

Dreamchipper

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Editorial Staff

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Editor

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Research Assistant

Kent Stolt

Production Staff

Art Director

Dana Knutson

Cover Art

Dave Dorman

Cover Design

Joel Biske

Illustration

Jim Nelson

Jeff Laubenstein

Joel Biske

Earl Geier

'Street

Alex Ross

Maps

Dana Knutson

Layout

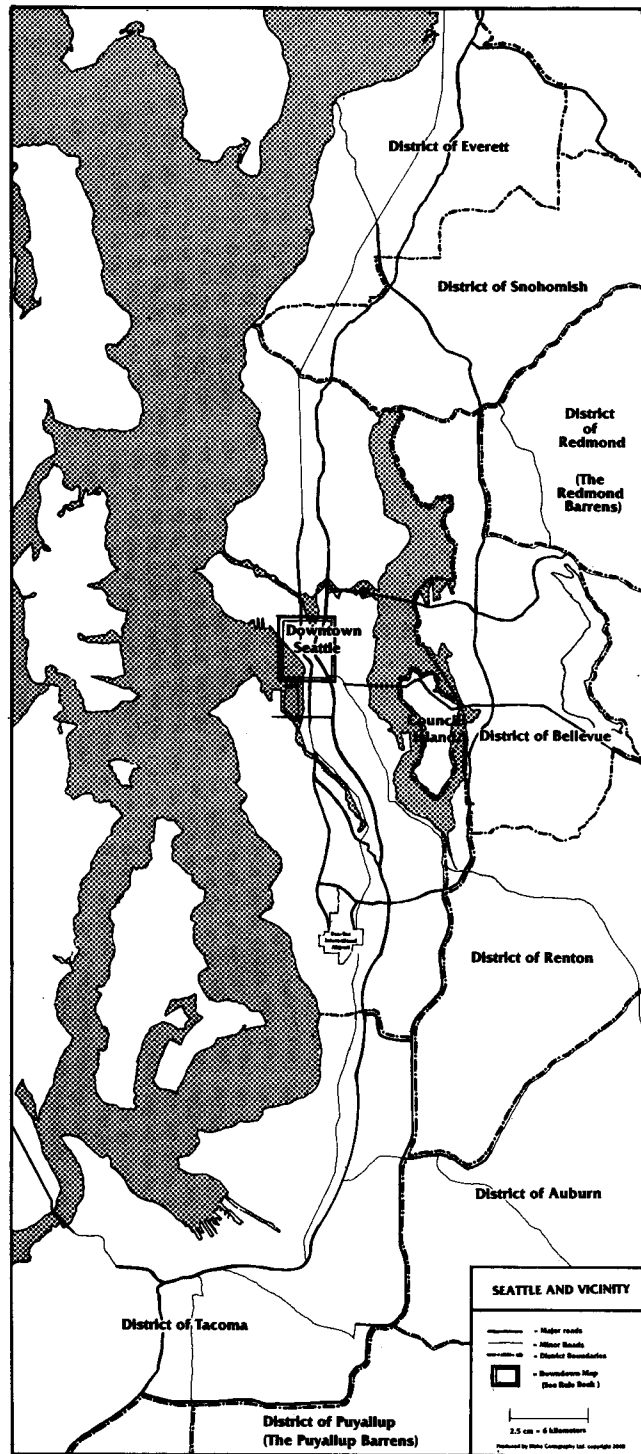
Tara Gallagher

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TRASHED: A PROLOGUE

The lights of the city spread out below them like glittering diamonds on a thick black cloth. In the eyes of most, these were simple lights. On this night, for those soaring over the city, some of the lights became real diamond gems, there for the taking.

Freya cupped the earpiece with her right hand and held onto the chopper doorframe with her left. The warm night air blew through her long hair as she strained forward to get a closer look at her destination. She didn't have to be told the rigger up front hadn't filed a flight plan with the boys at traffic control. She wondered, for the third time in as many minutes, just what this run was supposed to be about. Her silent musing was interrupted when Mr. Face leaned into his mike and keyed his intercom.

"We're almost there." The gravelly voice came through with all the warmth of grinding metal. "I want no slip-ups. Am I understood? You're here because of your rep, and that's it. Nothing flashy. Freya and Griffin, you two are simple muscle. Got it?"

"Yea, yea, yea. I hear ya." Freya could feel her insides roil at the thought of working with Griffin. She glanced at her 'partner' as the copter's sudden swerve bathed his stone face with light.

"I hate razors," she groused under her breath. She knew this guy was hanging right on the edge. His crystal eyes were locked straight ahead, while his hands were deathly still. Her earpiece crackled.

"We're after three skillchips," Face continued. "They're being held in the corp's think tank, on the fourth floor. When we get past the door, Freya and I will head upstairs. Griffin will cover the lobby. I'll handle everything else. Nothing loud, got me?" Face turned and looked at Freya and Griffin, but neither would look back.

"The chips are mine, understand? I'll get them. You're both along to provide cover." Face smiled, trying to break the sudden tension.

"It's a breeze, kids. Nothin' to this one." The rigger interrupted Face's attempts with a hiss of static.

"Down in two, back in eight, chummers. We're clear to drop. Beginning final approach."

Time for silent prayers, or chants, or whatever gets you through a run. Freya composed herself, looking for the deep inner calm that would drive her spells. The pitch of the rotors shifted, and her stomach rose to her throat.

"This is it, campers," the rigger prodded. "You're back on the deck in eight or you're on your own."

Freya blinked her eyes open and looked out the door. She was impressed with the rigger's style. Right in the middle of the intersection. Not exactly a quiet entry, but this was supposed to be an easy one.

"That's it," Face pointed. "Blue neon sign with the Armorlite acrylic doors. Let's go!"

The sign on the door said Global Technology, but Freya doubted that the firm did any business outside Seattle. She slid out of the chopper as the rigger gunned the engine. The craft's rise nudged Freya forward, pushing her out the door. Face and Griffin were already on the move, covering the 50 feet in a hurried walk. What a sight, the sleek and smooth goon beside the wriggling little fixer.

"Just like the board room, eh, Face?" Freya stabbed.

The fixer snarled something over his shoulder, never slowing his pace. These chips sure must be important if this guy is willing to come along on the run, Freya mused. I wonder if I'll ever know what I'm stealing.

By the time Freya arrived at the double doors, the two men were positioned to each side. Face pointed at the guard's station. The chopper had made a lot of noise, but the Lone Star uniform hadn't appeared to notice.

"If you please? It's time to earn your keep."

Freya bristled as she pushed back her sleeves. Something subtle, she thought. She began calling on her energy reserves, weaving her hands like feathers in the wind. She began to draw them together, the fingers seemingly tying themselves into knots. Then, with a final flick of the wrists, her hands shot out, fingers wide, just as Griffin and Face drew the doors open. She watched as invisible energy raced toward the guard. Her spell took effect instantly. The guard's head flopped back, his eyes already closed. Arms limp, he tipped backwards, his head bouncing twice off the polished marble floor. He hadn't uttered a sound.

Face did not seem impressed.

"We're in," he whispered into his micro-transceiver.

Griffin was the first one in, as always. He barreled past the prostrate guard and scanned down the hall. All clear. Face and Freya followed closely behind. Face went straight to the elevator, jabbing the controls with a sweaty finger. The door slid open quickly. Freya and Face slipped in and punched the green number 4. As the elevator began its slow ascent, Freya could feel Face sweating. The odor of fear and anticipation was thick within the enclosed space.

"You're not used to this, are you, Face?"

"Not your concern, spellworm." He ran a finger under his collar and checked his watch for the hundredth time since the start of the run.

"Blessed Lady, save us from amateurs," she intoned to the ceiling, thoughts of her Elven haven suddenly more enticing than the excitement of a run.

Face shot her a quick look, but the doors opened and a young decker stood there waiting.

"You stay here," Face told Freya. "Come on, boy." Face pushed the boy forward. Freya watched as the two hurried down the hall. She leaned against the elevator jamb to prevent

the door from closing.

The key to success on a run like this was to be ready for anything at anytime. Anything. So the first gunshot booming down the halls didn't startle her so much as it jolted her into action. She pulled herself off the jamb as a door at the end of the corridor flew open. The young decker came flying out the door, bounced off the side wall, and started beating feet blindly down the hall.

Though her vision was obscured by the fleeing decker, she could just make out Face, backing into the hall, firing his pistol at some unseen enemy. Freya reached up her sleeve and gripped the L36 she kept for just such situations. It looked like she would earn her nuyen after all.

"Hit the floor!" She jumped out into the hall, crouched slightly, and gripped the pistol with both hands. The decker's eyes went wide and he dove for the tiles, beginning a slide that Freya knew would carry him into her legs. Face flattened against the far wall without looking at the mage.

She snapped off three quick shots before the boy crashed into her legs. Though small, the explosive rounds tore huge pieces of plaster off the wall and gouged a fist-sized hole in the door.

Freya tucked and rolled forward as the decker hit her at the shins, coming up in a crouch as Face reached her.

"Three rent-a-cops from Knight Errant," he puffed. "I don't know what they're doing up here." He looked accusingly at the boy. Freya glanced at the closed elevator door.

"Take the stairs," she yelled. "I'll give you 60 seconds, then follow you down." She flattened herself against the elevator doorway, hoping it would offer some protection. She watched Face pick the boy up by the back of his collar and drag him down the hallway. Then Freya began preparing a little magic surprise for her expected visitors.

It only took a few seconds before a profile appeared in the doorway. She considered firing once to scare it back, but she was too busy. When the cop saw her motions, his head disappeared just as she completed her spell. A moment passed, and Freya began to consider her options.

Then two cops jumped into the hall. One came in low, and the other held tight to the opposite wall. Both guns were up and ready. They were good, and they worked well as a team.

"Hall's clear, Sarge," the cop on the floor shouted.

Freya continued her soft, whispered chant as she stepped away from the elevator and began to back up.

"Copy, Barnes. Thomas? We got three on the stairwell, coming down hot. Thomas?"

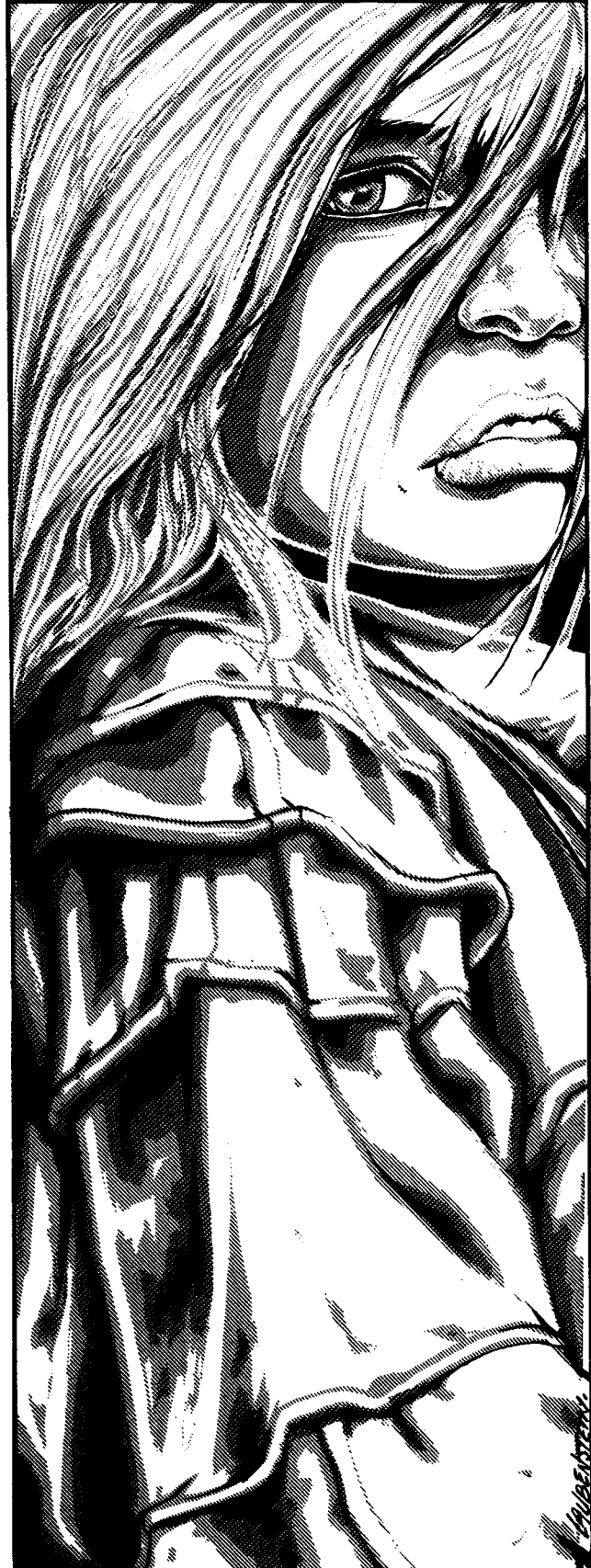
Freya was six feet from the door when the Dwarf sergeant rounded the corner, still speaking into his headset.

"Thom...Mage in the hallway! Fire at will!"

Freya turned and flew for the door, reaching the doorknob as the hail of bullets began to impact around her.

"Damn his thermal eyes," she cursed to herself, as the door gave way beneath her weight. She shoved through just as the sergeant triggered his only shot.

The 9mm slug tore into her shoulder and threw her into the handrail of the stairs. She could feel her balance begin to go, as her momentum threatened to carry her over the edge. She dropped her Colt and clutched the rail with her good hand. Then the pain rolled over her. She heard the Colt bounce down the metal steps, but her attention was fixed to the slowly closing



door. The bullets had stopped for the moment, but Freya could hear the Dwarf charging down the hall, his heavy jackboots slapping against the floor.

"Not this time, shorty." Freya's pale, white fingers danced toward the corridor, and a sheet of crackling energy reinforced the door.

With a woomph of air, the sergeant hit the door. Expecting little resistance from the door, the Dwarf was unprepared when he threw his weight against the spell wall. He flattened himself against the barrier with a sharp crack that Freya imagined was cartilage. The Dwarf's troopers paused for a moment, then began firing into the magical wall. Fatigued by the spell and the bullet wound, Freya continued her chant as she flattened herself against the wall. Bullets were chewing through the door and her magical barrier, but for the moment she was safe. She could feel the churning wave of nausea begin to wash over her.

In the back of her mind, she knew the barrier had cost her too dearly. Still chanting, she raised a hand to her shoulder. The whole front of her shirt was already covered with blood.

She continued the silent chant, remembering the hours of training she had spent learning such skill. For the first time in her life, she was happy for the extra time she had been forced to study. Easing her way down the steps, she made it to the third-floor landing. Her Colt was waiting for her there. She decided to change clips as she continued on. By the time she reached the second floor, she had to use the wall for support. It left a bright red smear for the cops to follow, but she figured they already knew where she was heading.

Freya slid down the wall to the first-floor landing, where Face was peering through a crack in the door. The decker was quietly bouncing the back of his head into the wall as he waited impatiently.

"Where have you been? What happened?"

Freya stopped her chant and looked at the fixer with disgust.

"Not too bright are you, Face? What do you think happened? The cops up on the fourth were having a little target practice. They're on the way down. Well, two of them are."

"I think I'm going to get sick." The unsolicited observation caught Freya's attention, and she favored the decker with an annoyed glance. She considered it possible that he looked worse than she did. Of course, she couldn't prove that without a mirror.

"Griffin got two of them," Face said, "but one has the hallway and the lobby covered. No chance of breaking for the door with

him in the way."

Freya considered the options, but the sound of heavy footfalls on the way down hastened her decision-making.

"That's last call, Face. Get your rigger down here fast. I got our hallway creeper." Freya pushed past Face into the corner of the lobby. She could see Griffin pressed against the wall on the other side of the hallway arch. He was smiling.

"Figures he'd be having the time of his life." She noticed two dead guards near the hallway. "I really hate this guy." Griffin held up one finger to the Elf and wordlessly pointed down the hall. Freya nodded impatiently.

"One last time," she promised herself. Legs tense, she pushed herself off the wall.

"Now!" Freya thrust her hand in the direction of the hallway. Arcane energy sparked and flew from her hand. Griffin shouldered his way off the wall and ran for the front door. Behind her, she could hear the stairway door spring open as Face and the decker bolted from cover.

Energy welled up in the entryway, covering the opening with a sheet of electric fire. Freya took a step for the door, but found her feet would not keep up. She fell heavily, barely catching herself on the edge of the receptionist's desk. Weakly, she tried another step and found she could barely move. The pressure inside her head was almost unbearable. She fought hard to continue her chant and tried to make it to the door.

An eternity later, she crashed through the doors. The fresh air stung her senses as she fought to get her bearings. She gulped in surprise at the intense light coming from the street. In the distance, she could hear the chopper.

With tears in her eyes, she staggered toward the light. The rigger swiveled the spotlight aside, and Freya could see again. The Airstar was resting lightly on the ground as Face and the decker climbed aboard, its rotor blades revving up to speed. Griffin was, no doubt, already strapped in. Freya staggered forward, leaning heavily on a van parked on the street. She stopped to catch her breath and looked at the waiting chopper. Her eyes confirmed what her ears had tried to tell her.

Face was urging the chopper up into the air. Either the rigger didn't know Freya was still on the ground, or she didn't care. Freya lunged for the chopper but realized she would never make it. Mustering strength she didn't know she had, she broke into a trot. Just when she thought she might make it, the rig eased itself skyward. Freya continued her trot, staring at the door and Face standing there. He smiled down at her and waved. Guards broke out of Global, firing as they came. She ducked low as she ran, dodging between a row of cars.

"It's not over, Face. You're mine now. You hear me? You're mine." Freya summoned the last of her strength and picked up her pace. Passing directly under the path of the fleeing chopper, she headed for a line of dumpsters in a lot opposite the Global building. Hurriedly, she flopped into the nearest one and pulled the lid over herself. With luck, she thought, the chopper and cars will hide the cops' view. Then Face, it's you and me.

She pushed the lid open enough to see across the way. The rent-a-cops were firing at the rapidly departing chopper. None seemed interested in her. Gratefully, she sank back into the garbage.

"Give it a couple of hours," she whispered to herself. "Let the heat cool off. Get this shoulder looked at. I still got some rep with Dr. Bob's. Then, Face, I collect my fee. With interest."



INTRODUCTION

Dreamchipper is a roleplaying adventure set in the world of **Shadowrun**. The year is 2050. Advances in technology have been astonishing, with humans able to blend with computers and travel through that netherworld of data known as the Matrix. Even more astonishing is the return of Magic. Elves, Dragons, Dwarfs, Orks, and Trolls have assumed their true forms, while megacorporations rule much of the world. Magicians and shamans wield another kind of awesome power. Moving among it all like whispers in the night are the shadowrunners. No one admits their existence, but no one else can do their secret work.

This story takes place in the streets and shadows of Seattle, now an urban sprawl encompassing 1,600 square miles from Everett to Tacoma. Even this vast megaplex is but an enclave set amid even larger states ruled by Native American nations and other sovereign states of metahumans and Awakened Beings.



GAMEMASTER'S NOTES

Except for certain items clearly marked as handouts for the players, the contents of this book are for the gamemaster's eyes only. To run the adventure, the gamemaster needs familiarity with the basic **Shadowrun** rules. For convenience of play, some character stats have already been factored to reflect enhancement or modification by certain gear or abilities.

The team can use any archetypes, though four Pregenerated Player Characters are provided for use in **Cast of Characters**, p. 65. Detective type skills will be required, and the team will need members with high Etiquette skills and multiple combat skills. The team will encounter magical opposition, and so they may want to have at least one mage. The team will miss some useful clues if it does not include a decker.

This adventure combines several approaches. Some encounters are planned, and others remain open-ended. Hints for gamemastering the various situations are included with the individual sections describing the adventure.

HOW TO USE THIS BOOK

Aside from the basic **Shadowrun** rules, this book includes everything needed to play this adventure. For best results, the gamemaster should familiarize himself with the contents of the book before the start of play. The twists and turns of the plot are intended to surprise the players, not the gamemaster.

Though this booklet tries to cover all the likely, and even unlikely, things that can happen during the adventure, it is impossible to foresee everything. The gamemaster may find that sometimes it is a good idea to just let the unexpected lead where it will. Even if it does turn out that everyone gets killed, hey, they knew the job was dangerous when they took it. On the other hand, if the players do something truly clever and win the day without going through all the normal steps, the gamemaster can keep them on their toes by wrapping things up with a big fight when the thwarted villains come back for revenge.

The **Plot Synopsis** is a fairly detailed summary of both the story background and the course the adventure is intended to follow.

The adventure begins with a section entitled **Let Me Make You an Offer**, p. 12, which offers suggestions for how to get the ball rolling and draw the characters into the adventure. Following that is a series of short sections describing each of the encounters that the players might face in the course of roleplaying **Dreamchipper**. At times when the team has several options, a separate section describes each of those options. The sections through **One-Room Flat** are basically sequential, but those following might occur in most any order, depending on the team's choices.

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Most of the encounters begin with a text entitled **Tell It To Them Straight**. This is intended to be read, verbatim, to the shadowrunners. It describes where they are and what is happening to them as though they were there. Any special instructions to the gamemaster are printed in boldface type and signaled by the words "Gamemaster's Notes." In some cases, there are two or more possible texts given, and the gamemaster reads only the one appropriate to what has occurred earlier in the story line.

Next comes the information entitled **Behind The Scenes**. This is the real story, for only the gamemaster knows what is really going on at any given moment in an adventure. If there is a map needed to play this encounter, it is included in this section. Non-player character stats needed to roleplay the section are usually included here also. When a fight is likely, the gamemaster will also find hints on how the bad guys might handle themselves.

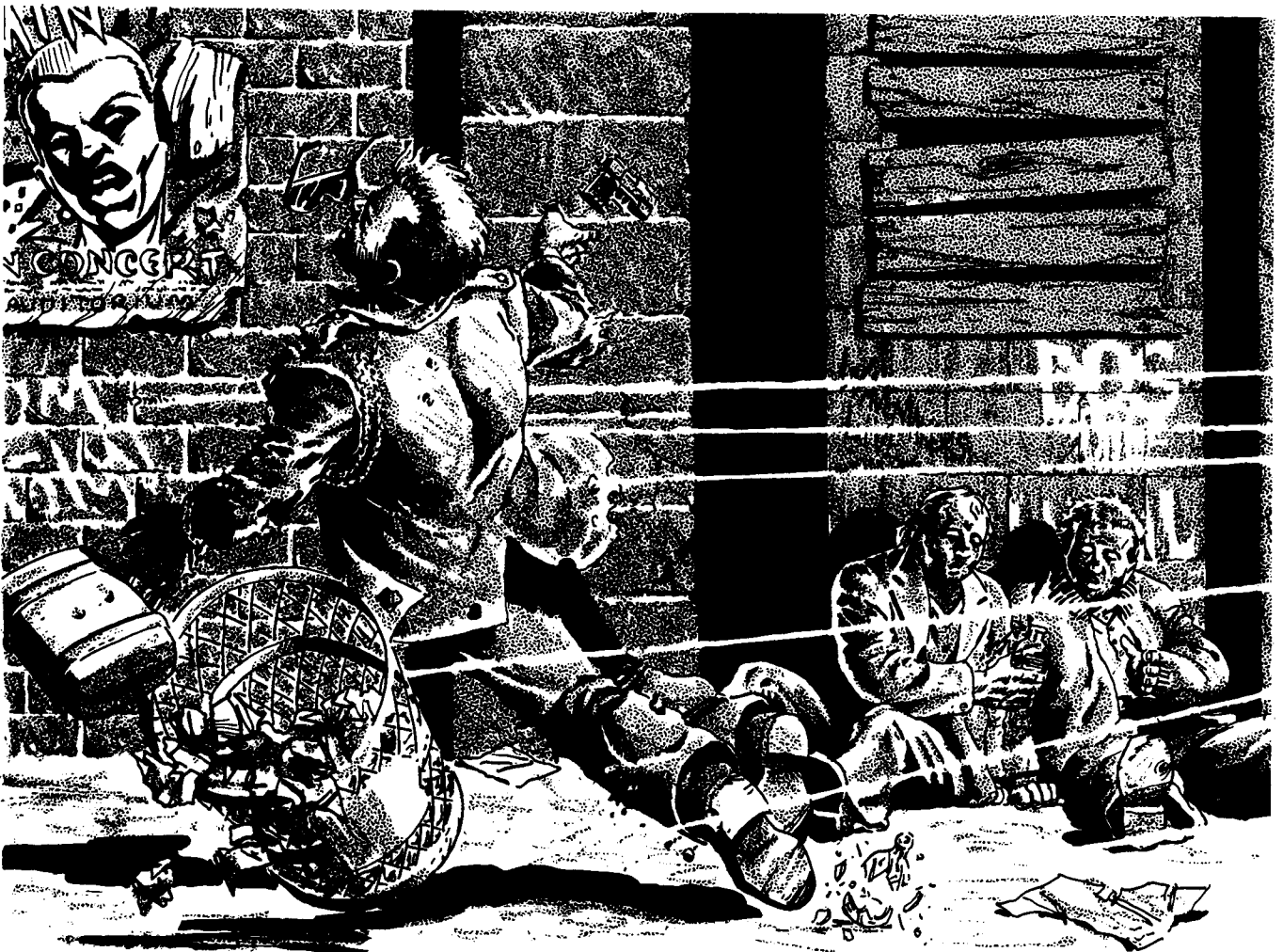
Finally, most sections include hints entitled **Debugging**. These notes could include suggestions for getting the story back on track if things go too far wrong at this point in the adventure. For example, most gamemasters will not want the characters to get too discouraged or killed off too easily. The gamemaster is, of course, always free to ignore these hints and let the chips fall where they may.

The **Contacts and General Info** section, p. 51, describes what the players can learn by legwork and by working their contacts. Every time players ask their contacts about anything, go to this section, first checking to see if they have an encounter on the way.

The **Cast Of Characters** section, p. 65, describes the two major NPCs, Thomas Martelli and Roxanne Wunter, and gives their statistics. Stats and information on other important NPCs, such as Griffin, Marcus Cooperman, Freya, and Ferret, are presented at the point where each character shows up in the story. The **Cast of Characters** section also includes stats and background for four characters the players might want to use.

Finally, there is a section called **Picking Up The Pieces**, p. 71, which includes tips for assigning karma and news-net items for handout to the players, depending on the adventure's outcome. Whenever the players have decided they are through, this is where to go.

During the course of the adventure, the players will make a number of Unresisted Success Tests using a skill and a given target number. These Unresisted Success Tests will be indicated by the name of the appropriate skill and a number, indicating the target number. For example, a Stealth-4 test would mean that the player should make an Unresisted Stealth Success Test with a target number of 4.



PLOT SYNOPSIS

Global Technologies is a small skillsoft and simsense producer in the Bellevue District of Seattle. Though more than 15 years old, the company has only recently begun to make waves in these highly competitive fields. Led by a talented decker named Tee Hee, Global has produced three new skillchips that combine standard skillsoft technology with dreamchip technology. These chips, when inserted into any datajack, provide the user with all the skills, knowledge, and personality of an encoded persona. Global decided to try to tap the military market with these chips, choosing Genghis Khan, Cleopatra, and Jack the Ripper as the personalities to encode in its three demo products. Development was going well, despite cost overruns and some "minor" technical flaws, when a disgruntled employee decided to steal the unique chips.

Thomas Martelli, usually just called "Junior," is the only son of the company's late founder. When Thomas Senior died, he willed most of his stock to his best friend and longtime associate, Urian Manes. The will was dated shortly after Junior underwent goblinization ten years ago. Bitter at Urian and his father, he approached Booker Pengrave, an up and coming executive at a rival company, Hollywood Simsense Entertainment. Junior and Pengrave developed a plan in which Pengrave would steal the prototype chips, thereby ruining the financially over-extended Global. When the company collapsed, most likely at the yearly board of directors meeting later this week, Pengrave and HSE would move in, buy Global for a song, keep the new skillsoft technology Global had developed, and put Junior in charge of the simsense division.

To perform the required run, Pengrave hired a street fixer named Marcus Cooperman, "the Historian." Well connected, Cooperman had accomplished several runs for HSE in the past and had enough juice to gather an appropriate team. Cooperman put together a team and struck Global. Junior provided an inside man, Tee Hee, and the run ended successfully. Tee Hee stashed the technical data for the production of the chips into Junior's desktop computer and wiped out all of the other copies in the system. Cooperman's team got the three prototype chips and made a clean break, although one of Cooperman's runners was left behind. Without the technical data or a functioning chip, Global is unable to produce any of these chips.

Cooperman paid the two remaining members of his team with the pirated chips. He kept the Khan chip for himself and gave Jack the Ripper to a samurai named Griffin. To his rigger, he gave Cleopatra. Pengrave had no problems with the arrangement because he thought he was about to get the technology for Junior to produce thousands of these chips. Unfortunately for Pengrave, the plan started to fall apart.

Urian Manes hires a team of shadowrunners to retrieve the chips before the start of the yearly meeting. With the chips back home and with several potential buyers, he could weather the storm and save Global.

To add to the problems, the Jack chip has caused Griffin to go crazy, and he has begun killing people in the Seattle fog. Pengrave has fallen under the spell of the rigger running the Cleopatra chip, and Cooperman has lost himself in the fantasy world of his chip, fancying himself the future Khan of America. The player characters take the part of the team hired to retrieve the chips and save Global.



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TYPICAL ADVENTURE

The player characters enter the adventure through an initial contact by Urian's right-hand woman, Roxanne Wunter. She assembles the team and tells them to rendezvous later, at a bar called The Banshee, for details of their mission. As Roxanne leaves, team members notice a tail leaving with her. They follow the man and, after a spirited chase and some heavy-handed persuasion, discover he has been hired, over the phone, to report on the people Roxanne contacts. All he knows is the telephone number of his contact, which he is happy to give the team if they will let him live.

The team heads for The Banshee where, if they have not met him before, they run into Roxanne's shadow. The players then meet their future employer, Mr. Manes. Once the price of the mission is set, the team sets out to discover the identity of the thieves. Manes and Roxanne refuse to tell the team the exact nature of the chips, or why they are so important. They only want the team to get them back. Before they can begin, however, Junior and two of his boys interrupt the meeting. The Ork wants to meet the team and, hopefully, put a little scare into them. He scans the team and leaves, taking his Orks with him. Urian leaves shortly thereafter, leaving the team with their contact, Roxanne. She fills them in on Tee Hee, the thieves' inside man. The team's first step is to track down the decker.

After consulting their street contacts, the team members discover that an old professor of Tee Hee's, named Flair, might know where he is. They track the old man down and find that Tee Hee is living at Flair's apartment. Tee Hee tells the team, after some persuasion, that he was contacted initially by Junior, then by Cooperman, who is in with Junior. Tee Hee also tells the team about the runner who was left behind. If the team is especially successful, Tee Hee tells them the general nature of the chips

that were stolen.

