Kickers come looking for payback against the PCs.
- 6: The **Food Fight** thugs show up again, looking to take down the PCs in order to save their own reputation.
- 7: Mr. Johnson from **Goin' Inside** and **Snatch and Grab** needs another electronic component from Renraku in order for Doctor Lesko to finish his work.
- 8: The Mafia would like the team to find and bring back Nack Bradley, who skipped out on his debts (and out of sight) after the Horizon script heist in **Steppin' Up**.

## CAMPAIGNING

Campaign has two different meanings. The most common definition is a series of individual adventures strung together by common themes with a big adventure serving as a grand finale. The second definition is a series of unconnected adventures played by the same group of players or characters over a long period of time. Some campaigns have lasted for years with the same group of people.

If you want to string these adventures together, you could come up with some overarching theme. Perhaps the package Reno is expecting has something to do with the device Doctor Lesko will end up building. Horizon's new movie could be a front for an exchange between Reno and the Mr. Johnson from **Goin' Inside**. You could even add a couple of adventures from the Adventure Seeds table for after all these adventures are run.

Build on knowledge the players gained. Take notes of the comments they make, the theories they have, and the actions they take to inform how you want the big finale to end. Perhaps they need to feel like heroes. If so, give them a bad guy they can take down. If they're just looking for the next big score, give them that opportunity also. Remember, you don't have to end the story. You can keep spinning out new plots and having fun as long as the players are interested.



# SPRAWL SITES

## SPRAWL SITES

The following section includes descriptions and plots seeds for the eight sprawl sites found in *Alphaware* that may be used for a numerous adventures. Each adventure seed notes which type of run it is, for ease of reference (**Adventure Templates**, p. 12)

Note that many of the entries talk about Structure and Armor ratings for buildings. Armor works the same way for buildings as it does for people, and the Structure rating acts as both its Body rating and Condition Monitor. So buildings resist damage with Structure + Armor, and have [Structure] boxes in their Condition Monitor. Once the Condition Monitor is full, you've poked a one-square-meter hole it whatever it is you've been beating on.



## BARREN BLOCKS

Every city has its barrens, blocks of rundown buildings that have been turned into squatter hovels, runner hideouts, drug houses, gang bases, and hundreds of other more questionable things. This little stretch has a smattering of everything. A warehouse holding a myriad of possibilities, a market that could sell anything from black-market missiles to expired Nuke-It Burgers, a circle of dumpsters that could be a lodge for an urban shaman or just a street-kid hangout, an old gas station that might be home to a makeshift market, a hidden entrance to an underground lab, or just a lot of fumes and garbage. This block has stories to tell.

## SPRAWL SITES

Catalyst Game Labs published two *Sprawl Sites* game aids for *Shadowrun, Fourth Edition*. The Barren Blocks and Gambling Den are from *Sprawl Sites: North America*, while the Low Income Housing Complex and Train Station are from *Sprawl Sites: High Society & Low Life*. While the game stats will need to be translated into use for *Fifth Edition*, each of those game aids contains an additional 6 new maps beyond those provided here, all of which are perfectly useable for a variety of game types in *Fifth Edition*.

## STRUCTURE AND SECURITY

Ha and ha.

### MARKET

Makeshift market structures are built from whatever was lying around at the time that was man-portable (Structure 2, Armor 4); most can barely stand up to a stiff breeze. Security in the market is based on what each individual can discuss and provide training for. Most of the merchants have commlinks (Device Rating 2) for transactions, but many simply work in certified cred or through barter.

### GAS STATION

This relic from an age where petro ran the world died long before the neighborhood surrounding it. The building has only stood this test of time because of its cinder-block construction and structural integrity (Structure 12, Armor 20). The internal walls separating the bathroom, back office, storage, maintenance, and cooler are all just as sound. The windows and door are long gone, replaced by whatever the current residents have handy to close the place up, usually wood (Structure 2, Armor 4), plastic sheets (Structure 1, Armor 0), or thin metal sheets (Structure 6, Armor 10). Security is bring/make your own, though the building is still pre-wired for a closed-circuit camera system. The pumps are long gone, and the tanks are dry.

### OLD WAREHOUSE

This building has seen better days. The external walls are sturdy enough to keep out the elements (Structure 8, Armor 12). The



building had four large bay doors (Structure 6, Armor 8) on the Findley Boulevard side (one is now gone, along with the structure around it) each with a standard door (Structure 2, Armor 4) next to it. There are also standard doors (Structure 2, Armor 4) on the Taylor Street and Scott Avenue sides as well. Inside the building is a raised office area with washrooms and a small security office below the structure. The security office and washrooms are constructed from cinder blocks (Structure 12, Armor 20) that provide the support for the office. There are no doors on the washrooms, but the security office has a reinforced door (Structure 8, Armor 12) with a key lock (Rating 2) and dead-bolt (Rating 3). The upper office is made of framing and dry-wall (Structure 2, Armor 4) and consists of a central office with a cheap door (Structure 2, Armor 4), a manager's office with a similar door, and a break room open to the central office. The building still has all the wiring for cameras over the entrances and at each corner of the internal ceiling. There is no wiring for cameras in the offices. The cameras have long been broken or stolen but could be replaced.

### EMPTY LOT

What can I say about an empty lot? Not much. Open to the public and the elements, it usually hosts gatherings of squatters around burning garbage drums, open-air brawls, or the occasional cock or dog-fighting match.

### DUMPSTER FORT

A circle of garbage dumpsters could play host to many things. The dumpsters themselves are sturdy metal shells (Structure 8, Armor 12) with hard plastic covers (Structure 2, Armor 3). Security is bring-your-own (natch) and based on the current occupants. Ganger kids have no security, but occasionally the dumpster circle turns into the hangout for some urban shamans with spirit guards (Force 4 spirits of man, 3 services apiece)

### MAKESHIFT SHELTERS

Hovels are better than homelessness, especially when you have the rats to keep you warm. These buildings are all thrown together from whatever was handy. They come in three varieties that would make the little piggies proud: wood (Structure 4, Armor 6), thin metal (Structure 6, Armor 10), and thick metal (Structure 8, Armor 12). Some of the locals may be armed or have cheap commlinks (Device Rating 1), but this place has no other security measures present other than a lack of anything valuable.

### SCRAP METAL PILE

One man's junk is also another man's junk. This pile of scrap metal may have some other valuable goodies and garbage that has been collected by the resident of the shack out front, but probably not. The shack is a metal shed (Structure 8, Armor 12) built from some of the best scrap in the pile, and it is remarkably sturdy due to the construction material. There is no real security except what the occupants provide for themselves.

### CONVERTED STORAGE BUILDING

Previously used as public storage, this building can now serve other purposes. When originally constructed, the outer walls of this three-story structure were plasteel (Structure 10, Armor 16)

and reinforced concrete (Structure 14, Armor 24). The building had a central elevator bank with six large service elevators, and stairwells at the corners. The front stairwells access the first and second floors but not the third.

The storage cubicles are constructed with three security levels. Security level 1 storage boxes are made of wood (Structure 4, Armor 8) and locked with a key-based padlock (Rating 3). The entire locking hinge can be removed from the door with a Strength (1) Test. The doors are wired to a central control booth where a light goes on if the door is opened. Security level 2 boxes are more solidly constructed with a combination of wood and metal (Structure 6, Armor 12). The locks are of similar quality to those in level 1 (Rating 3) and also key based, but this one bolts into the metal doorframe and requires a Strength (4) Test to be overcome. These doors feature a wireless version of the level 1 system, and the hallway where they are located has a wireless camera (Device Rating 2). Security level 3 storage is all on the top floor. This level can only be accessed with the proper RFID passkey (Rating 2) and associated password (Rating 2) through the two stairwells at the rear corners of the building or the two central elevators. This floor has wired cameras at each intersection (Rating 2) attached to the central security system on the main floor.

This building is pre-Crash and pre-new Matrix protocols, so all of the systems are old and rather simple but nearly incompatible with modern devices. There are no icons for the cameras or the wireless systems. Accessing these old systems will require some extra programming (Software + Logic [Mental] (6, 10 minutes) Extended Test) to create a specialized program to decipher the signal.

### JUNKED CARS

Left to crumble in the elements, these cars have seen their last days on the open road. They are used as beds and short term housing for both two- and four-legged critters. Due to the rust, the vehicles don't have much structure left to them (Structure 2, Armor 4).

### TYPICAL OCCUPANTS

Squatters, gangers, mobsters, fixers, and just about anyone else who can be out slumming could end up on this block. The rich and the powerful, of course, avoid such areas like the plague they fear they would catch there.

### ADVENTURE SEEDS

- **Extraction:** A loyal contact, a squatter named Squiggy, needs the runners' help after witnessing a murder. One of the runners gets a frantic call from a wounded Squiggy asking if they can pick him up and get him to a street doc. He has an eye-recording of some serious blackmail material to pay them with, or he'll pay cash and forgo his normal Nuke-It burger payments for a few months, whichever the runners prefer. Problem is he witnessed the murder and then got spotted. He fell and got a nasty chunk of rusty metal through his side, which is now infected. To make matters worse, the hitman who spotted him is now trying to clean up loose ends. Squiggy's infection is causing fits of delirium, and he doesn't quite know where he is. The team will need to search through a few blocks of the barrens after narrowing down his commlink signal through some serious noise (Rating 3), since it los-



es power when they get close and is of no further use in tracking him.

- **Delivery:** Squiggy recovers, and he's been keeping his eyes peeled for interesting tidbits of information in his neighborhood. He saw a pair of guys carry a large crate with military markings into the Converted Storage Building. They came back out without the crate and got gunned down in a drive-by before they got back to their car. That crate is now inside, with no one to ever come back for it. Squiggy calls the runners to contract a job for which he would like ten percent of the street value of whatever is in the crate. This could be as easy as breaking in and having some trouble locating the exact storage unit or as difficult as the crate having a tracker or some group on their way to pick it up at the same time as the runners. What's in the crate is up to the gamemaster.
- **Misdirection:** The runners are contacted by a street shaman who operates out of one of the makeshift shacks. He offers free services to the runners if they can help him take care of a little problem. It seems a free toxic spirit of earth has taken up residence in the scrap pile and does not appreciate any magical activity going on near his domain. He has claimed this area of the barrens as his own, and every time the shaman tries to cast a spell or summon a spirit, the spirit of earth attacks him. He needs the runners to hold off the spirit long enough for him complete a banishing ritual. The spirit can be whatever Force the gamemaster desires, with additional powers to fit its toxic nature and metallic home.
- **Delivery:** Aurora Warrens, UCAS Sector, FRFZ (Denver): This little patch of blight is nine square blocks of fun and excitement in the Aurora Warrens. Centered on Hardy Market, named in honor of the first merchant to set up shop here (also the first to defend, be shot here, and die here depending on who you ask), Hardy Market and the surrounding few blocks has recently become the territory of the Alley Cats, a wizzer gang with some serious territoriality issues. The Alley Cats all take on names related to cats; the current leader is a dwarf named Tom. The runners enter this picture when they need to make a delivery and pickup at Hardy Market. The Alley Cats have been keeping a keen eye on the market to see what kind of squeeze money they can get. They see the runners' deal going down and decide to step in for a closer look by dropping a couple stunballs into the market and then rummaging through everyone's goods. After the team wakes up, the package is gone, and the recipient demands they get it back from the Alley Cats' main hangout, the Old Warehouse. If the team is reluctant they can be missing a few key pieces of their gear that they may want to retrieve as well.
- **Protection:** The runners are contacted to head to the Makeshift Shelters and relieve a security detail until further notice. The team is contracted to protect Soda Seven, a rocker on her way to the top but currently in transition from one label to another. The security detail is battered and beaten and ready to leave when the runners arrive. They reveal very little about what kind of trouble they've seen, only that it was a tough extraction but the location is low-key enough to be safe. Problems arise when Seven makes a call using her technomancer abilities. The other team took away her cover commlink but was unaware of

her abilities. She has called her boyfriend, Johnny Star, who is actually a loyal company plant pretending to be her boyfriend. Star has informed his bosses and they have sent another team of runners to get Seven back.

- **Delivery:** The runners are contacted by a fixer or Mafia contact for a quick job. Joey "the Hammer" Scarpone got pinched back in '64 right as the Crash was rocking the world. He ditched his car full of goodies in the barrens and then got picked up a few blocks away. The car was never recovered, and Joey got sent to the clink on unrelated charges. Now he's out and wants his goodies but knows the Feds are watching him like a hawk. He contacts the runners either directly or through a fixer to retrieve a car from the barrens. The car has been stripped of the wheels and most of the running parts, the windows are shattered, and the electronics have been thoroughly stripped. Joey's valuables are still present, though, sitting on the seats. The runners are not alone on this trail. Joey had plenty of rivals, and the team can run into interference from Feds, gangers, or other Mafiosi.



## GAMBLING DEN

Even though everyone knows the house always wins, gambling is still a popular way to give away money. Blackjack, slot machines, craps, and private games (usually poker) are all available here to deliver hours of gambling thrills and chills. Between bets or waiting for a table to open up, gamblers can spend a little time in the sports bar and gamble on live games around the world. From betting on the next pitch in a baseball game to placing money on which urban brawler will go down next, and even sweetening the payoff with bets on how it will happen, the gambling never stops.

## STRUCTURE AND SECURITY

Gambling is—or at least is often thought of as—a rich man's game, and casinos generally work hard to look the part. That appearance, though, only needs to be skin deep. Keep the synthwood polished and the "gold" shining and no one is going to make a



fuss. The outer walls of the building are standard construction materials covered in a thin veneer of class (Structure 10, Armor 16). Internal walls are slightly lighter standard construction material (Structure 8, Armor 12) but they are soundproofed (-4 to Audio Perception Tests attempted through the walls) to help keep the noise inside. Back in the day when there was actual cash on the premises, casinos were a popular spot to rob. With electronic currency as the modern standard the payoff just isn't there anymore, so most of the security at the casino is focused on different kinds of thieves. The cameras are high-end models (Device Rating 3) with low-light, thermographic, vision magnification, and vision enhancement (Rating 3) to keep an eye out for cheating. Matrix security is run from a dedicated central security device with each game run on its own device with an IC program (Rating 6) present to look out for intrusions and tampering. Astral security to avoid unfair advantages like aura reading in poker is provided on a game-by-game basis. Usually an off-site, astrally projecting mage is present and manifests in the security office if they need to inform security of possible cheating or rules violations.

## TYPICAL OCCUPANTS

During normal business hours (which are 24/7) the gambling den has a house manager (use **Club Owner**, p. 64, add Gambling Odds 4), security manager (use **Rent-A-Cop**, p. 73, increase Charisma to 4), two security spiders (use **Spider**, p. 68), four security guards (use **Corporate Security**, p. 70), twenty dealers/table managers (use **Gambler**, p. 6, Contacts, Adventures, Sprawl Sites), two bartenders (use **Bartender**, p. 64), between six and twenty waitstaff/kitchen staff (use **Bartender**, p. 64, reduce Charisma to 2) depending on how busy it is, and four accountants (use **Corporate Receptionist**, p. 66, add Accounting 4). The patrons present can vary greatly in number;

there are usually at least twenty people playing some kind of game, but during peak times the place is packed with two hundred or more gamblers filling every table or waiting for an opportunity to lose money to the house.