Also during their time on the streets, team members start to hear news-net reports about a mad killer roaming the streets. This maniac seems to be attacking prostitutes and is dissecting his victims. The viciousness of these attacks has even prompted Lone Star to send patrols into the Barrens to find the killer. With a little more legwork, the team will get enough clues to guess that Griffin is the man behind these murders.

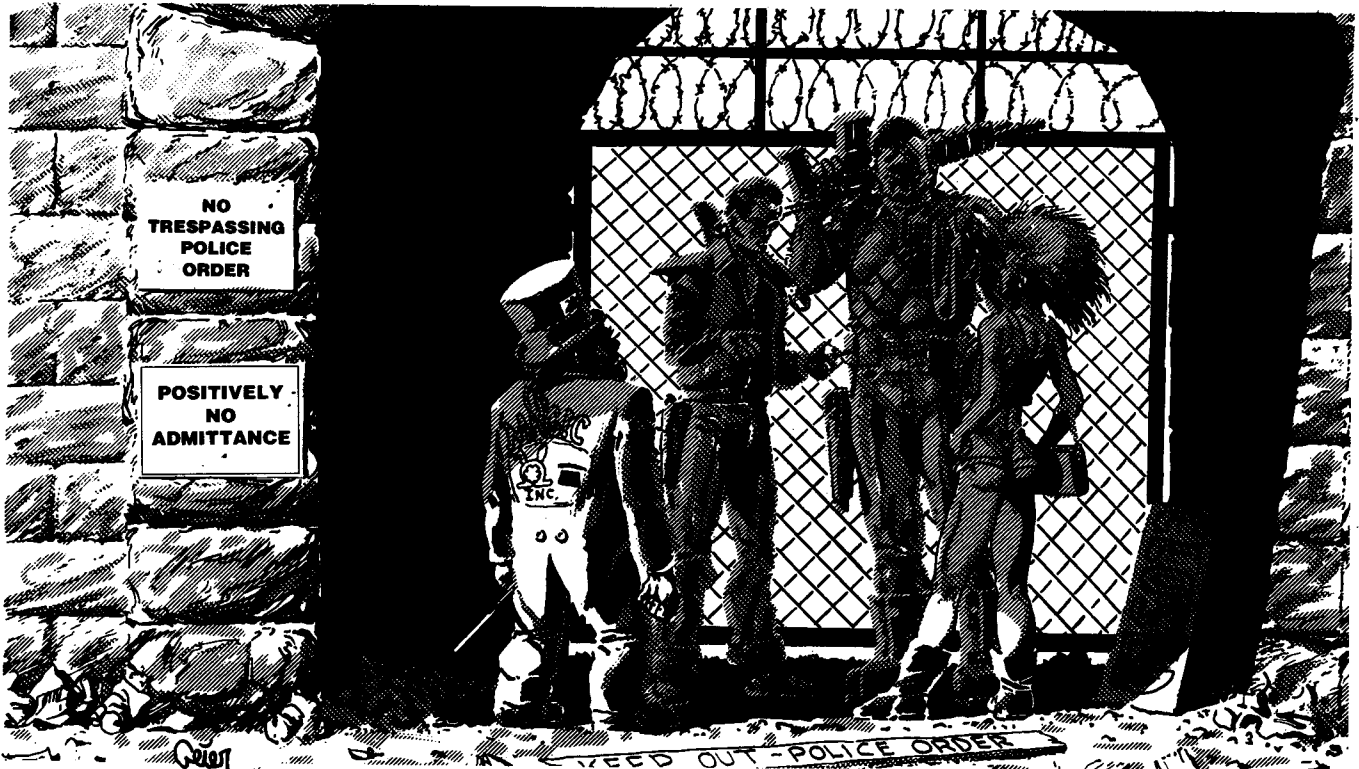
The other news item that they will find interesting is that a full-fledged gang war is cooking up between the Blood Rumlbers, a local go-gang, and the major gangs of the Redmond Barrens. What makes this different from other gang wars is that the Blood Rumlbers are teaming up with other go-gangs and seem to be out to claim all of the Redmond Barrens as their own rather than just trying to hold a section of the highway. The brains behind this plot is Cooperman, who is running the Genghis Khan chip.

At this point, the team can go after Freya (the team member left behind), Junior, or set a trap for Griffin.

The trap for Griffin should be fairly straightforward. The team dresses one member as a prostitute and sends him or her into Jack's area as a lure. Once Griffin is flushed out and attempts to attack, the other members of team rush to his or her aid and subdue Griffin. They then retrieve Griffin's chip.

If they go after Freya, they will eventually discover her mending her wounds at Dr. Bob's Quickstitch. She is more than willing to help the team get Cooperman, who left her behind. Freya can give the team a more complete picture of the connection between Cooperman, Griffin, Tee Hee, and herself. She does not know, however, what is on the chips or why Cooperman wanted them so badly.

If the team reports to Roxanne that Junior was in on the



INTRODUCTION



theft, she will direct them back to The Banshee, where they can safely talk. While the team is there, Junior and his thugs attack. In the ensuing battle, the player characters trash the bar, but they also put an end to Junior and his schemes. From evidence on Junior's body, they discover additional ties with HSE and Pengrave.

Through their contacts, and after a few run-ins with the Blood Rumlbers skirmishing with the other Redmond gangs, the player characters learn that Pengrave is having a party to celebrate the release of one of HSE's new simsense disks. Hoping to catch Pengrave and Cooperman together, they head for the Queen Anne's Hill condo.

They make it to the party, where they obtain entrance through a mixture of bravado and bull. They get a chance to meet Pengrave and his new girlfriend, Val. Val is the rigger thief running the Cleo chip. When Val leaves the party, the team

manages, with some difficulty, to haul her down and get her chip.

With information provided by Val, the team uncovers the lair of Cooperman, who is holding a final meeting with the leaders of the various go-gangs, before their assault on the Barrens. A deranged Cooperman calls forth his hordes of bike-mounted thugs for a climactic battle with the shadowrunners. The team kills Cooperman and retrieves his chip.

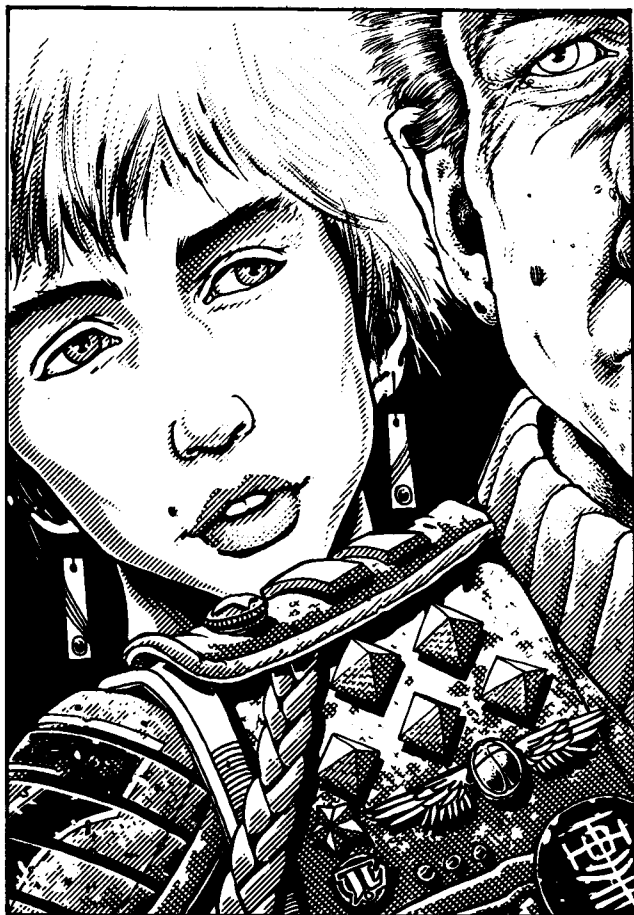
Though their contract is accomplished, the team members face a dilemma. They can return the chips to Global before the start of the board of directors meeting. This would save the company, and the team would receive its final rewards. But the company would then produce a Dreamchip for the UCAS military. Destroying the chips would keep technology out of the hands of the military, but the team would lose its payment for the run.

LET ME MAKE YOU AN OFFER

TELL IT TO THEM STRAIGHT

If the characters all know each other, read the following:

You came to Reno's early tonight, decked out in your finest "running clothes," though you did have to leave your more obtrusive hardware at home. You can feel the music almost as soon as you can hear it. Deep throbbing bass and the piercing ring of a synth-guitar. Even though it's early, the rockerboys are whipping the crowd into a frenzy. You slip a crumpled nuyen note into the mangled hand of the Ork doorman and stride in. Style is all. You've got the clothes on your back and enough cash for a couple of drinks, then, well you're here to find work, aren't you? Your team begins to scatter as you reach the bar, figuring you can cover more area if you spread out. It seems as if every runner in Seattle had the same idea. There's going to be fierce competition for any pickings tonight. You lean to whisper, or



yell, in your partner's ear when you feel a light touch on your forearm. Multi-colored lights play off the back of a woman's delicate hand. You glance suspiciously up the arm, to the attached corporate suit standing off to your side.

"Before you split up, I'd like to talk to you," she shouts over the music. You look her up and down, then a second time for good measure. She's easy to look at, with lots of flashy jewelry and a military-cut corp suit. It's obvious she understands the concept of style, even though she's out of her element. She commands silent authority and probably has not had to shout for years. Your partners nod agreement to your unasked question. You know that, in a pinch, you could kill her, along with any muscle she might have hired.

"Good. Follow me." She turns and heads for an empty corner booth, sheltered somewhat from the pounding music on the stage. The place is going to be jumping in another hour. The dance floor is already a madhouse, with dancers bumping and twirling to the steady beat of 16 MaxMaster speakers. She sits down and launches into a rapid sales pitch, beginning before you even have a chance to sit down.

"Good evening, my name is uh...Johnson. I am looking for some professionals to assist my employers in retrieving some stolen property. The job must be carried out by a low-profile group that can recover the goods with a minimum of attention. This opportunity could prove extremely fruitful, both in terms of nuyen and status. Unfortunately, time is of the essence and I cannot give you time to deliberate. My question is a simple one: Are you the people I have been looking for?"

If the characters do not know each other, read the following:

You came to Reno's early tonight, attempting to beat the crowd. You're dressed in your street-running finest, and you're looking for action. You can feel the music almost as soon as you can hear it. Deep throbbing bass and the piercing ring of a synth-guitar. Even though it's early, the rockerboys are whipping the crowd into a frenzy. Of course, Reno's is full of runners with the same idea. You've got to make an impression, do something that will get you noticed. Clothes help, but the swagger is the thing. You exude style, poise, and confidence. As you begin to muscle your way toward the bar, you feel a slight tug on your left arm. You turn to look at a female suit standing there.

"Good evening, my name is uh...Johnson. I wonder if I might take a moment of your time?" Time is the one thing you've got plenty of. Why not, you think. This corp rat must be connected, and it's obvious she understands the concept of style, even though she's out of her element. Her earring alone probably cost more than you've made in the last six months.

As you nod, she turns and weaves a path through the swelling crowd. The place is going to be jumping in another hour. The dance floor is already a madhouse, with dancers

bumping and twirling to the steady beat of 16 MaxMaster speakers. The suit pulls up sharply at a corner booth, already occupied with several other street types. You recognize them in a general way, other out-of-work runners looking for a bigger credstick and a bigger rep. As you begin to sit, your new Mr. Johnson starts speaking.

"Good. Now that we are all here, I can get started. I have brought you together to offer you the opportunity to make some nuyen, a sizable amount. I need a group of professionals to reacquire several objects that were stolen from my company. I cannot afford for this run to have a high profile, so I am willing to work with younger talent. If you are successful, your careers, and your credsticks, will be greatly enhanced. Unfortunately, every minute is precious and I cannot give you time to think about it. My question is a simple one: Are you the people I have been looking for?"

Once the team members are assembled, read the following:

"Excellent. As I am sure you realize, this is not exactly the place for a business meeting. We will meet at The Banshee at exactly 1:00 A.M. Do not be late. When you get there, ask for Urian. You will be directed to the meeting from there. Are there any questions about the meeting place? If not, I suggest we all leave. Do not attempt to follow me; it would strain our budding relationship."

BEHIND THE SCENES

The players should be told at the start of the game that Reno's, in the heart of Downtown Seattle, is the place to make contacts with prospective employers. The players should be informed that full combat gear is not allowed in the club. Any weapon with a concealability rating less than 8 or any armor other than leather will bar a character from the club and will attract the attention of a Lone Star patrol.

Roxanne Wunter, described fully in **Cast of Characters**, p. 70, is looking for a small team of shadowrunners to retrieve three prototype skillsoft chips that were stolen from Global Technologies late last night. Time is certainly of the essence, though Roxanne will not say why, or even what the deadline is. She appears to be operating alone, although she occasionally looks over her shoulder in the general direction of the bar, where her street samurai bodyguard is busy trying not to look like he is guarding her. From the first moments of contact, Roxanne will attempt to control the tone and tempo of the meeting.

Throughout the initial meeting, Roxanne will be curt, efficient, and businesslike. She is evasive about answering any questions the characters have until she gets some sort of commitment. If the characters are agreeable, Roxanne will continue.

If asked, Roxanne will tell the characters that The Banshee is a small bar in the Redmond Barrens. If necessary, she can direct the characters to the bar, but this will not make a good impression. A simple check of the public datanet will give its address. Not exactly an "in" place, The Banshee is both quiet and private. She will not give any more information.

With slightly more than a quick nod in the characters' direction, she heads for the door. Ask the characters to make an Intelligence-5 test with the following results. A roll higher than

indicated always yields the results from the lower categories in addition to the listed information.

PIN THE TAIL

1 Success

A single street samurai leaves, closely following Roxanne. He carries a katana and large hand gun, both holstered.

2 Successes

A small man in dingy synth-leathers glances at the characters and follows Roxanne out.

3+ Successes

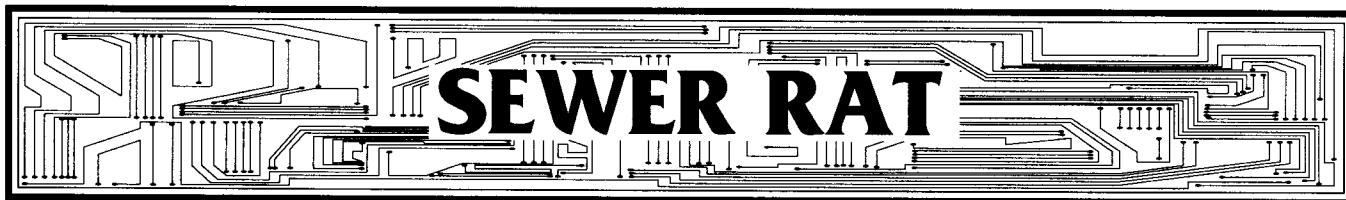
A small man in dingy synth-leathers watches Roxanne leave. He glances at the characters and quickly speaks into a wrist phone as he scoots after Roxanne.

At this point, the characters are on their own. If they decide to just kill the next few hours, they will do just that. They could spend the time finding out where The Banshee is, or go back to their digs to get some heavier hardware (the Redmond Barrens is dangerous). Nothing of interest will happen to them during this time. Go to **The Banshee**, p. 16.

If the characters attempt to follow Roxanne, they will discover that she walks about three blocks and boards a private helicopter with her bodyguard. The pilot is in the air quickly after Roxanne boards, preventing the player characters from getting back to their own vehicle in time to pursue. The craft swings slowly toward the northwest and is soon out of sight. A successful Etiquette(Corporate)-9 test by any of the characters will reveal the logo on the side is that of Global Technologies, a small software shop located in Bellevue. If the player characters check this clue with their contacts, go to **Contacts and General Info**, p. 51. A successful Intelligence-8 roll will reveal that a small man in greasy leathers was also tailing Roxanne. He stops half a block away from the waiting chopper. When the craft is in the air, he speaks into his wrist phone and scurries toward the east. If the characters take an interest in the small man following Roxanne and investigate him, go to the next section, **Sewer Rat**.

DEBUGGING

If the characters do not want the job, you've probably made their life too easy. They should look forward to the chance to earn some money. If they agree to attend the second meeting, remember their attitude. If they are respectful to Roxanne, but reluctant, she may be able to get them more money, but don't tell the characters this. If they are rude, cocky, or arrogant, they will probably still get the job, but with less help and slightly less money. Remind the characters that they should respect people with the liquid assets necessary to hire a team of shadowrunners.



TELL IT TO THEM STRAIGHT

If the team begins the tall at Reno's, read the following:

You fight your way past the incoming crowd. The press at the door is the worst, as several female juves are attempting to bluff their way past the Ork checking I.D.s. You look around for the small man, as a Troll suddenly appears from Reno's. He unloads an armload of juves at your feet and heads back into the bar, loudly smacking his hands together as if to brush off dirt. You spot a familiar shadow heading north. Stepping over small bodies, you begin to trot north.

Keeping out of the light, you follow the man almost two blocks, just keeping him in sight. You are sure he is following Roxanne, but you cannot see her from where you are. Ahead of you, the man appears to be stopped, crouched behind several trash cans. In the distance, you can hear a small helicopter lift off.

As the copter's whine grows louder, the man begins speaking into his wrist phone. He waits for a moment, then replies into the phone. He cuts the connection and begins to walk east, still keeping to the shadows.

If the team begins the tall at the chopper, read the following:

Off to the side, you can see a small man, crouched behind several trash cans. As the copter's whine grows louder, the man begins speaking into his wrist phone. He waits for a moment, then replies into the phone. He cuts the connection and begins to walk east, still keeping to the shadows.

If the team notices Ferret at The Banshee, read the following:

You ain't new to the streets, chummer. You can spot a lark when he's onto you. You veer slightly away from your potential employment and head for the mouse in the corner. Even though you can't see his hands, you figure a mouse like this is easy meat. You flash your best grin as his eyes widen in surprise at being spotted. He looks wildly around the room and bolts for the door.

BEHIND THE SCENES

The small man is called Ferret. See below for his statistics. He is a small-time information gatherer, working for whoever will pay his fees. Ferret has been hired to follow Roxanne and report on her activities at Reno's. His mission accomplished, he is beginning to head home.

Ferret is the nervous type. If approached, he will run. Approaching characters should roll Stealth-5. Use the value of the character who rolls the fewest successes. If no successes are achieved, Ferret spots the characters at a range of ten meters. Each success will subtract two meters from the initial range. Once Ferret spots the characters, the race is on. Ferret will stop running only if he is trapped. See the Pursuit rules on page 64 and the Subduing rules on page 71 of *Shadowrun*.

During the chase, Ferret will lead the characters over some very interesting terrain. At the end of each turn, roll Quickness-4 for each character, including Ferret. Any character who gets no successes falls onto the slippery pavement and must stand up again. Any character who gets only one success suffers a minor loss of speed as he hurdles an obstacle. His Quickness will be reduced by one for the next round only. If a character closes to within two meters of Ferret, he may attempt a flying tackle. Roll a grapple as normal, but apply a -2 modifier if two meters away or -1 if one meter away.

If Ferret is caught, he can be persuaded, with a successful Interrogation-7 test, to reveal all that he knows. Skip the material in brackets if the scene is outside Reno's. "I got this call, O.K.? Nuthin' big, just follow the blonde and call in a report. That's it. No contact or nuthin', O.K.?" The voice even gave me the starting block, Reno's (and the finish line, The Banshee). I don't even know her name, just what she was wearing. When she left Reno's, I followed her and gave the voice my report. Easy as that, 100 nuyen. O.K.?" If the characters had two or more successes, Ferret will add, "The number? Oh yeah. It's 567-2384."

The number is to Junior's private phone. Calling it, the players will get a guttural "Yeah?" and then silence. No matter what the players say, the voice will respond "You got the wrong number," and the line will go dead. Decking into the 21st century equivalent of one of Ma Bell's babies is dangerous, to say the least. The decker should be informed of this before he attempts the stunt. If he still wants to give it a go, have at it.

For brevity, have the decker make three Resisted Success Tests. The first test uses his highest Masking Utility against a Security and IC rating of 8. He needs 3 net successes to get inside. The decker then must use a Browse Program against a Security Rating of 8, once again needing 3 net successes. If he gets those successes, he has the data. Finally, the decker must run a Decrypt Program on the data against a Security Rating and IC Rating of 8. Fewer than 3 successes means the data were not retrieved. Success means that the players now know that the number Ferret gave them is listed to Thomas Martelli. If the decker fails at any point, he activates a Trace and Dump program with a rating of 8 (see page 115 of the *Shadowrun* rule book). If he is unable to defeat or deflect it, the decker is dumped. Five minutes later, eight men from the LTG company arrive on the scene. The squad contains one Company Man, one Street Samurai, five Corporate Security Guards, and one Street Mage. Arm them with enough firepower to put a good scare into the players' team. The object here is to make sure the players know that messing with one of Ma's babies is not a good thing to do.

If the team is still waiting for its initial meeting with Roxanne, go to the next section, **The Banshee**. If the player characters seek out their contacts to pursue any other clues, go to **Contacts and General Info**, p. 51.

SEWER RAT



FERRET

A man of few, if any, redeeming qualities, Ferret lives in the gutters of Seattle. Inconspicuous and sneaky, he is the perfect tail. Ferret blends in perfectly with the dirty underbelly of Seattle.

Ferret appears shabby and unshaven. His pox-marked skin and twisted features give him a distinctly unpleasant appearance. He normally wears black, with his long hair pulled back in a single dirty tail.

Attributes:

Body: 2
Quickness: 6
Strength: 2
Charisma: 1
Intelligence: 5
Willpower: 3
Essence: 6
Reaction: 5

Skills:

Armed Combat: 4
Bike: 2
Etiquette(Street): 4
Firearms: 2
Stealth(Urban): 6
Unarmed Combat: 4

Dice Pools:

Defense (Armed): 4
Defense (Unarmed): 4
Dodge: 6

Cyberware:

None

Contacts:

Bartender
Burned Out Mage
Fixer
Gang Member
Squatter
Street Shaman
Troll Bouncer

Gear:

Greasy Black Synth-Leathers
Knife
Low-Light Binoculars
Streetline Special Pistol
Wrist Phone

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded	< Seriously Fatigued.
Moderately > Wounded	< Moderately Fatigued.
Lightly > Wounded	< Lightly Fatigued.

DEBUGGING

If Ferret gets away, it is no big deal. The characters have other opportunities to gain the information Ferret knows at a later point in the adventure. Ferret does not want to fight, but he will if the characters push it, trading running shots with the team as they give chase. Although not generally well liked, he does have a few "friends" in the Troggs (an Ork and Troll Street Gang) who could make the characters' lives rough if they ever found out what happened. Ferret is a small fish and should be played as one.



THE BANSHEE

TELL IT TO THEM STRAIGHT

The Banshee lives up to your every expectation. The brick facade is completely unremarkable, with a broken neon sign announcing the "Ba sh e" is open for business. The heavy steel door pulls open, a common feature for establishments more interested in exiting clients than entering ones. There are no windows. Muffled music seeps from under the door.

As you enter the bar, you are slightly more impressed. Although last year's favorite tunes blast from a pair of decaying speakers, the music is clear and loud. The door opens into a narrow hall with a single low window to your left. At the far end of the hall, perhaps twelve feet away, is a steel and wire mesh gate, with a single crossbar that can only be operated from the other side. A single human bouncer tells you to check your

hardware with the Dwarf behind the window. The man is unarmed, unless you count the cyber eyes and matching set of razors protruding from the back of his hands. As you move to comply, a gritty Dwarf muscles your heavier equipment into rusty metal racks. You are, of course, allowed to keep your hand guns. The Dwarf flips a thumbs-up sign to the bouncer, who opens the gate.

The Banshee is obviously a meeting place. There is no dance floor to speak of, and there is no room for any type of stage. The music is canned, piped into the bar to cover the inhabitants' conversations. There are several large tables in the center of the room, surrounded by deeply padded vinyl chairs. The only bar is directly in front of you. As you look in, you can see several scantily clad waitresses moving slowly through the thin crowd.



THE BANSHEE

After the characters have scanned the room and approach the bartender, read the following:

The bartender continues to rub the wet bar with an even wetter rag. When you ask for Urlan, the bartender looks up casually and scans your group. With exaggerated slowness, he points to the far door. He raises his hand to the Troll standing there and returns to his work. You cross the wet tile floor and are ushered into the next room by the doorman.

To your surprise, this is not a meeting room, but another section of the bar. There are several tables, of slightly higher quality, bunched in the center of the room and a large redwood bar against the back wall. The music is much softer in this room. The doorman backs out, closes the door, and the music fades altogether. Sitting at the bar, sipping some foaming blue concoction, is your very lovely Mr. Johnson.

BEHIND THE SCENES

The Banshee is a business bar. Clients are encouraged to conduct their dealings in the less formal setting of the bar. Fixers and low-level corporate execs often use The Banshee or other bars like it as a means of getting away from the prying eyes of the office. On occasion, heavy hitters also use these dives.



The Banshee is separated into two parts. The outer room is all most customers ever see. Only referred clients, or new clients with plenty of juice, can buy their way into the back room. Most patrons believe the added security is worth the additional price.

The front room is generally unkempt. The floor is almost constantly wet. The smell of stale beer hangs in the air. Most of the furniture is old and heavily patched, but this is not normally noticeable in the low light. Each table has a small white noise generator (3) bolted to the center. Conversations can be kept reasonably secure, but lip readers and an occasional faulty machine make the room's security chancy for big deals. Three waitresses, a bartender, and four bouncers (one Dwarf, one Troll, and two humans) man the room.

While checking out the room, each character should make an Intelligence-6 Test. If Ferret is still alive and if a character gets at least three successes, go to **Sewer Rat**, p. 14. If Ferret is dead, use an identical street snitch in his place, giving the team another chance at his information.

The back room is much nicer and much more secure. It has more of a lounge atmosphere. The appointments are nicer, and the security is better. Each table has a small white noise generator (5) bolted to the center, and the walls are sound-proofed. The air is slightly cleaner and the demeanor of the customers more refined. One waitress, one bartender, and one bouncer man the room. See **Junior Shootout**, p. 33 for details and stats on the bar and its employees.

When the team enters the back room, Roxanne rises to greet them. As the characters cross the small room, each should make an Intelligence-6 roll, with the following results.

- | | |
|---------------------|--|
| 1 Success | The bodyguard seen at Reno's is standing at the corner of the bar. One hand holds a drink, but the other is hidden from view. |
| 2+ Successes | Roxanne has changed clothes and looks slightly winded. Her hair is tousled, and there is a slight bruise on the side of her neck (due to a bumpy helicopter ride). |

Then go to the next section, **The Manes Man**.

DEBUGGING

If the characters get rough with Ferret or any Banshee employees, the bar's staff will give them the briefest of warnings. If the characters are dimwitted enough to draw weapons, they will probably get the first shot off before the bouncers react in a like fashion. The employees will shoot first and not bother with questions. If the characters are persistent in their desire to cause trouble, give them more than they can handle, but do not kill them. Take it out of their wallet in the next chapter, **The Manes Man**. If the characters want to pursue Junior's telephone number immediately or chase some other lead, have Roxanne remind them that it is time for their appointment and she can always find a new crew of shadowrunners at Reno's.

THE MANES MAN

TELL IT TO THEM STRAIGHT

Mr. Johnson ushers you into a small room, set in the back of The Banshee. Inside is a legless vinyl couch and a card table with five straight-backed wooden chairs. A single bare light bulb hangs from the plaster ceiling. Seated on an arm of the couch, next to some kind of electronic box, is a huge Indian. He is wearing a leather jacket with matching fringed breeches and loin cloth. He is not wearing a shirt. Instead, a bone vest, brightly decorated with colored beads and small feathers, covers his massive chest. His feet are covered by thick-soled moccasins, intricately designed with hundreds of hand-sewn beads. On his left foot is the pattern of a snake, seemingly caught beneath the sole of the big man's foot. On the right is a small green bird, just taking flight up his calf. As you enter the room, he flips a switch on the front of the box and rises to meet you. A faint, relaxing hum fills the room.

"Good evening, ladies and gentlemen. My name is Urlan Manes, son of Isheer Many-Manes and president of Global Technologies. The woman who brought you here is Roxanne Wunter. We would like to acquire your services."

Once the characters have made themselves comfortable, read the following:

"The task is a simple one. Last night, a member of my staff assisted several thieves in stealing three data chips from my company. Although the defense was spirited, all of the thieves managed to get away. The one who turned against me was like a son. But that is no more. I must have these chips back. The actual thieves are of little consequence; the stolen merchandise is vital.

"Time is of the essence. However, you cannot charge into battle full of pride and self-importance. This run must be accomplished silently. Am I understood? Even a hint of your activities could be disastrous.

"I understand the way of the world. The workman is worthy of his wage. I am, therefore, willing to pay competitive rates. However, I must have the chips delivered here, into Roxanne's hands, no later than 9 A.M. Friday. It's now Sunday night. That gives you four and half days to do your job."

Gamemaster's Note: The players should now negotiate a price following the guidelines in the **BEHIND THE SCENES** section.

Once the team has accepted the shadowrun and agreed on a price, read the following:

"I am glad we can come to an arrangement. Due to pressing concerns, I will not be able to devote the attention necessary to this project. I am, therefore, giving complete control of the operation to Roxanne. Deal with her as you would deal with me.

Do we understand one another?

"It pains me to say your search must begin with a young man named Tee Hee. He is a Matrix runner with my company. A very bright boy, but for reasons unknown, he helped the thieves. I assume he left with them. An exhaustive search of his apartment was fruitless, as was an examination of his office. I fear he has gone underground. Roxanne will give you any additional information you need on the boy.

"Let me stress two points to you before you start. First, and most importantly, do not attempt to use the chips once you find them. They are prototypes, and they have not been sufficiently tested. Their use could result in severe permanent neural damage. Second, these chips are unique. There are no backups because the thieves trashed the datastore that led to their development. They should not be damaged unless absolutely necessary. I remind you that your payment for damaged goods is rather small."



BEHIND THE SCENES

Urlan is the president of Global Technologies. A full-blooded Ute Indian, Urlan chose to live in the city after the awakening. He is anxious to complete the business at hand and get back home, but he will be courteous throughout the meeting. After this meeting ends, Urlan will not appear again until it is time for final payment. Characters will coordinate their activities through Roxanne. Urlan's pressing concern is the board of directors meeting, which begins at 9:30 Friday morning. See **Contacts and General Info**, p. 51, for the current state of affairs at Global.

When the team arrives in the room, Roxanne moves to Urlan's side, slightly behind him. She remains quiet during the meeting unless spoken to directly. Urlan is definitely in charge. After Urlan makes his sales pitch, he waits for the characters to respond. He knows competitive rates vary from hour to hour. His first offer is 30,000¥ per team member (up to four) per chip retrieved intact. Equally important, the characters must have no knowledge of what is on the chip. Urlan will lower, or raise, the price per chip as follows:

- - 1,000¥ if the team was rude to Roxanne at Reno's.
- - 1,000¥ if the team asked directions to The Banshee.
- - 2,000¥ if the team failed to get information from Ferret.
- - 5,000¥ if the team started a fire in the bar.
- + 1,000¥ if the team was hesitant, but interested, at Reno's.
- + 1,500¥ if the team acquired a phone number from Ferret.

The team leader should make an Opposed Negotiation Test with Urlan after his initial offer has been determined according to the above conditions. Each additional team success will raise the final payment price by 500¥. Each additional success by Urlan will lower the price by 500¥. If the team scores even one success, Urlan will also agree to a clause stating that each team member will receive 1,000¥ per chip the team destroys. Urlan agrees to advance each team member 2,000¥ for expenses. Roxanne distributes this to each team member as Urlan continues with the briefing.

Under no circumstances will Urlan detail what is on the chips. Persistent questions from the team will only annoy him. Roxanne will, likewise, avoid any questions as to the chips' contents, stating only that they are complicated skillsofts.

Urlan is very worried that the team might find out exactly what is on the chips. He does not plan to release the Global Dreamchips to the general public, but they are still illegal to produce, even as prototypes. Leakage of such information could cost him his company and send him to prison. On the other hand, if he can sell the chips to the UCAS military, he will make a mint, all under the protection of the government.

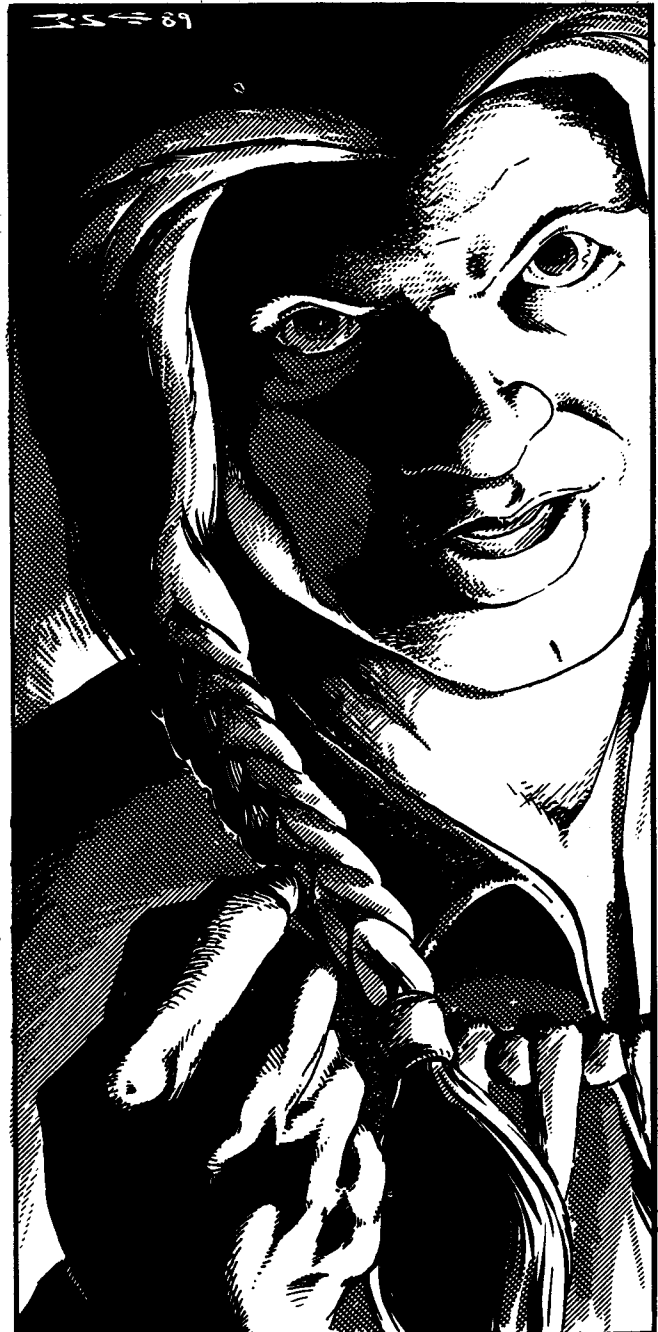
Because of the secret nature of the chips, the project was kept small. The three chips that were stolen were the result of thousands of man-hours of work. Before Tee Hee left, he made one quick run on the company system and wiped out all of the engineering and research data on the chips. Without the chips, Urlan will not be able to stop Junior from forcing the board of directors to can Urlan and sell out to Hollywood Simsense Entertainment. The company's future has, in effect, been reduced to its smallest components.

Once the deal has been cut, proceed to the next chapter, **Party Crasher**.

DEBUGGING

The team shouldn't be able to mess this chapter up too bad, unless they are rude to Urlan. If that happens, drop his price by whatever you think is appropriate. Like the man on the street says, "Nuyen talk, tough guys walk."

It is important to the adventure, however, that the characters discover the contents of the chips during the course of the run, not before it starts.



URLAN MANES

Urlan Manes has been interested in computers since he was able to reach the keyboard. Raised in what used to be Utah, Urlan left his family to attend school at UCLA. His first job took him to Seattle, and he has been here ever since. Urlan and Thomas Martelli started Global Technologies 15 years ago. The company has never grown like the two expected, but it has provided a stable income for its founders and employees. When Thomas died two years ago, he willed most of his shares to Urlan. This immediately put Urlan and Junior at odds. Urlan's leadership has attracted a better caliber of decker and greatly increased Global's market share. Now the company may well be on its way to the growth that Urlan always expected.

Urlan always wears some form of Indian apparel to remind others of his heritage. Urlan is constantly in control of his emotions. His face is a blank mask. He is courteous and polite, even in the face of hostility.

Urlan is loyal to his employees. He will support an individual despite that person's actions. Firing a person is very traumatic to him. He works hard for the company and wants to see it become successful, but not at the expense of those who work there.

Attributes:

Body: 6
Quickness: 3
Strength: 5
Charisma: 4
Intelligence: 5
Willpower: 4
Essence: 4
Reaction: 4

Skills:

Car: 3
Computer: 5
Computer B/R: 3
Computer Theory: 7
Etiquette(Corporate): 5
Firearms: 4
Leadership: 4
Negotiation: 5
Unarmed Combat: 4

Dice Pools:

Defense(Armed): 1
Defense(Unarmed): 4
Dodge: 3
Hacking: 9

Cyberware:

Datajack
Headware Memory (100Mp)
Program Carrier

Contacts:

City Official
Company Man
Corporate Official
Decker
Dwarf Technician
Elven Decker
Mr. Johnson
Technician
Tribal Chief
Tribesman

Gear:

Aztech Nightrunner
Lined Coat
Pocket Computer with 200 Mp
Pocket Secretary
Real Leather Clothing
Ruger Super Warhawk with three reloads of explosive rounds
Toyota Elite

Notes:

Urlan has access to most pieces of equipment through the use of Global's assets.



CONDITION MONITOR			
MENTAL		PHYSICAL	
Unconscious > Possibly dead	☐	< Unconscious. Further damage causes wounds.	☐
Seriously > Wounded.	☐	< Seriously Fatigued.	☐
Moderately > Wounded.	☐	< Moderately Fatigued.	☐
Lightly > Wounded.	☐	< Lightly Fatigued.	☐

PARTY CRASHER

TELL IT TO THEM STRAIGHT

"Gentlemen and ladies, I believe that is all you need to start..."

Suddenly the only door to the room bursts open, interrupting Urian in mid-sentence. The team turns to look, but nobody walks through the door. From their angle, they cannot see into the bar. Urian stands slowly and straightens his vest.

As the team begins to check out the door, two Orks step through. Both are dressed in three-piece suits with walking capes thrown over their shoulders. Each sports an Ares Silver-gun, resting the weapon in crossed arms. The room is dark, but both wear mirror shades. They move to flank the door as a third Ork enters the room.

Dressed like the front two, the third Ork is easily six and one-half feet tall. Built like a linebacker, his muscles bulge beneath his suit. Uglier than most Orks, he has made no attempt to hide his grim features. A pencil-sized toothpick is lodged in the side of his mouth.

"Junior." Urian attempts to cut the large Ork off, but Junior is already in the room, heading for the couch.

"Urian," Junior hisses, "and the lovely Roxanne." You can feel your skin crawl as Junior extends a hand toward your Mr. Johnson. "It seems I was not notified of this impromptu company meeting." With a swirl of his cape, Junior sits on the couch.

"I left a message," Urian smiles. "Perhaps if you check your machine?"

"Of course." Junior looks over at his guards, and the three laugh. A sick kind of wheezing, like a dying hyena. "I assume this is your 'team.' How delightful. They will, no doubt, prove as efficient and loyal as your pet, Tee Hee."

Junior stands as Urian reddens. "If you need my assistance, well, you know where to find me." Urian glances at Roxanne and then glares at the departing Ork.

"Of course, Junior. I will be in touch."

Junior waves a hand over his shoulder as he exits. The guards retreat slowly, closing the door behind them.

BEHIND THE SCENES

Junior is the only son of Global Technologies founder Thomas Martelli. See **Cast of Characters**, p. 69, for complete statistics on Junior. A division president, Junior has not gotten used to the fact that his father willed most of the company stock to his best friend instead of his child. Cruel and vicious, Junior is a thorn in the side of Global Technologies.

Junior is the contact Ferret has been calling. If the team called the number Ferret gave them, make an Intelligence-7 test to see if that character recognizes Junior's voice. Junior knows

that Urian will hire outside muscle in his attempt to regain the Dreamchips, but he was not sure how or where he would do it. He therefore, hired several independents to shadow all of Urian's executive employees. He learned that Roxanne was being sent to Reno's, so he hired Ferret to watch her initial contact with the team. Because Junior got the word so late, he was forced to give Ferret the number of an unsecured line. Another agent followed Manes to The Banshee, and Junior sent Ferret there for the expected meeting. (If the player characters killed Ferret outside Reno's, another street snitch shows up in his place.) To keep his phone number secret, Junior plans to eliminate Ferret after this encounter with Urian.

Junior just wants to learn the team members' identity so he can keep track of them. This move, although not really smart, is supposed to impress the team with how tough Junior is. Whether the player characters get the point is up to them. If it rattles their cages, good. If not, well, Junior will be reappearing later. This meeting will also alert Urian and Roxanne that Junior is on their trail and on their back. See **Contacts and General Info**, p. 53, for notes on the power struggle going on at Global.

If the team members are thinking, they will realize that someone still connected with Global was in on the theft. Ferret beat Roxanne to Reno's, and he knew what she was wearing. If he survived earlier, he also beat her to The Banshee.

Once Junior leaves, Urian regains his composure. He apologizes to the team, stating simply that Junior is an annoyance but irrelevant to the problem at hand. If pressed, he will give bits of information but grow impatient and suggest the team start on the mission they have contracted. He then leaves the team with Roxanne. Go to the next section, **Hee Went Thataway**.

DEBUGGING

This encounter is used only to introduce the team to Junior early on. The gamemaster should use the reactions of Urian and Roxanne to show the players that Junior is a bother, not a threat. If the characters attempt to start a fight, Urian and Roxanne should try to dissuade them. The Orks at the door, with their weapons ready, will be patient with the team and will not fire unless the shadowrunners go for their guns. With the adventure not even under way, it is too early for Junior to die. If the team insists on shooting, have the bodyguards cover Junior's retreat. Handle the shootout as in **Junior Shootout**, p. 33, and then return to **Hee Went Thataway**.

HEE WENT THATAWAY

TELL IT TO THEM STRAIGHT

Roxanne barely waits for the door to close behind Urlan. "Ladies and gentlemen, if we could get started? I have all of the information we were able to acquire on Tee Hee.

"Hee started with Global about two years ago, straight out of the University of Seattle. He has been a valuable member of our design team, leading the way to several breakthroughs in the areas of skillsofts and simsense. Although a talented decker, he seems somewhat lost when not jacked in to the Matrix. He is very naive and forgets things constantly. Like how to get to the store. I must admit, I'm surprised he has lived as long as he has.

"We sent a team to his apartment first thing this morning. Seems he forgot to pay his rent and was kicked out about two weeks ago. Our personnel entered the apartment and found that it had not been entered in at least several days. No thermal,

thick dust, the works. An extensive search revealed nothing. We have no idea where he has been sleeping for the past two weeks.

"His office was a little more interesting. I had the entire contents of his desk brought here. You can make of it what you will. Good Luck." Roxanne reaches behind the couch and pulls out a three-foot plastic cube. Inside are the contents of Tee Hee's desk. She sets it on the table with a thump.

"If you have any more questions, let me know. Here is my private number. You can reach me here day or night. This room is rented for another...(she looks at her watch)...23 minutes. You can stay if you want.

"Keep in touch. If you don't have some sort of results within four days, go home. There won't be any point in continuing."

On that dark note, your new contact hands the team leader a plastic business card with her picture on the front and the number 567-3272 on the back. She then turns to leave.

BEHIND THE SCENES

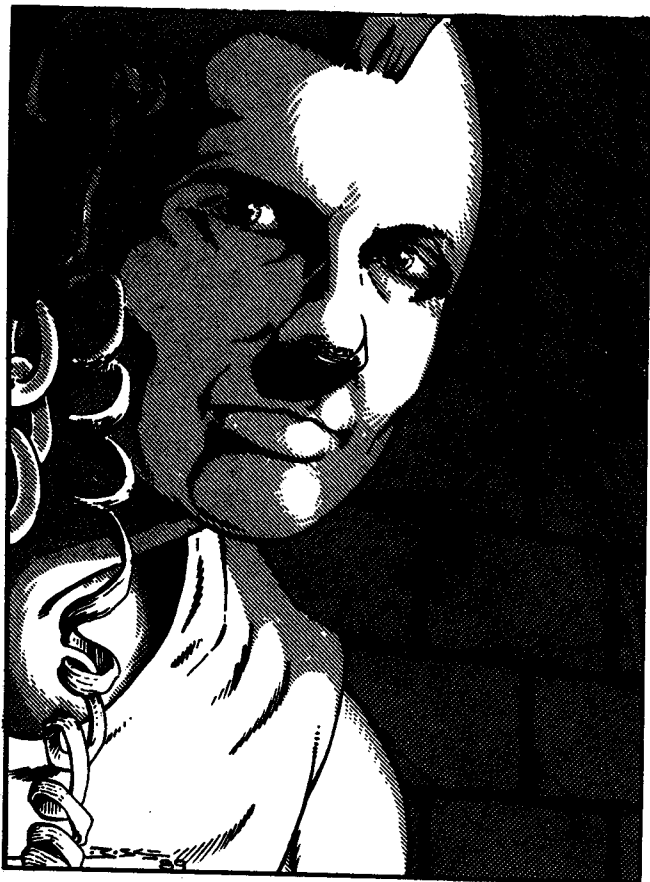
The number on the back of the business card gives them team access to SAN-2 of Global Technologies systems (see **Contacts and General Info**, p. 54), though the only way the players will learn this is if one of them uses it to deck into the system. Any voice or image telecommunications through that SAN will be routed directly to Roxanne without any of the normal traces a call to a business would leave.

The only information the team can get on the whereabouts of Tee Hee is in the box. If the team ever goes to his apartment, the landlord will confirm that he evicted Tee Hee two weeks ago but will be able to provide no other information.

Inside the plastic box are several items of interest: A breadboard, two circuit boards to a cyberdeck, a miniature tool kit, an electronic toy that does the twist when activated, several resistors, tickets to last week's urbanbrawl game at the Kingdome, a disposable lighter, a stack of data chips, a simsense player with eight disks, a holocube, and a package of herb tea.

The breadboard, both circuit boards, the toy, the resistors, the tickets, the data chips, the simsense player, and disks are all useless in trying to find Tee Hee. If the characters attempt to check these items out, pretend to make an Intelligence-4 Test, rolling secretly and shaking your head, "Sorry, this doesn't mean a thing to you." It should help make them think they are missing something.

For the other items, make an Intelligence-4 or other appropriate skill test to see if he comes up with any useful information. Additional successes will reveal information for the lower values.



TOOL KIT

0 Successes

A complete computer and electronic microtool kit. This set would allow a person to use the skill Computer B/R.

1+ Successes

The set is well used. An inscription on the case says, "Future Good Luck, Flair"

HOLOCUBE

0 Successes

The pictures on the disk are all of Tee Hee and friends, obviously taken when he was in college. Tee Hee is always the center of attention.

1 Success

One of the eight pictures is not like the others. It is the only one without Tee Hee. The only person in the picture is a white-haired man. He is smiling up at the camera from his desk, cyberterminal in hand. The caption reads "Dr. Hendrix."

2+ Successes

The man's other hand is clutched around a large coffee cup, with the word "Flair" imprinted on the side.

HERBAL TEA

0 Successes

Despite the quality of the wrapping, the tea is very fresh.

1+ Successes

The name on the tag reads, "Orion's Special Blend, Orion's Organic Grocery, Seattle."

LIGHTER

0 Successes

A cheap disposable lighter, near the end of its life, with circuit diagrams worked into the body.

1+ Successes

The name "Breadboard Quaff and Stuff" is worked into the circuit pattern.

Once the player characters get these clues, they are on their way. A quick information call will provide the location of Orion's Organic Grocery and the Breadboard Quaff and Stuff. The grocery mart is a mom-and-pop operation near the Redmond/Bellevue border. The Breadboard is a small tavern three doors away from it on the same block of Cascade Road, a side street in a residential neighborhood.

The man in the picture is an ex-professor from the University of Seattle. He is an old friend of Tee Hee's and the only man who managed to keep Tee Hee's attention for more than a few days. Tee Hee has been staying with Dr. Hendrix, whose nickname is Flair, ever since he got evicted, before the raid on Global Technologies.

When leaving The Banshee, each player character should make an Intelligence-5 Test to see if he spots Ferret (or Ferret's replacement). If a character gets three successes and wants to

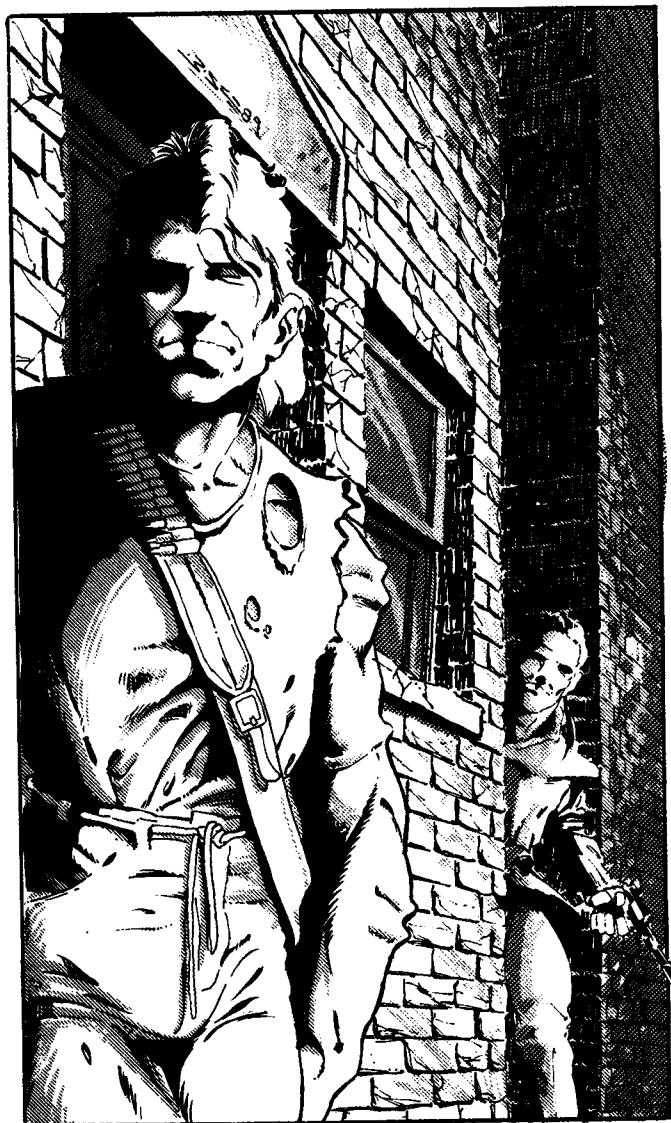
pursue this lead, go to **Sewer Rat**, p. 14.

The grocery is closed, and bar will be by the time they could get there. If the team wants to get some information about Hendrix, they can hit the streets for the next few hours to see what they can scare up. Go to **Contacts and General Info**, p. 51. Go to that chapter also if they ask about Global Technologies, Tee Hee, Junior, Urian, or Roxanne.

In the morning, the team can visit the Breadboard or Orion's. Go to the next section, **Cascade Road**.

DEBUGGING

If the team fails all intelligence checks with the contents of the box, give them the single success clue for the last object they check. It should be enough to get them going. If they are still in the dark, include a book of matches at the bottom of the box with the name "Breadboard" on the cover. Suggest to the characters that they have time to kill and these are their prime business hours. They should want to try to get more information, but they may need a push.



CASCADE ROAD

TELL IT TO THEM STRAIGHT

If the team enters the Breadboard, read the following:

Despite the early hour, the Breadboard is busy serving breakfast, both in its solid and liquid forms. A single bar lines the wall, running the length of the room. A cook is flipping soyjacks and frying synth-eggs on a large griddle. A large woman navigates the room, pouring soycaf into waiting cups. She glances up at the team and, with a raised eyebrow, motions to the only available booth.

The player characters notice the local clientele staring at them intently. Team members without datajacks receive special attention. Regulars whisper comments and point fingers. It is obvious the regulars of the bar are not used to newcomers. The team realizes this is obviously a decker hangout.

The team scoots into the booth and, after a moment, is greeted by a mountain of woman. Twin datajacks are clearly visible from behind her ear.

"Well boys, what'll it be?"

If the team enters Orion's Organic Grocery, read the following:

As the team enters the single door, a buzzer sounds in the back of the shop. You are almost overcome by the wide variety of smells that assault you. Is it possible you are really in a food store?

Inside the door are two caged checkout registers, both locked and empty. You realize you are definitely in the seedy part of town. Farther inside are four long isles of canned goods and a small section of organic products that give the shop its name. The barrage of smells comes from this little section.

You step into the bar as a small, gray-haired lady shuffles to the front of the store.

"Hello, hello, hello. How can I help you today?"

If the team stakes out either location and got at least one success when examining the holocube, read the following:

You wait for five long hours, across the street. You feel confident that the person you are looking for will show up, and you know you can spot him when he does. Finally a small gray-haired man comes walking down the street. He looks like an ancient student, with jeans, engineer boots, and a University of Seattle sweatshirt. His long hair is pulled back in a pony tail. He carries a bright blue rucksack slung over one shoulder. You immediately recognize him as the older man in holocube.

BEHIND THE SCENES

If the team enters either location, they can gather information about Flair by checking Etiquette(Street) or Interrogation. No one remembers Tee Hee. The Target Number for the Breadboard is 5. For Orion's, it is 4. If the team tries both locations, the players may roll twice. Information given is for the number rolled only, not for lower numbers. A 50% or greater "donation" will raise the total number of successes by one.

ASKING AFTER FLAIR

0 Successes

"Flair? Never heard of him. 'Course, I don't get around much."

1 Success

"Flair? Yeah, he comes around every now and then. Haven't seen him today, but then, he kind of comes and goes."

2+ Successes

"Flair? Are you kidding? I ain't seen him awake any earlier than noon in the past three years. He's a regular, but he probably won't be in for another few hours."

If the team rolls two or more successes and waits for Flair, the proprietor will alert them when he arrives, quietly pointing out Dr. Hendrix for the team to follow if they wish.

If the team waits for Flair, either outside or inside, he will eventually arrive, purchase food for two, and leave. He seems a little tense, but he does not initially notice the team. From here the team can either try to tail Flair or talk with him.

If they elect to tail him, make a Stealth-4 test. If they are successful, Flair leads them to the third floor of a small apartment building. He walks the two flights and enters a small apartment. If the team fails the check, Flair will drop the food and begin running. Because he is an old man, the team will catch him. He will not put up any fight, but he can be a crotchety individual. The team can then talk with him, but with a +2 modifier to the target number on any Interrogation test.

Talking with Flair can be very successful. He knows Tee Hee is in way over his head, and he wants to help keep the boy alive. A successful Etiquette(Street)-4 test will put Flair in a receptive mood. From there a successful Psychology-4 test will befriend the old man. If either check fails, the team can try either Negotiation-5 or Interrogation-5 to get him to crack. Once he agrees to cooperate, Flair leads the team to his apartment. He will unlock the door and allow the team to enter first. Go to the next chapter, **One-Room Flat**.

DEBUGGING

If the team manages to miss every roll, Flair will still see that they are trying to help Tee Hee. He will agree to lead the team to him if they guarantee not to hurt the boy.

If the player characters get too physical and hurt or kill Flair, they will have to do some real detective work to find his apartment. A door-to-door search of the apartment buildings in the area will eventually lead them to Flair's building. It will take the characters until nightfall to find the right one. Once they discover the building, the landlord will direct them to Flair's apartment. Note that any violence will likely bring the police and cause just the type of attention Uralan does not want. Although it is unlikely the team will be caught, they will have some heat next time they have to deal with Roxanne.

If the team comes to Cascade Road with no knowledge of Flair, or Dr. Hendrix, questions about Tee Hee can be answered with, "Oh, the Kid. He's the one who's been staying with Flair."

FLAIR

Attributes:

Body: 2
Quickness: 3
Strength: 1
Charisma: 4
Intelligence: 5
Willpower: 5
Essence: 4.6
Reaction: 4

Skills:

Bike: 2
Computer Theory: 8
Computer(Software, Decking): 9
Electronics: 5
Etiquette(Street): 5
Firearms: 4
Unarmed Combat: 4

Dice Pools:

Defense(Armed): 1
Defense(Unarmed): 4
Dodge: 3
Hacking: 13

Cyberware:

Datajack
Headware Memory (100Mp)
Program Carrier

Gear:

(currently available)
Beretta Model 101T with one extra clip
(in the apartment)
Armored sweatshirt
Used Yamaha Rapiere
Fuchi Cyber-7 with Level 3 Response Increase

Programs:

Bod-10
Evasion-8
Masking-8
Sensors-10
Analyze-7
Attack-7
Browse-8
Deception-8
Decrypt-10
Relocate-10
Shield-10
Slow-7

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious -> Possibly dead	< Unconscious. Further damage causes wounds.
Seriously -> Wounded	< Seriously Fatigued.
Moderately -> Wounded	< Moderately Fatigued.
Lightly -> Wounded	< Lightly Fatigued.



ONE-ROOM FLAT

TELL IT TO THEM STRAIGHT

If the team followed Flair, read the following:

The team enters the hallway, spreading out on either side of the door. A simple maglock seems to be the only protection for the wooden door. It would probably be sufficient protection if the hinges hadn't been set into the decaying wood of the surrounding frame. A swift kick, and the entire assembly splinters inward.

Inside, Flair stands at a small hot plate, steeping tea in a battered metal pot. He turns to ice as you level your hardware in his direction. Across the small room, Tee Hee sits on the floor, jacked into the Matrix. He doesn't even notice the team enter the room.

If Flair leads the team into the apartment, read the following:

Flair leads the way up the two flights of steps. He stops at a door and presses his thumb to a maglock scanner. The team hears the bolt slide back with a click. Flair steps back, allowing the team free access to his apartment.

The door opens easily, but with a slight creak. Inside, a metal pot boils with some sort of liquid. The hot plate underneath glows cherry red. Across the small room, Tee Hee sits on the floor, jacked into the Matrix. He doesn't even notice your approach.

Once the team examines the apartment, read the following:

The room is done over in Late-American Decker. Stacks of computer disks, trade journals, and printouts fill the room. To the right of the front door is the small kitchen area. Added apparently as an afterthought, it has room for a sink, small refrigerator, and microwave. More printouts cover a small table and four cane chairs.

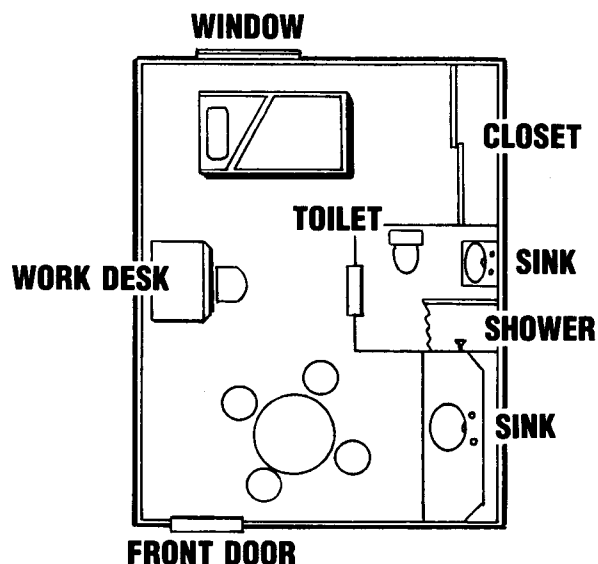
Farther inside is a small desk with a single chair. Resting on the desk is a cyberdeck. A single coffee mug with the word "Flair" sits to the right of the desk. Directly opposite the work area is the bathroom door. Inside are a toilet, shower, and sink.

The back third of the room is taken up by the sleeping area, with a single twin bed under the room's only window. An iron bar, six feet in length, supports a meager selection of old clothing. Underneath the hanging bar are several plastic storage boxes, also filled with clothes.

The window offers a lovely view of the apartment across the alley. It appears there was once a fire escape bolted to the wall outside the window, but it has long since been removed.

BEHIND THE SCENES

Tee Hee can be rudely awakened from his Matrix dream by pulling the plug. He will wake with a start, confused and afraid, to find the team standing over him. He knows that he is in deep guano, and he is more than willing to make a deal. He does not trust the team, however, so he will be inclined to bargain his information. A successful Negotiation-2 or Interrogation-3 test will reveal the following information. The team should decide whether they will negotiate with Tee Hee or interrogate him. They cannot do both. Higher numbers will reveal all information for the lower value.



FLAIR'S APARTMENT

MILKIN' TEE

1 Success

"I was hired by a fixer by the name of Cooperman. He seemed to have the right juice, know what I mean? He pulled a team together and gave me the call. You know, time and place sort of stuff. Anyway, I just led him to the think tank. We copped the chips together. He stuffed them under his jacket, and we split. On the way out, one of his runners, a street mage he called Freya, took a couple of rounds from one of the guard's Roomsweepers. She went down hard, but Cooperman said to leave her. Some razor I never seen before throws me into a chopper that sort of appeared in the parking lot, and we took off in a cloud of dust. I've been hiding out here ever since."