## ADVENTURE SEEDS

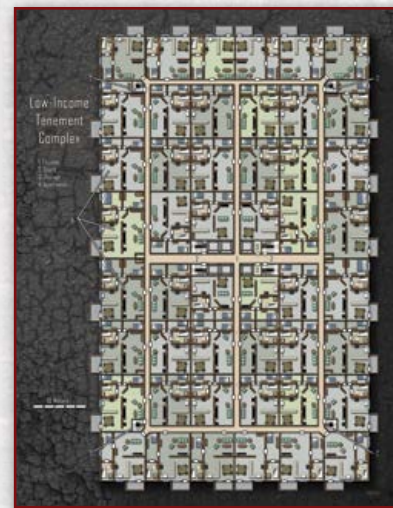
- **Protection:** The runners are hired to act as security for a gambler in town for a once-in-a-lifetime chance to play at the Big Boys Table, a high stakes game of Texas hold'em that is THE game to be invited to. On the way the gambler takes an unlucky round from a go-ganger drive by, but before he dies he gives a case of chips and an invitation to the runners, making sure to emphasize the need to impersonate him. They get a chance to take a seat at the Big Boys Table. During the game one of the other players is accused of cheating and calls on their old friend to back them up. Problem is, they call on the runner who in truth is no one's old friend. The cheater has to know that and might be playing to get the runner in trouble, or he might be able to clear the runner's name, and then the two of them can team up and work together to work the table. But can you ever really trust a gambler?
- **Destruction:** Nothing like a good old-fashioned smash up. The runners are hired to come into the gambling den, rough up the place and the customers, and leave a message that the Yakuza runs gambling in this part of town. Problem is, this place is run by the Yakuza. The team could

just see their work done or could get wrapped up in a deeper plot to determine who hired them and why they wanted the runners to bust up the place. Other organized crime, corporate interests, or disgruntled employees could be behind the plot.

- **Protection:** The prize of a high-stakes poker tournament is a small black box that the runners are hired to protect while the game goes on. The gamblers have all brought their own personal protection, and each one of them thinks they're the toughest guy in the room. Lots of posturing goes on until someone makes a grab for the box. The whole place turns into a free-for-all, and the runners find themselves at the center of a massive shadowrunner battle royale where they are the only ones on the defensive.
- **Investigation:** For the past four days straight, Sally "Lucky Strike" Filter has been winning, winning, and winning some more. No one is that lucky, and the runners are hired by the house to find out what makes Sally so lucky. The truth is she is a particularly skilled decker and is not working alone. She has another three members of her gang helping her win while hiding as losers in the club. If the runners try to bust the group or Sally, they unleash a horde of sprites to wreak havoc on the gambling den, the runners' gear, and anything else the mischievous techno-imps can get their little digital paws on.

## LOW-INCOME HOUSING COMPLEX

This place looks like home to many runners. There's an abundance of other less-reputable neighbors, no security besides what you provide, and a sense of despair that is almost palpable. Together, these elements make this place a miserable pit of filth and despair, but it's a great place to stay under the radar. This is a single floor of a rundown tenement where the poor go to live (if you can call it living), where runners can go to hang out, where dealers go to find their clients, and where cops fear to tread. Tenement complexes are multi-story buildings, some up to one hundred stories, that usually consist of multiple buildings where hundreds or thousands of people live in squalor.



## STRUCTURE AND SECURITY

Just because a building has low-income residents does not mean the building was built by them, or even with them in mind. Sometimes they are older, quite solid buildings that have gone to



squalor. The outer walls of the building and the primary walls of the apartments are quite sturdy and usually made of cheap concrete (Structure 8, Armor 14). Not the good high-end ferrocrete, but rather the regular stuff that's still tough to break through. The walls within each apartment are another story. They are built with the cheapest possible stuff the construction firms could find (Structure 2, Armor 4). This same principle goes for the doors (Structure 2, Armor 4) and their locks (Device Rating 2).

Many of these places were built with wiring for cameras, but the cameras are long gone; most of the few remaining cameras are broken. Some places have had some wireless cameras (Device Rating 2) installed on floors where gangs, organized crime, or runners have taken up residence, giving them the extra security they desire.

The astral plane around these places should also be noted. With factors based on the age of the complex, number of residents, and recent activities, the background count can range anywhere from 1 in a newer place or one with fewer residents to 4 in an old building with lots of residents that has recently hosted a murder. Occasionally a skilled mage with the Cleansing metamagic has cleaned up an area for themselves, and thus the background count is gone, but this is rare.

## TYPICAL OCCUPANTS

Low-income people. Okay that's not really true. Anyone can live in one of these small apartments. Runners (use **Low-Level Runners**, p. 74) can be hiding out in a place like this or have it as their low lifestyle home. The building usually has a custodian (use **Janitor**, p. 67) or a landlord (use **Slum Lord**, p. 67) who often lives in one of the lower-floor apartments. Often an entire floor of the building or multiple floors are taken by a gang. The gang may also claim one or more buildings as their turf. Most of the residents will be average joes and janets living their down-on-their-luck lives.

## ADVENTURE SEEDS

- **Extraction:** The runner's fixer contact leaves a hasty message for the runner on their commlink. The message was poorly recorded and sounds like the fixer is running and trying to yell into the commlink as he sprints. The full message says, "Ares Johnson rolled on my newbies. They're too green to know it wasn't me and they're after me. I'm going dark in the Pavilion Greens. Find me and protect my ass and I'll owe you big time. Primo jobs will be all yours. Come soon, they're on my ..." BLAM!!! The message ends with the sound of a gunshot. The shot clipped the fixer's commlink. Without using some computer skills to adjust the sound on the message, all the runners catch is "Ares ... newbies ... wasn't me ... going ... Pavilion ... protect my ass ... primo jobs ..." BLAM. The Pavilion Green Housing Complex is thirty stories of urban blight filled with gangsters, drug dealers, paracritters, squatters, runners, and every other kind of lowlife degenerate scum you can think of. Their fixer is there but is not sitting still. He is moving around the building, trying to stay ahead of the runners who are after him. The runners are green, but they know some tricks and actually tagged him with a stealth RFID when they first met. It bursts every ten minutes and points them in the right direction. The

only thing saving him is that he is moving so much—but that's also what makes him hard to find.

- **Protection:** The 678s (use **Halloweeners Street Gang**, p. 71), a gang based out of the Archer Housing Complex, control floors six, seven, and eight, hire the runners to do some damage to the 234s (use **Halloweeners Street Gang**, p. 71), another gang in the complex controlling—you guessed it—floors two, three, and four. They want the runners to wear their colors while they invade and tag up the other gangs territory. The 234s' color is blue, while the 678s' color is red. Anyone wearing the color of the other gang will get harassed by the opposite gang on the first floor they enter. The first and fifth floors are no one's territory, along with the rooftop area, and these areas have the highest number of incidents as they are the battlegrounds in the building's ongoing war. While the runners are doing their dirty work and distracting the 234s, the 678s will be sneaking onto the third floor and sabotaging the 234s' drug lab that is set up using the entire row of apartments on a short wall. Problem is, gangsters are not very bright and they will set fire to the lab, and therefore their building. If the runners are in the area, they can stop them; if not, it's a whole lotta work down the drain as the 678s pin the fire on the runner team, and both gangs unite against them.
- **Extraction:** The runners are hired by Coy Douglas, a mid-level executive with Ares Arms, to find his missing daughter, Ciara. She was kidnapped, and Knight-Errant is not willing to go after her in the Z-zone that Coy has determined she is in. He is able to tell the runners that his private investigator tracked her to the Crutchley Gardens Apartment complex, and that he saw her get off the elevator on floor six, but he doesn't know which apartment. The investigator won't go any further in the investigation due to the level of trouble he would be facing alone. The runners need to start knocking on doors (or kicking them in) to find a missing girl before unpleasantries happen to her. Astral scans are tough, as the whole building has a background count of 3, and many of the children are scared of one thing or another living here. Try to avoid making this an easy task. To add to the fun, all of the other apartments on this floor have strange characters living in them. Miss Monroe is a delusional old lady who looks a lot like a seventy-year-old Marilyn Monroe. She thinks the first runner she sees is her long-dead husband coming home with his friends. Doug Allen (use **Top-Shelf Bodyguard**, p. 72, add First Aid (Combat Wounds) 5 (+2)) is a former DocWagon HTR medic who is suspicious of the runners and won't let them in. If the runners force their way in, he bolts for the back room, activates his cyber, and makes their lives difficult. Laura Ruth (use **Elite Corporate Security Lieutenant**, p. 71), a.k.a. Ruthless, is a shadowrunner specializing in intel gathering who is currently hanging out in her bolthole after a run gone bad. She suspects the runners are after her and will hit them with some countermeasures set up in the hallway before escaping out the balcony, including two flash-packs (*Rules of the Street*, p. 68) grenades that detonate in the hallway around the door. The Latorres (mom: Danielle, dad: Rocco, daughter: Alyssa, son: Joey) are a sweet family with the small problem that they are currently being



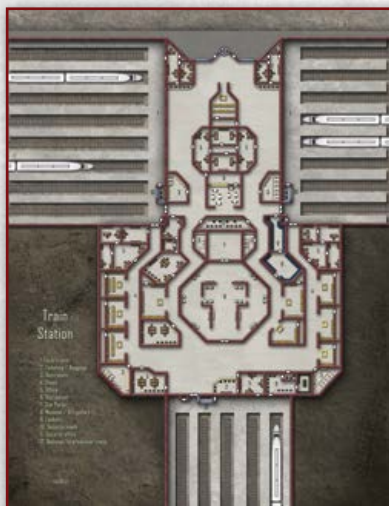


held hostage by the kidnapper the runners are seeking. He has threatened that he will hurt Ciara and the rest of them if they tell the police or anyone else of his presence. The first time the runners stop by, they are a little nervous but obedient and don't say anything (the kidnapper stays in hiding, though he doesn't have the skills to hide his aura). Once the runners leave, though, Joey manages to slip out after they leave and tells them about the bad man before he runs back to the apartment. In addition to this, there are several ways to add flavor to the building, including suspicious drug dealers, joygirls and boys looking for a quick buck who might rat on "strange" neighbors or other services, delusional old folks, young punks with no respect for anyone, and single parents looking to get revenge on exes who live nearby. Feel free to put the runners through the ringer before they save the day.

- **Misdirection:** Several members of the 234s and 678s have compared stories and come up with some unpleasant realizations. They contact the team for a meeting in a public and neutral spot to talk. They reveal to the team that they suspect the team was hired by the 678s' leaders and that their plan went awry. They offer to stop going after the team if they'll do a job for them. Since many runners aren't that scared of some tenement gang, they can't just intimidate them into service. They also offer a free apartment for each member of the team, along with some cash they've scraped together. Problem is, this small break-off of the two gangs has no sway with the rest of the gangers. Until the runners can kill the actual gang leaders, they could be facing a brawl wherever they go.

## TRAIN STATION

Even though air travel is the king of long-distance transportation, a lot of local commuting and some long-distance travel happens on the rails. The station has rails traveling out in three directions. The opposing rail terminals are for regular transit away from the central hub, usually near the middle of the city and around the local area. The odd terminal is used for international or long distance travel and has increased security measures. While some train stations are stand-alone structures, many are the ground floor or a subfloor of taller buildings. These types may have an elevator or stairs up to the other structure or may require travelers to leave the station to get to street level. The station may be beneath a casino (use **Gambling Den**, p. 53), a hotel (use **Luxury Hotel**, p. 57), or may be an office complex.



## STRUCTURE AND SECURITY

Much like the trains they house, train stations are built to last a long time. A little redecorating may occur, but the basic structure of the place stays the same. Internal walls are usually thick concrete (Structure 14, Armor 20), and if the station is a subfloor the main walls are reinforced concrete (Structure 14, Armor 24). The central structures (restaurants, shops, and offices) have walls that are meant to be changed with the times (Structure 2, Armor 4). Restaurants and shops use thin doors (Structure 2, Armor 4) with low-quality maglocks (Device Rating 2) with a numeric passkey. Offices have sturdier doors (Structure 6, Armor 8) and better maglocks (Device Rating 3).

The entry of the station has a well-hidden MAD scanner (Device Rating 3) and chemsniffer (Device Rating 3) that alert security of possible threats. Another MAD scanner (Device Rating 4) and chemsniffer (Device Rating 4) are located in the doorframes of the train bays and in the area with the long distance terminal. Both wirelessly transmit signals directly to the security office and the security personnel's commlinks (Device Rating 3). The station is monitored with wireless cameras (Device Rating 3) that also feed directly to the security commlinks and the security office. The entire security network is monitored by a Matrix specialist (use **Spider**, p. 68) and their small army of agent programs (Rating 3) and IC (Rating 4) running facial recognition software (Device Rating 3) looking for anyone on wanted lists from around the world.

Most major stations also have a mage (use **Security Mage**, p. 74) on staff to monitor the astral. The mage uses spirits with remote services (see *Rules of the Street*, p. 62) when not on duty; they alert her to astral intruders or emergencies at the station. Watcher spirits are also present keeping an eye on the astral. Anyone projecting into the station is asked to leave. If they don't, the watcher alerts the mage.

Security personnel at the station are generally contracted by the station's corporate owner or supplied by local police forces. The force is led by a station security manager (use **Corporate Security Lieutenant**, p. 70) with ten security officers (use **Corporate Security**, p. 70) on duty during the day and six at night with no manager on duty. These officers make regular one- and two-man patrols throughout the station making their presence known. The long distance/international terminal also has customs officers (use **Elite Corporate Security Lieutenant**, p. 71) and two dedicated security officers stationed just past the entrance.

## TYPICAL OCCUPANTS

Staff for the station consists of four ticket clerks (use **Corporate Receptionist**, p. 66), eight janitors (use **Janitor**, p. 67), and the station manager (use **Corporate Manager**, p. 65). The restaurants usually have four to ten staff members (use **Bartender**, p. 64) depending on their size, what they serve, and the time of day. The shops only have one or two clerks (use **Corporate Receptionist**, p. 71) on duty even during the busiest travel times. Travelers can be anyone, traveling anywhere, with anything, and guarded by whatever the hell they please.

The station will also have employees from the trains. Each train has two engineers (use **Spider**, p. 68) and one plainclothes security officer (use **Government Security**, p. 71) on board. Tickets are electronic and collected via the traveler's PANs so the engineers only work in the engines, and even there they don't do much since most of the train controls are rigged to the central rail control station.