2 Successes

"I guess you know by now I'm not a planner, you know? I don't know who got the idea in the first place, but I was...approached by Junior, you know Thomas Martelli Junior. He has this way of being sort of, well, real convincing, if you know what I mean. He said there was a credstick and a souped-up Fairlight Excalibur in it for me if I'd help him out. Help him out? Have you ever seen an Excalibur? Well anyway, he gives me the details and tells me Cooperman will be giving me a call in a day or so. I guess it was about two days later when he buzzed. We're on, he says and, well, the rest you know."

3 Successes

"The chips? Well they're pretty hush hush, but then you know that. We were working on a new type of Dreamchip. I know it's illegal, but you should see these things. They're personality chips of some sort. Junior handled that end of it. You plug them in, and you're the man or woman of the chip. The things are unstable as hell though. If you leave them in too long, you can lose yourself forever."

4+ Successes

"Anyway you don't have to worry about them being produced now. I trashed the R&D files real good and hid the only backup copy in Junior's desktop computer. Junior promised to use them only after the merger with HSE went through and I came back on the team."

With this information, the team has several ways to go. They should probably run, not walk, to the phone and get in touch with Roxanne. If Junior is indeed part of this operation, she will need the information quickly. When contacted, no matter what the time, she will set up a meeting at The Banshee for 11:00 P.M. that night. She will say it is impossible to meet any earlier. The meeting is covered in **Junior Shootout**, p. 33. If the team tries to tell her anything over the phone, including Tee Hee's whereabouts or the connection with Junior, she will cut them off, explaining that the phone may not be secure. In the meantime, the team has several other options to explore.

If they want to go after Freya, Cooperman, or Junior, they will need to get more information than Tee Hee has. The only way to get more information is to ask contacts. See **Contacts and General Info**, p. 51.

If the team searches Flair's apartment, the only thing of interest or value is a pair of tickets to the Hollywood Simsense Entertainment party Tuesday night. If the player characters try to use the tickets, go to **It's A Party**, p. 38. If they try to use Flair's computer, they find it is not hooked to the Matrix and contains nothing of value.

If the player characters move to turn Tee Hee over to Global, Flair will argue against it. After all, is their assignment to bring the boy in? Tee Hee is probably harmless. Urlan would like to have him back and if the team makes the call to Global, despite Flair's pleading, and talks with Urlan directly, he will arrange a pickup. Getting through Urlan's secretary, however, requires an Etiquette(Corporate)-5 Test.

If the team waits for the pick-up squad, there will be no problem. A heavily armed squad from Knight Errant will arrive

about an hour later. They are courteous, but in a hurry. When it is time to settle the team's account, Urlan will throw in a 5,000¥ bonus for the safe return of his star decker, although he will not indicate this on the phone.

If the team decides not to wait for the men from Knight Errant or can't reach Urlan, they will be told by Roxanne at their next meeting that somebody torched Flair's apartment before Knight Errant arrived. The single body discovered was that of Tee Hee. Flair has not been seen since.

DEBUGGING

If the team overplays the capture of Tee Hee and he gets killed, reduce the damage so Tee Hee can give a deathbed confession. After he gives information equal to two successes, he expires painfully. When the team checks in with Roxanne, she will be very upset at the loss of the company's prize decker. Any type of roll with Urlan or Flair will be at +4 to the target number for the remainder of the adventure. If the team starts firing at Tee Hee, Flair will fight them as much as possible. Tee Hee will attempt to flee, but he will probably not be successful. If he does manage to get away, the team will bump into him again as he wanders the streets. In any event, Tee Hee should not die until he has passed on his information. After that, if not escorted to Global, he will be whacked by Junior's boys.

This is the last of the sequential sections. There is no way for the players to go directly from here to the next section, **Mending the Shadows**. In general, the players will be making frequent trips to their contacts, jumping back and forth to the **Contacts and General Info** section, p. 51.

ONE-ROOM FLAT

TEE HEE

Tee Hee was considered the best and brightest of the graduating class of the University of Seattle in 2048. An inspired decker, he was highly recruited by all the major corporations. Despite several outstanding offers, he signed with Global Technologies after a single office visit.

Tee Hee seems happy with his position at Global, although no one knows why. He was the driving force behind the Colt L36-Mark VII chip, despite his youth and corporate inexperience. Global expects nothing but miracles from the young man in the future.

Tee Hee shaves the sides of his head and wears his remaining hair in a severely spiked, neon blue mohawk. His wardrobe changes weekly, neo-Hunnish one time, subdued American Indian the next. His style is often eclectic, mixing expensive accessories with odd bits of junk. He constantly appears to be in a daze, with glassy eyes and a slack grin. Only when talking about computers does he become animated.

When running the Matrix, Tee Hee's daze and grin become even more pronounced. His fingers fly across the keyboard as he rocks back and forth to some unheard rhythm. His street name comes from the near constant giggle that accompanies his Matrix runs. Despite the two years spent at Global, Tee Hee remains rather naive about the inner workings of corporations. He knows volumes of facts on various companies, but he is unable to translate these facts into anything useful.

If loyal to anything, Tee Hee is loyal to the Matrix and computers in general. He has no feeling past that. Any feeling toward people or the company are simply an extension of their ability to use the Matrix or keep his interest.

Attributes:

Body: 3
Quickness: 4
Strength: 2
Charisma: 4
Intelligence: 6
Willpower: 2
Essence: 3.6
Reaction: 5

Skills:

Armed Combat: 1
Computer B/R: 6
Computer Theory: 6
Computer(Software, Decking): 9
Electronics: 4
Etiquette(Corporate): 2
Etiquette(Street): 2
Firearms: 2

Dice Pools:

Defense: 1
Dodge: 4
Hacking: 14

Cyberware:

Datajack
Headware Memory (200 Mp)
Program Carrier

Gear:

Beretta 101T
 Armor Clothing
 Lined Jacket
 Cyber-6 with Level 2 Response Increase and Vidscreen Display

<u>CONDITION MONITOR</u>	
MENTAL	PHYSICAL
Unconscious - Possibly dead	- Unconscious. Further damage causes wounds.
Seriously - Wounded	- Seriously Fatigued
Moderately - Wounded	- Moderately Fatigued
Lightly - Wounded	- Lightly Fatigued



MENDING THE SHADOWS

TELL IT TO THEM STRAIGHT

When the team enters the clinic, read the following:

Although you expected it, the smell of disinfectant hangs heavy in the air. A place this size obviously cannot afford the ultrasonic disinfectors commonly used in hospitals and clinics throughout Seattle. You enter a small waiting room, decorated with dilapidated furniture and tasteless wall hangings. Across the room, a harried nurse sits behind a plexiglass screen, rapidly entering data into a well worn terminal.

You must have hit the slow time, because most of the chairs are empty. Except for a couple of rockers waiting in the corner, the remainder of the room's inhabitants are squatters. All are hoping for some free medical service, which is occasionally provided at the end of the day. The nurse continues her typing as you approach her station.

If the team inspects the site in the astral plane, read the following:

The clinic appears to be conducting normal operations. Most of the staff members are resting in private offices or in the staff lounge. In the waiting room, a dozen squatters lounge about, meekly hoping for handouts. To the back of the clinic are several private rooms. Each contains a patient, resting in a soft bed, watching Trideo. There is one room, however, that you cannot enter. Surrounding number 6, the last room in the row, is a magical barrier.

BEHIND THE SCENES

Dr. Bob's Quickstitch is something of an institution in the Seattle area. Staffed by barely trained medics, Dr. Bob's is on the front line of the constant fighting that goes on in Seattle. Working long hours for little pay, Quickstitch teams see some of the worst cases under the worst conditions. They do, however, have an excellent reputation among the city's shadowrunners for quick and quiet repair work.

Security is tight at Dr. Bob's. Cynics point out that the clinic injures almost as many people as it helps, but that can't be avoided. Violence is a way of life in the big city. Most of the defenses are automated, but the clinic maintains a small security detachment.

Standard practice calls for one guard per two in-patients and another two to protect the staff during normal business hours. This standard is not always met, but there are currently five guards at the clinic. Three of the guards are standard mercs, the fourth is a street mage, and the final one is a street samurai. Backing up these guards is a system of passive defenses. Each office, treatment room, private room, and the reception room

are equipped with hidden panic buttons. Pressing the button locks the door and releases Neuro-stun VIII gas into the room. Once all of the room's occupants are unconscious, the doors are unlocked and the malcontents are restrained.

The current staff, not counting the bodyguards, numbers twelve. There is one head doctor, three other doctors, six nurses, and two nurses' aides. See below for stats.

When the player characters enter the clinic, they will be ignored like all the rest of the customers. If the team attempts to get the attention of the nurse at the desk, she will look up and point the team toward the number server above her window. If the team selects a number and decides to wait, let them. They can wait as long as they want, and nothing will ever happen.

If the team flashes some nuyen, well, that's a different story. The nurse will stop typing and open the intercom. She might even smile at the team's best-looking member. She will ask the team to insert a credstick into the slot next to the window. When it shows a positive balance, she will open negotiations. She will try to be as helpful as possible, answering the team's questions to the best of her ability. Unfortunately, that isn't too good. Use the following chart for the receptionist's response to each question. The appropriate skills are Etiquette (Street) or Interrogation, using a target number of 5.

YOU DON'T SAY

0-1 Success

"I'm truly sorry, sir, but we cannot give out that information without a written consent from the person in question. Assuming, of course, the person in question is under our care."

2 Successes

"I'm not sure about that, sir. Perhaps you would like to talk with one of the doctors? If you would like to wait, one will be with you shortly."

3+ Successes

"I will have to check with my superior before answering that question. One moment please."

If the team gets three or more successes on any question, the nurse will attempt to locate a doctor to deal with the problem. If the team only had three successes, this will take 1-3 hours. If the team scored four success, the nurse returns within ten minutes with a doctor in tow. If the team members watch the balance of the credstick, they will notice that each question, regardless of the answer, deducts 10¥ from the team's account.

The doctor who greets the team is a longstanding contact

of Freya's. The two trust each other and try to help each other. Any delay in getting the doctor should be attributed to his prolonged conversation with Freya. Freya has agreed to talk with the team provided they are not going to try to take her in. The doctor will screen the team and, if they are not openly hostile, lead them to Freya. After a short, mumbled greeting, the street doc will lead the team to his office. It is small, but very well furnished. Doctor Wilmoth crosses the room and sits at the metal desk. Although the team does not know it, his left knee is pressed against the panic button. He starts by stating his fees. "My time is 100¥ per ten minutes or any part thereof. That is a flat fee, and it is not subject to negotiation. Anything I do, or any information I provide, is in addition to this flat rate. If I could see your credstick? Now, what can I do for you?"

If the team is willing to pay the doctor's rates, he can provide them with the following information. The team must ask the right question to receive the appropriate response. After each response is the amount the doctor subtracts from the team's balance for his answer.

Did Freya come here? "Yes, an Elf of that description did enter our establishment for treatment on the morning in question." 500¥.

What was her condition? "She was suffering from a single gunshot wound to the shoulder. The initial wound was further complicated by the onset of infection and loss of blood." 500¥.

Who treated her? "I treated the patient in question myself." 1,000¥.

Did she say where she was when she got shot? "She did not volunteer any information as to the cause of her wound, and I did not inquire." 500¥.

Did she stay after her treatment? The patient was required, as is procedure, to remain in bed, at this location for four hours." 1,000¥.

Is she still here? "It is possible that the patient could be located for the appropriate considerations and the proper guarantees." 1,000¥.



What are the conditions required to see her? "You must not attempt to take her anywhere she does not wish to go. Furthermore, you must agree not to start any sort of violence. Your weapons must be left in this office. There will be a small fee." 1,200¥.

Will you take us to her after we provide the required guarantees? "Of course." 0¥. Go to the next chapter, **Freya Goldenhair**.

Any other question. "I'm sorry, I cannot divulge that information." 0¥.

DOCTOR BOB'S STAFF

Dr. Wilmoth, Head Doctor:

Use stats for Street Doc, **Shadowrun**, page 171.

Each Other Doctor:

As Street Doc except:
Biological Sciences: 5
Biotech: 5

Each Nurse:

As Street Doc except:
Biological Sciences: 4
Biotech: 3

Each Nurses' Aide:

As Street Doc except:
Biological Sciences: 3
Biotech: 1

Each Mercenary:

Use stats in **Shadowrun**, page 40.

Street Samurai:

Use stats in **Shadowrun**, page 46.

Street Mage:

Use stats in **Shadowrun**, page 45.

DEBUGGING

If the team gets impatient or can't seem to get the required number of successes to talk with a doctor, you can take pity on them. Charge them extra and treat them as if they had achieved four successes.

If the team tries to break into the clinic or starts anything with the doctor, they will be slapped by the clinic security team. This will generally end the negotiations immediately, but you could restart them at twice or triple the normal rate. Remember, these guys are used to dealing with street scum, razor boys, Orks, Trolls, and worse. They are unlikely to be intimidated by anything the team does. Fortunately, if the team does get a little bent, they are in a facility the specializes in wounds.

If the team really goes wrong, like killing Dr. Wilmoth and never finding Freya, they have simply cut themselves off from the easy path to certain clues. There are still other ways, mainly street contacts, for them to find the chips.

FREYA GOLDENHAIR

TELL IT TO THEM STRAIGHT

As the team leaves the doctor's office, read the following:

Dr. Wilmoth motions you to follow him toward the rear of the clinic. Through a small archway, you can see a row of small private rooms numbered one to six. Dr. Wilmoth passes the first five and knocks twice on the last door.

"Freya, there are some people here to see you." He pushes the door open and steps inside.

The room has several bouquets of flowers. The fresh air is a welcome relief after your long spell of breathing disinfectant. Dr. Wilmoth closes the door as the last of your team crowds into the small room. Sitting up in bed, wearing a light blue hospital smock, is a strikingly beautiful Elven woman. Although she seems tired and somewhat pale, she smiles and extends her hand to each member of the team.

"I am, as you have already guessed, Freya Goldenhair. How can we help one another?"

BEHIND THE SCENES

Although still weak, Freya is making a surprising comeback. When she staggered into the clinic the morning after the run, she appeared to be keeping herself alive by willpower alone. Dr. Wilmoth admitted her immediately and began the slow and careful surgery necessary to mend a sorcerer. Eight hours later, he pronounced the operation a complete success and had Freya wheeled into the last available private room. She has been there ever since.

Dr. Wilmoth does not know it, but Freya was in Astral Space, listening to his conversation with the team. She does not mind his making some extra nuyen on her, but she plans to deduct half of Wilmoth's take from her bill. Consequently, she knows whatever the team told the doctor.

Freya is bitter at Cooperman, and she is only waiting to heal a bit more before she gets back at him. She doesn't know very much about what has been going on since she has entered the clinic, but she does want to help. She can tell the team about the details of the run (see the story, **Trashed**, p. 4), and what little she knows about Cooperman, the thieves, and Hollywood Simsense Entertainment. Her responses are described below.

On Cooperman:

"That jerk Face is a rat, plain and simple. He'll do anything for a little extra piece of the action. He's not so much in it for the nuyen as he is for the power. I suppose that's why he went on the run. He must have figured those chips would make him more powerful, for all the good it'll do when I get hold of him.

"He's really into history, considers himself an expert in the field. Blessed Lady, if you ever get him started, he'll talk your ear

off. The battle of this, the general of that. Can't quite figure it, but he seems to have a serious lock-on for Genghis Khan. Why anyone would want to imitate that smelly barbarian is beyond me. In any event, he loves all that old stuff. The more obscure the better."

On HSE:

"I've pulled a couple of runs for those spineless snots before. Some you've probably heard about, some of them I know you haven't. HSE was always after me for one job or another, but after that shakeup, they didn't have the class to pull it off right so I was always turning them down. If I had known earlier that Face was after chips, I'd probably have guessed that HSE was behind the thing but didn't approach me direct 'cause they knew I'd refuse. I'd also have suspected that those spineless snots might try to get rid of me after the run. I really didn't hit it off with that creep, Pengrave."

On Griffin:

"One of those razors who's right on the edge. That type would sooner cut you than look at you. I hate him, but I ain't going after him. He didn't cross me, so there's no score. He was working for HSE about the same time I was. He seemed to come out of their dustup better than ever. The two stiff rent-a-cops at Global? You can lay that on Mr. Griffin."

On Val:

"I really didn't get to know her. We talked for a minute or two, but there was nothing in common. You know how it is with those tomboys."

On Junior:

"Junior who?"

With the listed information, the player characters should be able to talk to their street contacts and then go after any of the remaining thieves. If the team has any other questions, Freya will answer them to the best of her ability. If she does not know the answer for sure, she will give the team her best estimate.

DEBUGGING

Talking with Freya makes the team's job easier. If the player characters do not talk with her, they will have to get certain names from Junior, and that is not easy. Freya is the only one who can connect Pengrave, Griffin, HSE, Cooperman, and Val. Other people can only provide parts of the puzzle.

If the team is rude or violent, Freya will probably still give them the information. She hates Cooperman that much. Once she is out of the hospital, however, she may decide the team needs a lesson in manners.

FREYA GOLDENHAIR

If the team is especially polite or respectful, Freya may join them for the duration of the run. This is the gamemaster's chance to help steer the team if they seem to be struggling with the clues or they are getting the snot kicked out of them. If one player has lost his character, either dead or incapacitated, he could play Freya, but be careful. She is a powerful NPC and should be used to balance the remainder of the scenario, not give the team an extra advantage. She has not fully recovered from her wounds, and if she joins the team, she should start off with a moderate physical wound.



FREYA

Freya is 43 years old. She loves the outdoors and spends as much time as possible in the woods with her people. She makes shadowruns for the thrill of it.

Freya appears to be about 20 years old, with long, thick hair of honey gold. She has brown eyes and a perpetual grin. She favors full gowns of multiple layers with loose-fitting sleeves. She wears thick moccasins when on a run; otherwise she wears slippers that match her robes. Freya wears lots of gold jewelry. She prefers chains of different lengths and sizes, which she uses to accentuate her figure, face, and hands.

Freya is easy to like and easy to get along with. She is slow to anger, but slower to forgive. Freya is loyal to members of her team and those she has worked with in the past. She will give new acquaintances the benefit of the doubt, trusting them until they do something to merit her distrust. She will put the success of a mission and the safety of her partners above her own safety.

Attributes:

Body: 3
Quickness: 5
Strength: 2
Charisma: 7
Intelligence: 6
Willpower: 5
Essence: 6
Magic: 6
Reaction: 5

Skills:

Athletics: 5
Conjuring: 5
Etiquette(Street): 4
Firearms: 3
Magical Theory: 4
Negotiation: 4
Sorcery: 6
Stealth: 3
Unarmed Combat: 4

Dice Pools:

Astral: 18
Defense(Armed): 1
Defense(Unarmed): 4
Dodge: 5
Magic: 6

Cyberware:

None

Contacts:

Elven Decker
Elven Hitman
Former Wage Mage
Street Shaman
Talismonger

Gear (not currently available):

Colt L36 with 3 spare clips of explosive rounds
DocWagon Contract (Gold)
Eurocar Westwind 2000
Reusable Barrier Fetish (Calfskin Glove)
Reusable Power Bolt Fetish (Ivory Wand 15" long)
Tres Chic clothes
Wrist Phone

Spells:

Barrier: 4
Clairvoyance: 4
Control Thoughts: 5
Heal Moderate Wounds: 4
Invisibility: 6
Mask: 4
Power Bolt: 5
Sleep: 5

Allergies:

Plastic (Mild)

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious Possibly dead	Unconscious Further damage causes wounds
Seriously Wounded	Seriously Fatigued
Moderately Wounded	Moderately Fatigued
Lightly Wounded	Lightly Fatigued

JUNIOR SHOOTOUT

TELL IT TO THEM STRAIGHT

When the team enters the bar, read the following:

You pull back the heavy metal door and enter the familiar hallway. The rhythmic thumping of a synth-bass sends you a sound you can feel right down to your toes. You are greeted by the doorman, who reminds you to surrender your weapons to the Dwarf. After complying, you enter the front room. Everything is as you remembered it. The room is dark and smoky. A single waitress walks casually back and forth among the tables. Although it is well into normal business hours, the place is virtually empty. You easily spot Roxanne in the corner of the room. She is sitting alone at a table, drinking the same type of blue spirit she had the night you met. You order a round from the waitress as you cross the room. The music ends abruptly, plunging the room into silence. Conversation ceases, and eyes turn to the bartender. He raises his hands in a silent appeal to heaven and disappears under the counter. Several seconds later, he reappears.

"Sorry about that. Looks like a processor blew. The tunes will be back in five, don't go away." You sit down with Roxanne as the bartender begins to disassemble the audio controls.

If the team checks out the bar through Astral Space, read the following:

Inside the bar, things appear normal. There are a few customers in the front room, and three in the back. Although the three in back are having a lively conversation, they do not seem to be hostile or overly concerned with anyone who may be listening in on their conversation. You cannot get through the astral barrier surrounding the private room. In a corner of the front room sits Roxanne. She is alone at a table near the rest rooms.

BEHIND THE SCENES

By the time the team arrives at The Banshee, Junior has set up an ambush. He is not sure what the team knows, but he is smart enough to figure out that they know too much. With that in mind, he plans to get rid of the team, thus clearing himself, and Roxanne, thus depriving Urlan of his most effective employee. Roxanne suspects that Junior is up to no good, but she does not think he is stupid enough to try to anything in the bar. For once in her life, she has overestimated Junior.

The three individuals in the back room are Ork friends of Junior's. They have been sent ahead to secure the rear of the building and deal with the back room staff. They have fallen into fighting among themselves, however, while they are waiting. When the call comes from Junior, they will be all business.

Approximately ten minutes after the team enters the bar, Junior and three other Orks outfitted in go-gang leathers enter the hallway. The bartender still has not managed to fix the sound system, so the bar is unusually quiet. Junior will speak briefly into his wrist phone and look over at Gus, the Dwarfish bouncer in the weapons room. Gus is Junior's ace-in-the-hole. With an evil grin, Gus exits the weapons room, pulls out a sawed-off T-250 and shoots the bouncer operating the gate latch. At the same time, Junior fires on the bouncer in the hallway. With both bouncers dead or dying, Gus opens the door for Junior and the boys. When each player character notices the action at the door and how they respond to it both depend on perception checks. Roll once for each character. The target number is 4 for any action, using the appropriate skill, Armed Combat, Firearms, Leadership, or Military Theory.



WATCH OUT

0 Successes

The character notices Junior as he charges out of the hallway, gun blazing. The gate door is open. The character is surprised for this action unless alerted by a friend.

1 Success

The character notices Junior as the Dwarf begins blasting away with his shotgun. The Ork has already dispatched the bouncer in the hallway. The gate door is open. The character starts combat normally with a -6 applied to his initiative roll but cannot alert any of his teammates.

2 Successes

The character notices Junior as the Ork fires point-blank into the bouncer locked in the hallway. The Dwarf leaves the weapons locker and pulls his gun. The gate door is closed. The character starts combat with a -6 applied to his initiative roll. He can alert one teammate.

3 Successes

The character notices Junior as he stands in the hallway and begins speaking into his wrist phone. The gate door is closed. The character starts the first round of combat with a -3 applied to his initiative roll. He can alert two teammates.

4 + Successes

The character spots Junior as he enters the bar. The gate door is closed. The character starts combat normally and can alert all of his teammates.

Characters who are surprised cannot perform any actions during the first round of combat. Other characters begin the combat round normally with the appropriate modifier for the initiative roll as noted on the chart above. Except the staff, other NPCs in the bar are surprised by the attack.

Once the battle begins, Gus and Junior's boys will fight to the death. The three Orks in the back will fight until two of them are killed, then the third will surrender.

In addition to Roxanne, the team will be assisted by the bartender and bouncer in the back room, the bartender at the front bar, and the remaining Troll bouncer in the front room. No matter when the characters notice Junior, the staff members of The Banshee should be treated as if they made one success in noticing Junior. The player characters can take whatever actions they see fit, but, if they fire first, the bar's staff may think they are the assassins. Encourage them to take defensive action first.

The Orks in the back room will open up on the bartender and the bouncer in back at the same time as Junior bursts in. Gus will attempt to take out the men at the front bar, while Junior and his three bodyguards fight their way to the characters. Gus will use his gun, as will the three bodyguards. Junior, on the other hand, will lob his grenades at the team. When the two grenades are gone, he will join the fight.

ROXANNE

Roxanne will fight alongside to the team. During the battle, she will rely on the team to take charge. If ordered about by the team leader, she will try to comply if the command seems reasonable. For complete stats on Roxanne, see **Cast of Characters**, p. 70.

JUNIOR

Junior will initially direct the fight from the rear ranks, preferring to let a few of his boys catch the initial barrage of lead. Once he has thrown his second grenade, he will join with a vengeance. If Junior's forces get reduced to only two metas, Junior will make a break for his car. Once Junior is out the door, the team will have only one shot at him before he is in his car. If Junior reaches his car, he will be gone before the team can pursue. Junior will then drop out of sight until the board meeting. For complete stats on Junior Martelli, see **Cast of Characters**, p. 69.

JUNIOR'S BODYGUARDS

These Orks are bad to the bone. They have been itching for a fight with some soft humans, and they are looking forward to the idea of mixing it up in a public place. They will give no quarter, continuing the fight even if Junior goes down.

Attributes:

Body: 8 (9)
Quickness: 5
Strength: 6
Charisma: 1
Intelligence: 2
Willpower: 3
Essence: 4.8
Reaction: 3

Skills:

Armed Combat: 5
Firearms: 4
Unarmed Combat: 5

Dice Pools:

Defense(Armed): 5
Defense(Unarmed): 5
Dodge: 5

Cyberware:

Datajack
Dermal Plate (Level 1)
Smartgun Link

Gear:

Armored Leather Jacket
Combat Knife
Uzi III Smartgun with three extra clips

Advantage: Low Light Eyes

Allergies: Mild Reaction to Sunlight and Plastic

CONDITION MONITOR		CONDITION MONITOR		CONDITION MONITOR	
MENTAL	PHYSICAL	MENTAL	PHYSICAL	MENTAL	PHYSICAL
Unconscious - Possibly dead	Unconscious - Further damage causes death	Unconscious - Possibly dead	Unconscious - Further damage causes death	Unconscious - Possibly dead	Unconscious - Further damage causes death
Seriously Wounded	Seriously Injured	Seriously Wounded	Seriously Injured	Seriously Wounded	Seriously Injured
Moderately Wounded	Moderately Injured	Moderately Wounded	Moderately Injured	Moderately Wounded	Moderately Injured
Lightly Wounded	Lightly Injured	Lightly Wounded	Lightly Injured	Lightly Wounded	Lightly Injured

GUS

Gus has had enough of the other staff members of The Banshee. Mean to begin with, he has long chafed under their constant remarks. When Junior's offer came along, it was just the excuse he was looking for to get even with his coworkers. If the assault goes well, he plans to loot the office. For complete statistics on Gus, use the Bouncer stats following. In addition to the equipment listed there, Gus has a sawed-off T-250 and 10 spare shells.

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

ORK MERCENARIES

These boys are only in it for the nuyen. They have worked together before, but they are not loyal to each other. They will fight as a team until there is only one remaining. When his partners are eliminated, the last merc will surrender. Treat them as standard Ork Mercenaries (**Shadowrun**, page 41), but substitute an Ares Predator Pistol with one spare clip for the AK-97. If interrogated, the one who surrenders knows nothing of value, not even his employer's name.

MACKIE, THE TROLL

Mackie will rush to the defense, taking on the nearest Ork. Although he is a little surprised by Gus, he doesn't mind so much that the two humans got wasted. For the remainder of the fight, he will do his duty. Nothing more, nothing less. Treat Mackie as a standard Troll Bouncer (**Shadowrun**, page 173), but add a Browning Max-Power pistol with one spare clip and an armored jacket.

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

BOUNCERS AND BARTENDERS

Caught in the middle of the team's problems, these individuals will do their best to stay alive in the ensuing firefight and still repel the attack. Their main concern will be any individual who is firing at them. If they have a chance to return fire and help a comrade, they will do so. If wounded and behind cover, these people will probably elect to keep their heads down. For the bartenders, use the stats in **Shadowrun**, page 163.

Bouncers:

Attributes:

Body: 5
Quickness: 4
Strength: 5
Charisma: 1
Intelligence: 2
Willpower: 2
Essence: 5.9
Reaction: 3

Skills:

Armed Combat: 4
Etiquette(Street): 3
Firearms: 4
Unarmed Combat: 3

Dice Pools:

Defense(Armed): 4
Defense(Unarmed): 3
Dodge: 4

Cyberware:

Hand Razors

Gear:

Armor Clothing
Browning Max-Power with one spare clip

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

WAITRESSES AND PATRONS

These individuals will dive for the nearest cover and try not to get shot up in the crossfire. The will only move if they are being fired at, and then they will try to move away from the shooter, except as noted in the **Debugging** section below.

Attributes:

Body: 2
Quickness: 4
Strength: 1
Charisma: 4
Intelligence: 3
Willpower: 2
Essence: 6
Reaction: 3

Skills:

Etiquette (Street): 3
Gossip: 3
Serving Food and Drink: 3

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

JUNIOR SHOOTOUT

BAR MAP KEY

Weapons Storage (1)

This small room is used to store patrons' heavy gear. Anything larger than a pistol is checked in before the gate door is opened. The room is staffed by Gus, a very disagreeable Dwarf.

Entrance Hallway (2)

One human bouncer is locked in the entrance hallway with incoming clients. He explains company policy and checks for hidden weapons. If trouble breaks out, the hall is too narrow for more than one person to attack. In this type of close fighting, the razor-armed bouncers think they have a clear advantage.

Storage Room (3)

This room contains overstock beer, wine, and liquor. It is locked with a simple key lock. The merchandise leaves little room to move around if anybody gets inside.

Office (4)

The club owner, Martin Jacazziman, runs the business from this small office. With Jacazziman out of town, the door is locked. A single human bouncer guards this door during normal business hours. Inside is a large mahogany desk with a synth-leather swivel chair. A computer with 150 Mp of memory and a small printer sit on the corner of the desk, buried under piles of computer paper (tax records). In the bottom drawer of the desk is an Ares Predator Pistol in a chamois holster. A comfortable love seat sits opposite the desk. The room is bare of any decorations.

Front Bar (5)

Tinker, the head barman, is the acting manager while Jacazziman is away. The bar itself has seen better days. The top is scarred and etched from numerous "business dealings." An Uzi III is holstered near the floor at each end of the bar.