## ADVENTURE SEEDS

- **Delivery:** Mr. Johnson wants the runners to quietly retrieve a package that has been left in locker 111 at Smith Station. He needs the package ASAP and warns that others may be after the same item. He tells the team that the other runners may not have the same rules of engagement and may be more obvious and violent in what they do, but he wants them to keep it low key. There are two other small teams after the locker. One is a trio of trolls who call themselves the Boom Brothers (use **Top-Shelf Bodyguards**, p. 72). The other group is four very loud rookies (use **Low-Level Runners**, p. 74) who think running the shadows is all about looking cool and sticking it to the man. The rookies will pretty much clear the place out once they start shooting, while the Boom Brothers will split their efforts between stopping the rookies and getting the locker.
- **Protection:** The runners are hired by famous artist Thomas Antonson (use **Gambler**, p. 66, add Artisan (Painting) 6 (+2)) to act as his private security at Brahmsburg Station. He will be arriving on the 1804 local with his corporate security detail and be handed off to the runners. He needs to make the 1824 international, where he will meet his new security detail. Mr. Antonson needs the runners because he is switching corporate sponsors, Evo to NeoNET, but does not want any other corporations to know yet—especially Sauder-Krupp, who owns the station. Neither of the megacorps wants an incident with their security forces involved on another corp's territory, so Mr. Antonson was given a stipend to hire the runners. Problem is, Sauder-Krupp knows the deal is going down and has done two things in response. Mr. Antonson's face has been added to the facial recognition software as a person of interest who must be detained for questioning, so security will be looking for him and responding to any sightings. Second, they have hired another team (use **Low-Level Runners**, p. 74) to grab Antonson from the runners. These rookies have been given a lot of access within the facility by assigning them temporary security contractor IDs. The runners should know there may be trouble and have time to make a few plans before coming to the station for the escort.
- **Delivery:** Customs has taken possession of a box that Mr. Johnson would rather they don't keep. He hires the runners to retrieve the box from the customs lockup built into the office next to the international terminal access. Inside the box is an Olmec artifact that a courier was trying to smuggle using train travel. The item in question was taken from a ruined temple in Amazonia while the area was being taken by Aztlan, and Aztechnology forces are hot on the trail. Two members of the team (use **Corporate Security**, p. 70) are in the terminal waiting for a chance at the package, while a second group of four (use **Low-Level Runners**, p. 74) are coming in on an international train. They will take the object by any means necessary, though they will start with verbal threats and corporate pushiness first.
- **Extraction:** The runners are called by their favorite fixer who has a favor to ask. His friend, James Smith, a train engineer (use **Taxi Driver**, p. 69, convert appropriate skills), saw Tony Carelli (use **Triad Posse**, p. 75) push someone

onto the tracks as the train was leaving the station. Smith recognized Carelli from a major Mafia trial that made headlines about five years ago. Smith called his oldest friend, the runners' fixer, to see if he can help him since he knows that when he stops the train he's probably going to have someone waiting for him who is not very friendly. The runners need to get to the terminal and help Smith make it out so he can contact Federal authorities and hopefully stay out of the mob's reach until a trial.

## LUXURY HOTEL (ELYSIUM)

This prestigious five-star hotel is part of the Elysium international chain, owned by a subsidiary of the Horizon Group (making its grounds extraterritorial). Conveniently located in the central district of the sprawl, the hotel caters to dignitaries, high-level executives, and even the occasional celebrity. The décor is impeccable and contemporary and, as with all hotels in the chain, the AR overlay unabashedly evokes a stylized Neo-Classical Olympus—complete with neo-classical columns, marble statues, and playful sylphs and nymphs darting between shadows.



The Elysium offers 210 rooms (1,000¥ a night) over 14 floors, including 8 super-luxury suites (5,000¥ a night) and a lavish penthouse, the Apollo Suite, with private pool and all the amenities its privileged clients might require (20,000¥ a night). Room service and catering is top-notch, and housecleaning is partly automated to avoid inconveniencing the guests. All floors are serviced by at least 2 banks of elevators and 2 separate emergency stairwells (one ending on the mezzanine level, the other on the ground floor).

Aside from luxurious décor and spacious accommodations, the Elysium boasts a nationally renowned restaurant on the ground floor. Run by a world-class chef, Dionysus' Feast has become a favorite among many of the luminaries. Whether to socialize or do business, its tables are usually packed with a who's who of the sprawl's movers-and-shakers, from execs to Yakuza oyabuns. Reservations typically require a week's wait for anyone but an A-lister, but a few Mr. Johnsons have been known to book a table to impress assets.

The public area of the hotel's ground floor features: an open space lobby; a large lavishly appointed conference room (which can be quickly refitted into a banquet room for other functions); an auditorium (available for conventions); a walk-in "business center" for guests; curving escalators to a mezzanine level; a bank of elevators, a small jewelry franchise store; and a bar. The bar also provides access to the Dionysus Feast's gourmet restaurant.



The working areas of the ground floor are out-of-bounds for guests and include the area behind the reception desk, the offices for managerial staff, luggage storage room, security office, and employee locker, restrooms and recreation area.

The hotel occupies the corner of a city block and nestles against a four-story private parking garage that also services the hotel (with access points on the ground floor and mezzanine levels).

## STRUCTURE AND SECURITY

The hotel's outer walls are made of concrete (Structure 12, Armor 20), while internal walls are of prefab, sound-proofed plastcrete (Structure 10, Armor 16). Interior walls are also coated with wi-fi inhibiting paint (Rating 4) with Matrix access available through each room's entertainment node (Device Rating 4). Warding (Force 4) is available on demand for any room, and comes with the price of the luxury suites and penthouse (Force 6). All outer windows are reinforced ballistic glass (Structure 4, Armor 6) including the foyer bay windows and rotating doors. All external doors (Structure 6, Armor 8) are airtight and covered by motion sensors. They also contain MAD and cyberware scanners (Rating 4) discreetly built into the frames.

Cameras (Rating 3, w/ thermographic) watch key access points, corridors and elevators. External doors all possess maglocks (Rating 5, w/ voice recognition), while internal and room doors (Structure 4, Armor 6) possess cardreader maglocks (Rating 4). Cameras, fire doors, and external exits are all controlled from the security room, as well as manually.

The hotel's security host is well designed (rating 4) and all security systems are slaved to the security room node. Security staff carry a commlink (Device Rating 3) tied into the network. The security host is linked to the hotel's management and operations host via a chokepoint. Additionally, all maintenance and house-cleaning drones are also wirelessly accessible from the security host via the hotel's maintenance host (rating 3).

## TYPICAL OCCUPANTS

The Elysium premises are permanently staffed by a manager, a concierge, and three desk clerks. Three bellhops are always on call in the lobby and driveway, assisted by various auto-baggage carriers.

Security staff is discrete and includes two plainclothes house detectives (use **Rent-A-Cop**, p. 73), a staff wage mage (use **Security Mage**, p. 74) and a six-man security team (use **Police Patrols**, p. 72) on duty at all times. Hotel security is supplemented by a Knight Errant rapid assistance contract which guarantees backup (use **Elite Corporate Security**, p. 70) in under three minutes and supplemental KE security for special functions.

The Dionysus Feast's kitchen is staffed by a head chef and four assistant chefs, while the waiting staff is made up of a maitre d', three hostesses, five waiters, and eight bus boys. Two discreet bouncers stand near the door, and anywhere from thirty to eighty guests are in residence at any given time.

## ADVENTURE SEEDS

- **Protection:** The Elysium is hosting a discreet meeting of international dignitaries trying to broker a preliminary peace deal between rival factions in a regional conflict. A megacorporation with a vested interest in supplying arms to the ongoing conflict has learned of the meet and leaked the information to radicals within the insurgent

faction who will attempt to assassinate the representatives. Info about the hit has just reached local intelligence services. Unable to meddle without seeming to choose sides, the intelligence agency hires runners to intervene.

- **Extraction:** The runners are sent to the Elysium to identify and intercept a bonded data courier. The Johnson has no name, just an estimated time of arrival at the hotel and a basic description (that he is Native American, middle aged, and has datajack). The runners might be able to hack the cyberware scanner in the entrance to narrow down the potential targets to two men.
- **Delivery:** A valuable prototype of a new vaccine supposed to help treat Alzheimer's and other degenerative cerebral diseases has been stolen from a secure corporate facility. The original owners have caught one of the runners involved and extracted a location for the hand-off to the Johnson: the Dionysus Feast, now. The Johnson calls the runners to intercept the delivery with no prep time, willing to pay 30K for a night's work.

## DOWD STREET

On the edge of a warehouse district, in a run-down part of town, the central stretch of Dowd Street includes a trendy nightclub, a pawn shop, a talismonger's shop, and a back-alley street clinic—all potential sites of interest to shadow-runners for various reasons. Police presence is minimal and the neighborhood rates a C security rating from Lone Star.



## EQUILIBRIUM NIGHTCLUB

This trendy new nightclub is quickly becoming the nightlife hotspot amongst the sprawl's glitterati and hip crowd. Every night the best ARJs in town put together the best interactive dance experience anywhere to the hottest new tracks. Every weekend live acts take to the stage, and the hottest talent in the sprawl is lining up for a gig. Talent scouts, trend hunters, and viral marketers mingle with the hip habitués searching for the next big thing, while select clientele and the owner's friends get to watch the dance floor from behind the polarized floor-to-ceiling windows of the elevated VIP lounge.

A converted warehouse, Equilibrium has a max capacity of 500 revelers and often has to turn partiers away. It is not unusual for patrons to queue for several hours to get in if they don't possess a VIP pass or aren't friendly with one of the staff. Its themed black and white, yin yang stylings and sophisticated AR, light and sound systems make Equilibrium the place to be seen and make friends. Two bars serve a wide variety of beverages, from cocktails laced with laes to mundane whiskey. The barmen are uncannily



ny fonts of information on a variety of subjects and always seem to know all the right people.

The sunken dance floor is perpetually crowded with a writhing tangle of bodies, regardless of whether a live act or an ARJ occupies the stage, and a table area is set aside for those who want to mingle. The owner, a nightlife entrepreneur, is also a reputed fixer with connections in the Mafia and several local corporations. Not only does he entertain his contacts and acquaintances in the relative privacy of the lounge, but he often arranges meets between Mr. Johnsons and potential runners there too.

The backstage area includes kitchens, staff rooms, changing rooms for the live acts, an ARJ control room, managerial offices, bathrooms, and storage rooms. Only club staff, artists, and the fortunate few with passes are allowed backstage. According to street rumor the storage rooms sometimes hold less-than-legal inventory for the owners friends.

## STRUCTURE AND SECURITY

The warehouse's original walls, both outer and inner, have been sound-proofed and reinforced (Structure 10, Armor 16). Gates and external doors are also reinforced and possess maglocks equipped with keypad and voiceprint biometrics (rating 3). Interior doors are simply a fire-resistant densiplast and sound-proofed (Structure 8, Armor 12). The polarized glass in the VIP lounge is a ballistic polymer (Structure 8, Armor 12).

Entrances to the backstage and staff areas have reinforced doors with maglocks (rating 4) equipped with cardreaders (cards are issued to staff and as backstages passes when necessary). Cameras (device rating 2) watch strategic locations such as entry and exit doors and the bars. Cameras also cover the main corridors in the backstage area. All feed into one of the offices which doubles as the security center.

Equilibrium boasts a MAD and chemsniffer (Rating 4) arch at the main entrance and all patrons are expected to check in their weapons along with their coats at the entrance and pick them up on the way out. Patrons with detected cyberweapons are given stern warnings and kept in sight.

## TYPICAL OCCUPANTS

Equilibrium typically hosts between 250-400 revelers on any given night with attendance spiking to 500 on weekends and gig nights (the room has capacity for more but the management believes overcrowding spoils the atmosphere).

For staff, Equilibrium boasts six barmen (three per bar) and eight waitresses in the main room at all times. There is a chef and two assistant chefs working the kitchen. A cleaning crew of four clean the nightclub during daylight hours. There are two managers (who work in shifts), and a secretary. The owner is usually present backstage.

Ten bouncers, all intimidating orks and trolls (use stats for the **Halloweeners Street Gang** and **Top-Shelf Bodyguards**, p. 71 and p. 72, respectively), work the floor at all times. Two are stationed at the door and one is permanently stationed at the entrance to the VIP lounge. Bouncers are equipped with stun batons and wear armor vests under their two-piece suits. The bouncers are all wirelessly linked to the head of security (use **Elite Corporate Security Lieutenant**, p. 71) in the security office and can tap into the cameras wirelessly. A local mage (use **Security Mage**, p. 74) is paid to provide security in the event of a magical problem and can be found either on the dancefloor or in the security office.

Two ARJockeys work the stage every night but concert nights, and a sound and effects tech is always on duty. For concerts this technical crew is doubled and supplemented by the band's own crew. Bands and their entourages tend to fill up the backstage during gig nights and security is laxer—unless it's a big name group.

## GASCOIGNE'S LORESTORE

On the corner of Dowd and Stackpole Streets sits a three-story brownstone that's seen better days. Its ground floor has been occupied, for the better part of 40 years, by one of the magic community's venerable landmarks, Gascoigne's Lorestore—purveyor of fine esoteric goods, magical formulae, and alchemical materials.

Founded by a British expat, for decades Gascoigne's possessed a clear hermetic and Wiccan bias, but the proprietors have kept up with the times and tried to expand their client base in recent years. The store now boasts sections devoted to shamanic telesma and other popular mystic traditions, as well as a thriving online enchantment-on-demand service.

The main showroom is dark and musty and its wall space is obsessively crowded with packed shelves of books and scrolls, native masks, and symbolic carvings. A couple of statues of South Asian deities sit in the middle of the room and display cases full of trinkets, statuettes, and fetishes take up more floor space. The few truly powerful telesma are kept in glass cases within reach of the sales counter. A couple of locked doors lead off from the main showroom. One leads to a rare book and magical foci store-room (containing a handful of finished enchantments for sale, numerous hardcopy formulas, rare radicals and other alchemical preparations). A second door, behind the counter, leads to the back rooms and alchemical laboratory.

The talismonger's is staffed by two clerks, an elderly dwarf and a young woman, but is actually the property of a small local magical group. One or more members of the group is usually found in the back working in the alchemical laboratory. While a feature of the local magic scene, Gascoigne's is under increasing pressure to sell out to Mitsuhama's Pentagram Publications subsidiary, which is looking to expand its presence in the sprawl by picking up small concerns.

The back of the store is divided between a storage area, a functional office (with a cot for keeping an eye on long circulations), a large enchanter's lab with a permanent ritual space, and a cramped bathroom.

## STRUCTURE AND SECURITY

The store has very little active security, relying instead on magical protections. A "Beware Guard Elemental" sign can be found in the window, and local gangbangers know better than to try to squeeze the talismonger's. The front, back, and door to the foci and rare books room doors (Structure 4, Armor 6) are locked with keypad-equipped maglocks (Rating 3). Cameras keep watch over the main showroom and the office. Both feed to the Lorestore's node.

The entire store is watched over by two bound elementals (Force 6 Spirits of Air and Earth) with orders to intercept astral intruders and put down magical threats. All the rooms are individually warded (Force 5) with the lab boasting a high-level ward (Force 8). The lab also benefits from the group's geomantic aspecting of local mana toward enchanting. The floor of the rare book and foci room has been prepared with an anchored Bind spell linked to a custom Detect Thief spell.



## TYPICAL OCCUPANTS

The dwarf clerk is going on 60, but looks younger, as most dwarves do. He was one of the first generation born with UGE and has lived through a considerable part of the twenty-first century's troubles. Despite being mundane he is exceptionally knowledgeable about all things Awakened (with Knowledge Skill ratings of 5-6 in any relevant skills).

The younger clerk is in fact a street witch (Initiate Grade 1) who's apprenticing with the magical group to develop her enchanting skills.

Typically only one (or rarely two) members of the magical group are ever present in the store, and will always be working in the lab or office. If necessary, use the stats for **Security Mage** (p. 74).

## MIKE'S PAWNSHOP

Mike's Pawnshop is a neighborhood institution. Having opened mere days before the Awakening and remaining open through the good times and the bad that followed, Mike's has seen it all.

The pawnshop buys and sells an eclectic assortment of one-off goods, from old US memorabilia to the out-of-fashion holo-projector—no questions asked (though high-ticket items are often handled around back). Mike's will buy and sell almost anything: electronics, drones, artwork, jewelry, secondhand clothes, survival gear, even the occasional motorbike or mysterious magical bauble—anything but guns. The owner has a strict rule about not dealing in firearms and explosives of any kind.

The main showroom possesses a large display window onto Dowd Street. The room itself is lined with shelves, valuables are kept in cases behind plastiglass, and a bookcase stands in a corner—all are cluttered with assorted wares. A mesh cage surrounds the front door, and it will lock down if the sensors built into the doorway arch sound an alert.