Tap Room (6)

This refrigerated room is lined with beer kegs and other perishables. Clear plastic hoses from the kegs run up into the ceiling and then to the taps at both bars.

Men's Room (7)

Small and dirty, but functional. A small, high-set window provides the only ventilation for the room.

Women's Room (8)

This room is larger than the men's room, and the vent fan still works. It has a large couch inside the door.

Back Bar (9)

Mackie, the Troll, guards the entrance to this room. Smaller than the front bar, this bar is better stocked and in much better condition. Made of redwood, it has been polished to a mirror shine. A single bartender and single waitress serve drinks to the back room. A Defiance T-250 Shotgun is strapped under the counter. Another human bouncer keeps tempers under control.

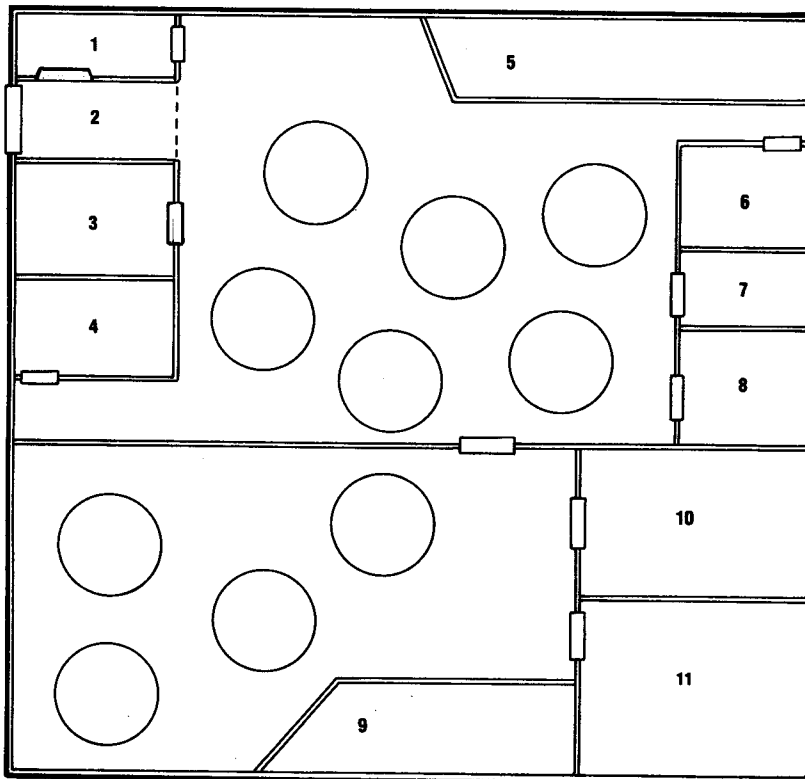
Storage Room (10)

Storage space for cleaning supplies, tools, vacuum, and other materials. It has an ancient dead-bolt lock.

Back Room (11)

Rented to special patrons, this room provides complete security, or at least as close as it comes in 2050. The room is rented by the minute and is completely soundproof. It has an old sofa, a green felt poker table with five straight-backed chairs, and a single recliner. A white noise generator (10) sits next to the couch. Magical characters will notice that the room is also a Hermetic Circle (7), sealing the room from astral snoopers.

THE BANSHEE



If the team captures Junior and questions him, he will reveal all the information contained in his pocket secretary, see below. If the player characters kill Junior and search his body, they find all the following items.

Wrist Phone

The number listed beneath the speaker is 567-2384, the same number used by Ferret in the initial contact.

Security Spike

The keys to Junior's new Westwind 2000, which is parked right outside.

Invitations

A set of invitations to the premier party sponsored by HSE. The bash is being thrown at Pengrave's condo on Queen Anne's Hill. The invitations will allow the team to attend the party as honored guests of Mr. Pengrave.

Pocket Secretary

Jackpot. The secretary contains all the information on Junior's initial meeting with Pengrave, his recruitment of Tee Hee, and his subsequent contacts with Pengrave and Cooperman. Sprinkled through these meetings is information about the rigger pilot, Val, and the street samurai, Griffin. The secretary has recorded that "Val is running Cleo, and Griffin's messed up with Jack the Ripper." The machine also contains the dictation for a speech Junior was to give at the board of directors meeting. It lambastes Urian's leadership and demands Urian be held accountable for gross financial mismanagement. Finally, the secretary contains the password to Junior's datastore at Global and complete access codes to get him through the system to his datastore.

If the characters want to ask their contacts about any of this new information, go to **Contacts and General Info**, p. 51. If the team decides to attend HSE's party, go the the next section, **It's A Party**. If the player characters want to peek in Junior's computer, go to **Global Technologies**, p. 53, of **Contacts and General Info**.

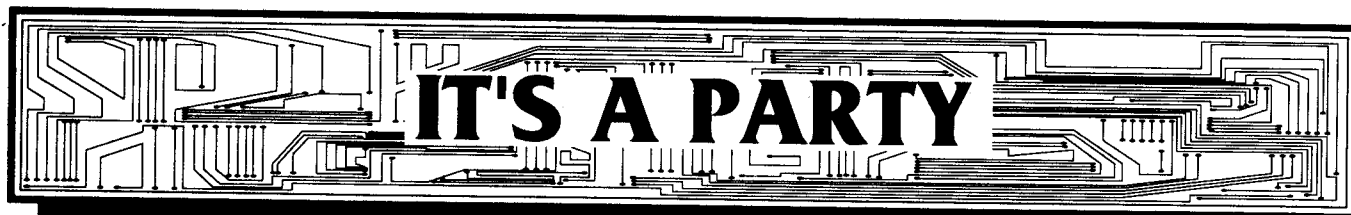
DEBUGGING

If the team looks like it is about to be overwhelmed, have some of the patrons lend a hand. The help provided should be just enough to balance the scales, not give the team an unfair advantage. If the team persists in dying, so be it. There never were any guarantees. Damaged team members can retreat to Dr. Bob's Quickstitch once the battle is over. Rest and recuperation will have to be limited, however, based on the team's Friday deadline.

If Roxanne gets killed or injured, adapt the final chapter to fit. Do not juggle the dice. If she's a goner, waste her. It will help reinforce the deadliness of the characters' world.

Junior's Pocket Secretary is a major item for the players. It will allow them to prove to the board of directors that Junior is part of a conspiracy to take over Global. It also will allow the players easy access to the Global system network. If Junior gets away and the player characters don't get into the Global system, give them one more chance of meeting Junior right before the board meeting.





TELL IT TO THEM STRAIGHT

If the team has an invitation, read the following:

The building you are approaching is bathed in light. The Seattle fog surrenders itself to the twin searchlights parked out front. Security is tight, but your invitation is like a magic key. Dirt boys part at your approach, and you climb the front steps.

Revelers lounge half way up, enjoying the stares of the street people below. A waiter serves drinks to those on the steps. You continue your climb, finally reaching the front door. You can hear music from inside, faint in the distance. Entering the building lobby, you look out the opposite window to see more party-goers frolicking in the moonlit pool. Off to your right waits a open elevator. The uniformed doorman guides you inside as you wave your invitation like a wand.

"The action is especially lively on the 16th floor, sir." You stare at the doorman, slightly surprised.

"Well then, the 16th it is." He presses the unmarked button and steps out of the elevator as the door slides closed. As the doors open on 16, the music reaches into the elevator and shakes you. You are standing in a large entryway. Strobe lights flash as lasers bounce off mirrors on the floor, walls, and ceiling. Across the room, a single doorway opens into a large apartment. More lights flash inside the room to the beat of the driving music. The few socialites standing in the hall look you up and down as you leave the elevator. Conversation is impossible; there is only the music.

You cross the entryway and enter the room. Inside, dozens of people dance in what must be the living room on a normal day. The kitchen, to your right, is filled with real food of every description. Across the dance floor, you spot a girl passing out simsense disks to guests. To your left is a huge picture window overlooking the bay. The view, through the faint whispers of fog, is breathtaking. This is the lifestyle you could easily become accustomed to.

If the team has to bluff, or work, its way into the party, read the following:

Lucky for you, the bigger the bash, the more servants they need. You head for the back of the building and try to look like you belong. You've got the right clothes, and you're willing to do enough to get you in the door. Before long, a Dwarf with a lap computer comes along.

"Well, what are you doing just standing there? Grab those boxes of booze and follow me." He leads you around the side of the building, next to the pool. Bathing beauties and tanned soldiers frolic beneath the moon in the heated pool. Although the weather hardly seems to warrant a swim, they seem to be having the time of their lives. You pass by swiftly and enter the building from a side door, hustling to keep up with the Dwarf.

"No ya don't. The elevator is for the guests. You take the stairs. All the way up to the 16. And don't be sneakin' any pulls from Pengrave's stock. When you get done with that, get yer butts back down here. There's plenty to keep you busy." With a final jab of his finger, he turns and heads back toward the pool.

You enter the stairwell and look up. You can hear the muted strains of music, which falls from the upper levels of the building. Stacking the liquor under the steps, you begin your ascent. By the time you are to the 5th floor, you can hear the words of the music. When you reach the 13th floor, you begin to feel the music through the metal steps. As you open the doors on 16, it reaches into the stairwell and shakes you. You are standing in a large entryway. To your right are the elevator doors. Strobe lights flash as lasers bounce off mirrors on the floor, walls, and ceiling. Across the room, a single doorway opens into a large apartment. More lights flash inside the room to the beat of the driving music. The few socialites standing in the hall look you up and down as you leave the stairwell. Conversation is impossible; there is only the music.

You cross the entryway and enter the room. Inside, dozens of people dance in what must be the living room on a normal day. The kitchen, to your right, is filled with real food of every description. Across the dance floor, you spot a girl passing out simsense disks to guests. To your left is a huge picture window overlooking the bay. The view, through the faint whispers of fog, is breathtaking. This is the lifestyle you could easily become accustomed to.

If the team uses astral travel to check out the building, read the following:

You slip into Astral Space, hoping to check out the action at the building. Almost immediately, you wish you hadn't. If there is such a thing as an astral traffic jam, this is it. Four corporate wage mages patrol the area of the building, waiting for some poor sap to come along. With all the speed you can muster, you return to your body. This job will have to be handled on the physical plane.

BEHIND THE SCENES

If the team attempts to bring anything larger than a hold-out pistol into the party, they will be stopped by a security patrol consisting of a street mage, a street samurai, and two street cops. The security patrol will be polite, but firm. "Leave your weapons in the car. We are handling security around here." If the player characters object, they can't attend. It should be obvious that the guards have the juice to back up their words. The security check occurs before you read the **Tell It To Them Straight** section.

Pengrave and HSE have managed to outdo themselves



with this bash. They have, for all intents and purposes, taken over the grounds, the lobby, the pool, the entire 16th floor, and a good portion of the surrounding streets. All the beautiful people are here, showing off their clothes and jewels. Mingling is the name of the game, and the team has the opportunity to rub shoulders with some of the best. The action is broken down by location, depending on what the team does.

Steps

The guests on the steps are usually interested in getting away from the crowds. There is plenty of room, and quiet, for conversations. Junior execs will often stalk the steps, attempting to corral corporate bigwigs before they have had a chance to mingle with the higher-ups. These sharks are an excellent source of information. Most of what they know, however, is related to their field, not areas the team is investigating. If the team wants to talk unobserved, this is the place to do it.

Lobby

Only the most powerful members of society can "hold the lobby" at an HSE party. This is strictly the grounds of the elite. Powerful bosses will hold court, gathering and dispensing information to those with the courage to approach them. Most guests simply pass through, usually along the edges of the room.

Pool

This area has a definite mercenary feel to it. Most of the guests here are military types of some sort. Although the pool is heated, it takes a healthy individual to bare his chest in the Seattle night and play around in the water as if he enjoys it. The pool has its own clique. Outsiders who speak the lingo are welcomed as comrades in arms. Others are shunned. Though it is unlikely they will resort to violence, they will make sure intruders get the message that they are unwelcome.

Grounds

Dozens of little groups dot the small grounds of the building. Forming and dissolving spontaneously, they are made up of many different types of people, gossiping, laughing, and generally having a good time. Any team member who tries to join in the conversation will be welcomed if he can provide reasonably intelligent observations.

Condo

This is where the serious party animal makes his lair. Although conversation is impossible, the beat is fantastic, and there is always a willing dance partner. In the bedroom are several simsense players, where guests can check out the newest HSE release. This particular offering happens to be very bloody. Reviewers are giving it three stars, so it looks like HSE has another winner. The team will probably be most impressed with the spread of real food in the kitchen. Nothing artificial in the entire place, unless you count guests. The team can enjoy real coffee and sample such rarities as chicken, tuna, and turkey.

When the player characters arrive, let them wander around. Each time they stop to listen to a conversation, roll 2D6 and give them the following information.

EAVESDROPPING

- 2 "I tell you, he had glowing eyes. He came at me out of the fog with his razors all bloody. I don't know how I managed to escape."
- 3 "He sure is an ugly cuss. If his father hadn't been the president, he'd have been living in the gutter by now."
- 4 "The new one's going to be even better than this. I'm casting the lead right now. How would you like to audition?"
- 5 "So that's Pengrave's new girl. You say her name is Cleo? Isn't that special! Last I heard, she was calling herself Val. She certainly is regal."
- 6 - 8 Outlandish tales and comments, such as:
 "I'm telling you, I saw Elvis."
 "Bet I can pull the tablecloth from under these plates."
 "If you eat another thing, Norman, I'm going to be sick."
 "Excuse me, sir, but you're standing on my foot."
 "You're challenging me? Come on tough guy, hit me."
- 9 "Well, that's our host. Not much to look at, is he? Still, he sure knows how to party."
- 10 "I heard she's coming back after him. I don't care who he is, I sure wouldn't want that Elf after me."
- 11 (If Flair is dead, convert the roll to a 10.)
 "You're breakin' my heart, Flair. When you gonna catch up with the times? Who you were doesn't amount to squat."
- 12 "I'm sorry, Mr. Pengrave. I mean, I didn't know. I mean, well, I'm leaving already."

IT'S A PARTY

In all of the conversations, the team members should hear just snatches of the conversation. The speakers are never talking to the team. Once a roll has been made, except for a 5, 6, 7, or 8, it will not come up again. If the result is rolled again, use the next lowest number, skipping 6-8. For example, the second 9 would yield a 5. Allow the team to roll once per member every half hour of the party. Though the party occurs two days before the board of directors meeting, time may be important as the team tracks down Cooperman.

Although related to the team's assignment, rolls of 2, 3, and 10 do not affect the characters. In these cases, the speaker disappears into the crowd before the team can question him further.

If a player rolls a 5, he can identify Val. If the any team member approaches her, she will talk wittily with him. She will only answer to Cleo, though if pressed she will state that her full name is Cleopatra. If the team is rude or pushy, she will look coldly at the team, then wander off. If the player characters follow her, they can catch her as she attempts to leave the party. If the team lets her go, they can meet her again by rolling another 5. This result will recur until the team decides to pursue her. If the team follows her as she leaves the party, go to the next chapter, **Julius, Selze 'Er**.

If a player rolls a 9 or 12, he can identify Pengrave. The team can talk with him, but he will pretend he does not know who they are, so any questions are likely to be answered with a curious look. After a while, Val will slide up to him, introduce herself as Cleo, and take over the conversation. She will be all charm, beauty, and wit. After a few minutes, it will be obvious that Pengrave is under her spell. Pengrave and Val will be polite unless the team is violent; then they will call security. After a few moments of conversation, they will excuse themselves and wander away to other guests. If the team follows them, they will drift from cluster to cluster until Pengrave goes into a private room, leaving Cleo behind. If the player characters keep following Cleo, treat it as if they had rolled a 5.

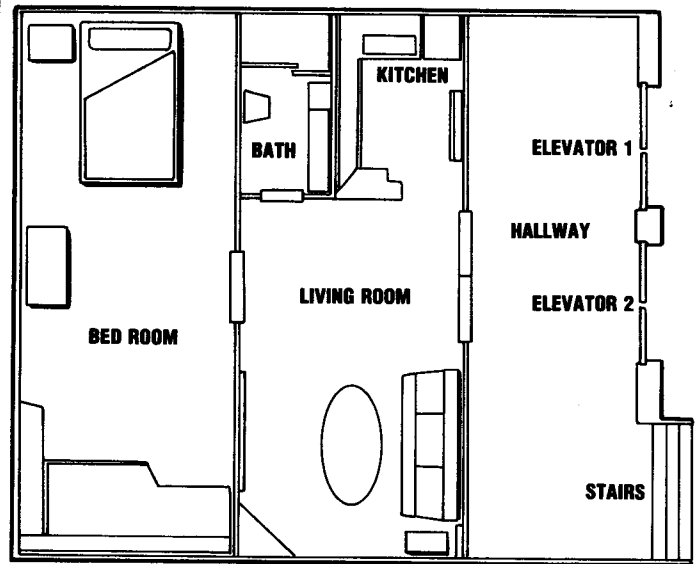
If a player rolls an 11, he has met Flair, either again or for the first time. He is not sure why he was invited. As the team may already know, Flair was put on the HSE payroll as a decker. He has yet to receive word of what his project will be. Pengrave actually hired Flair, through a middle man, to work on the Global Dreamchip processor. If Tee Hee is dead, Flair will be very cold to the team, even requesting security's assistance in getting away from them.

The party should be a chance for the team to rub shoulders with the big boys and see how the other half lives. It should make them hungry for success. The player characters can spend as much or as little time as they want at the party. The gamemaster should give the party its atmosphere. The guests should ooze wealth and a bad attitude.

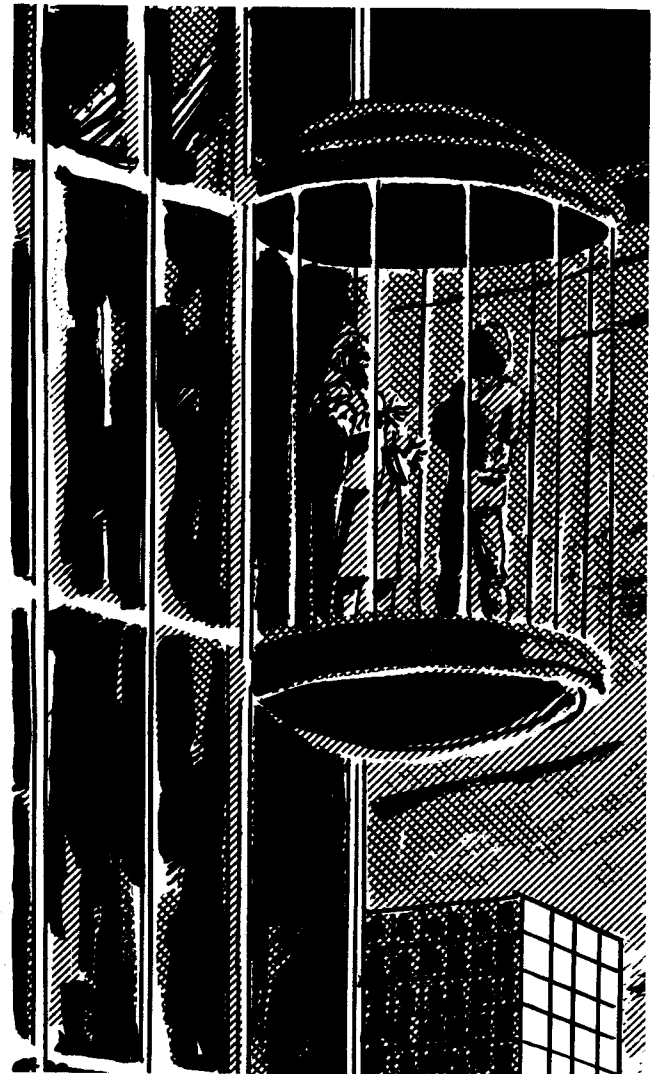
DEBUGGING

If the team gets out of line, send a couple of street cops after them. Since everybody is having a good time, the cops will break up any fights and let the combatants go. We're having fun, not making war. If the player characters attempt to pursue Pengrave, they find that he boards a private elevator, but he calls security. The team gets deposited outside just about the time Val is leaving. Go to the next chapter, **Julius, Selze 'Er**.

PENGRAVE'S CONDO



PICTURE WINDOW



JULIUS, SEIZE 'ER

TELL IT TO THEM STRAIGHT

As the team follows Val out of the party, read the following:

Moving like a queen among peasants, Val/Cleo glides out to the lobby, her soft silk gown trailing behind her. At the top of the steps, she waits a moment, her hand slightly extended. Several june-exes fall over themselves in an attempt to be the one chosen to escort her down the steps. One emerges from the knot and extends his elbow. Without so much as a glance in his direction, Val places her hand lightly on his arm.

Together the two descend the stairs. Heads turn, and conversations fall silent. All eyes are on Val. As the two near the end of the steps, a glossy black Mitsubishi Nightsky pulls up to the curb. As the car pulls to a stop, the rear door opens and Booker Pengrave steps out. With a slight bow to Val's escort, he takes her and assists her into the car. As Val slides across the seat, Pengrave looks up, momentarily fixing his eyes on the team. With a slight glare, he turns and ducks into the back seat. He pulls the door closed, and the car glides away from the curb.



BEHIND THE SCENES

If any member has the means, he can hear Pengrave tell the driver to take them to the docks. Pengrave and Val are heading for Pengrave's Aztech Nightrunner, where the two plan to wait out the remainder of the time until the Global board of directors meeting.

By this time, Pengrave has fallen for Val/Cleo. It was her idea to slip out of town and wait for the meeting. She hopes to control Pengrave and eventually to take control of Global and HSE.

If the team members have transportation, they can attempt to follow the Nightsky. Even with the head start, the car is not known for its speed. Once the team is on the tail, check their level of success on the following table. Use a target number of 4 and an appropriate vehicle skill or Stealth.

FISH AND CHIP

0 Successes

The player characters are spotted as they pull behind the big Nightsky.

1 Success

The player characters follow the car for about five minutes, but are spotted shortly thereafter.

2 Successes

The team follows the car as it approaches the waterfront area of Seattle. The player characters are spotted as the Nightsky prepares to enter the marina area.

3 Successes

The team follows the Nightsky as it enters the waterfront docks. As the car pulls to a halt, however, the team is spotted.

4+ Successes

The player characters follow Pengrave and Val to the waterfront, where they watch as the two leave the car and head for a pier.

The car is a rental, but the driver is loyal to his charges. If the team is spotted while the car is in motion, he will attempt to shake the team with his Car skill of 5. The team should make an opposed roll with the driver, modified by the difference in handling between the team's vehicle, or vehicles, and the Nightsky (4). If the driver scores one or more net successes, he has given the team the slip. If the team scores one or more net successes, they keep the car in sight.

If the team loses the car, they can attempt to find it again. To locate the Nightsky again, use the appropriate vehicle skill or Stealth, this time with a target number of 6. The player charac-

ters must score one success for every number they were beaten by the Nightsky driver.

If the team manages to keep with the Nightsky, the driver will attempt to use the car as a weapon. Although this is a stock model, without firm points, the driver will try to sideswipe the team's vehicle. Go to **Vehicles and Combat**, page 71 of **Shadowrun**. The driver will keep trying until one of the cars goes off the road. If the player characters are knocked off the road, they must roll two successes, as before, to find the Nightsky again. Neither Val nor Pengrave will do anything during this phase of the chase.

Once the Nightsky has stopped, either through the team's actions or because it reaches its destination, the driver will be out of the picture. He will either flee the scene or drive away after delivering his charges. Pengrave and Val will attempt to continue on their way. If at the dock, they will head down the pier, gradually picking up the pace as they progress. If the team is in sight, Pengrave will break into a run, leaving Val behind. She will try to hurry, but the long gown and the high heels will slow her down hopelessly.

If not at the pier when stopped, Pengrave will attempt to fight the team, allowing Val to flee. If captured, he will attempt to bargain with the team. First he will offer them Griffin, then Cooperman, then nuyen, and finally anything they want, except for Val. If the team accepts his offer, he will give them what he promised. If Pengrave is conscious and the team pursues Val, Pengrave will escape. Use the pursuit rules detailed in **Sewer Rat**, p. 14, to resolve the chase.

If Val is captured, she will answer all questions to the best of her ability. She may even be friendly to the team, despite the actions leading up to her capture. If the player characters announce their intention to remove the BTL chip, Val will become upset. When the team gets close enough, she will try to fight them off. To retrieve the chip, the team will either have to sedate Val, knock her out, or kill her. The last method should be avoided, as she has valuable information about Cooperman, but if she and Pengrave are killed, see the **Debugging** section.

If the team wants to check out the chip, go to **Dream Analysis**, p. 63.

After the chip is removed and Val wakes up, she will look strangely at the team. Without the chip, she doesn't remember anything since the very end of the shadowrun, when she jacked in the Cleo chip. She will ask the team to fill her in on what has happened in the last few days, why she is wearing a dress, what she is doing with Pengrave, and who the player characters are. If the team helps her fill in the gaps, she will help them find Cooperman with the following statement:

"After Griffin booted the boy out, we headed back to the base, an old warehouse in the middle of a lot of nothing near Union Hill Road and 208th Avenue. I didn't like what they did, but there wasn't much I could do at the time. We made the landing O.K., and while I secured the beast, Cooperman and Griffin headed inside. I'm not sure what happened next, but there was some kind of a fight. Cooperman's boys must have gotten the drop on Griffin, because the next thing I know, he came storming out to the tarmac. Was he hot! Oh, lordy, that man was mad. I could see his knuckles were bone white as he got into his Westwind and drove off.

"I figured I was about to get the shaft, but I didn't figure they were going to kill me, so I headed in. Sure enough, instead of

getting the remainder of my nuyen, Cooperman hands me a datachip. He claimed it was worth more than the remainder of my fee, but I was a little skeptical. Just like Griffin, however, I wasn't in much of a position to bargain, with all of Cooperman's outlaws backing him up.

"I knew it was time to cut my losses, so I accepted the chip and said goodbye. As I left, though, Cooperman got a little strange. I could tell he had kept some sort of chip for himself, because I could hear Cooperman talking about it as I got to the door. He kept ranting, 'Now I am the Khan.' I turned and looked back as I slipped through the door, and it was like nothing I'd ever seen before. Cooperman had just inserted the chip into his datajack and as he looked up, he had the strangest look in his eye. Kind of a mixture between pain and pleasure. 'Now,' he said, 'I build my empire.' Whatever that means.

"I decided I'd better split while I still could, so I fired the beast up and headed for a private field on the south side of town. I guess I got a little curious about the chip, because the last thing I remember before seeing you is popping it into my datajack."

Val is the easiest source of information about Cooperman and the abandoned warehouse he is using as his base of operations. If asked, she can easily locate the warehouse on a map. It happens to be the same one where a gang meeting is scheduled for Wednesday night. For a slight fee of 200 nuyen per passenger, she can deliver them there herself. If the team follows this lead, go to the next section, **Kick the Khan**.

Val has no strong feelings for Cooperman or Pengrave. She doesn't remember a thing about Pengrave, the party, or HSE. For the price of the fuel, she'd gladly ruin Cooperman's day.

Val is of little use for locating Griffin or helping the team unravel other parts of the mystery. If the player characters do not try to analyze the chip or pursue Cooperman, they should check in with their contacts by going to **Contacts and General Info**, p. 51.

DEBUGGING

If Val dies, Pengrave can provide the same basic information in a slightly different format. He'd gladly trade the information for his life. If both Pengrave and Val die, the team can find Pengrave's pocket secretary, either on his boat or in the car, with the same details, including the exact meeting place with Cooperman.



VALERIE WESTERFIELD

Val is a professional rigger. It is all she has ever wanted to be and all she is ever likely to be. Having gone free-lance only a short time ago, she is strapped for nuyen. She has had to take every job she can find to keep her Airstar flying.

Val is an attractive woman, although she normally hides the fact with baggy pants and a thick leather jacket or a set of grease-stained coveralls. Her thick black hair is cut short so it will not interfere with her flying. While Cleo is in control, however, Val appears only in feminine clothing. Long silk gowns with plenty of Pengrave's jewelry sprinkled around. Val's legs are definitely her best feature, so her dresses usually have a slit up the side or back.

As Cleo, she is hungry for power, both political and economic. Her current plan is to manipulate Pengrave so that she will gain control of both Global and HSE. After that, she hopes to become a major player in the simsense market and use her wealth to make inroads into the econ-political power blocs of the world. These might seem to be grandiose dreams, but the Cleo persona could make them happen.

Attributes:

Body: 4
Quickness: 6
Strength: 3
Charisma: 5
Intelligence: 5
Willpower: 5
Essence: .35
Reaction: 5 (7)

Skills:

Armed Combat: 3
Bike: 3
Car: 5
Computer: 2
Electronics: 5
Etiquette(Street): 3
Firearms: 4
Gunnery: 6
Rotor Craft: 5
Rotor Craft B/R: 5

Dice Pools:

Defense(Armed): 3
Defense(Unarmed): 1
Dodge: 6

Cyberware:

Cybereyes with Low Light
Cyberears with High Frequency
Datajack
Retractable Razors
Vehicle Control Rig (Level 2)
Wired Reflexes (Level 1)

Contacts:

Fixer
Mechanic
Rigger
Street Cop
Technician

Gear (not available as Cleo):

Ares Slivergun with one spare clip
Hughes Airstar with Vehicle Adaption Rig
Rotor Craft tools
Yamaha Rapier

With the addition of the Cleo chip, Val has the following modifications:

Etiquette (Corporate): 8
Leadership: 6
Military Theory: 3
Negotiation: 6
Psychology(Individual Behavior, Seduction): 8

CONDITION MONITOR			
MENTAL		PHYSICAL	
Unconscious - Possibly dead	☐	Unconscious - Further damage causes wounds	☐
Seriously - Wounded	☐	Seriously Fatigued	☐
Moderately - Wounded	☐	Moderately Fatigued	☐
Lightly Wounded	☐	Lightly Fatigued	☐



BOOKER PENGRAVE

Booker was the right man in the right spot. During the shakeup at HSE, he made a moderate name for himself by seizing the initiative in his department. When the dust settled, Pengrave was running the department and looking for his next promotion. Now he is the Golden Boy, and everything he has touched has gone his way. If he can pull off the Global acquisition, he has a lock on a vice president's chair.

In the last two days, he has fallen under the spell of Val/Cleo. If he gets the vice president's chair, the person pulling his strings will be Cleo.

Pengrave is plain in appearance. His hair is short, and he has no distinguishing marks or features. He prefers simple, conservative clothing.

Pengrave is having the time of his life. This is the way he always imagined the business world. Wheeling and dealing is in his blood. He is very animated, often taking control of conversations. Once he starts, there is little anyone can do to shut him up.