Mike's is staffed by a broker, a counter clerk, and a mean-looking ork bouncer. The broker and clerk handle business from behind a long counter (under which a pistol is kept). A single doorway leads into the back where rooms include an office, a small private meeting room, a locked storage room, bathroom, and cubbyhole with sleeping cot for late nights. A back door leads onto an alley and a hidden manhole in the storage room allows access to the sewer.

As with many pawnshops in rougher neighborhoods, Mike's is also a fencing operation. A steady flow of stolen goods and black market merchandise makes its way through Mike's storage rooms. Anything that the store doesn't have in stock, they can arrange to acquire. Payoffs to the police to turn a blind eye, and occasional kickbacks to the Mafia, have kept Mike's out of trouble and independent.

As a well-connected fence, the broker also runs a profitable side business in arranging fake licenses, documentation and even SInS.

## STRUCTURE AND SECURITY

Security cameras keep an eye on the showroom and entrance, as well as the broker's office.

A warning on the door forbids entrance with weapons. A security cage can isolate the main entrance and will lock automatically if the MAD and chemsniffer (Rating 4) built into the doorframe detect a weapon or explosive. The cage can be unlocked manually by the bouncer—after he has confiscated the weapon for the duration of the visit. The bouncer sits near the entrance with a clear line of sight to both the door and the counter.

A pistol is kept under the showroom counter to deter potential thieves, while the broker keeps a couple of guns in a desk draw.

## TYPICAL OCCUPANTS

The pawnshop is staffed only by a single clerk and the broker (use **Fixer**, p. 66). The bouncer (use **Top-Shelf Bodyguard**, p. 72) is armed with an Browning Ultra-Power. There are usually only one or two clients in the store at any given moment, though there may be more if deals are being made in the backroom.

## DR. BOYLE'S STREET CLINIC

Secreted in a back-alley off Dowd St., Dr. Boyle's illegal chop shop is crowded into the offices of a defunct electronics clinic. No sign or indication of the clinic is visible from the street, so only clients with references or the right connections will even know it's there. The clinic is open around the clock with one or two doctors in attendance at any time.

Run by an unlicensed surgeon and two assistants, the street clinic has built up quite a reputation amongst underworld types and performs not only illegal patch-jobs and augmentations, but plastic surgery too. While the basic services offered include surgery and numerous basic and alpha grade implants, Dr. Boyle is rumored to have access to a corporate source for higher-end implants. As a result, the clinic has developed a thriving business among shadow types and other criminals looking for off-the-books augmentation and enhancement surgeries. The clinic lacks the facilities and resources for genetherapy and nanotech implantation, though.

The clinic premises are small. The alley entrance leads into a reception/waiting room with chairs and a counter. A corridor threads through the restricted areas of the clinic leading to the doctor's offices, a cold storage/walk-in freezer for the 'ware's and medical supplies, a scrub room, and two no-frills operating theatres.

The storage area is usually well-stocked with medical goods and low-end augmentations, but the high-level implants are kept off -premises in an undisclosed location as a safety precaution. The operating theatres qualify as **Medical Facilities (Tools, p. 72, Rule of the Street)** though equipment is compact and modular, designed to be taken apart and moved on short notice.

## STRUCTURE AND SECURITY

The clinic is located in the back of an old brownstone with solid brick walls (Structure 10, Armor 16) and has surprisingly little active security. A single camera covers the doorway and reception area, allowing the staff to scope out waiting clients. The front door and the door (Structure 8, Armor 12) to the back of the clinic are both security doors and boast maglocks with keypad and voice recognition scanner (Rating 4) keyed to the three staff members. The only other locked door is the steel-reinforced door (Structure 10, Armor 14) to the cold storage room, which features a DNA scanner as well as the keypad and voice recognition (Rating 4). Dr. Boyle's pays a couple of its street samurai clients to provide security for the clinic. One is always present and ready in the reception area.

All the systems in each operating theatre are slaved to a single host (Device Rating 4), isolated from the clinics' own host (Device Rating 3).

The clinic has also cut a deal with the proprietors of Gascoigne's, next door, to provide warding (Force 3) to the clinic premises at a discount, to keep out prying eyes and potential spirit trouble.



## TYPICAL OCCUPANTS

The black clinic is attended by one or two street docs at any given time. A female nurse/receptionist helps where needed. The two street samurai are a troll (use **Top-Shelf Bodyguard**, p. 72) and a human augmentation addict (use **Corporate Security Lieutenant**, p. 71). The number of patients present varies significantly, and it can be empty or full of patch jobs after the latest gang fight.

## ADVENTURE SEEDS

- **Protection:** A senior Yakuza member wants to treat some envoys from the Watada-rengo in Japan to the local nightlife. The owner of Equilibrium has accommodated the last minute request and given over part of the VIP lounge to the party, despite having already booked a meet for the runners with a Japanacorp Johnson for that night. During the meet fighting breaks out on the dance floor. This is a distraction for a hit team hired by a rival rengo to strike the Watada delegation. The rest of the hit team enters via the back of the club and secures the exits. Two hitmen burst into the VIP room, spraying bullets, likely catching everyone by surprise (and unarmed). Mr. Johnson is mistaken for one of the Yakuza and targeted too. He survives the initial assault and is willing to pay the runners to get him out. If he makes it through the running gun battle through the club, the runners can certainly count on him for future work.
- **Protection:** The daughter of the Tir ambassador has vanished and the embassy's cultural attaché wants the runners to track her down before the story reaches the media. She was last seen by friends at Equilibrium being chatted up by a barman after a nasty breakup with her latest boyfriend, a member of the local Ancients chapter. The barman is actually a pick-up man for a flesh trade op, using his position to get his hooks on fresh meat. Unfortunately for the runners, even if they recover the girl, the attaché has his own plans for the girl and no intention of turning her over to her father. He wants to blackmail the ambassador into resigning and take his position.
- **Delivery:** Dr. Boyle's has received a consignment of beta-test wares from a mysterious source. The systems are four unmarked beta-grade cybersuits of Move-by-Wires with an integral Skillwire Expert System called the "Minute Man II," and they're available for a limited time at half the normal price. Unknown to Dr. Boyle's surgeons, and unfortunately for the users, these cybersuits contain an activate-on-demand wireless "backdoor" which transforms the user into a human drone. Who's really behind these implants and what their goal is remains a mystery.
- **Delivery:** Occasionally Gascoigne's Lorestore has been known to broker the sale of some unique artifacts and enchanted items for third parties on their online store. Recently they've handled several Awakened relics of apparent Mesoamerican origin. The unusual nature of the items and their number has come to the attention of a collector, who is interested in finding out more about the source. Gascoigne's will not disclose the name of the suppliers, but the collector is sure there must be some paper trail in the talismonger's systems.
- **Datasteal:** The local Mafia capo has decided it is in the familia's interests to bring Mike's into the fold. He launches

a campaign to force the pawnshop to sell out. This begins with some mild arm-twisting and quickly degenerates into attacks on the staff (the capo doesn't want the store damaged but the staff is fair game). The owner can't afford to antagonize the Mafia, so direct retaliation is out. Fortunately, he's made some friends in the shadows over the years. If he can get them to turn up some dirt on the capo he might be able to leverage himself out of the bind.

## PARKVIEW ADVANCED RESEARCH COMPLEX

Nestled on the borders of one of the sprawl's few green areas, set back from the main road and half-hidden in a carefully landscaped park sits the PARC research facility. Property of the Mitsuhamma Corporation, it has housed a variety of research projects over the years, most recently their most recent push into the fields of biodrone and cyborg technologies. What projects are currently being developed at the PARC are a strictly-kept secret.



The complex was designed to be enviro-friendly and is low-lying, with the lawn flowing over the rooftops, conveniently dissimulating the building contours from above.

The complex itself is made up of three wings. A central circular building houses two larger R&D labs, three smaller ones, two AR Immersion rooms, six offices (with four work places each), two larger offices for project managers and ranking researchers and a SOTA conference room. The labs feature all the SOTA equipment necessary for the projects at hand, and have decontamination airlocks (with biohazard warnings even though most of the contents are innocuous). The labs also provide access to a circular inner corridor and elevator down to the basement levels. Near the reception and lobby is a fortified security room with its own ventilation and reinforced doors. Each office possesses a single device (Rating 4), with the labs sharing a common host (Device Rating 6). All external walls and walls between wings possess wi-fi inhibiting material (Rating 6).

The basement level includes two operating theaters and several support rooms (freezers, storage, airlocks and scrub rooms), as well as an office and animal/guinea pig cages, a control room, and an autopsy/examination room and power generator room. This is where any sensitive experimentation takes place. The basement is built several meters below ground level making it difficult for astral intruders to access through the living earth.

The sub-basement level is off-limits for most of the staff and contains secure holding cells for "problem" experiments and an office room.



The west wing houses a break room for the R&D staff (with a fridge and a soy processing unit), bathrooms, a four-bed “on call room” and a locker room near a reception area. The central corridor in the west wing leads to a storage area and loading dock and large workshop.

The east wing houses administrative facilities; it includes four managerial offices. It also includes a conference room, an auditorium, on call room for the facilities eight guards, a recreation/break room, an armory, and office for the security spider.

## STRUCTURE AND SECURITY

The complex’s outer walls are cement (Structure 12, Armor 20). With the exception of the labs and walls between the wings, which are also cement, the remaining interior walls are slightly less sturdy pre-fab plascrete (Structure 10, Armor 16). Ventilation and air conditioning ducts come out on the roof, but are a tight fit for a metahuman at 75 cm diameter; vent exits have trip beam grids.

During the night, the PARC grounds are patrolled by six bio-drones (patrollers, see below), the park itself is surrounded by a two-meter wall topped by proximity wires. At the back of the east wing is a fenced-in pen where the guard critters are kept during the day. Hidden in the conveniently placed bushes and foliage around the grounds are cameras (Rating 3). All feed to the security center via buried hard lines.

All doorways and gates into PARC have concealed pressure meshes. All external doors and gates possess maglocks (rating 3) with biometric scanners (DNA and voice analysis) as well as a cardreader. Pressure pads are discreetly placed at the entrances to the lab and R&D areas in the central building, and trip beam protect the entrance to all secure areas. Main access points and corridors are watched by cameras (with low-light and thermographic). Cameras (rating 2) in the lab area are wired to motion sensor system in the various airlocks to ensure anyone entering or leaving is snapped.

Magical security it ensured by three bound spirits: two spirits (Force 5 Fire spirits) watch the grounds for astral and magically active intruders, while another spirit (Force 6 Spirit of Man) guards the buildings—additional astral support in the form of two combat mages will arrive on site within minutes of an alert. Wards also protect the laboratories and basement area (Rating 6) and secure areas (Rating 4).

The facility has an exceptionally well-trained and tactically experienced security detachment assigned.

## TYPICAL OCCUPANTS

During working hours the PARC facility is occupied by almost 100 people, divided among research, administrative and security staff. Two project administrators lead about fifteen scientists and a half-dozen administrative personnel apiece. Two managers are assigned to perform oversight, budgeting and reporting, as well as coordinate logistics.

The site boasts a twelve-man security detail (use **Elite Corporate Security**, p. 71), plus a security chief (use **Elite Corporate Security Lieutenant**, p. 71) and a spider (use **Spider**, p. 68). All are linked to the security system. A security mage (use **Security Mage**, p. 74) is also stationed in the security room. Airborne reinforcements can arrive on-site within ten minutes. Additionally a security guard is stationed at the gate. Most menial work is performed by drones, for security.

## PATROLLER (ENGINEERED CRITTER)

Through full integration into security networks, this gen-engineered hyena was designed to be a smart and fast combatant. Allowed to roam freely across the perimeter of a facility, the patroller has full threat assessment capabilities and a few surprises for unwary shadowrunners.

	B	A	R	S	W	L	I	C	EDG	ESS
	5	6	5	5	3	4	5	3	0	6.0
<b>Movement</b>	x3/x5/+3									
<b>Initiative</b>	10 + 2D6									
<b>Limits</b>	Physical 7, Mental 6, Social 5									
<b>Skills</b>	Infiltration 2, Perception 5, Tracking 2, Unarmed Combat 7									
<b>Weapons</b>	Natural Weapon (Unarmed, Acc 7, DV 8P, AP -2, Reach —)									

## ADVENTURE SEEDS

- **Delivery/Destruction:** While the PARC is indeed being used to research biodrone technology, this is actually a front for a black program involving technomancer experimentation and replicating technomancer abilities in animals. Several subjects are being held in the sub-basement pending examination and “processing.” Runners are hired by the Undernet Alliance to organize a breakout and destroy any research records.
- **Delivery:** The PARC is developing the new prototype swarm biodrone with improved sensory abilities, and another corporation is interested in the project. Getting in may seem complicated, but successfully absconding with the 300 wasps in the swarm (currently flying free for testing in one of the basement labs) is going to require creativity.
- **Datasteal:** One of the scientists at the PARC has been growing a conscience and becoming uneasy with the callous animal experimentation that she suspects has been going on in the sublevels. She leaks the information to a friend with contacts in an animal rights group. Now the group wants someone to get in, grab evidence and footage to splash on the newsfeed, and get out without causing a fuss.

## KONDORCHID FACILITY

KondOrchid is a South American AA with a minor presence in the sprawl, including this logistics and warehousing facility in the Docklands. KondOrchid provides logistics and overseas shipping for several mid-sized corporations and even handles the occasional overflow from megacorp warehouses. It prides itself of having one of the most automated and best safety records on the docks—though in truth, it’s been plagued by several small inexplicable accidents and delays which have been kept off the books. Additionally, buzz on the docks has it, that a local smuggling operation of some size may be using this facility as a front.

The center occupies a fenced-off section of the waterfront. Rectangular in shape, the facility has as entry points three main gates with gatehouses and spotlights. Largely automated, opera-



tions are roughly divided into four areas:

**Dockside:** The immediate dockside contains two heavy duty rigger-controlled cargo cranes used to unload docked vessels. These are mounted on rails and lead to both the warehouses and logistics/container area. Hard caps are mandatory for workers in this area, and loading and unloading work can be hazardous.

**Warehouses:** Behind the dockside are two medium-sized warehouses, both fully automated. While both contain a warehouse overseer office, a Spartan rigger operations center, and a break room for the small human crew, stevedore 'bots do most of the work. The interiors of the warehouses are a maze of floor to ceiling, heavy-duty storage shelving. Warehouses have two main gates each allowing a tractor truck to load and unload. Crates stored in the warehouse can contain virtually anything from mundane household appliances to secret shipments of CalHots and BADs.

**Container storage area:** A rest area for the large long-haul containers in transit occupies another large section of the facility. Serviced by the rail-mounted heavy cranes that run to dockside, it loads and unloads big rigs/tractor trucks near one of the main gates. Spotlights illuminate a few areas, but not all the canyons of triples-stacked cargo containers.

**Office Corner:** An L-shaped pre-fab office building used by managerial staff takes up a corner of the compound. Its one story includes office space for a couple of site managers and an office pool, as well as locker and break rooms for the metahuman dock workers. It also includes a security center (occupied by a spider and the head of security) and an on-call room for the ten-man KondOrchid security team. Next to the office building is a small car park for managerial and secretarial staff.

At several points in the facility storm drains connect to the sewer system and ensure rainwater and melted snow doesn't accumulate and cause trouble.

## STRUCTURE AND SECURITY

The facility is contained with a four-meter fence (Structure 6, Armor 8). Spotlights are mounted on the fence poles at regular intervals illuminating a few meters on either side of the fence, atop each such spotlight a security camera (w/ thermographic and low light enhancements and a 120-degree field of vision) is mounted. All cameras are wirelessly linked to the security center host (Rating 4) in the office building and may be accessed directly by the guards on patrol. If any problem arises with the cameras, a three-man patrol is dispatched to verify.



A three-man patrol completes a circuit of the facility every thirty-five minutes, but security is supplemented by four Steel Lynx drones (p. 80, *Rules of the Street*) constantly patrolling the grounds on pre-programmed paths. Magical security is outsourced with two bound spirits (Force 5 spirits of beast) guarding the grounds against astral or magically active intruders, and one spirit (Force 6 spirit of man) guarding the interior of each warehouse. Astral backup in the form of two projecting shamans will be on site within two minutes of an alert.

## TYPICAL OCCUPANTS

The dockside facility works around the clock in three shifts. A shift is composed of three riggers and eight human dockworkers and a dockside manager. These are supplemented by heavy-duty Saeder-Krupp stevedore drones and an automated warehousing system.

The office staff, only present during office hours or during particularly busy times of year, includes an office pool of three secretaries, the facility manager (use **Fixer**, p. 66) and his personal assistant.

The on-site security detail consists of a security spider (use **Spider**, p. 68), a security chief (use **Corporate Security Lieutenant**, p. 70) and twelve armed security guards (use **Corporate Security**, p. 70).

## ADVENTURE SEEDS

- **Data Steal/Destruction:** KondOrchid was implicated in tempo trafficking back during the height of the flipside craze. Now police authorities are hours away from seizing this warehouse again, as they've caught rumor of a fresh shipment coming in. The local manager knows the facility is already under surveillance, but must come up with a way to remove fifty-kilo bricks of tempo from the location. On a secure line he contacts a fixer to hire runners posing as a Seoulpa Ring agent. The runners are to sabotage the computer system, "steal" the container with the goods, and drop it off at a secure location. Even if the runners get caught by the law, the manager can allege a third party was using his warehouse without his knowledge and maintain deniability. Problems have been plaguing the logistics system for weeks now, causing minor accidents and shipping problems. The comp techs have been unable to locate the cause, though it's apparently a Matrix-based attack.
- **Data Steal:** Peeved that nothing comes of the Interpol/Corporate Court probe of KondOrchid's involvement in the drug trade, a ranking DEA agent hires runners to invade the dockside facility and snatch any evidence that might be there. He mistrusts runners by nature and insists on coming along. What he's looking for is a backdoor into the cartel's Matrix system that he believes is somewhere on site, which would give him access to records of their regional operations.





# NON-PLAYER CHARACTERS

The following **Non-Player Characters (NPCs)** can be used to bring your adventures to life. It's divided into **Contacts** and **Grunts**.

## CONTACTS

Anybody, of any archetype, can be a contact. However, the following section provides a selection of useful contacts a player or gamemaster might choose from. The **Adventure Seeds** of the **Sprawl Sites** section, as well as the **Adventures** section of this booklet, point to the contacts found here.

For each contact, there's a brief description, as well as a list of uses served by the contact, typical meeting places, similar contacts, and game statistics. Professional Ratings are, in case the players encounter a group of similar contacts (such as a crowd of gamblers in a casino or a number of mechanics in a repair shop).

The Adventures section contains a variety of different character stats that apply to a specific adventure. Each of those can also be used by an enterprising gamemaster as contacts for additional adventures.

### RULES FOR USING CONTACTS

The rules for using contacts are found in *Rules of the Street* (p. 86).

## BARTENDER (PROFESSIONAL RATING 1)



**Uses:** Information, additional contacts, back rooms for private meets

**Places to Meet:** Any bar/nightclub

**Similar Contacts:** Bar/nightclub owner, bouncer, waitress, stripper

Bartenders serve drinks. They also serve as counselor and crying shoulder to nearly everyone who comes into their joint. They see and hear just about everything, which is why it's so very important to make his acquaintance and make his tip jar a little heavier.

Bartenders know everyone, so they'll be able to let you know who hasn't been in for a while, whose kids ran away from home this time, whose wife is screwing some other guy—just about any-

thing you might need to know. He can also connect you to the local rumor mill, and he might have something juicy that one of his clients let slip in a haze of gin and tonic. He can guide newbies to suppliers of a variety of goods and services. It'll all cost you, of course, sometimes straight-up cred, sometimes a round for the house to keep the good will flowing.

He's known for his discretion, however. He won't just spill to anyone without a really good reason. Like we said, it'll cost you ... but it's usually worth it to keep him (and sometimes his other customers) happy.

B	A	R	S	W	L	I	C	EDG	ESS
3	4	3	3	4	3	3	4	0	6.0
<b>Initiative</b>		6 + 1D6							
<b>Condition Monitor</b>		10 / 10							
<b>Limits</b>		Physical 4, Mental 5, Social 6							
<b>Armor</b>		9							
<b>Skills</b>		Etiquette (Street) 6 (+2), Intimidation 5, Longarms (Shotguns) 4 (+2), Negotiation 5, Pistols 4, Unarmed Combat 4							
<b>Knowledge Skills</b>		Alcohol 6, Media Stars 5, Sports 6, Street Rumors 6, Trivia 6							
<b>Gear</b>		Armor vest							
<b>Weapons</b>		Enfield AS-7 [Shotgun, Acc 4(5), DV 13P, AP -1, SA/BF, RC —, 10(c)]							

## CLUB OWNER (PROFESSIONAL RATING 1)



**Uses:** Additional contacts, information, private meeting places

**Places to Meet:** Club, local political meeting

**Similar Contacts:** Local dive owner, club kid, barfly

Let's face it. People get into the club business for two reasons—nuyen and a certain degree of fame within the scene. They want nothing more than to please the clientele in order to keep them (and their wallets) coming back and spreading the word. People new to the biz will have boundless enthusiasm for having a good time and will expend a ton of energy and resources to keep





the customers happy. A decade down the road, though, most club owners will be jaded by the scene and strictly going through the motions—“it’s a tough life but someone has to get you drunk.” Usually, when a club owner gets to this point, only money talks, everything else walks. A club owner will always treat regulars with a certain degree of respect and camaraderie, but the longer he has been in the muck, the tougher it is to penetrate his inner circle.

To stay afloat in the cutthroat club scene, a club owner has had to battle other owners, undesirables in the neighborhood (some of whom are regulars), and the city government, who will have made life tough at every opportunity. He’ll have spent more time arguing with city inspection agents and going back and forth with his lawyer and financial consultants than most other small business owners, and he has more than a few tricks up his sleeve. He knows bands and comedians, strippers and whores, politicians and bankers, gangers and runners, Mafia dons and Yakuza oyabun.

You don’t necessarily need to patronize his club for him to help you out, but it will help if you do. Just don’t bring heat down on his head, or you’ll never get beyond the doorman again.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	3	3	2	4	3	3	5	0	6.0
<b>Initiative</b>	6 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 4, Mental 5, Social 7									
<b>Armor</b>	8									
<b>Skills</b>	Con 3, Etiquette 4, Forgery 2, Intimidation 2, Negotiation 3, Perception 2									
<b>Knowledge Skills</b>	Booze 3, Business 3, Fine Cuisine 3, Fine Restaurants 3, High Society Rumors 4, Local Culture 3, Local Politics 4									
<b>Gear</b>	Actioneer Business clothes									
<b>Weapons</b>	Colt Government 2066 [Heavy Pistol, Acc 6, DV 7P, AP -1, SA, RC —, 14 (c)]									

## CORPORATE MANAGER (PROFESSIONAL RATING 0)



**Uses:** Access codes, inside information

**Places to Meet:** PTA meeting, corporate event, happy hour

**Similar Contacts:** City bureaucrat

The corporate manager has scratched and clawed his way to the middle of the corp ladder, and that is probably as far as he is going to get. He has achieved a small amount of authority and will cling to it as if his life depends on it. Most managers are disliked by their subordinates, so it leaves them with a rather lonely, alienated existence at work—considered a sell-out by those beneath, and just another cog in the wheel by those above. More than any other person within the corp structure, the corporate manager has the greatest potential to snap, and the opportunistic runner can take advantage of this breakdown if they know how to cater to the fragile ego of these time bombs.

As obsessive as the corp manager can be about their micro-world of fifteen employees, an office with a window and an assigned parking space. He can surpass that obsession tenfold when it comes to revenge against the entity that made him a pariah. The corp manager is one of the few corporate contacts that may not even require a bribe to provide you with what you need, as long as you catch him at their breaking point. A stable middleman is virtually impenetrable. They are content to put up the façade of happiness and loyalty to the corp. But for those who have had it up to their eyeballs ... anything is possible.

	B	A	R	S	W	L	I	C	EDG	ESS
	2	3	2	3	3	3	3	3	0	5.9
<b>Initiative</b>	5 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 4, Mental 4, Social 5									
<b>Armor</b>	9									
<b>Skills</b>	Computer 2, Etiquette 4 (Corp +2), Intimidation 1, Leadership 2, Negotiation 3									
<b>Knowledge Skills</b>	Business 3, Corporate Policies 3, Corporate Rumors 2, Megacorp Law 4, Personal Trainers 2, Sports 3									
<b>Augmentations</b>	Datajack									
<b>Gear</b>	Armor vest									
<b>Weapons</b>	Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)]									



## CORPORATE RECEPTIONIST (PROFESSIONAL RATING 0)



**Uses:** Corporate rumors, access codes, blackmail info  
**Places to Meet:** Bar, company park, corporate event  
**Similar Contacts:** Police desk sergeant, political secretary

Sitting at the front desk of a major megacorporation or even just a small local corp means you see a lot of faces going in and out, and you hear a lot of chatter around the water cooler. You also control who can and cannot get into the office without alerting the local authorities.

	B	A	R	S	W	L	I	C	EDG	ESS
	2	3	3	2	4	4	4	4	0	5.5
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 3, Mental 6, Social 6									
<b>Armor</b>	6									
<b>Skills</b>	Con (Fast Talk) 1 (+2), Etiquette (Corporate) 3 (+2), First Aid 1, Negotiation 2, Palming (Legerdemain) 1 (+2)									
<b>Knowledge Skills</b>	Corporate rumors 3, Corporate Structure 2, Corporate politics 4									
<b>Augmentations</b>	CommLink (implanted, Device Rating 3), datajack, voice modulator									
<b>Gear</b>	Armor clothing									
<b>Weapons</b>	Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)]									

## FIXER (PROFESSIONAL RATING 2)



**Uses:** Jobs and cred, information, gear, additional contacts  
**Places to Meet:** Local bars or clubs, coffee shops, street corners where surveillance is next to impossible  
**Similar Contacts:** Fence, loan shark, Mr. Johnson

If you know nobody else, make the acquaintance of a fixer. They are the center of the shadowrunning universe, and they know everyone you might need to know. Find one, get on his good side, and you'll have a shot at prospering in the shadows. He can get you anything you need ... for a price. After all, nothing's free in the shadows.

Fixers are only as good as their connections, which they go to great lengths to cultivate. They're a one-man combination of

employment agency, procurement firm, and fence. They make their living on whom and what they know, and by how well they can make deals between interested parties looking to buy or sell goods and services. A shadowrunner has something hot that he needs to unload pronto? The fixer's the man he needs to see. Mr. Johnson needs a team to extract someone from a competitor's compound? The fixer's the man who sets up the meeting. A team needs a specialist to pull off a tricky run? You guessed it: the fixer knows who to call.

These kinds of services don't come cheap. A fixer takes a percentage from every transaction, and the better he is, the bigger that cut is going to be. Once you've found a good fixer, stay on his good side. You might get a discount if he likes you, and even better, you might get another job without having to relocate to another city and start all over again.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	3	3	3	4	3	5	5	3	6.0
<b>Initiative</b>	8 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 4, Mental 5, Social 7									
<b>Armor</b>	6									
<b>Skills</b>	Computer 6, Data Search 8, Etiquette (Street) 8 (+2), Negotiation 9, Perception 6, Pistols 5									
<b>Knowledge Skills</b>	Corporate Rumors 8, Fences 7, Gear Values 9, Shadowrunner Teams 8									
<b>Gear</b>	Armor clothing									
<b>Weapons</b>	Colt Government 2066 [Heavy Pistol, Acc 6, DV 7P, AP —, SA, RC —, 14 (c)]									

## GAMBLER (PROFESSIONAL RATING 2)



**Uses:** Casino and gambling intel  
**Places to Meet:** Casino, hip nightclub, hotel bar  
**Similar Contacts:** BDH (broken down horseplayer)

Most gamblers fall into two categories: those who bet on sports and those who play casino games (poker, craps, slots). In 2070, most gamblers don't leave their home—or their day job—to wager a few nuyen on their favorite urban brawl team or to play in an afternoon poker tournament. For some, though, the glitz and glam of a casino is still part of the draw, and they'll be there all night soaking up the atmosphere and doing whatever they can to beat the house. The casino gambler has his eye on a lot of people, and his read on a fellow gambler may have applications outside of the casino.

If you need a small stake turned into a windfall, a gambler may be able to help you out—provided you front him the stake. On occasion, a gambler may even approach a runner for some “play money” to enter a tournament, offering a percentage of any winnings as an incentive.



The typical gambler is an excellent negotiator and a keen observer, cool under pressure and quick to act. He'll probably have some demons, and he'll take them to excess in stressful situations.

	B	A	R	S	W	L	I	C	EDG	ESS
	2	3	2	2	2	2	4	4	0	6.0
<b>Initiative</b>	6 + 1D6									
<b>Condition Monitor</b>	9 / 9									
<b>Limits</b>	Physical 3, Mental 4, Social 6									
<b>Armor</b>	6									
<b>Skills</b>	Con 4, Etiquette 3, Negotiation 3, Palming 3, Perception 4, Pistols 1									
<b>Knowledge Skills</b>	Gambling Odds 4, Psychology 3, Sports 4, Underworld Hangouts 3, Underworld Politics 3									
<b>Gear</b>	Armor clothing									
<b>Weapons</b>	Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)]									

## JANITOR (PROFESSIONAL RATING 1)



**Uses:** Illicit access, inside info  
**Places to Meet:** Local watering hole, relevant work site  
**Similar Contacts:** City cleaner, factory worker, corp secretary

While everyone else is at home asleep, the janitor is mopping the floors, emptying the garbage bins, and plunging the toilets of the corporate world. Few pay any attention to them, and that's how they prefer it—a silent hand scrubbing the world clean while everyone else is otherwise occupied. Janitors do the dirty work for a paycheck barely above dirt, making them the perfect combination for a valuable contact—relative anonymity and the willingness to betray their employer for cash.

Need an extra pair of eyes inside a facility, some blueprints, or maybe a bit of planted evidence? Slip a few nuyen their way, and most janitors will gladly exact a little revenge on the suits. Treat them well enough, and they may even surprise you with a bonus—think any runners out there could find a use for half a dozen City of Seattle Public Works uniforms? Thought so.

While they may seem like a must-have contact, remember, their loyalty to a runner will only stretch so far if they feel their livelihood is in jeopardy.