Attributes:

Body: 6
Quickness: 2
Strength: 3
Charisma: 5
Intelligence: 4
Willpower: 3
Essence: 3.4
Reaction: 3

Skills:

Armed Combat: 3
Etiquette (Corporate): 7
Firearms: 4
Psychology(Group Behavior): 4
Sociology: 3
Stealth: 4
Unarmed Combat: 4

Dice Pools:

Defense(Armed): 3
Defense(Unarmed): 4
Dodge: 2

Cyberware:

Blood Filter (4) 4M3 2L1
Cyberarm with built-in Ares Predator and Retractable Razors
Cyberears with Recorder
Datajack

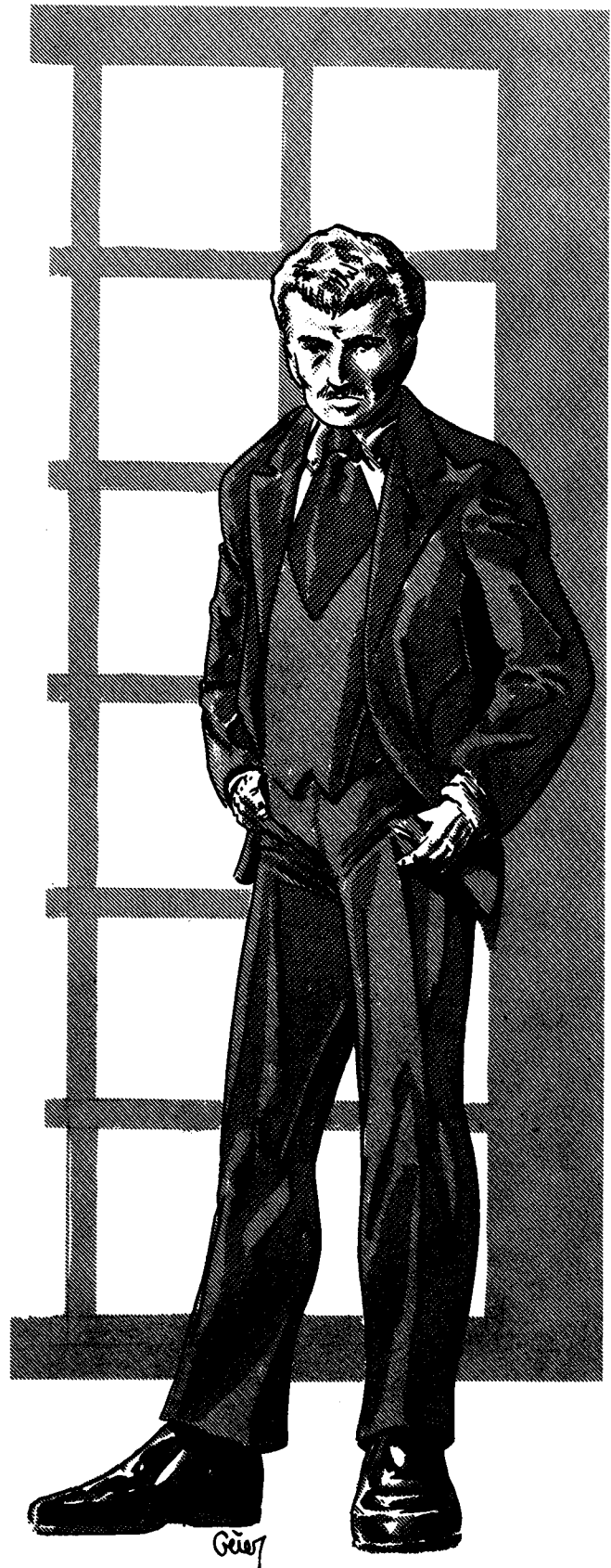
Contacts:

City Official
Company Man
Corporate Official
Corporate Secretary
Corporate Security Guard
Former Wage Mage
Tribal Chief

Gear:

Ares Predator with 2 spare clips
Aztech Nightrunner (at the dock)
DocWagon Contract (Standard)
Fine Clothing
Lined Coat
Pocket Secretary

CONDITION MONITOR			
MENTAL		PHYSICAL	
Unconscious > Possibly dead	☐	< Unconscious, further damage causes wounds.	☐
	☐		☐
	☐		☐
Seriously > Wounded.	☐	< Seriously Fatigued.	☐
	☐		☐
	☐		☐
Moderately > Wounded.	☐	< Moderately Fatigued.	☐
	☐		☐
Lightly > Wounded.	☐	< Lightly Fatigued.	☐



KICK THE KHAN

TELL IT TO THEM STRAIGHT

If the team enters from the air, read the following:

You circle high over the group of buildings. The blasted vacant lots that surround the warehouse you want are crawling with go-gang members, Blood Rumlbers, Red Rovers, Spike Wheels, all getting their chrome and steel steeds ready for a thunder ride into the heart of the Barrens.

It doesn't look like they've spotted you yet, but it's only a matter of time. You land well out of sight and begin to plan.

If the team enters from the ground, read the following:

You approach the group of buildings and blasted vacant lots with caution. Go-gang members are swarming over the entire area. Blood Rumlbers, Red Rovers, Spike Wheels, all getting their chrome and steel steeds ready for a thunder ride into the heart of the Barrens.

It doesn't look like they've spotted you yet, but it's only a matter of time. You head behind a building, well out of sight, and begin to plan.

If the team checks out the building in Astral Space, read the following:

You move toward the group of buildings amid the blasted vacant lots. The twisted shadowy auras of go-gang members are swarming over the entire area. You assense the raw hatred and violence of these auras. You spot the astral forms of two mages. It doesn't look like they've spotted you yet, but it's only a matter of time. You head back to your team, well out of sight, and begin to plan.

If the team gets there before the meeting, read the following:

It has been a long wait behind these boxes, but it looks like it's been worth it. It sounds like the neighborhood for miles around is crawling with bikers. Getting through all that would have been rough. You have been listening to a few go-gangers kick trash around in what they called a security search. Then you hear someone giving a speech.

"I am Khan. You are leaders of rabble. Each of you will pledge himself to me, and I will mold your men into the most feared fighters in the world. Pledge yourself to me, and I will lead you down into the Barrens, where we will make the streets run red with the blood of our enemies."

It looks like that's your cue.

BEHIND THE SCENES

If the player characters have been lucky, they have received two important pieces of information. First, there is an important meeting among leaders of the Khan's gangs before the big ride into the Barrens (from the **Contacts** section, p. 62). The second is that Cooperman used this warehouse as a base (from **Jullus, Seize 'Er**, p. 41). If the players did everything right, the team got there first, setting up an ambush and arranging a safe escape route (by air or through the sewers) to grab Cooperman and the chip without wading through hundreds of gang members.

If the player characters don't find out about the exact location of the warehouse in time to set up a trap, they still can find out where the gang leaders are meeting. This is fairly easy to do by interrogating a biker. Use the Street Gang member archetype for any gang member. A single success identifies the warehouse.

To get through the hordes surrounding the warehouse, each player must make four Stealth-4 rolls. Anyone who fails is challenged by a lone biker, who should be considered hostile. The player will have one action to render the biker unconscious or to talk his way out of the situation using a Negotiation-8 test. If the player was smart enough to wear gang colors, reduce the target number to 6. If the roll fails or if the team makes any noise while dispatching a biker, 2D6 bikers will attack the team in two turns. If the team gets away and tries again, increase target numbers by 2 on all Stealth and Negotiation rolls.

By the time of the meeting, the Khan chip has degenerated so badly that Cooperman is losing his tenuous grip on reality. Cooperman is standing on a box, stirring up the leaders of the various go-gangs before they ride into the Barrens.

In any fight that occurs, Khan will remain on the box, shouting instructions to his men. He is an easy target from any position in warehouse. If Cooperman is killed or knocked unconscious, check the gang leaders' morale. Roll 1D6 for each remaining gang member at the start of each turn. The gang member will flee on a roll of 1. Subtract one from the roll for every gang leader killed or knocked out. Any gang member who flees will attempt to leave the building by the easiest means possible. Once they leave the building, they will continue to flee.

Once shooting erupts in the warehouse, 1D6 gang members from the outside will enter in eight turns. If any of the gang leaders fail their morale checks and leave the building, the reinforcements will not arrive or they will stop coming. The gang leader runs out of the building screaming "it's a set-up." Everyone outside will misinterpret this statement and start shooting at members of other gangs.

If the player characters defeat the guards and kill or knock out Cooperman, they can easily retrieve his chip. Retrieving his

chip causes the capacitors to discharge, delivering a lethal dose of electricity into Cooperman's brain. The team can leave the building through the sewers or by whatever other plans they had made. It would not be a good idea to go outside into the middle of the go-gang riot. If the team decides to examine the chip, go to **Dream Analysis**, p. 63. Otherwise, the player characters can continue their quest by going back to their contacts, see **Contacts and General Info**, p. 51.

WAREHOUSE MAP KEY

Manager's Office (1)

Bare of furnishings, the only remarkable thing about this office is the hole in the wall that leads into the warehouse.

Receiving Clerk's Office (2)

An old wooden swivel chair leans against the wall. In the center of the room is the remains of a small fire and the scattered debris of a recent meal.

Secretary/Receptionist (3)

The built-in counter served as desk and divider for the employee who worked here. The surface is scarred and pitted, but the counter itself is solid. In the office area are the remains of several metal filing cabinets and a shattered glass coffee pot.

Entrance (4)

This long hallway was once lined with vending machines. Now tipped over, the leaning machines block the hall. Cooperman thinks the hallway is closed off, but a person could crawl under the leaning machines to enter the warehouse unseen.

Warehouse (5)

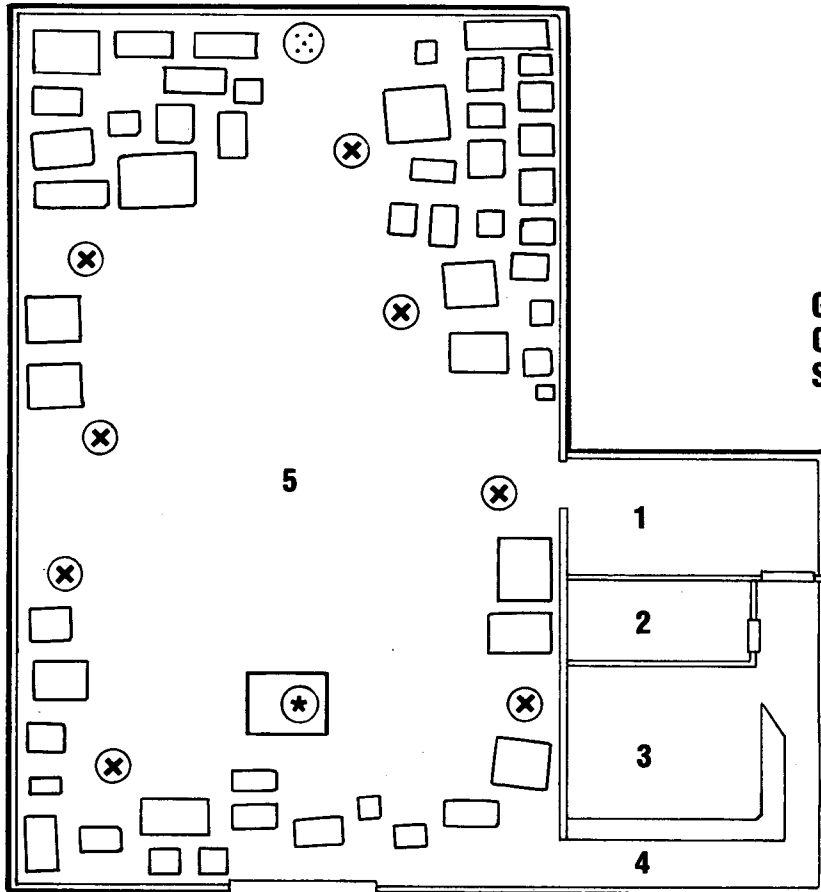
Mostly empty, this old warehouse has not been used in ages. The ceiling is a maze of girders and lights, a perfect place to hide. A search of the warehouse locates a manhole near the north wall. This is Cooperman's escape hatch to the sewers. The sewers are big enough to allow a person to run while crouched. This line ends about two miles from the warehouse.

DEBUGGING

The team's biggest problem is if they don't get Cooperman and get pinned down in the warehouse. Allow each player to make an Intelligence-4 to see if they spot the manhole cover. The situation with the gangs outside is very delicate. Everyone is expecting a doublecross, and it will not take much to set them off. If the players can give any reasonable plan that could set the gang members against each other, let them do it.

If the team cannot get into the warehouse to stop Cooperman, the hordes of bikers will ride into Redmond, attacking all of the local street gangs there. The violence and mayhem will be something to behold, but it is also another opportunity for the player characters to get Cooperman. He will be riding through with the same eight leaders, and situations will present themselves where the players can get a shot at him without hundreds of other bikers around him. Let the players have a second shot here.

THE WAREHOUSE 'THE LION'S DEN'



GUARDS — (X)
COOPERMAN — (*)
SEWER-MANHOLE COVER — (•••)

KICK THE KHAN

MARCUS COOPERMAN, "FACE"

Marcus is the product of his environment. Born in Texas of rich parents, he grew up with every luxury money could provide. Sheltered and spoiled, he was totally unprepared when both of his parents underwent goblinization in 2021. His father died during the change. His mother clung to life, with the help of machines, for three years as Marcus watched the family fortune evaporate to pay mounting medical bills. His father's will forbade Marcus from letting his mother "go peacefully," and the medical bills continued to mount. Bankruptcy seemed near when the machines sustaining Mrs. Cooperman mysteriously suffered simultaneous failure. Left with part of the fortune, Marcus plotted his comeback.

Cooperman inherited none of his father's business skill. Within ten years, the fortune was gone and Marcus had to flee his creditors. Finally settling in Seattle, he rather suddenly appeared as an information broker. His network began to grow as he branched out into other endeavors. Soon he had contacts with most of the go-gangs of the city and many of the criminal organizations. Cooperman always had "an ear to the street," and it is rumored that many of the powerful members of the Seattle community owe him favors.

The Global shadowrun was somewhat of a departure for Cooperman. When he learned that the Back Door Division of Global Technologies was developing a Genghis Khan simsense personality, he had to have the module. A devoted history buff, Cooperman has always identified with Khan, often to the secret amusement of his associates. Cooperman believes this chip and his own abilities will take him to the top of Seattle society. Those who know him would laugh at the prospect.

Though only 5'4", Cooperman is a fashion follower, always outfitted in the current fad. He wears his dark hair short and slicked back unless the current style dictates otherwise. Cooperman speaks with a slow Texas drawl. His voice is normally low, but when he gets excited, it tends to crack.

Cooperman is obsessed with power. If asked, he would be hard-pressed to tell anyone what he would do with the power he craves. Very egocentric, he will not allow anyone to show him up. A self-styled history expert, he is fond of historical anecdotes, which he uses to punctuate his point. Cooperman is also conscious of the history he is making. His cyber eyes and ears are constantly running, recording any event he thinks might have future importance. Cooperman keeps the records of these transactions in several secure locations.

Attributes:

Body: 2
Quickness: 3
Strength: 3
Charisma: 4
Intelligence: 6
Willpower: 3
Essence: 2.2
Reaction: 4 (6)

Skills:

Bike: 3
Car: 4
Computer: 4
Electronics: 2
Etiquette(Corporate): 8
Etiquette(Street): 8
Firearms: 3
Military Theory(History, Mongol Hordes): 5
Negotiation: 6
Sociology(History): 4

Dice Pools:

Defense: 1
Dodge: 3

Cyberware:

Cyberears with Recorder
Cybereyes with Camera
Datajack
Toxin Filter (4)
Wired Reflexes (Level 1)

Contacts:

Bartender
City Official
Company Man
Corporate Official
Detective
Fixer
Humanis Policlub Member
Media Producer
Metahuman Rights Activist
Street Cop
Street Doc
Street Mage
Street Shaman
Troll Bouncer

Gear:

Custom-Tailored Tres Chic clothes
Fichetti Security 500 with laser sight and 2 spare clips
Harley Scorpion
Lined Coat
2 Smoke Grenades
Uzi III with laser sight and 1 spare clip

With the addition of the Khan chip, Cooperman has the following modifications:

Etiquette (Street): 7
Etiquette (Tribal): 7
Leadership: 8
Negotiation: 6
Sociology: 4

CONDITION MONITOR		
	MENTAL	PHYSICAL
Unconscious > Possibly dead	☐	< Unconscious. Further damage causes wounds.
	☐	
	☐	
	☐	
Seriously > Wounded.	☐	< Seriously Fatigued.
	☐	
	☐	
	☐	
Moderately > Wounded.	☐	< Moderately fatigued.
	☐	
	☐	
	☐	
Lightly > Wounded.	☐	< Lightly Fatigued.
	☐	
	☐	
	☐	



KICK THE KHAN

GANG LEADERS (8)

Attributes:

Body: 5 (6)
 Quickness: 4
 Strength: 5
 Charisma: 2
 Intelligence: 4
 Willpower: 4
 Essence: 2.55
 Reaction: 4 (6)

Skills:

Armed Combat: 4
 Bike: 5
 Car: 3
 Etiquette (Street): 3
 Firearms: 3
 Interrogation: 2
 Leadership: 6
 Stealth: 3
 Unarmed Combat: 4

Dice Pools

Defense(Armed): 4
 Defense(Unarmed): 4
 Dodge: 4

Cyberware:

Cybereyes with Low Light
 Dermal Plating (Level 1)
 Radio
 Wired Reflexes (Level 1)

Gear:

Ares Predator with Smartgun Link and 3 spare clips
 Armor Jacket
 Combat Knife
 DocWagon Contract (Standard)
 FN-HAR with Smartgun Link and 3 spare clips
 Harley Scorpion
 Smart Goggles

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

CONDITION MONITOR	
MENTAL	PHYSICAL
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Orion

STRANGER IN THE NIGHT

TELL IT TO THEM STRAIGHT

When the bait is walking down the street, read the following:

It is truly a miserable night to be out. Fog hangs thick in the air, obscuring vision and clinging to your clothes, what little you have on. The day was warm, but the temp has dropped to put a chill in the air. You pull your skimpy jacket closer around you as you continue down the street. Suddenly, you have the feeling you are being followed. You hope it's the other members of your team. You turn, but there is nobody there. You wait for a moment, but you can hear only the distant sounds of traffic. Slowly you continue on.

Behind you, you hear the sudden sound of a boot scraping the pavement. You spin, and in the fog you see two luminescent orbs bobbing toward you.

"Nasty night to be about, wouldn't you say?" says a disembodied voice. You remain silent as the fog slowly parts to reveal a body attached to the glowing cybereyes.

"I hate this weather. Don't know why I put up with it." A man walks up to you, stopping a respectful distance away. He is dressed in an expensive silk suit, all but hidden under his dark red walking cape. His gloved hands are empty and relaxed at his sides.

If this is Griffin, read the following:

"Hate to bother, but are you going my way?" You consider a response, but with the wink of an eye the man is in motion. Glistening razors pop from under his gloves as he slashes out at you. He curls his lips, exposing his crooked teeth in an insane grin.

"Die. Die, tramp."

If this is not Griffin, read the following:

"Hate to bother you, but do you mind if I walk the next few blocks with you?" You consider your response, but the man is in motion beside you. You walk three more blocks, waiting for him to make his move, when the man spies a taxi at the corner.

"Oh good, I thought I would never get home in time for dinner. Thanks for the company." With a wave, he gets in the cab and speeds away.

BEHIND THE SCENES

This section should be used once the player characters have decided to look for Griffin in the 15-block area where their contact has said "Jack" is operating. If they look elsewhere, they will have a very cold and unhappy night.

The obvious way to smoke out "Jack" is to give him a target. Most of the legitimate "social workers" have decided to take the next few nights off, so the team should have a good chance of

drawing an attack by Jack. However, don't make it too easy for them. Throw in a few false alarms. The team cannot be trigger-happy and slaughter the first person asking the bait for the time of day. Total failure one night is fine, as long as the team has an opportunity to finish off the adventure by 9:00 A.M. Friday. When Jack strikes, play out the scene for all it's worth.

Below are some encounters that you can use to soften up your players.

- A Lone Star patrol that warns the target to get off the street.
- A chromed-to-the-max samurai approaches the bait and asks for the time.
- A squatter yells to the target: "Hey Starry, your constellation is showing." Translation: You are an undercover Lone Star agent and the people covering you are too close. Use this when you need to loosen up the backup.

Griffin's first attack should surprise the player character acting as bait. Roll damage for a surprise attack as normal, but reduce the damage to moderate if the results are higher. Jack wants his victims to suffer a little first, and a quick kill is not what he has in mind. After the initial attack, conduct combat as normal. Jack will not retreat, although Griffin probably would if wounded. This fight will be to the death. The team should be at least two turns away from the bait when the attack occurs.

The gamemaster should keep the following things in mind. The Jack chip contains several glitches that make the user unstable, thus the killing spree. Griffin will use only his hand razors. He will never draw a gun even if he carries one. Jack is, however, a smart fighter. If one team member goes down, Jack will attack another. His attacks are always accompanied by oaths and promises of a slow, lingering death. Jack talks constantly. If Jack is wounded, reduce the target modifiers and initiative modifier by one to represent his insane strength. A moderate wound would, therefore, be -1 to initiative and +1 to target rolls rather than a -2 and +2. He also roars with laughter every time he inflicts a wound. If Jack is wounded, he will snarl and redouble his efforts, concentrating on the one who wounded him.

If the player characters survive the battle, they will discover that the man who attacked them is Griffin. His car, with the firearms, is parked about a block away. The team should extract the chip and store it.

If the team tries to examine the chip, go to **Dream Analysis**, p. 63. If this is the final piece to the puzzle, go to **Picking Up The Pieces**, p. 71. If there are still loose ends that the players want to pursue, they should go back to their contacts once again; see **Contacts and General Info**, the next section.

DEBUGGING

The only thing that can go wrong with this chapter is a team member's death. That's life in the fast lane. It is recommended that wounded members of the team be required to take the time and nuyen necessary to recover. The player characters need to do the detective work necessary to narrow the search area down to 15 blocks. If they don't, they will come up empty each night.

GRIFFIN

Griffin has been a corporate goon for most of his professional career. He has worked for most of the major and many of the minor corporations in the Seattle area. He prefers work as a bodyguard, but he seems to enjoy an occasional shadowrun.

Griffin likes the "good life" of the corporations. Born and raised in the Puyallup Barrens of Seattle, he vowed to do whatever was necessary to rise out of that poverty. His career path has been steady, if unspectacular. He maintains a modest apartment in downtown Seattle, as well as a number of safe areas scattered throughout the better parts of the city. Griffin avoids the barren parts of Seattle. A survivor more than anything else, Griffin is likely to be the one standing nearest the door.

Griffin is not a big man. He prefers stylized corporate suits with dark colors, mostly muted shades of red and gray. He takes great pains to mirror the look of his current employer. Every item of clothing, from his black T-shirts to his real leather wingtips, is tailor-made. Griffin's single outstanding feature is his cybereyes. Normally glossy black, they begin to glow with a pale yellow light when exposed to high humidity.

Griffin does not like obvious displays of power or wealth, and so he rarely displays his available firepower. He is well-read and spends much of his available free time in search of the genteel. He does not like loud noises, and he always uses a silencer on his weapon. He has never thrown a grenade in his life. Whatever the situation, Griffin radiates an air of restraint, as if the events around him were beneath his concern. The only time this air of calm seems disturbed is when Griffin is in the Barrens. When in these areas, Griffin becomes edgy and mean, striking out at the nearest target over the least provocation.

Attributes:

Body: 6
Quickness: 6 (8)
Strength: 6 (8)
Charisma: 1
Intelligence: 5
Willpower: 4
Essence: 1
Reaction: 5 (9)

Skills:

Armed Combat(Edged): 6
Athletics: 3
Etiquette (Corporate): 3
Firearms: 4
Interrogation: 4
Stealth: 6
Unarmed Combat: 4

Dice Pools:

Defense(Armed): 6
Defense(Unarmed): 4
Dodge: 8

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious - Possibly dead	Unconscious - Further damage causes wounds.
Seriously - Wounded.	Seriously Fatigued
Moderately - Wounded.	Moderately Fatigued
Lightly - Wounded	Lightly Fatigued

Cyberware:

Chipjack
Cybereyes with Thermographic and Flare Compensation
Muscle Replacement (Level 2)
Retractable Hand Razors
Skillwire (Level 3)
Wired Reflexes (Level 2)

Gear:

Stylish Armor Clothing
(In Car)
Armor Jacket
Browning Max Power with Smartgun Link and 2 spare clips
DocWagon Contract (Gold)
Enfield AS7 Shotgun with Smartgun Link and 3 spare clips
Eurocar Westwind 2000
Heckler & Koch S Variant SMG with Smartgun Link and 3 spare clips
Smart Goggles
Wrist Phone with Flip-Up Screen

With the addition of the Jack chip, Griffin has the following modifications:

Etiquette(Corporate): 7
Etiquette(Street): 7
Psychology: 6

See the section on the BTL chips for complete information on Jack the Ripper.



CONTACTS AND GENERAL INFO

The gamemaster should allow the players to check their contacts twice a day between major encounters (once in the day and once at night). The players should tell the gamemaster what they want to investigate. If the group splits into two parties, two checks can be made. If each member of the group goes off on his own, then each can check with his contacts. If they do not have the appropriate contact for the information that they want, give them only the information that precedes the **Appropriate Contacts** section.

The target number for all contact tests is 4, and each test is unresisted. The gamemaster should allow the player character to use any skill appropriate to that player and that contact. The main skills used will be Interrogation, Negotiation, or the various types of Etiquette, but be flexible with your players. Remember, information is not free. Your players should grease a few palms in the process of gathering up the info. Bribes of more than 100¥ should lower the target number by 1.

The players have until 9 A.M. Friday to recover the chips. Sunday evening is the meeting with Roxanne and Urian. During the day Monday, the team should be interviewing Tee Hee and Freya Goldenhair. Monday night might be taken up with Junior's assault on The Banshee, if the group decides to turn him in. The Hollywood Simsense Entertainment party is Tuesday evening, and Cooperman's gathering of the go-gangs to ride over the gangs of Redmond does not occur until Wednesday evening. That should give the players Thursday evening to trap Griffin. The gamemaster should feel free to rearrange the timing of these events to suit the activities of his players. Between these events, the players should be out looking for information on the various people and places that they have encountered.

REDMOND BARRENS

Each time the player goes out to talk to his contacts, it is assumed that he is traveling through the Redmond district of Seattle. About the only time this will not happen is if a decker in the group makes a run against Global's computer system.

The Redmond Barrens is normally a dangerous place. Lone Star patrols are few and far between, and gangs control the streets. Though the news-nets also steer clear of the Barrens, two continuing stories merit report. One is a series of street murders that worries even the hardened locals. This is Griffin, totally lost in the Jack the Ripper persona of his chip, killing prostitutes in a gruesome manner. The second item is a brewing gang war. Cooperman has taken control of the Blood Rumlbers and is making raids against the various gangs in Redmond.

For each player or group of players making a contact, the gamemaster should roll 1D6. If the result is 4 or more, that group has a street encounter. Use the encounters listed on the next page, starting at the top of the list.



Geier

STREET ENCOUNTERS

- 1st Encounter** As you hurry toward your meeting, three go-gangers in Blood Rumbler colors roar by on their bikes. You note that they must be brave or fools because you are in the heart of Crimson Crush territory.
- 2nd Encounter** Rounding the corner, you pull up sharply as you see a member of the Blood Rumlbers spray-painting "Blood Rules" over the Brain Eater gang symbol that normally adorns the wall of that building. You wait for the Rumlbers to finish up their artistic handiwork and then move on. (If the player characters question the gang members and achieve at least one success in an appropriate test with a target number 6, give them the info in **Changing Colors**, p. 62.)
- 3rd Encounter** While waiting for your contact, you overhear two joyboys talking. "I tell you Raymond, it's not safe to work the streets anymore. Simon was found all cut up in that alley. I know he specialized in servicing razor ladies, but this was too much service if you ask me." (If the player characters question the joyboys, give them the info in **Joyless Murders**, p. 63.)
- 4th Encounter** Now there is something you don't see every day, a band of Red Rovers riding with a group of Blood Rumlbers. Maybe they're chasing that car full of Rusted Stiletto Trolls.
- 5th Encounter** You hear the stuttering of a light machine gun and drop to the sidewalk. A bike in Blood Rumbler colors roars by, spraying flechettes into the bar across the street. Those midgets in the Red Hot Nukes aren't going to like the fact that their favorite hangout doesn't have a front window anymore. (If the player characters investigate, go to **Changing Colors**, p. 62.)
- 6th Encounter** As you walk toward your meeting, you notice that a meat wagon from one of the local chop shops is making a pickup. You catch a glimpse of what is left of a young Dwarf girl before the attendant covers her with a sheet. (If the player characters ask what happened, go to **Joyless Murders**, p. 63.)
- 7th Encounter** Must be a new donut shop opening in the neighborhood that you don't know about. That was the fifth Lone Star patrol car you have seen in as many minutes.
- 8th Encounter** Nine Blood Rumlbers have ambushed a group of Crimson Crush enforcers, and the fight has blocked the street. You're going to be five minutes late to your meeting because you have to detour around them.
- 9th Encounter** Crossing the street, you notice that the corner that normally supports twelve or more joyboys and girls is deserted. Must be a good party going on somewhere.
- 10th Encounter** That's a new one. Someone scrawled "Khan Rules" on the side of that gang wall. Maybe there is a new kid on the block. You're going to have to keep it in mind.
- 11th Encounter** You heard the Wasp overhead, so you ducked into the alley by force of habit. The street samurai got caught in the Wasp's searchlight, and now a squad of Lone Star men are rousting him. Funny, they just seem to be checking out his razors with a chemlab kit. Then they let him go.
- 12th Encounter** You hear a scream, then two more and finally a third. You spot a crowd of working girls and boys and take a look yourself. You wish that you hadn't. There is the body, laid out on the cold stone, skin and muscle neatly laid aside, leaving the internal organs on display to all. Some badges are moving toward the crowd now. It's time to go.



CORPORATIONS

GLOBAL TECHNOLOGIES, INC.

Home Office: Seattle, Washington

President/CEO: Urlan Manes

Principal Divisions:

Division Name: Back Door Technologies

Division Head: Roxanne Wunter

Chief Product/Services: Military, commercial, and private skillssofts and memory modules

Division Name: Martelli Entertainment

Division Head: Thomas Martelli

Chief Product/Services: Entertainment simsense modules

Business Profile:

Global Technologies is a rather grandiose name and not at all the truth. Since its inception in 2036, the company has managed to make only modest advances in the highly competitive field of skillssofts. Its only office is located in Seattle's Bellevue district, where 127 employees, mostly deckers, have turned out a series of mostly lackluster products.