	B	A	R	S	W	L	I	C	EDG	ESS
	2	2	2	3	3	2	2	2	2	6.0
<b>Initiative</b>	4 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 4, Mental 3, Social 5									
<b>Armor</b>	0									
<b>Skills</b>	Clubs 2, Etiquette 1 (Corp +2), Sneaking 2, Intimidation 2, Locksmith 2, Perception 3									
<b>Knowledge Skills</b>	Cleaning Supplies 4, Corporate Politics 3, Corporate Rumors 4, Sports 3									
<b>Gear</b>	Mop, bucket									
<b>Weapons</b>	Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)]									

## MECHANIC (PROFESSIONAL RATING 1)



**Uses:** Repair services, used wheels, and other vehicles  
**Places to Meet:** Local garage, gas station, automobile chop shop, used car lot, aircraft hangar  
**Similar Contacts:** Tech wizard

Sometimes, the only thing between a shadowrunner and disaster is a vehicle that moves like a scalded cat. To keep your vehicles in that category, it's good to know a mechanic. A good mechanic can fix what's broken and improve what's not. Given sufficient time and cash, he can make the worst junkyard refugee into a serviceable vehicle. The more miraculous the work, of course, the more it's going to cost you. As often as not, "hopeless cause" can simply be read as "very expensive."

He also doubles as a car salesman, or at least an agent for one. If you need a quick, cheap set of wheels, a new drone, or that sweet new motorcycle you've been lusting over, he knows someone who can get it for you.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	3	3	4	3	4	4	3	0	6.0
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5, Mental 5, Social 5									
<b>Armor</b>	0									
<b>Skills</b>	Aeronautics Mechanic 6, Automotive Mechanic 8, Computer 4, Gunnery 3, Hardware 6, Industrial Mechanic 4, Pilot Ground Craft 6									
<b>Knowledge Skills</b>	Chop Shops 8, Combat Biking 7, Vehicles 8									
<b>Gear</b>	Vehicle toolkit									
<b>Weapons</b>	Wrench [Clubs, Reach 1, Acc 4, DV 8P, AP —] Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)]									

## SLUM LORD (PROFESSIONAL RATING 0)



**Uses:** Crash space, intel  
**Places to Meet:** Dive bar, run down office building  
**Similar Contacts:** Coffin hotel manager

A slum lord owns some seriously lousy places—old condemned apartments in the poorest areas of town, duplexes



sub-divided so they can house eight families, or a coffin motel so rickety and rotten the roaches outnumber the tenants a million to one. The slum lord may be a con-man earning a few bucks from the disenfranchised or he might be down on his luck himself, unable to keep his properties in the condition he would like. He may not even own the property he rents out, feeding stolen city services to abandoned buildings and feigning ownership.

You may find yourself working against or with a slum landlord. A team of runners may be tasked with tracking one down and forcing him to repay the tenants, or they may be hired by a slumlord to track down some delinquents who rented and ran, leaving a trashed apartment in their wake. Such an unorthodox Mr. Johnson may not be able to pay your team in conventional manners, but perhaps he can hook the team up with a new safe house or some other useful piece of property. A slum lord will also have a handle on how to get around certain bureaucrats such as building inspectors and utility providers. Always handy when the roof of your place is caving in or you haven't paid your electric bill in two years.

B	A	R	S	W	L	I	C	EDG	ESS
3	2	3	3	2	3	2	1	0	6.0
<b>Initiative</b>		5 + 1D6							
<b>Condition Monitor</b>		10 / 10							
<b>Limits</b>		Physical 4, Mental 4, Social 4							
<b>Armor</b>		9							
<b>Skills</b>		Clubs 1, Con 2, Forgery 3, Intimidation 2, Locksmith 3, Unarmed Combat 2							
<b>Knowledge Skills</b>		Gang Identification 3, Gang Turfs 3, Safe Houses 5, Street Rumors 3, Tenant Law 3, Vermin 2							
<b>Gear</b>		Armor vest							
<b>Weapons</b>		Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)]							

## SPIDER (PROFESSIONAL RATING 3)



**Uses:** Building schematics, inside info, passcodes  
**Places to Meet:** Hi-tech conference  
**Similar Contacts:** Surveillance gear salesman, private investigator, hacker

The spider's web is the building he protects from intruders, and his delightful meals are the intruders themselves. In any large facility, the spider is an essential part of a security team, monitoring video and audio feeds and the readouts from a variety of sensors—motion detectors, sound sensors, pheromone scanners, etc. On a good day, that's all the spider does. On an interesting day, he'll take an active role in investigating threats and defending the facility, manipulating security systems and drones to support magical and physical security.

Spiders delight in the traps they create and are often obsessive about creating security challenges that fool interlopers into taking extreme measures before neatly catching them. Nothing is more satisfying for a spider than having his custom-designed system detect and trap an intruder before the physical security can even respond. This occasionally puts the spider and traditional security at odds, with each trying to prove just how vital they are to their employer.

While shadowrunners are most often going to be pitted against spiders, occasionally they may have aligned agendas. For example, a spider may act as Mr. Johnson, covertly hiring a runner team to break into his facility, where he'll easily trap them, thus proving his worth to the company. Alternatively, he may hire the runner team and *allow* them through his security (closely monitored of course), in order to find weaknesses within his system or to gain some insight into the latest techniques employed by shadowrunners.

B	A	R	S	W	L	I	C	EDG	ESS
3	3	3	2	3	4	3	2	0	3.7
<b>Initiative</b>		6 + 1D6							
<b>Condition Monitor</b>		10 / 10							
<b>Limits</b>		Physical 4, Mental 5, Social 4							
<b>Armor</b>		9							
<b>Skills</b>		Cracking skill group 4, Electronics skill group 3, Gunnery 3, Perception 2, Pilot Aircraft 3, Pilot Ground Craft 3							
<b>Knowledge Skills</b>		Architecture 3, Breaking and Entering Techniques 4, Corporate Rumors 4, Matrix Games 3, Security Procedures 3, Security Systems 5							
<b>Augmentations</b>		Datajack, control rig 2, simrig							
<b>Gear</b>		Armor vest, Erika Elite commlink (device rating 4), Renraku Tsurugi cyberdeck [device rating 3, 6 5 5 3, programs 3]							
<b>Weapons</b>		Ares Crusader II [Machine Pistol, Acc 5, DV 7P, AP —, SA/BF, RC 2, 40(c), w/ 2 spare clips, 80 rounds regular ammo]							

## STREET DOC (PROFESSIONAL RATING 3)



**Uses:** Medical care, information, additional contacts, gear (drugs)  
**Places to Meet:** Local clinic, body shop  
**Similar Contacts:** EMT, ambulance driver, street mage/shaman

Traditional medical treatment, for a shadowrunner, is not always a convenient choice. There's a great deal of paperwork, after all. It's times like this when knowing a street doc can be the difference between breathing for another day and becoming ghoulish chow.

Street docs operate out of local clinics and body-mod shops, and they don't ask a lot of questions. They have comparatively



reasonable rates. They might not have an actual medical degree. Street docs are, often as not, med-school dropouts, nurses, or former combat medics. Beggars can't be choosers in the shadows, though, and if you're bleeding profusely and legitimate medical care is out of the question, your choice is pretty clear.

Not only will they put you back together, many street docs will also rebuild you. Many of them have cyberware installation as one of their income streams. It's often used ware, salvaged from runners who didn't make it, but it's usually a pretty good deal in terms of price.

Keep your street doc happy. He'll cut you a better deal, you'll get treated better, and he'll be a lot less likely to kill you on the table and sell your parts to organleggers and other shadowrunners.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	5	3	3	3	5	4	3	3	6.0
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 4, Mental 6, Social 5									
<b>Armor</b>	9									
<b>Skills</b>	Cybertechnology 7, First Aid 6, Medicine 8, Negotiation 4, Perception 6, Pistols (Taser) 1 (+2)									
<b>Knowledge Skills</b>	Biology 7, Medical Advances 5, Organleggers 4, Psychology 4, Smugglers 3									
<b>Gear</b>	Armor vest, medkit (rating 6), commlink (rating 3)									
<b>Weapons</b>	Defiance EX Shocker [Taser, Acc 4, DV 11S(e), AP -5, SS, RC —, 4 (m)]									

## TALISMONGER (PROFESSIONAL RATING 2)



**Uses:** Magical items, magic-related information, additional contacts

**Places to Meet:** Talismonger's shop, occult library, coffee shop

**Similar Contacts:** Fixer, street mage/shaman, corporate wage-mage

The Awakened are exceedingly rare, but they're still like other consumers. They have their special needs: magical foci, fetishes, ritual supplies and components. Fortunately, there are those out there equipped to meet those needs.

Talismongers see just about everyone in the area with any sort of magical talent pass through their shops sooner or later. This makes them a great source of not just magical equipment, but vital information about what's going on in the local Awakened community. It also means they're the ones to go to if you need the services of a good street mage.

Many talismongers are also enchanters, enabling them to provide shadowrunners with custom magical gear. They can also be good to have around when you need to know if that talisman you lifted on your last job is real or a mass-produced geegaw from a sweatshop in Hong Kong.

One word of advice, though: Don't piss them off. They're great people to have on your side, but you make them mad and you might just find your last purchase has run out of mojo right when you really need it.

	B	A	R	S	W	L	I	C	M	ESS
	3	3	3	3	5	4	5	4	4	6.0
<b>Initiative</b>	8 + 1D6									
<b>Condition Monitor</b>	11 / 11									
<b>Limits</b>	Physical 4, Mental 6, Social 7									
<b>Armor</b>	0									
<b>Skills</b>	Arcana 5, Artisan 5, Assensing 6, Enchanting Skill group 6, Etiquette (Magical) 5 (+2), Negotiation 6, Perception 3									
<b>Knowledge Skills</b>	Magical Background 5, Magical Goods 5, Metalworking 6, Woodworking 6									

## TAXI DRIVER (PROFESSIONAL RATING 2)



**Uses:** Directions, local information

**Places to Meet:** Taxi stand, the street

**Similar Contacts:** Chauffeur, public transit staff

Many taxi companies have replaced their taxi drivers with automated taxi-cabs, capable of shuffling you from Point A to Point B via virtually flawless navigational software. Most sprawls do have a few traditional taxi services, for those who prefer conversation and a pair of hands on the wheel. Passengers are isolated from the driver by a thick layer of bulletproof glass, but can communicate with them via a microspeaker system. Aside from giving out local gossip, a cabbie may be open to doing small pickup/delivery tasks, as long as he's assured the contents are safe and he's paid for all of his time. Also, it may not be the safest or most reliable way to flee a scene, but in a pinch, if you have a loyal cabbie in your back pocket, they may just happen to be at the right place at the right time.

	B	A	R	S	W	L	I	C	EDG	ESS
	2	3	4	3	2	2	3	2	0	6
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 4, Mental 3, Social 4									
<b>Armor</b>	9									
<b>Skills</b>	Con 2, Etiquette 3 (Street +2), Navigation 4, Perception 3, Pilot Ground Craft 5, Pistols 2									
<b>Knowledge Skills</b>	Gang Identification 3, Local Area Knowledge 3, Local Hot Spots 4, Safe Houses 3, Short Cuts 4, Street Rumors 4, Undercover Cop Identification 3									
<b>Gear</b>	Armor vest									
<b>Weapons</b>	Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)]									



## GRUNTS

Grunts are usually a target for a bullet more than a bribe. That said, however, they can be usable for information just like any contact. When the players choose to slip some nuyen as opposed to the knife toward grunts noted in a given adventure, the gamemaster should try and throw some different quirks of personality in create a unique experience.

For example, in the **Goin' Inside** adventure (p. 38), it mentions the Slater Building security and the rules point you to the Corporate Security grunts. If the players come in guns blazing, no worries; its exactly why the stats are here, for ease of use. However, let's say the players on a previous adventure talked their way out of a situation via the Corporate Security grunts and they decide to try and talk their way out of this as well. In that circumstance it's gonna feel just like that previous encounter unless the game-master throws in some personal quirks to make *these* security feel different than *those* security.

## RULES FOR USING CONTACTS

Additional rules for using grunts are found in *Rules of the Street* (p. 86); descriptions of Professional Ratings are also in that book (p. 86).

## CORPORATE SECURITY (PROFESSIONAL RATING 2)



- Uses:** Security plans, security layout, hired muscle
- Places to Meet:** Gun shows, local bars, corporate events, sports games
- Similar Contacts:** Government security, local law enforcement

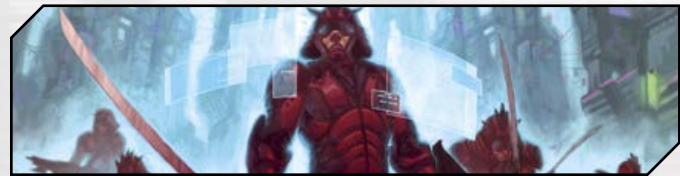
Not every corporate facility hosts top-secret research requiring high-end protection, but they all require some sort of security. The thin grey line gives them that. The Seretech and Shiawase Decisions allow extraterritorial corps to use deadly force in their own defense, but most security guards aren't armed to the teeth; it's bad PR. They've been trained and equipped just enough to respond to basic threats and random street violence. Their training also tells them to contain bigger threats and take cover until reinforcements arrive.

**Lieutenant:** Important corp facilities often have their security detachment reinforced with a wage-mage for magical oversight. Magic is rare, so the mage is usually pulling security duty in addition to his normal job. Dedicated security mages are rare unless the installation or project is particularly important.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	4	4	3	3	2	3	3	0	6
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5, Mental 4, Social 5									
<b>Armor</b>	12									
<b>Skills</b>	Automatics 3, Etiquette 3, Perception 2, Pistols 4, Running 4, Unarmed Combat 3									
<b>Knowledge Skills</b>	Security procedures 2, Security companies 2, Corporate rumors 3, Street rumors 2, Corporate politics 2									
<b>Gear</b>	Armor jacket, Renraku Sensei commlink (Device Rating 3)									
<b>Weapons</b>	HK-227X [SMG, Acc 5(7), DV 7P, AP —, SA/BF/FA, RC (1), 28(c), w/ 2 spare clips, 56 rounds regular ammo] Fichetti Security 600 [Light Pistol, Acc 6 (7), DV 7P, SA, RC (1), 30 (c)] Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]									

LIEUTENANT										
	B	A	R	S	W	L	I	C	M	ESS
	3	4	4	3	4	4	4	3	4	6.0
<b>Initiative</b>	8 + 3D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5, Mental 6, Social 6									
<b>Armor</b>	12									
<b>Skills</b>	Assensing 4, Astral Combat 3, Conjuring skill group 3, Counterspelling 4, Leadership 3, Pistols 2, Spellcasting 4									
<b>Knowledge Skills</b>	Magical Theory 3, Security procedures (Arcane) 4 (+2), Security companies 2, Corporate rumors 4, Gang identification (wizzer gangs) 2 (+2), Magical threats 1									
<b>Spells</b>	Confusion, Light, Manabolt, Invisibility, Stunball									
<b>Gear</b>	Armor jacket, Renraku Sensei commlink (Rating 3)									
<b>Weapons</b>	Fichetti Security 600 [Light Pistol, Acc 6 (7), DV 7P, AP —, SA, RC (1), 30 (c)]									

## ELITE CORPORATE SECURITY (PROFESSIONAL RATING 5)



- Uses:** High level access security, corporate rumors, hired muscle
- Places to Meet:** Bars near military and corporate bases
- Similar Contacts:** UCAS Special Forces, Sioux Wildcats, Tir Ghosts

Like the nations they pretend to be, the megacorporations maintain paramilitary forces for use when their ordinary soldiers won't do. Units with names like Seraphim or Red Samurai are meant to



engender fear in their opponents; their presence at a facility generally means the shadowrunners are not getting paid nearly enough.

**Lieutenant:** Take the most hardened elite trooper, and make him even more loyal to the corp than his fellows. Then make him hell on wheels in the Matrix. He's a true company man, a corporate troubleshooter trained to be equally adept at solo missions as he is leading a squad on a special mission.