Recently, however, the addition of several new employees just graduated from the University of Seattle has changed the morale, product quality, and focus of the company. Its latest product, the Colt L36-Mark VII, is the premier hand-gun skillssoft in Seattle today.

The Entertainment division was recently brought under the corporate umbrella. Once a separate company, it almost went bankrupt from fierce competition by Hollywood Simsense Entertainment before Global bought it up. Urlan Manes hopes to revitalize the division with an influx of Global nuyen.

Security Forces:

Global Technologies maintains no military assets. The numerous guards who work for the company are all hired from Knight Errant Security, a division of Ares Macrotechnology, as needed. Global typically hires security deckers and mages, as well as standard muscle.

Appropriate Contacts:

Company Man, Corporate Decker, Corporate Official, Decker, Dwarf Technician, Elven Decker, Former Company Man, Mr. Johnson, and Technician.

Available Information:

Global Technology has been around for 15 years but has never done anything really impressive until recently.

Two years ago, the new CEO, Urlan Manes, stole a hotshot college decker right out from under the nose of Aztechnology. The new guy, Tee Hee, was immediately sent to work in the company's new think tank. Two years later, Back Door, the chipware division, is sitting on the hottest firearms skillchip in the city, the Colt L36-Mark VII. The company is poised to become a major player in the field, if it can follow the Mark VII with another success.

Three years ago, Global reacquired one of its independent companies, Martelli Entertainment. The president of Martelli, son of Global's founder, was livid. Junior found his authority and prestige severely diminished by the move and has been bitter ever since.

Global is rumored to be working on something big for the UCAS military, although the exact nature of the product is unknown. Global has not declared a dividend in four quarters, highly unusual for a company riding the wave of a best-selling product. The think tank, consisting mostly of the company's new college graduates, is believed to be on the edge of another breakthrough. If allowed the chance to grow, Global could live up to its name.

This Friday is the company's annual board of directors meeting. At the meeting, policy will be set for the coming fiscal year. It is also the time most upper level personnel changes take place. Despite being one of the founders, Urlan could be replaced if the directors think he has mismanaged their investment.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include the information given for the lower levels.

GLOBAL TIDBITS

1 Success

"Well it's not like anything I've ever seen in business. I mean they're sitting on the L36, and they haven't declared a dividend in ages. I hear they even scoped out a high-powered loan to finish up a new product they've been working on." "And that isn't all. I got word from a buddy over at Ares. Global came in with their dog and pony show, peddling some "breakthrough" skillchip. I guess it was too hot, 'cause Ares passed it by, and you know what Global did? Took the show straight to the UCAS military."

2 Successes

3 Successes

"Yea, Urlan's got a fight on his hands. I hear Junior's going to make his move at the board of directors meeting later this week. If the Ork has his way, he'll be the new man at Global."

4+ Successes

"Global's really stretched thin. If they don't score some major cash by the end of the quarter, they're history. That new chip had better be all they hope it'll be."

GLOBAL TECHNOLOGIES SYSTEM MAP

CPU = Central Processing Unit

DS = Datastore

I/OP = Input/Output Port

SAN = System Access Node

SM = Slave Node

SPU = Sub-processor

SAN-1: Directory # 3282. Unlisted. Green-2. Access 4. Trace and Report 3.

SAN-2: Directory # 3272. Unlisted. Green-2. Access 4. Trace and Report 3.

SPU-1: Data routing only. Green-3. Barrier 5. Tar Baby 4.

SPU-2: Building Systems. Red-3. Access 4. Blaster 4.

I/OP-1: Controls Building Systems. Orange-2. Blaster 4. Trace and Dump 3.

SM-1: Heating and Air-Conditioning. Green-2. Access 3. Blaster 4.

SM-2: Elevators. Green-2. Access 3. Blaster 4.

SM-3: Electrical Systems. Green-2. Access 3. Blaster 4.

SPU-3: Security. Red-4. Access 7. Black IC 3.

I/OP-2: Terminals. Orange-4. Blaster 4. Trace and Burn 4.

DS-1: Records. Orange-4. Scramble 3. Tar Baby 4.

SM-4: Cameras. Orange-3. Access 3. Blaster 4.

SM-5: Sensors. Orange-3. Access 3. Blaster 4.

SM-6: Interior Door Maglocks. Orange-3. Access 3. Blaster 4.

SM-7: Front Door Maglock. Orange-3. Access 3. Blaster 4.

SPU-4: Personnel. Red-3. Barrier 5. Killer 4.

I/OP-3: Terminals. Orange-2. Blaster 4. Trace and Dump 3.

DS-2: Records. Orange-2. Barrier 4. Scramble 3.

SPU-5: Data Routing. Green-3. Barrier 3. Tar Baby 4.

SPU-6: Back Door Systems Think Tank. Red-5. Killer 5. Trace and Burn 4.

I/OP-4: Terminals. Red-3. Blaster 4. Trace and Dump 4.

DS-3: Records. Red-3. Killer 5. Tarpit 4.

SM-8: Self Destruct. Red-4. Barrier 4. Black IC 5.

SPU-7: Administration. Red-3. Barrier 5. Killer 4.

I/OP-5: Terminals. Orange-3. Blaster 4. Trace and Dump 4.

DS-4: Records/Files. Orange-3. Scramble 3. Blaster 4. Trace and Dump 4.

SPU-8: Executive File System. Red-4. Barrier 4. Blaster 5.

I/OP-6: Terminals. Orange-3. Access 4. Trace and Dump 4.

DS-5: Records. Orange-3. Scramble 3. Blaster 4. Trace and Dump 4.

DS-6: Roxanne's Files. Orange-3. Scramble 4. Blaster 3. Tarpit 4.

DS-12: Junior's Files. Orange-3. Scramble 4. Blaster 3. Tar Baby 4.

DS-13: Urian's Files. Red-4. Scramble 4. Black IC 3.

SPU-9: Accounting. Red-3. Barrier 4. Killer 4.

I/OP-7: Terminals. Orange-3. Access 4. Trace and Dump 4.

DS-7: Records. Orange-3. Scramble 3. Barrier 4. Killer 4.

SPU-10: Research and Development. Red-5. Blaster 4. Tarpit 4.

I/OP-8: Terminals. Orange-3. Blaster 4. Trace and Dump 4.

DS-8: Records. Orange-3. Scramble 3. Blaster 4. Tar Baby 4.

DS-9: Project File. Orange-3. Blaster 4. Scramble 3. Tar Baby 4.

SPU-11: Chip Maker. Red-4. Access 5. Trace and Burn 4.

I/OP-9: Processor Controls. Red-4. Access 5. Trace and Burn 4.

SM-10: Chip Processor. Orange-3. Access 3. Blaster 4.

DS-14: "Dreamchipper" Personalities. Red-5. Barrier 4. Black IC 4.

DS-15: Files. Red-3. Barrier 3. Scramble 4. Blaster 4.

CPU: Red-5. Killer 5. Trace and Dump 4.

SM-9: Telephone Routing. Green-2. Barrier 2. Access 3.

DS-10: Backup Files. Orange-3. Barrier 3. Scramble 3.

DS-11: Backup Records. Orange-3. Barrier 3. Scramble 3.

The listed system is only part of the entire Global Technologies Matrix system. The sub-processors that run the day-to-day business of Martelli Entertainment and control the automated chip makers of the firm's small factory are beyond the scope of this module. If the team does decide to go hunting, the gamemaster should generate random systems for these two networks.

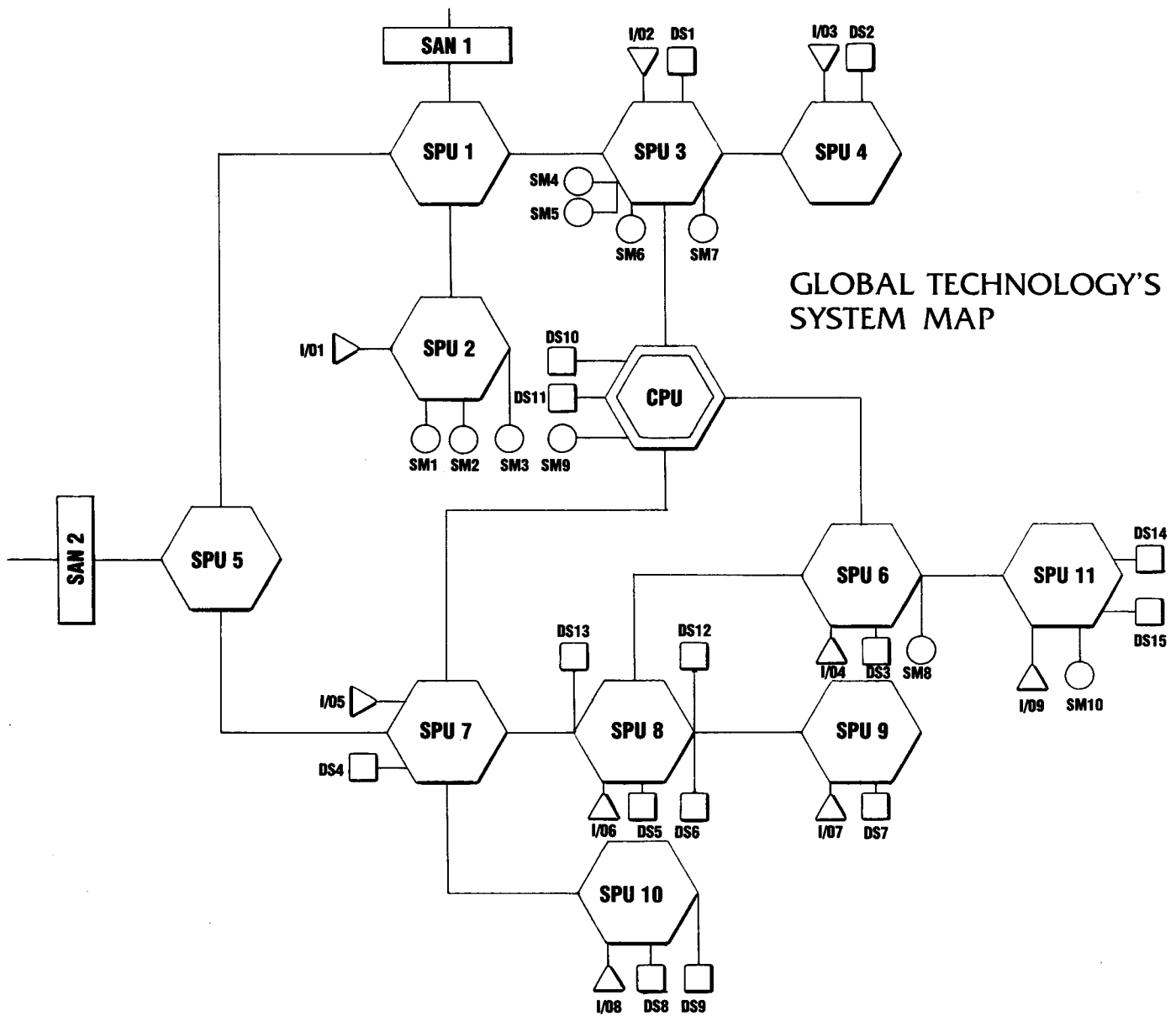
The team will not be able to purchase a system map for Global. If the player characters can persuade Tee Hee that there truly is a need for it, he can make one for them, but he would ask Urian afterwards why the team needed it. Roxanne could also make a map, but she will not. If Tee Hee tells the team that he put the dreamchip data in Junior's datastore, Roxanne will thank the team for the information but she will retrieve the data herself.

The normal unlisted access number will get the decker to SAN-1. He can find it by following the procedures listed on page 100 of *Shadowrun*. If the decker tries the number that Roxanne gave him, he gets access to SAN-2.

The only reason the team should have for running against their employers is to get more information about the Global Dreamchips or to find out what Junior knows. Tee Hee's last act before his escape was to purge the system of the technical data about the Dreamchips, except for a backup copy that he placed onto the hard drive of Junior's desktop computer (I/OP-6). The only information in DS-4 is fragments of the files. The players will be able to get three names out of Datastore 4: Jack, Cleo, and Khan.

If the decker can retrieve and decode the data (50Mp in size) in DS-6, DS-12, or DS-13, he gets an executive summary on the chips. Give the players the handout entitled **Global Dreamchips** in the **Player Handouts** section. If the decker goes into I/OP-6, he gains access to all of the technical data (500Mp). If the players get into Junior's datastore, they will get all of the incriminating evidence that is also on his Pocket Secretary (see **Junior Shootout**, p. 37).

If the player characters decide to turn against their employers, there is a wealth of information in the Global system about skillsofts. The information in DS-7, DS-9, and DS-15 would be especially useful to any competing company. If a decker attempted to download these files, he would find 10 files in each datastore, with each file taking up 10Mp of memory. The value of each file would be 1,000¥.



HOLLYWOOD SIMSENSE ENTERTAINMENT

Home Office: Hollywood, California Free State
President/CEO: Yuri Tellenkov

Principal Divisions:

Division Name: Hollywood Simsense Entertainment, UCAS
Office: Seattle, UCAS
Division Head: Joshua Bulter
Chief Product/Services: Simsense Entertainment Disks

Division Name: Modern Life Simsense
Division Head: Albert Yellowjacket
Chief Product/Services: Simsense Educational Disks and Players.

Business Profile:

Hollywood is a major producer of simsense players and chips. The parent firm maintains a production/distribution company in Seattle to service the entertainment markets, while the main office in Hollywood produces educational disks. This arrangement allows HSE to produce simsense entertainment chips without fear of interference from Japanese Imperial State censorship boards in California.

With its own studios and factories in Seattle, the company can release numerous new chips every month. Most of its offerings are pornographic or gory, just what the street types want.

Security Forces:

Hollywood maintains a large force of security guards and special operatives, who conduct operations on a large scale within the Seattle area. All members of HSE Security are employed by the company. They are usually heavily armed when patrolling HSE property or nearby grounds. HSE also maintains a modest fleet of land and air patrol craft with considerable firepower.

Appropriate Contacts:

Any contact is appropriate. HSE is a well-known corporation with a high profile in the Seattle area.

Available Information:

HSE manufactures cheap simsense players and cheaper simsense chips. The company's studios and factories operate like clockwork, producing some of the seediest products available on the market today. Needless to say, Hollywood does a booming business.

Several months ago, HSE experienced a corporate shakeup. Almost 20 percent of the company's top managers and executives were removed. The new structure seems to have made the company stronger and even more of a force in foreign markets, like Quebec and the CAS. Well known for its premieres and accompanying parties, HSE finds itself on the front page of the scream sheets at least once a week.

In the last six months, HSE has had several run-ins with both Knight Errant and Lone Star. Accused of producing illegal and highly addicting Better-Than-Life simsense chips, the company has been raided on five occasions. All five of these raids failed to produce evidence of HSE wrongdoing.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include the information available for the lower levels.

HURRAY FOR HOLLYWOOD**1 Success**

"It's a party, man. HSE is throwing another soon-to-be-legendary bash over on the Hill Tuesday night. It's at one of their exec's condos. A fast tracker named Pengrave."

2 Successes

"He's the Wonderboy, no doubt about it. Booker Pengrave. Mark my words, son. He's going to be running that company some day."

3 Successes

"I heard they got a hot new product on the way, know what I mean? It's not like they actually have it yet, if you catch my drift, but almost. They're gonna release a hot one."

4+ Successes

"Expansion and diversification, that's the key to their new structure. Of course you don't want to stray too far from the tree, understand? They've got their eye on several companies, like Global Technologies. But they only want the skillsoft division, for whatever that's worth."

If the team decides to go to HSE's party, go to **It's A Party**, p. 38.



PEOPLE

MARCUS COOPERMAN, "FACE"

Most of the shadier members of Seattle's society have heard of Marcus Cooperman, the Historian. He has an uncanny ability to find out what is going on in the city. No one knows much about his past. He just sprang up in the Barrens, larger than life. He loves history, especially medieval history. Any gift related to the subject is sure to get you on his good side. He is known to be a primary fixer for the Blood Rumlbers go-gang.

Appropriate Contacts

Any contact will have heard of Cooperman as long as he has lived and worked in Seattle for at least one year.

Available Information

Cooperman moves through Seattle's high society as well as through its underground. He seems to have no friends, but everybody knows him. Justifiably paranoid, he is never seen without his bodyguards. If you need to get in touch with him, leave a message at any Seattle hot spot, and he'll find you.

For the last few weeks, Cooperman has been hard to find. He isn't returning calls, which is highly unusual for a man of his profession. Rumor has it that he's onto something heavy, but nobody can get a handle on just what it is. He has recently been seen in the company of some Blood Rumbler toughs.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include information available to the lower levels.

FACE: THE MUSIC**1 Success**

"He's like a man possessed. I'm tight with one of his boys, see? Anyway, seems the Historian got wind of some new plug-in and had to have it. Had to, understand? Like, the world was going to stop if he didn't. Sheesh, he's turned his whole operation for this new doo-dad."

2 Successes

"Yeah, he's a hard one to grab nowadays. Heard he's working on something big. Heard from a friend he even called in a few markers and scored Griffin, a corporate razor from downtown. Must be heavy to need that guy."

3+ Successes

"Now here's a switch, I heard tell that Marcus is starting to give orders to the Blood Rumlbers. He always was tight with that go-gang, but it used to be that those bikers told him what they wanted and he jumped."

FREYA GOLDENHAIR

Freya is an Elven mage, contracted by Cooperman as extra muscle for the Global shadowrun. An accomplished magic user, Freya entered the deal with some misgivings. It turned out that her mistrust of Cooperman was correct.

Appropriate Contacts

Burned Out Mage, Detective, Any Elven Type, Former Wage Mage, Mr. Johnson, Shaman, Street Mage, Street Shaman, Talismonger, Tribesman, and Yakuza Boss.

Available Information

Freya spends little time in Seattle. Her skills are highly sought, and she can usually get the price she demands. Only those with lots of juice can acquire her services. When not on a run, she stays in Sinsarach, although only the fixers with the best connections know how to reach her.

Freya has run several high-profile jobs in Seattle, mostly for Hollywood Simsense. She has always come out of these snatch-and-dash missions unscathed.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include the information available to the lower levels.

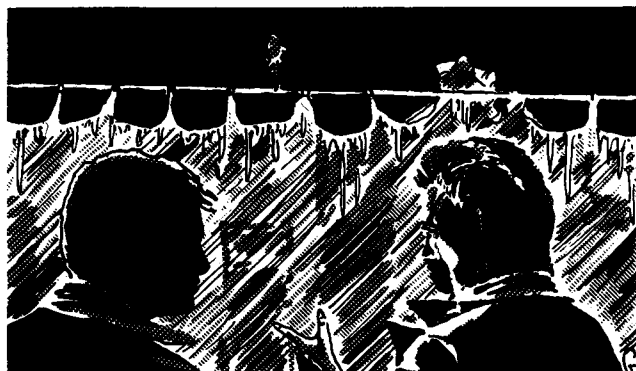
SEEING RED**1 or 2 Successes**

"Yeah, she's got the rep. Got a pretty good temper, too. Remember the light show over at Hollywood last December. Way I heard it, Freya decided some sap named Pengrave needed a payback. But I heard she almost took a fall on her last run. Sounded like her sponsor tried to cut some corners on the pickup. Glad I'm not in his shoes."

3 + Successes

"I ain't sayin, you understand? I'm just sayin I heard a skirt matching her general description crashed into Dr. Bob's Quick-ditch over on Fourth. She was leakin' pretty bad. 'Course it's hard to tell with a meta, might have been just a flesh wound."

If the team decides to check out Dr. Bob's, go to **Mending The Shadows**, p. 29.



GRIFFIN

Griffin is a street samurai type with a moderate reputation who specializes in bodyguard work. The last word on the street was that "Face" Cooperman was looking for him to do a little run.

Appropriate Contacts

Bounty Hunter, City Official, Club Owner, Fixer, Squatter, and Any Street Type.

Available Information

Griffin has left his normal haunts in the better parts of town. Someone who looked a lot like Griffin has been spotted in the Redmond Barrens, but he told an acquaintance of Griffin's that his name is Jack.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include the information available at the lower levels.

THE GOON'S GONE**1 Success**

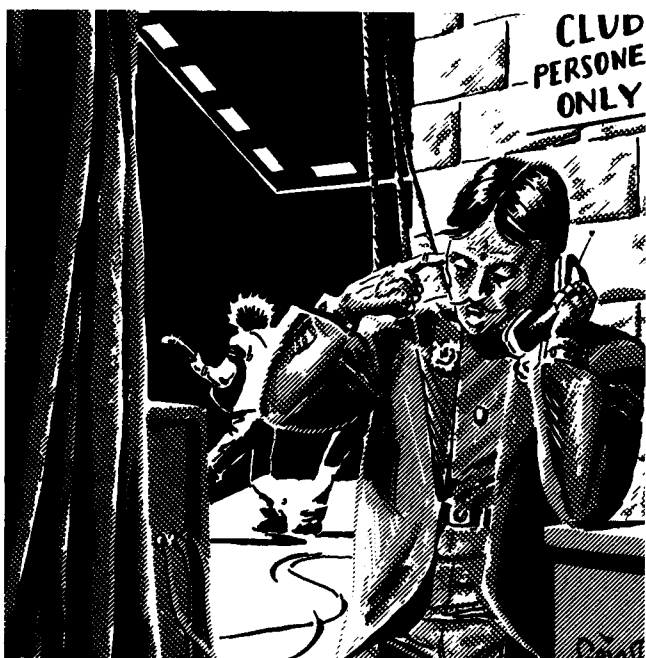
"I haven't seen hide nor hair of Griffin after Face hired him last weekend."

2 Successes

"I do know that he hasn't gone back to his regular crib in Downtown. Also, he hasn't shown up at his fixer's place to launder whatever he got from Cooperman for payment for that job."

3+ Successes

"Harry said he did see someone who looked like Griffin the other night. Dressed all up in one of those deep red suits and cloaks he likes so much. But the joygirl who was with him kept calling him Jack. But Harry is so mind-blasted, it could have been anyone."

**TEE HEE**

Tee Hee was the brightest and most highly sought decker in the graduating class of '48 at the University of Seattle. Since his employment at Global, he has, almost single-handedly, turned the company into a market leader. Not that he would know it, however. When not in the Matrix or talking about computers, he's about as useful as fused circuit board.

Appropriate Contacts

Corporate Decker, Corporate Official, Decker, Dwarf Technician, Elven Decker, Former Company Man, and Technician.

Available Information

Despite a brilliant mind and outstanding credentials at the University of Seattle, Tee Hee was not well liked by either teachers or fellow students. Somewhat of an intellectual snob, he had few friends. His decision to work for Global came as quite a shock to those who knew him, especially in the face of an outstanding offer from Aztechnology.

Since he has been at Global, the company has undergone a complete change. Now considered a fast riser in the local skillsoft market, the company has Tee Hee to thank.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. The information for two or more successes should include that for one success.

NODES IN THE AIR**1 Success**

"He's a bright one, sure enough, but only when he's jacked in. I saw him wandering around the US campus the other day. He forgot to pay his rent. So much for being a genius."

2+ Successes

"I haven't seen him much since the old days at US. I think he keeps in touch with an old prof that used to teach classes in Matrix geometry. Hendrix was his name, but he liked to be called Flair."



DR. NORRIS HENDRIX, "FLAIR"

Dr. Hendrix is a former professor at the University of Seattle. A pioneer in the field of Matrix geometry, he is considered one of the great minds in his field. Now well on in years, he is looking for a final score to retire on.

Appropriate Contacts

Bartender, Corporate Decker, Decker, Dwarf Technician, Elven Decker, Fixer, Former Company Man, Mr. Johnson, Street Samurai, and Technician.

Available Information

Norris was one of the most popular, and most difficult, professors at US. A man of both style and knowledge, his classes were filled to capacity with the brightest minds of the university. Norris was instrumental in developing many of the theories now commonly used in the Matrix.

Norris also had a wilder side, however. One of the original shadowrunners, Norris operated under the name of Flair, making and breaking some of the best ICE available at the time. The professor ran out of luck, or skill, however, and suffered massive neural feedback while working on an independent project against an up and coming Aztechnology. The accident left him in a coma, which lasted a little over two years. When he awoke, he found technology had left him in the dust. Though still a capable decker, he lost his edge and was released by the university after his first year back. Bitter at life and the University of Seattle, he was forced into accepting shadowruns as his only means of support.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include information available for lower levels.

SWAN SONG WITH FLAIR

- 1 or 2 Successes** "How far can a man fall? Just ask Flair. From the top of the world to the Redmond Barrens in two years, that's how far. I hear he spends a lot of his time in a decker hangout called the Breadboard."
- 3 Successes** "The man's down, but he ain't out. I heard his services were just 'retained' by HSE. He was even flashing a little of the advance downtown. He's coming back, you can bet on it."
- 4 Successes** "He was sporting a pair of tickets to that bash at HSE. He managed to score some young thing as escort, too. He was grinning ear to ear, but then, with a date like that, you would be, too."

If the team has not been to the Breadboard and decides to go there now, go to **Cascade Road**, p. 24. If the player characters decide to check out the bash at Hollywood Simsense, go to **It's A Party**, p. 38.

URLAN MANES

Urlan is one of the founding fathers at Global. He was the head of the skillsoft division until Thomas Martelli Senior died two years ago. The strong, silent type, Urlan is the driving force behind Global.

Appropriate Contacts

City Official, Company Man, Corporate Decker, Corporate Official, Decker, Dwarf Technician, Elven Decker, Fixer, Former Company Man, Mr. Johnson, Shaman, Technician, and Tribal Chief or Member.

Available Information

Urlan Manes and Thomas Martelli Senior were best friends for years. Together, they took Global from an apartment operation to a small corporation. Although Thomas stole most of the thunder, Urlan seemed to accept the arrangement and even thrive under it. A competent decker, Urlan led his division with a firm and confident hand. When Thomas died and Urlan inherited the CEO position, there was some concern about his ability to handle it, but this proved groundless. In the few years he has been at the helm, Global's fortunes have risen steadily.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include the information available for lower levels.

UNFURLIN' URLAN

- 1 Success** "There's no doubt you could do worse in a boss. Urlan's hard, but fair. You know where you stand, and you can count on him to do what he says, whether good or bad."
- 2 Successes** "I wouldn't want to cross that Indian. He got in a little tussle with that uppity Ork, and Urlan broke his arm, bad. You should've heard the wailing. You'd have thought the Ork had his arm broke off instead of a little compound fracture."
- 3 Successes** "I hear Urlan's been looking over his shoulder pretty often the last few months. Junior is making some powerful waves, and if Urlan's not careful, he's going to get bounced out at this week's board of directors meeting."
- 4+ Successes** "Well, it seems like Urlan really took a liking to the new guy, Tee Hee. Started grooming him to take over the division in a couple of years. Not sure how that sat with Wunter, but you never can tell. Anyway, that space cadet has been like a son to him ever since."

THOMAS MARTELLI, "JUNIOR"

Junior is the only son of Global Technologies founder Thomas Martelli Senior. Goblinized at 13, Junior never fully recovered despite constant care by his father. He grew up wild and mean, running with several gangs until he suddenly decided, at the age of 19, to attend the University of Seattle.

Appropriate Contacts

Bartender, Bounty Hunter, Burned Out Mage, Club Owner, Corporate Security Guard, Decker, Detective, Fixer, Gang Member and Boss, Mechanic, Mercenary, Ork Mercenary, Squatter, Any Street Type, and Troll Bouncer.

Available Information

Junior attended the University of Seattle, studied business and did fairly well. Three weeks before graduation, he attacked one of his professors and was expelled without his degree. His father hired him to work at newly started Martelli Entertainment. Junior eventually worked his way up to president, and all went well until Global Technologies took over Martelli Entertainment. Junior has been bitter ever since.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include the information available for lower levels.

ORK ABOUT TOWN**1 Success**

"I tell you, Junior has a severe hate on for Manes. That Indian would be cold meat if Junior was smart enough to figure out a way to get away with it. As it is, he's probably going to get Urian's job at the company's board of directors meeting this week."

2 Successes

"Talk about the power behind the throne. Junior never was too bright, but he can pick his people. That's what got him to the top, and that's what is going to keep him there. The Ork's unstable and homicidal, if you ask me. Not that that's so unusual for one of them."

3 Successes

"Beats my why Junior would want to get in touch with Cooperman. Who knows what goes on in his mind? He must have something to sell or buy. That's why you hire a fixer, isn't it?"

4+ Successes

"An eye on the competition. I figure that's why he's been trying to get together with Pengrave over at Hollywood. Unless, that is, he's up to something shady. I mean Hollywood Simsense and Martelli Entertainment aren't exactly bosom buddies."

BOOKER PENGRAVE

Booker is an up-and-coming junior executive with Hollywood Simsense Entertainment. Suddenly promoted after a shakeup, he discovered that the company needed a man of his shadier talents. Pengrave hopes to parlay his small promotion into the presidency.

Appropriate Contacts

City Official, Club Owner, Any Corporate Type, Detective, Fixer, Former Company Man, Media Producer, Mr. Johnson, and Any Street Type.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include the information available for lower levels.

AN OPEN BOOKER**1 Success**

"Booker is a fast mover over there at HSE, and he isn't afraid of using muscle to get ahead."

2 Successes

"Heard tell that Booker is throwing a mega party over at Queen Anne Hills."

3+ Successes

"I've got 4 invites. You want them for, say, 100¥ each?"

If the team wants to check out the party, go to **It's A Party**, p. 38.



VALERIE WESTERFIELD, "VAL"

Val grew up with the dream of being a rigger and, on her 16th birthday, she got her wish. In the seven years that followed, she has worked for a variety of corporations. Recently, however, she began to work free-lance, taking on a number of shadowruns against the companies she so recently worked for.

Appropriate Contacts

Club Owner, Any Corporate Type, Fixer, Mechanic, Former Company Man, Former Wage Mage, Rigger, Rocker, and Troll Bouncer.

Available Information

Val began her professional career in San Francisco, running shuttles down to L.A. She was good at her job, and things were going well. For reasons she will not talk about, however, she suddenly quit her job and moved to Seattle, where her talents were quickly put to use. She drifted from one corp to another, always receiving high recommendations from her past employers.

About six months ago, Val went independent. Her old contract expired, and rather than re-up, she bought a run-down Hughes Airstar. Despite the poor condition of the craft, she immediately began taking shadowruns.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include the information available for the lower levels.

DRIVING TO THE TOP**1 Success**

"Yeah, she's been around. Must have scored something big, 'cause she's been just like a sailor, throwing nuyen around like it was water. Ain't seen her in a couple of days though. Maybe she's had to earn that advance she was wasting.

2 Successes

"She thinks she's too good for her old friends. Hobnobbin' with the big boys and calling herself Cleo. I was the one that did all of the alignment work on that old Airstar of hers."