	B	A	R	S	W	L	I	C	EDG	ESS
	6	5 (7)	5 (7)	4 (6)	4	4	5	3	0	1.9
<b>Initiative</b>	10 (12) + 3D6									
<b>Condition Monitor</b>	11 / 11									
<b>Limits</b>	Physical 7 (9), Mental 6, Social 4									
<b>Armor</b>	12									
<b>Skills</b>	Athletics skill group 6, Close Combat skill group 7, Etiquette (Corporate) 6 (+2), Firearms skill group 9, Perception 6, Sneaking 6									
<b>Knowledge Skills</b>	Security Procedures 4, Security Companies 3, Corporate Rumors 2, Corporate Philosophy 3, Metahuman Anatomy 3, Psychology 3									
<b>Augmentations</b>	Cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision], muscle augmentation 2, muscle toner 2, wired reflexes 2									
<b>Gear</b>	Erika Elite commlink (Device Rating 4), armor jacket (w/ chemical protection 4)									
<b>Weapons</b>	Ares Alpha [Assault Rifle, Acc 5 (7), DV 11P, AP -2, SA/BF/FA, RC 2, 42 (c)] Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P AP -1, SA, RC —, 15 (c)]									

LIEUTENANT										
	B	A	R	S	W	L	I	C	EDG	ESS
	5	6 (9)	5 (7)	4 (7)	5	5	5	4	0	1.3
<b>Initiative</b>	12 + 3D6									
<b>Matrix Initiative</b>	(Intuition + Data Processing) + 3D6 (cold sim), + 4D6 (hot sim)									
<b>Condition Monitor</b>	11 / 11									
<b>Limits</b>	Physical 6 (9), Mental 7, Social 5									
<b>Armor</b>	12									
<b>Skills</b>	Athletics skill group 6, Close Combat skill group 7, Cracking skill group 7, Data Search 5, Demolitions 5, Electronics skill group 6, Etiquette (Corporate) 4 (+2), Firearms skill group 8, Leadership 6, Perception 6, Sneaking 6									
<b>Knowledge Skills</b>	System Design (Security) 5 (+2), Matrix Rumors 5, Street Rumors 2, Corporate Rumors 4, Corporations 3, Matrix Architecture 4, Matrix Games 2, Security Companies 3, Security Procedures (Matrix) 5 (+2)									
<b>Augmentations</b>	Cybereyes [Rating 3, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision, and vision magnification], datajack, muscle augmentation 3, muscle toner 3, wired reflexes 2									
<b>Gear</b>	Armor jacket (w/ chemical protection 4), Shiawase Cyber-5 cyberdeck [DR 5, Atts 8 7 6 5, Prog 5]									
<b>Programs</b>	Biofeedback Filter, Configurator, Decryption, Encryption									
<b>Weapons</b>	Ares Alpha [Assault Rifle, Acc 5 (7), DV 11P, AP -2, SA/BF/FA, RC 2, 42 (c)] Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -1, SA, RC —, 15 (c)]									

## GOVERNMENT SECURITY (PROFESSIONAL RATING 3)



**Uses:** Installation access, government rumors, political blackmail

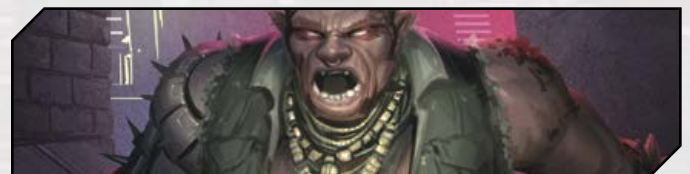
**Places to Meet:** Bar, government meetings, sports games, fitness clubs

**Similar Contacts:** Corporate security, local law enforcement

Dark suits and dark shades define these guys. Whether surrounding a politician or just mingling with the rich and famous at corporate functions, they blend with the woodwork but always come to be in the right place at the right time.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	4 (6)	4 (5)	3	4	3	4	4	0	4.6
<b>Initiative</b>	8 (9) + 2D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5 (5), Mental 5, Social 6									
<b>Armor</b>	9									
<b>Skills</b>	Athletics skill group 3, Automatics 3, Close Combat skill group 4, Electronics skill group 2, Etiquette (Government) 4 (+2), First Aid 3, Gymnastics 2, Intimidation 4, Perception 5, Pilot Ground Craft 4, Pistols 5									
<b>Knowledge Skills</b>	Government Rumors 4, Corporate Rumors 2, Politics (Local) 3 (+2), Security Procedures 3, Security Companies 2, Magical Theory 1									
<b>Augmentations</b>	Plastic bone lacing, muscle toner 2, synaptic booster 1									
<b>Gear</b>	Armor vest [w/ Rating 6 non-conductivity], commlink (Device Rating 5), glasses [Rating 4, w/ flare compensation, image link, low-light vision, smartlink]									
<b>Weapons</b>	Colt Government 2066 [Heavy Pistol, Acc 6, DV 7P, AP -1, SA, RC —, 14 (c)] HK-227X [SMG, Acc 5(7), DV 7P, AP —, SA/BF/FA, RC (1), 28(c), w/ 2 spare clips, 56 rounds regular ammo]									

## HALLOWEENERS STREET GANG (PROFESSIONAL RATING 1)



**Uses:** Wild parties, street rumors, gang rumors, incendiary devices

**Places to Meet:** Bars, Halloweeners turf, urban brawl matches, combat biker matches, raves

**Similar Contacts:** Members of any other gang





One of Seattle's more colorful street gangs, the Halloweeners have developed a reputation for always coming back from the dead. Despite brushes with extinction at the hands of various street players, one or two Halloweeners always manage to survive and rebuild the gang from new recruits. This time is no exception, as the Halloweeners managed to rebuild themselves over the course of 2070, following their slaughter at the hands of the elven Ancients go-gang the previous year. Though still weak from reconstruction, the Halloweeners have long memories, and one day they'll have their payback against the Ancients.

**Halloweeners Lieutenant:** New gang members look up with awe at the survivors of the Ancients massacre, called Ragers amongst the Halloweener ranks. The Ragers carry a torch for their fallen comrades, in the literal sense of the word: Ragers are pyromaniacs one and all, and they wield some sort of flame weapon in combat, typically a Molotov cocktail.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	4	3	3	2	2	3	2	0	5.8
<b>Initiative</b>	6 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 4, Mental 3, Social 4									
<b>Armor</b>	9									
<b>Skills</b>	Close Combat skill group 3, Etiquette 3 (Street +2), Intimidation 2, Pistols or Automatics 2									
<b>Knowledge Skills</b>	Gangs 2, Crime Syndicates 1, Bars 2, Local area knowledge 2, Urban Brawl 2, Combat Biker 1									
<b>Augmentations</b>	Hand razors									
<b>Gear</b>	Armor vest, Commlink (Device Rating 2), knife, 1 dose of jazz									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -1, SA, RC —, 15 (c)] <b>OR</b> Ares Crusader II [Machine Pistol, Acc 5, DV 7P, AP —, SA/BF, RC 2, 40(c), w/ 2 spare clips, 80 rounds regular ammo]									

LIEUTENANT										
	B	A	R	S	W	L	I	C	EDG	ESS
	3	4	4	3	3	2	3	3	0	4.7
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5, Mental 4, Social 5									
<b>Armor</b>	9									
<b>Skills</b>	Etiquette (Street) 4, Intimidation 4, Pistols (Remington Roomsweeper) 3 (+2), Thrown Weapons 2, Unarmed Combat (Cyberspurs) 3 (+2)									
<b>Knowledge Skills</b>	Gangs 5, Crime Syndicates 3, Corporations 2, Street Rumors 4, Local area knowledge (Halloweeners Turf) 3 (+2)									
<b>Augmentations</b>	Dermal Plating 2, Retractable Spur									
<b>Gear</b>	Armor vest, commlink (Device Rating 2), 1 dose of jazz									
<b>Weapons</b>	Browning Ultra-Power [Heavy Pistol, Acc 5 (6), DV 8P, AP -1, SA, RC —, 10 (c)]									

## TOP-SHELF BODYGUARDS (PROFESSIONAL RATING 5)



**Uses:** Covering your ass, celebrity dirt, corporate rumors, security procedures

**Places to Meet:** Corporate offices, corporate events, rock shows, celebrity events

**Similar Contacts:** Elite corporate security, UCAS Secret Service, Tir Paladins

They only take a bullet for you if they've fraggged up their planning or you are a stupid frag. They know how to keep you safe as long as you know how to listen to what they tell you.

	B	A	R	S	W	L	I	C	EDG	ESS
	5 (+1)	5 (8)	5 (8)	4	4	3	5	4	4	3.44
<b>Initiative</b>	10 (13) + 4D6									
<b>Condition Monitor</b>	11 / 11									
<b>Limits</b>	Physical 6 (7), Mental 5, Social 6									
<b>Armor</b>	9									
<b>Skills</b>	Athletics skill group 4 (7), Automatics 4 (5), Etiquette (Corporate) 3 (+2), Perception 5 (7), Pistols (Semi-Automatics) 5 (6) (+2), Intimidation (Physical) 4 (+2), Negotiation 3, Pilot Ground Craft 4, Stealth skill group 4, Unarmed Combat (Subdual Combat) 5 (+2)									
<b>Knowledge Skills</b>	Security Companies 5, Media Stars 3, Sport Stars 2, Corporate Rumors 3, Trivia 6, Security Procedures 3, Local area knowledge 2									
<b>Augmentations</b>	(All alphaware) Cybereyes [Rating 3, w/ eye recording unit, flare compensation, image link, low-light vision, smartlink, thermographic vision, and vision enhancement (Rating 3)], datajack, plastic bone lacing, muscle toner 3, reflex recorder (Pistols), synaptic booster 3									
<b>Gear</b>	Actioneer business suit, commlink (Device Rating 5), medkit (Rating 6), tranq patch (Rating 10), trauma patch (Rating 6)									
<b>Weapons</b>	Colt Government 2066 [Heavy Pistol, Acc 6, DV 7P, AP -1, SA, RC —, 14 (c)] HK-227X [SMG, Acc 5(7), DV 7P, AP —, SA/BF/FA, RC (1), 28(c), w/ 2 spare clips, 56 rounds regular ammo]									

## POLICE PATROLS (PROFESSIONAL RATING 3)



**Uses:** Street rumors, gang activity, underworld rumors

**Places to Meet:** Local beat, cop bars, precinct, sports games

**Similar Contacts:** Security guards, local law enforcement, government security



When the corps started taking over, even basic public services were privatized. The best-known corporate law-enforcement providers are Knight Errant Security and Lone Star Security Services. The beat cops provided by these corps are relatively well-trained, and one of the most common opponents for shadowrunners.

**Lieutenant:** Corporate police veterans have seen and done just about everything on the streets. They know their ebbs and flows by instinct. Most have acquired augmentations along the way, either replacing limbs lost in service to the corp, or buying augmentations meant to give them an edge on the bad guys—like shadowrunners.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	3	4	3	3	2	3	3	0	6.0
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5, Mental 4, Social 5									
<b>Armor</b>	9									
<b>Skills</b>	Clubs 3, Perception 3, Pistols 4, Running 3, Unarmed Combat 4									
<b>Knowledge Skills</b>	Law Enforcement 3, Local area knowledge 2, Crime Syndicates 2, Gang Identification 2, Runner Hangouts 1, Cop Bars 4									
<b>Gear</b>	Armor vest, Renraku Sensei commlink (Rating 3), sunglasses (image link, smartlink), 2 doses of jazz									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -1, SA, RC —, 15 (c)] Defiance EX Shocker [Taser, Acc 4, DV 11S(e), AP -5, SS, RC —, 4 (m)] Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]									

LIEUTENANT										
	B	A	R	S	W	L	I	C	EDG	ESS
	4	4	4 (6)	3	4	3	5	4	0	5.1
<b>Initiative</b>	9 (11) + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5 (6), Mental 5, Social 6									
<b>Armor</b>	12									
<b>Skills</b>	Automatics 4, Close Combat skill group 6, Intimidation 4, Leadership 5, Perception 5, Pistols 6, Sneaking 3									
<b>Knowledge Skills</b>	Law Enforcement 6, Local area knowledge 3, Crime syndicates 4, Gang identification 4, Security companies 3									
<b>Augmentations</b>	Cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision], reaction enhancers 2									
<b>Gear</b>	Armor jacket, Erika Elite commlink (Device Rating 4), 2 doses of jazz									
<b>Weapons</b>	Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -1, SA, RC —, 15 (c)] Defiance EX Shocker [Taser, Acc 4, DV 11S(e), AP -5, SS, RC —, 4 (m)] Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]									

## RENT-A-COP (PROFESSIONAL RATING 2)



**Uses:** Inside info, passcodes

**Places to Meet:** Airport, hotel, mall, private housing complex

**Similar Contacts:** Bail bondsman, beat cop, private detective, bouncer

A rent-a-cop knows you don't respect him, but he doesn't really care. He just does his job, which most of the time consists of a lazy, mundane, strolling patrol and keeping his bleary eyes glued to the security camera monitors. He wouldn't want it any other way. The job doesn't attract the most motivated individuals society has to offer. A career with Lone Star or one of the other corporate security providers may be in his future, but for the most part, this is the dead end. If a rent-a-cop is employed at a relatively modern facility, he will make regular patrols—on foot or by vehicle, depending on the size of the facility—while monitoring other locations via video feeds to a commlink. In older facilities, he will divide his time between foot patrols and watching closed-circuit cameras from a cramped office, where the highlight of the work week will be watching drunk conventioners fondle each other in empty ballrooms. A typical rent-a-cop is undertrained and overtired, and may be taking stimulant drugs just to get through the brutally tedious twelve-hour shift.

Places that hire rent-a-cops generally don't have anything worth guarding—they just want someone to deter casual violence and vandalism, and to call the real cops if any real trouble breaks out. Should you need access to their facilities, solid threats or bribes will keep them quiet. The only rent-a-cops that will put their life on the line for their job are the ultra-keen ones who think they're going to save the world by joining Lone Star. Their enthusiasm will probably be crushed the first time you wave an assault rifle under their nose.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	3	2	3	3	2	2	2	0	6.0
<b>Initiative</b>	5 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 4, Mental 3, Social 5									
<b>Armor</b>	10									
<b>Skills</b>	Clubs 2, Dodge 2, Etiquette 2, Intimidation 3, Perception 2, Running 2, Unarmed Combat 2 (Subdual Combat +2)									
<b>Knowledge Skills</b>	Corporate Rumors 2, Security Systems 3, Sports Trivia 4									
<b>Gear</b>	Armor vest, commlink (device rating 2)									
<b>Weapons</b>	Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c)] Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]									



## SECURITY MAGE (PROFESSIONAL RATING 3)

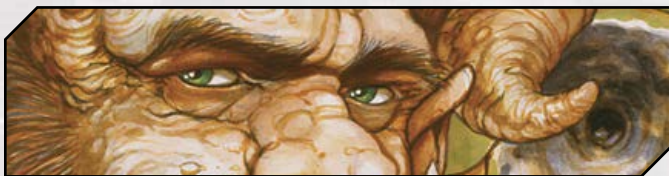


**Uses:** Arcane rumors, magical support, arcane security layouts  
**Places to Meet:** Talismonger shops, raves, bars  
**Similar Contacts:** Arcane mercenary, triad wujen, government shadowmage

Sometimes things go how you plan and other times you run across these guys. These guys are the reason “geek the mage” is so popular. A one-man wrecking crew when they have the right angles and that’s what they work to get. They know toe-to-toe will get them shot but dropping that sleep spell from cover or better from invisibility or sending in a few spirits to soften up an invader is a perfectly fine plan.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	4	4	2	6	5	3	3	0	6.0
<b>Initiative</b>	7 + 1D6									
<b>Condition Monitor</b>	11 / 11									
<b>Limits</b>	Physical 4, Mental 7, Social 6									
<b>Armor</b>	8									
<b>Skills</b>	Athletics skill group 3, Counterspelling 4 (Combat) (+2), Firearms skill group 3, Influence skill group 4, Perception 5, Pilot Ground Craft 3, Unarmed Combat (Block) 3 (+2), Spellcasting (Combat) 6 (+2), Stealth skill group 3									
<b>Knowledge Skills</b>	Corporate Rumors (Arcana) 2 (+2), Magical Theory 5, Street Drugs 2, Security Procedures (Arcane) 5 (+2), Magical Law 3									
<b>Gear</b>	Actioneer Business Suit, commlink (Device Rating 4), contacts [Rating 3, w/ image link, low-light vision, and smartlink], stimulant patch (Rating 6)									
<b>Spells</b>	Armor, Heal, Improved Invisibility, Light, Lightning Bolt, Manabolt, Manaball, Stunball, Stunbolt									
<b>Weapons</b>	Ares Crusader II [Machine Pistol, Acc 5, DV 7P, AP —, SA/BF, RC 2, 40(c), w/ 2 spare clips, 80 rounds regular ammo]									

## LOW-LEVEL RUNNERS (PROFESSIONAL RATING 2)



**Uses:** Cannon-fodder, street rumors, gang identification, underworld rumors  
**Places to Meet:** Runner bars, nightclubs, squats  
**Similar Contacts:** Mercenaries, mob enforcers

Whether to find a better life, to escape an old one, or just because they want to make a little extra money to buy that new full-sim trid, these runners are almost always in over their heads. They take those jobs that other more veteran runners would be smart enough to avoid and they usually get themselves hurt while they do it.

	B	A	R	S	W	L	I	C	EDG	ESS
	2	4 (5)	3 (4)	4 (5)	3	3	3	2	0	2.6
<b>Initiative</b>	6 (7) + 2D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5 (6), Mental 4, Social 4									
<b>Armor</b>	12									
<b>Skills</b>	Automatics 2, Blades 3, Computer 2, Perception 3, Pistols 4, Running 2, Shadowing 3, Throwing Weapons 2, Tracking 2, Unarmed Combat 4									
<b>Knowledge Skills</b>	Runner hangouts 2, Local fixers 3, Street clinics 2, Street Rumors 4, Corporate rumors 2, Crime syndicates 2, Local safehouses 1									
<b>Augmentations</b>	Cybereyes [Rating 2, w/ eye recording unit, lowlight vision, image link, smartlink, vision enhancement 2], muscle replacement 1, wired reflexes 1									
<b>Gear</b>	Armor jacket, commlink (Device Rating 2), fake SIN (Rating 2)									
<b>Weapons</b>	AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC 2, 38(c)] Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -1, SA, RC —, 15 (c)] Survival knife [Blades, Reach -, Acc 5, DV 7P, AP -1]									

## UNDERWORLD THUGS (PROFESSIONAL RATING 4)

These guys are the foot soldiers that make organized crime possible. Sure, the big boys have the ideas and the cash, but the street thugs are the ones who do the debt collecting, the intimidating, the beating, and all the other things that keep the wheels of criminal activity rolling. Since they’re the ones on the street, they’re the ones you’re most likely to encounter if you run afoul of any organized crime outfit. They’re the first line of defense in organized crime operations, and they have no desire to let you get to the second line.

## MAFIA



**Uses:** Cannon fodder, organized crime rumors, first contact for mob-related jobs  
**Places to Meet:** Gambling den, mob-controlled restaurant, mob-controlled neighborhoods  
**Similar Contacts:** Yakuza soldier, Triad posse, Vory shestiorka

Mafia thugs are low-level soldiers. They tend to dress slightly above their means, preferring gold jewelry to accent their attire. They’re nobodies, hoping to eventually be somebodies. They’re



not skilled. They're not talented. They're used to being beaten up, but that's about it.

	B	A	R	S	W	L	I	C	EDG	ESS
	4	3	3	3	4	2	3	2	0	6.0
<b>Metatype</b>	Human									
<b>Initiative</b>	6 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5, Mental 4, Social 5									
<b>Armor</b>	9									
<b>Skills</b>	Automatics 2, Clubs 2, Intimidation 2, Pistols 2, Unarmed Combat 2									
<b>Gear</b>	Armor vest									
<b>Weapons</b>	Ares Crusader II [Machine Pistol, Acc 5, DV 7P, AP —, SA/BF, RC 2, 40(c), w/ 2 spare clips, 80 rounds regular ammo] Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, Sa, RC —, 4(m), w/ 20 taser darts]									

## TRIAD POSSE



- Uses:** Underworld rumors, Chinese culture, gang identification
- Places to Meet:** Chinese restaurant, gambling den, monastery
- Similar Contacts:** Yakuza soldier, mafia soldato, vory shes-tiorka

Of all the organized crime syndicates in the world, the Chinese Triad mobs have adapted best to the Sixth World, employing magic frequently in their criminal operations. Shadowrunners may cross paths with posses of Triad soldiers if their runs step into the worlds of organized crime or magic. The Triads are big believers in numerology, and posses of Triad soldiers that shadowrunners encounter in the street will number in groups of two, three, eight, or nine. Likewise, Triad posses will studiously avoid congregating in groups of four and five, as these are considered unlucky numbers in Triad numerology.

**Triad Lieutenant:** Many Triads count mages among their ranks. Magic is an integral part of Triad operations and practices, whereas cyberware is shunned. Triad mages fill a role of wise counselor but often go into the field as enforcers and field commanders.

	B	A	R	S	W	L	I	C	EDG	ESS
	3	5	4	3	4	3	4	3	0	6.0
<b>Initiative</b>	8 + 1D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 5, Mental 5, Social 6									
<b>Armor</b>	9									
<b>Skills</b>	Blades 3, Intimidation 3, Firearms Skill group 4, Unarmed Combat 3									
<b>Knowledge Skills</b>	Local Underworld Knowledge 2, Local Area Knowledge 2, Triad Safehouses 3, Triad Operations 2, Street gang identification 3, Chinese History 1, Triad History 2									
<b>Gear</b>	Armor vest, commlink (Device Rating 3)									
<b>Weapons</b>	Ares Crusader II [Machine Pistol, Acc 5, DV 7P, AP —, SA/BF, RC 2, 40(c), w/ 2 spare clips, 80 rounds regular ammo] Survival knife [Blades, Reach —, Acc 5, DV 7P, AP -1] Sword [Blades, Reach 1, Acc 6, DV 6P, AP -2]									

LIEUTENANT										
	B	A	R	S	W	L	I	C	EDG	ESS
	4	6	5	5	3	3	4	3	0	6.0
<b>Initiative</b>	9 + 1D6									
<b>Astral Initiative</b>	8 + 2D6									
<b>Condition Monitor</b>	10 / 10									
<b>Limits</b>	Physical 7, Mental 5, Social 5									
<b>Armor</b>	9									
<b>Skills</b>	Athletics skill group 3, Close Combat skill group 5, Con 3, Conjuring skill group 4, Sneaking 3, Perception 3, Pistols 3, Sorcery skill group 5									
<b>Knowledge Skills</b>	Feng Shui (Academic Knowledge) 4, Magical Theory 3, Street Rumors 2, Triad 3									
<b>Spells</b>	Armor, Confusion, Improved Invisibility, Manabolt, Stunbolt									
<b>Gear</b>	Armor vest, Commlink (Device Rating 4)									
<b>Weapons</b>	Browning Ultra-Power [Heavy Pistol, Acc 5 (6), DV 8P, AP -1, SA, RC —, 10 (c)]									



## VORY



**Uses:** Underworld rumors, Russian culture, Possible first contact for jobs

**Places to Meet:** Tea rooms, Vory-controlled streets, fight clubs

**Similar Contacts:** Yakuza soldier, mafia soldato, Triad posse

Vory thugs are bruiser trolls looking for better work in security. They're heavily armed for street duty, they're pissed off at their jobs, and they're looking for any skull whose cracking might mean a promotion.

	B	A	R	S	W	L	I	C	EDG	ESS
	7	3	3	7	4	3	3	1	0	6.0
<b>Metatype</b>	Troll									
<b>Initiative</b>	6 + 1D6									
<b>Condition Monitor</b>	12 / 12									
<b>Limits</b>	Physical 8, Mental 5, Social 4									
<b>Armor</b>	12									
<b>Skills</b>	Clubs 3, Intimidation 4, Longarms 3, Unarmed Combat 2									
<b>Gear</b>	Armor jacket									
<b>Weapons</b>	Enfield AS-7 [Shotgun, Acc 4(5), DV 13P, AP -1, SA/BF, RC —, 24(d)] Baseball bat [Clubs, Reach 1, Acc 4, DV 9P, AP —] Big Meaty Troll Fist [Unarmed, Reach 1, Acc 8, DV 7S, AP —]									

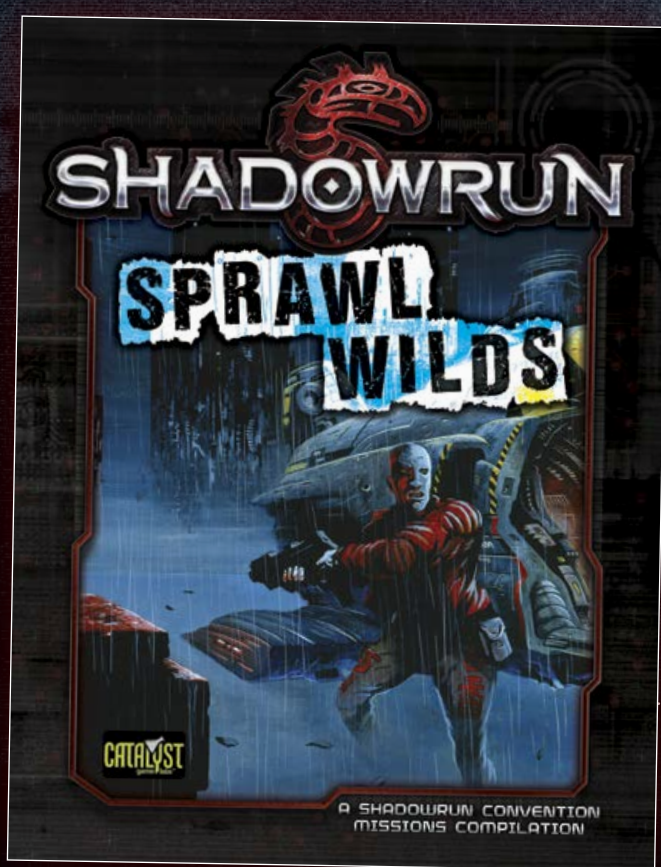




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*Sprawl Wilds* is a collection of *Shadowrun Missions* developed for major summer gaming conventions. These adventures have been adapted for both *Shadowrun, Twentieth Anniversary Edition* and *Shadowrun, Fifth Edition*, and they provide hours of shadowrunning goodness for experienced street veterans and new shadowrunners alike. With complete game information, including NPC stats, these adventures are poised to plunge players into urban chaos!



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SOON!

THERE ARE SOME PLACES  
YOU JUST SHOULDN'T GO

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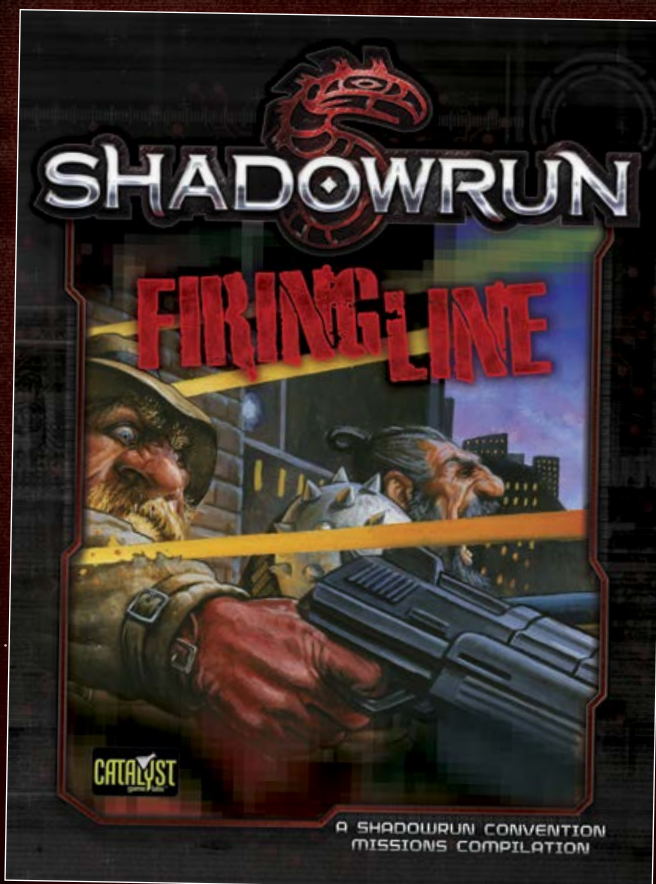
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THINK IT'S BAD NOW?  
THINGS CAN ALWAYS  
GET WORSE.



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If Dietrich were in his right mind, he'd cover his tracks like a pro, and no one would find him. Especially not shadowrunners getting their feel for life on the streets. But he's not in his right mind, which means a group of shadowrunners finds themselves in possession of some very valuable information—information the highest powers in Seattle want for themselves. What started as a simple job turns into a scramble for their lives, a scramble that could become profitable if the runners play their cards right.

*Splintered State* is an introductory adventure for *Shadowrun, Fifth Edition*. Whether you have played previous *Shadowrun* editions or are new to the setting, this adventure helps players and gamemasters learn the new rules while wrapping themselves in the intrigue, excitement, and danger of running in Seattle.

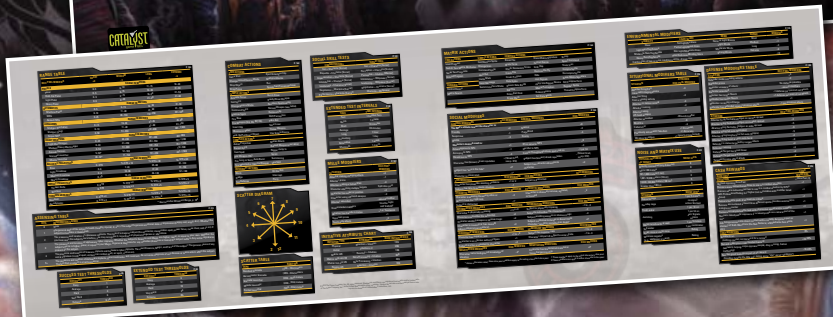
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# GAMEMASTER SCREEN

Every shadowrunner knows the value of good information. The right fact, the perfect piece of data, can be the difference between success and failure on a run, between life and death. And in the right hands, information can be more than valuable—it can be powerful.

The *Shadowrun Gamemaster Screen* provides a collection of useful tables from *Shadowrun, Fifth Edition* for ease of reference in game play. With range tables, action lists, combat modifiers, social modifiers, and more, this is a critical game aid to make your *Shadowrun* games faster and more fun. And to provide that all-important secrecy so that the players don't know what you're up to.

This screen is for use with *Shadowrun, Fifth Edition*.



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