3 Successes

"I hear she's got a new beau. Some uptown dude by the name of Pengrave. A June-ex over at Hollywood Simsense Entertainment. If that's the social elite of Seattle, I'm glad I sleep on the floor and eat soy."

4+ Successes

"You mean you haven't heard? Big party on the Hill. Val's new beau is throwing a little get-together at his place on Queen Anne Hill to celebrate some new HSE simsense release. More cheap trash, if you ask me. Still, the party's probably going to be an event. I heard Val is even going to wear a dress."

If the player characters decide to crash the party, go to **It's A Party**, p. 38.

ROXANNE WUNTER

Roxanne was born and raised in Los Angeles. She was something of a rabble rouser, despite good grades in school. She won a scholarship to Cal State, Long Beach. She moved to Seattle after graduation and eventually worked her way up to the top spot at Back Door Technologies for Global.

Appropriate Contacts

City Official, Any Corporate Type, Decker, Former Company Man, Mr. Johnson, and Technician.

Available Information

Roxanne is a hard worker and has moved up the corporate ladder rapidly, some would say too rapidly. She is very demanding and pushes herself and her employees to their limits. She is the number two person at Global, despite what Junior thinks, and she is likely to keep that position for as long as Urian Manes is in charge.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Two or more successes should yield all the information below.

HARD AS ROX**1 Success**

"I don't envy you, chummer. She's a tough salt, that's for sure. Just do what she wants, the way she wants it, and you won't have any problems."

2+ Successes

"I've been told she and Urian have got a thing going. Walk on the wild side. I don't know how long it's been going on, but you won't be able to split them like you can with some sponsors. They're thick as thieves."



NEWS

Though the news-nets usually ignore the Barrens, two stories are budding that are too big to ignore, the gang war and a murder spree. Beginning on Monday, players should get wind of this activity. Besides what they learn from contacts and encounters, the news-nets will give increasing coverage to these activities day by day, rising from a brief mention on Monday to a full-blown scare by Friday morning. If player characters ply their contacts, go to the appropriate section, **Changing Colors** or **Joyless Murders**.

CHANGING COLORS

Something big is happening. Mobs of go-gangers are thundering through the streets of Redmond, shooting up rival gangs. Word on the street has it that a major war is going to break out any day now.

Appropriate Contacts

Bounty Hunter, Former Company Man, Gang Boss, Squatter, and Street Gang Member.

Available Information

A man who calls himself Khan has taken over leadership of the Blood Rumlbers go-gang. Khan has also been able to persuade the leadership of three other major go-gangs, Red Rovers, Eye-Fivers, and Spike Wheels, that, combined, they could control the Redmond Barrens. A big war council is scheduled for Wednesday night near Union Hill Road and 208th Avenue. After that, the combined gangs are expected to sweep through Redmond.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include information available for lower levels.

KHAN DUE

1 Success

"It's scary. Some fixer takes over the Blood Rumlbers, and controlling InterCity 9 isn't enough. Now this Khan guy wants the whole Redmond Barrens."

2 Successes

"The way I hear it, the Blood Rumlbers have made a pact with the Red Rovers, Eye-Fivers, and Spike Wheels. All of these little dust-ups we've seen so far are just prelims to the main event."

3+ Successes

"Word is that all of those gangs are going to gather near Union Hill and 208th. Khan is going to have a quick war council with the other gang leaders in one of those deserted warehouses, and then those hordes are going to come barreling into Redmond. But you didn't hear that from me."

If the player characters decide to check out Union Hill and 208th, go to **Kick the Khan**, p. 45.

JOYLESS MURDERS

There is a maniac loose, hunting down joyboys and joygirls and then cutting them up. It's not like when that werewolf was prowling the streets last year. This guy is really dangerous.

Appropriate Contacts

Club Owner, Media Producer, Squatter, Street Cop, Street Doc, Street Samurai, and Yakuza Boss.

Available Information

The prostitutes, both male and female, of the Redmond District have been terrorized in the last four nights. Nine murders have taken place. In each case, the victim had his or her throat slashed. The body was then dissected. Lone Star has beefed up patrols in the area, shaking down street samurai, and trying to keep a lid on the media. Nothing has been effective yet.

Following are the number of successes needed to obtain different bits of information and roleplaying suggestions for dialogue. Each level of success should include the information available for lower levels.

FIND THE FIEND

1 Success

"I'll tell you why you haven't been seeing your normal quota of young boys and girls on the street corners. They're scared spitless. Some maniac is carving them up faster than they can put on what little clothing they wear."

2 Successes

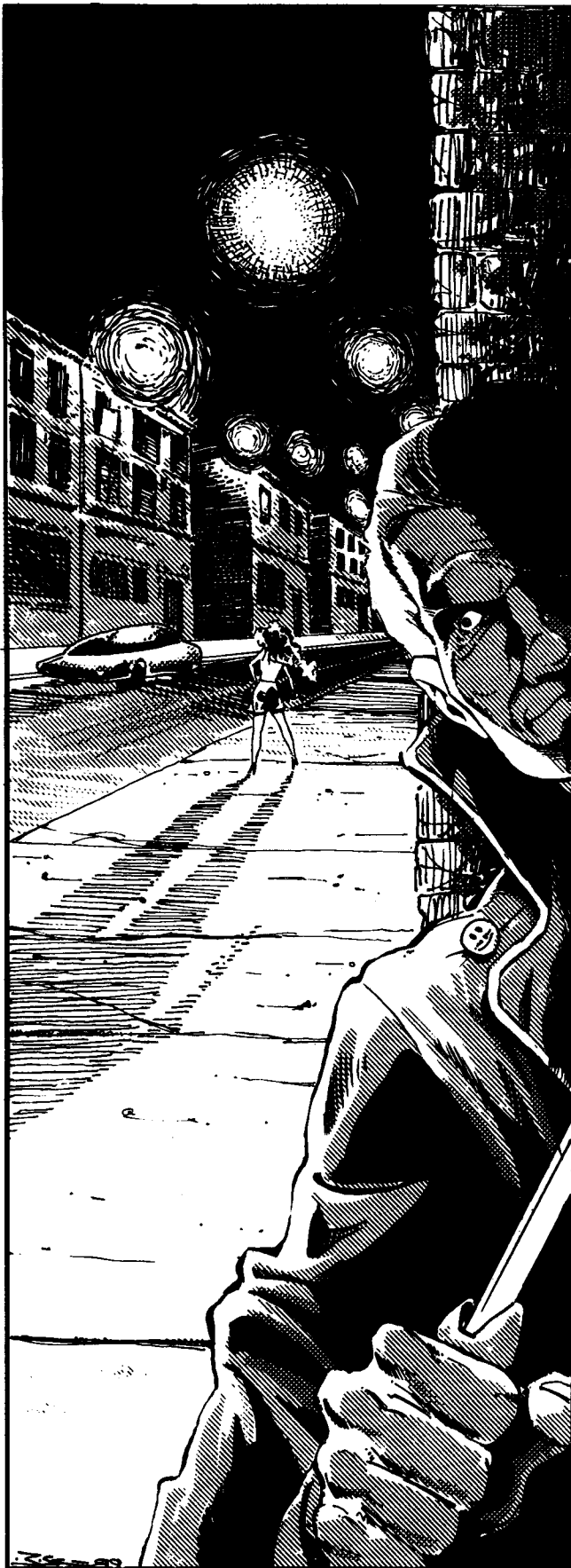
"Four nights this has been going on, and nine people dead. What does Lone Star do? Well, they finally get some patrol cars down here, but outside of hassling some street samurai, they have come up with zilch."

3+ Successes

"These cops have a megadumb chip running. If you ask me. Look at where all those murders happened. It's all in a 15-block area, but do you see any more effort in that area? Hell no!

"We have a major gang problem to deal with." That's what they say when you ask about their lack of effort to track down this nut. Bull! I'll tell you the real reason. This is the Barrens. Ain't no Sararلمان here, so the badges just go through the motions."

If the player characters go hunting for the killer, go the **Stranger In The Night**, p. 49.



DREAM ANALYSIS

A Computer B/R-5 test can be used to analyze any of the Global Dreamchips if a microtronic tool kit is available. Alternately, an Analyze Device Spell can be used with a target number of 8.

OFF THE NEW BLOCK

- | | |
|---------------------|--|
| 1 Success | It looks like a BTL chip, with a mess of other stuff melded into it. |
| 2 Successes | The chip has elements of skillsoft hardware along with the BTL circuitry built into it. |
| 3 Successes | Looks like the chip gives the user a BTL-type fantasy but also gives him a new set of skills. |
| 4+ Successes | This thing doesn't have a timer on it. It's a dreamgate that will keep running until doomsday. Once someone has plugged in, there is no chance that the user will overcome whatever fantasy is running and unplug himself. |

When a character plugs the Global Dreamchip directly into his datajack, he assumes the personality of the chip. The user remembers the old self, but there will be no attempt by the original personality to resurface. When a person is under the control of a Global Dreamchip, the chip's skills are added to his own, using the higher level if both had the same skill. If the chip-encoded skill requires a skillwire and the user does not have this item or has it a lower level than listed, use the lower value for the skill.

Unfiltered, the power of the chip totally submerges the user's personality. Under no circumstances will the user ever allow the chip to be removed. The chip is not actually self-aware, but it is programmed for continuous operation. If the chip is removed while the user is unconscious, he will undergo a short period of disorientation while his personality reasserts itself.

If a player character uses a chip, have the player immediately make a Willpower-8 test. If he is successful, he will be able to pull the chip out before the synthetic personality of the chip takes over (and before he has a chance to use any of the encoded skills). If the player fails the test, his character comes under the control of the gamemaster until someone pulls the plug.

If player characters try to use the chips to gain some advantage, they will be very disappointed. Each time the chip is removed, a surge of power is released that could damage the brain. To reflect this, have the player roll 1D6. If the result of this roll is equal to or greater than the character's Intelligence, permanently reduce the character's Intelligence by 1. Do not make this roll if the player removes the chip immediately using the Willpower roll above.

If the character uses the chip for a mission, he will not gain any karma. Also, the gamemaster can override any action that player wants to make if it is not in keeping with the personality encoded in the chip. These chips also make the individual somewhat unstable, leaving the character open for whatever fiendish ideas the gamemaster can devise.

CLEOPATRA

Cleo was added to the prototypes at the last minute as the ultimate femme fatale. She was programmed for conducting prolonged espionage assignments while moving among the social elite. She was also designed as a potential rebel leader, capable of rallying the common people against their government and assuming temporary command of the rebellion.

When worn by a capable user, Cleo can carry out each of her skills with computer efficiency. If given free rein, Cleo would probably find a cause in Seattle and muster people together to fight it. Cleo is probably the least dangerous chip to have running loose in the city in the short run, but the most dangerous over time.

Listed below are the skills encoded on the chip. Note that individuals can only gain the maximum benefit from active skills if they have the required level of skillwires.

Etiquette(Corporate): 8
Firearms: 4
Leadership: 6
Military Theory: 3
Negotiation: 6
Psychology(Individual Behavior, Seduction): 8
Unarmed Combat: 5

GENGHIS KHAN

Khan was to be the shining example of the programming talents of the deckers at Global. From the start, however, the chip faced problems. The size of the memory requirements caused designers to scale down the specifications of the chip. Then, programmers discovered that much of the code caused conflicts with the basic routines of the chip. Again, the chip was redesigned. When the chip was tested, users could wear the chip for only a couple of hours without experiencing debilitating nausea. Again the deckers went back to the drawing board, this time achieving the desired results.

Khan was designed to be a cross between Jack and Cleo. He was programmed to show the military just how far they could go, if they had the nuyen. The scope of the chip and the inherent problems of the design nearly proved crippling. As it is, the chip is a patchwork of fixes and guesswork.

Because of this, Khan is very dependent on his user to provide basic emotion and logic patterns. The more stable the user, the better the functioning. Even when used by a bright willful individual, the chip is constantly degrading. When locked in the mind of dimwitted, weak-willed user, Khan begins to self-destruct rapidly, taking the mind of the user with it.

Listed below are the skills encoded on the chip. Note that individuals can only gain the maximum benefit from active skills if they have the required level of skillwires.

Armed Combat: 7
Etiquette(Street): 7
Etiquette(Tribal): 7
Firearms: 7
Leadership: 8
Military Theory: 6
Negotiation: 6
Sociology: 4

JACK THE RIPPER

The Jack chip was designed to give a deep-cover agent the skills necessary to survive in the board rooms and back alleys of any major city. The chip proved to be too vicious. Test subjects developed an intense hatred for those near them, rather than the desire to gain any information. Instead of destroying the chip, however, Global hoped to refine the personality and provide the military with the perfect assassin.

Jack has a lot of style, if he cares to use it. Unfortunately, that occurs very rarely. During the day or when in a crowd, Jack is friendly and outgoing. Often the life of the party, he has the skills to get information out of almost anybody. When night falls or when he is isolated for long periods of time with a small group of individuals, Jack develops a violent hatred for those near him. He will lash out at anyone and anything. This strange bloodlust seems to be satisfied with the death of his victims. After slaking his rage, Jack returns to his friendly self, at least for a while.

By all measures, Jack is a failure. The chip produces a raving madman beneath a veneer of social grace. The chip also affects the mind of the user, destroying neurons on a massive scale. If someone ever manages to remove the Jack chip, the user will fall into a permanent catatonic state. He will be locked into a mental loop until Jack is reinserted. The user's memories are still there, but he will have no way to access them without Jack as a carrier.

Listed below are the skills encoded on the chip. Note that individuals can only gain the maximum benefit from active skills if they have the required level of skillwires.

Armed Combat: 5
Etiquette(Corporate): 7
Etiquette(Street): 7
Firearms: 4
Psychology: 6
Stealth: 9



CAST OF CHARACTERS

PLAYER CHARACTERS

If the players do not already have developed characters and do not want to develop an archetype from scratch, they can use the characters provided below.

QUETZEL ALLAR

Quetzel was born on the outskirts of Seattle in 2026. Her middle-class parents were wiped out in the chaos that accompanied the Crash of 2029 and the events that followed. Quetzel's father was killed during food riots in 2040, and her mother disappeared one year later. Forced into the streets, she joined the Blood Runners go-gang, where her quick mind and body were honed to perfection. By the age of 19, she was the undisputed leader of the gang, running action on the city's south side.

With an eye to the future, Quetzel began to invest her share of loot. When finally forced out of the gang's leadership late last year, she was able to live on her own. She has a permanent middle-class lifestyle and numerous street contacts. Though she does not really need the money, she lives for the action of shadowrunning. The harder the run, the more she likes it.

Quetzel is an able field leader. She has worked with each of the team members before, but this is the first time they have all worked together. She respects them for their individual talents, and she will not interfere with their areas of expertise. In a crisis, however, she will issue orders without thought and expect them to be obeyed.

Appearance:

Quetzel is tall and somewhat thin, with a runner's build. She wears her blond hair long in a single braid. She normally wears outrageous makeup to call attention to her ice blue cybereyes.

Manner/Attitude:

Quetzel is quiet and reserved, both during and after a run. She is, by nature, a watcher. She is often content to let others take the lead during unimportant events, reassuming control when she thinks it is necessary.

Loyalties:

Quetzel is loyal to her team. Like a mother hen, she will do whatever is necessary to help her followers. Though this has caused hard feelings with some previous employers, she has no bad marks on her record.

Attributes:

Body: 4
Quickness: 5
Strength: 3 (4)
Charisma: 3
Intelligence: 5
Willpower: 4
Essence: 1.1
Reaction: 5 (9)

Skills:

Armed Combat: 4
Car: 4
Etiquette(Street): 4
Firearms: 5
Leadership: 3
Military Theory: 3
Throwing: 3
Unarmed Combat: 4

Dice Pools:

Defense: 4

Dodge: 5

Cyberware:

Cyberarm (right) with retractable spur, Ares slivergun, and +1 strength

Cybereyes with thermographic, lowlight, and flare compensation

Datajack

Smartgun link

Wired reflexes (level 2)

Gear:

2,300 nuyen

Armored Jacket

DocWagon™ Contract (Platinum)

FN HAR with magnification 3 scope, smartgun link, gasvent 3, and 3 spare clips

Knife

Medkit

3 Stimulant (Level 4) Patches

Viper Sliver Gun with 2 clips

Westwind 2000

Wrist Computer with 100Mp memory

Wrist Phone with Flip-Up Screen

Contacts:

Bartender

Gang Member

Squatter

Street Cop

Street Mage

Street Shaman

CONDITION MONITOR			
MENTAL		PHYSICAL	
Unconscious - Fatally dead		Unconscious - Further damage causes wounds	
Seriously Wounded		Seriously Fatigued	
Moderately Wounded		Moderately Fatigued	
Slightly Wounded		Slightly Fatigued	



CAST OF CHARACTERS

EVENSTAR

Evenstar was born in the wrong time. If she had been born 100 years earlier, she would have been a pioneer of the music business. A political activist and hard rocker, she wants to use her music to make a change. Unfortunately, the message isn't getting to the right people, and Evenstar is starting to realize that her personal battles against the companies are going to take longer than she thought. She has the conviction to wait, but she needs to pay the bills and, if possible, do some good works. More of a writer than a performer, she has had limited success peddling her songs to other groups.

Evenstar recently completed her second shadowrun, against Mitsuham. What started as a cakewalk turned into a nightmare, with only her and Julius Strouther escaping. With no credentials, she linked up with her only other team leader, Quetzal. Short on experience but long on guts, she is determined to make a name for herself.

Appearance:

Evenstar, unlike most rockers, has no flashy image. She believes that if her message is to have any meaning, her voice and appearance must be of the common people. Consequently, she wears simple clothes. She favors mini-skirts and leather jackets with moderate spikes. Her red hair is heavily made over and styled. She wears makeup only infrequently.



Manner/Attitude:

Evenstar is moody, bright and glittery one moment, down and depressed the next. She is at her best when there is a cause to fight or a wrong to right. She has many deep-seated convictions, and she will share them with anyone who will listen. When in a hot debate, she tends to get loud and overbearing.

Loyalties:

The cause always comes first. "The most good for the most people" is her favorite motto. Evenstar values loyalty and will gladly help teammates with similar attitudes. She is ready and willing to die for her beliefs.

Attributes:

Body: 2
Quickness: 5
Strength: 1
Charisma: 5
Intelligence: 5
Willpower: 5
Essence: 3.2
Reaction: 5 (7)

Skills:

Armed Combat: 3
Bike: 4
Computer: 2
Etiquette (Corporate): 4
Etiquette (Street): 4
Firearms: 4
Psychology: 4
Sociology: 3
Stealth: 3

Dice Pools:

Defense (Armed): 3
Defense (Unarmed): 1
Dodge: 5

Special Skills:

Musical Composition: 6
Singing: 3

Cyberware:

Datajack
Retractable Hand Razors
Synthesizer Link
Voice Modulator with volume control and tonal shift
Wired Reflexes (Level 1)

Gear:

Bug Scanner (6)
Dataline Scanner (5)
Dataline Tap
DocWagon Contract (Gold)
Enfield AS7 Shotgun with 2 spare clips
Harley Scorpion with concealed Uzi III
Lined Coat
Micro Camcorder with two spare tapes
Pocket Secretary
Ruger Super Warhawk
Synth-Keyboard with Amps
5 Tracking Signals (5)
White Noise Generator (4)

Contacts:

Fixer
Media Promoter
Metahuman Rights Activist

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued.
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

CAST OF CHARACTERS

JULIUS STROUTHER

Julius was something of a celebrity in Seattle from birth when he became the first child born at Memorial Hospital with the Dwarfish version of UGE in 2018. His tremendous weight and small frame were immediate cause for attention during the first six months of his life. With time, however, Dwarf babies became more and more common, and Julius was left to his family.

Julius was a brilliant student at the University of Seattle, but he lacked drive. Upon graduation, Julius refused several lucrative offers and went into business for himself. His new computer business got off to a great start, but a mysterious midnight fire destroyed the small company. Beaten but not bowed, Julius took to the streets to start a different type of business.

Julius has worked with Quetzal on several runs, first meeting her when she was with the Blood Runners. The two have become friends over the past five years and work well together, but business often requires them to work individually. Julius and Evenstar recently completed a disastrous run against Mit-suhama. The only members to survive, they are currently looking for a better sponsor.

Appearance:

Julius is a stylish dresser, in a conservative sort of way. He thinks three-piece suits are always appropriate, even when on a shadowrun. He favors pinstripes, especially muted blues and grays. His tie is the only splash of color in his ensemble. Julius has been known to spend hours grooming his beard and moustache. There is little hair on top for him to worry about.



Manner/Attitude:

Julius is cynical and grim when on a run. He keeps his mind on business and the job at hand. Julius has great patience. He knows that, barring an accident, he will be around for a long time and, therefore, he can afford to wait. When "off duty," however, he is a different person. Julius enjoys his drinking, and he can quaff a huge amount of whatever is handy with no seeming effect.

Loyalties:

Julius is a fanatical team player. He is fiercely loyal to his teammates when on a run, and he will do whatever is necessary to get the job done. He does think of his own safety, but he will risk his life for a partner.

Attributes:

Body: 3
Quickness: 2
Strength: 4
Charisma: 2
Intelligence: 4
Willpower: 5
Essence: 3.6
Reaction: 3

Skills:

Computer: 5
Computer B/R: 4
Computer Theory: 2
Electronics: 3
Etiquette (Street): 2
Firearms: 4
Physical Science: 2
Unarmed Combat: 2

Dice Pools:

Defense (Armed): 1
Defense (Unarmed): 2
Dodge: 2
Hacking: 8

Cyberware:

Air Filter (6)
Cyberears with High Frequency and Damper
Datajack
Headware Memory (50Mp)
Program Carrier
Smartgun Link

Gear:

100 nuyen
Armor Vest with Plates
Electronic/Computer Toolkit
Fuchi Cyber-4 with Level 1 Response Increase
Heckler & Koch 227 with Smartgun Adapter and 3 spare clips
Walther Palm Pistol in concealed ankle holster

Programs:

Bod-6
Evasion-6
Masking-6
Sensors-6
Attack-6
Browse-5
Sleaze-5
Smoke-4

Contacts:

Bartender
Dwarven Technician
Street Doc

Allergies:

Sunlight (Mild)

Advantages:

Thermographic Eyes
Disease Resistance (+2 Body)

CONDITION MONITOR			
MENTAL		PHYSICAL	
Unconscious > Possibly dead		< Unconscious. Further damage causes wounds.	
Seriously > Wounded.		< Seriously Fatigued.	
Moderately > Wounded.		< Moderately Fatigued.	
Lightly > Wounded.		< Lightly Fatigued.	

CAST OF CHARACTERS

AGAROSI TAWTAIN

Agarosi has lived in Seattle for only a few months. He sleeps where he can find a safe spot, whether it's a doorway, alley, or mission. He is secretive about his past, but his arrival in Seattle as a stowaway aboard a cargo ship is a well-known story. In the short time he has been on the streets, he has made quite a name for himself. At 21 years of age, Agarosi is something of a jack-of-all-trades. He has participated in a wide variety of runs, ranging from simple snatch and dash to complex headhunting expeditions. For the moment, he seems content to let fate decide his employer and coworkers.

Agarosi has worked with Quetzal in the past. He thinks the two make a good team, and to some degree, he looks after their mutual interests when on a run. He sees her as a capable leader, with both the juice and spirit to get the job done. He has not worked with her in recent weeks, but he will readily accept the mission under her direct leadership.

Appearance:

Agarosi is physically nondescript, with black hair and brown eyes, so he makes up for it by wearing the most outrageous clothes he can find. Neon colors, especially blues and greens, are his favorite. He always dyes his spiked black hair in a rainbow pattern when on a run. Agarosi considers red to be his lucky color. Team members can often gauge his mood and the danger of the assignment by the amount of red he is wearing.



Manner/Attitude:

"Life is but a grand illusion. All we know will pass away with the flow of time." Because of these beliefs, Agarosi lives every minute to the fullest. He has no remorse for actions of the past. His eye is on the future. His calm, good-natured attitude is always appreciated when the going gets rough.

Loyalties:

Agarosi has no deep feelings of loyalty. He believes "what will be will be." To struggle, however, gives meaning to life. He will help in whatever way he can to make the mission a success. He will never knowingly hurt a current or past teammate.

Attributes:

Body: 3
Quickness: 3
Strength: 2
Charisma: 3
Intelligence: 5
Willpower: 4
Essence: 6
Magic: 6
Reaction: 4

Skills:

Bike: 2
Conjuring: 4
Etiquette(Street): 4
Firearms: 3
Magic Theory: 3
Sorcery: 5
Stealth: 3

Dice Pools:

Astral: 16
Defense: 1
Dodge: 3
Magic: 5

Cyberware:

None

Gear:

150 nuyen
Armor Jacket
Browning Max-Power with 1 spare clip
Medicine Lodge Materials (4)
Reusable Heal Moderate Wounds Fetish (Rabbit's Ear)
Table Top Computer with 100Mp memory
Wrist Phone
Yamaha Rapier

Totem:

Coyote

Spells:

Analyze Device: 3
Detect Enemies: 3
Heal Moderate Wounds: 4
Mask: 2
Power Bolt: 4
Sleep: 4

Contacts:

None

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded	< Seriously Fatigued
Moderately > Wounded	< Moderately Fatigued
Lightly > Wounded	< Lightly Fatigued

NON-PLAYER CHARACTERS

THOMAS MARTELLI, "JUNIOR"

Junior grew up with everything a boy could want. He was popular with his classmates, and he looked forward to fulfilling his father's dreams for him. Unfortunately, Junior goblinized at the age of 13. His horrified parents coped with their new son as best they could, but it soon became obvious that Junior would never be the same.

He grew up rough and mean. By his 18th birthday, he was spending weeks away from home, usually in the Ork underground. His father was quite surprised when, at the age of 19, Junior announced he had been accepted to the University of Seattle. Junior studied business, but he was expelled three weeks before graduation for mauling one of his teachers. The man eventually recovered, but Junior's career chances were ruined. He was not allowed to finish his degree. His father took pity, however, and hired him to work for the new simsense company. Junior used every trick in the book to rise up the ladder, eventually heading the company. When Martelli Entertainment was put under the Global umbrella, he was livid.

Appearance:

Junior is ugly, even for an Ork. His body is covered with knobby dermal plates, which make his warty skin stick up at oddish angles. His ears are especially large, with numerous earrings.

Junior always wears a suit when conducting "company" business. Otherwise, he prefers biker leathers, with lots of chrome chains and spikes. He always chews on a pencil-sized piece of wood he calls his Orkish Toothpick.



Manner/Attitude:

Junior is as mean as they come. He loves money and the things it will buy. He is always trying to increase his share of the pie, through any means available. He loves fighting, but not when in his "company" clothes. One of his favorite tactics for starting a fight is accuse people of staring at him. He is so ugly that he is usually right.

Loyalties:

Junior is loyal only to money and Junior. He will do anything for nuyen. He also seems to have an attachment to his Harley. Any knocks against his bike will bring an instant and violent response.

Attributes:

Body: 6 (9)
Quickness: 4
Strength: 8 (9)
Charisma: 1
Intelligence: 3
Willpower: 3
Essence: .3
Reaction: 3 (7)

Skills:

Armed Combat: 5
Bike: 3
Etiquette(Corporate): 3
Firearms: 3
Leadership: 3
Stealth: 3
Unarmed Combat: 3

Dice Pools:

Defense(Armed): 5
Defense(Unarmed): 3
Dodge: 4

Cyberware:

Cyberarm (right) with Smartgun Link, Retractable Spur, and +1 Strength
Datajack
Dermal Plating (Level 3)
Wired Reflexes (Level 2)

Contacts:

Corporate Official
Gang Boss
Ork Mercenary
Street Samurai
Yakuza Boss

Gear:

Armored Vest with Plates
Browning MaxPower with Smartgun Link and 3 extra clips
DocWagon Contract (Gold)
Enfield AS7 Shotgun with Smartgun Link and 2 extra clips
Eurocar Westwind 2000
Harley Scorpion with two AK-97s mounted on firmpoints
Monofilament Whip
2 Offensive Grenades
Pocket Secretary

Allergies:

Iron (Nuisance)
Sunlight (Mild)

CONDITION MONITOR	
MENTAL	PHYSICAL
Unconscious > Possibly dead	< Unconscious. Further damage causes wounds.
Seriously > Wounded.	< Seriously Fatigued
Moderately > Wounded.	< Moderately Fatigued.
Lightly > Wounded.	< Lightly Fatigued.

ROXANNE WUNTER

Despite appearances to the contrary, Roxanne has led a rough life. Born on the east side of Los Angeles, she worked her way up in the world with grim determination. Her past is one of violence and suffering, but she has put all that behind her.

Educated as the University of California, Berkeley, she was an honors scholarship student. Her first job, as security manager at Back Door Systems, was a complete success. The last official act of Thomas Martelli Senior was to promote Roxanne to division head.

Some say Roxanne has move up too fast and is not ready for the job she has held for the past two years. None would say it to her face. Through hard work and perseverance, she has made herself Urian's trusted aide.

Appearance:

Roxanne is a stylish dresser. Slightly compulsive, she changes clothes often, even keeping a fully stocked closet at work. She considers herself neat, but most others consider her picky. Roxanne spends a lot of time on her makeup and hair, making sure that every strand is in place before she makes an appearance.



Manner/Attitude:

Roxanne is determined to stay on top. She will do anything to stay out of the poverty that still grips the rest of her family. She tries to present the image of a cultured upbringing in everything she does. If unsuccessful, she becomes sullen and angry.

Loyalties:

Roxanne is loyal to the company and to her boss, Urian. Although he is unaware, she carries a torch for the slightly older Indian. She will do whatever is necessary to ensure the company's continued success and Urian's continued leadership.

Attributes:

Body: 2
Quickness: 5
Strength: 2
Charisma: 6
Intelligence: 5
Willpower: 5
Essence: 5.6
Reaction: 5

Skills:

Car: 2
Computer: 3
Computer Theory: 2
Etiquette(Corporate): 5
Etiquette(Street): 5
Firearms: 3
Leadership(Morale): 3
Negotiation: 4
Unarmed Combat: 3

Dice Pools:

Defense(Armed): 1
Defense(Unarmed): 3
Dodge: 5
Hacking: 8

Cyberware:

Datajack
Retractable Razors

Contacts:

Club Owner
Corporate Decker
Decker
Elven Decker
Fixer
Former Company Man
Merc
Mr. Johnson
Street Shaman
Technician

Gear:

Armor Clothing
Colt L36 with three reloads of armor piercing rounds
Eurocar Westwind 2000
Pocket Secretary
Wrist Phone with Flip-Up Screen

Notes:

She also has access to small pieces of equipment through Global Technologies.

CONDITION MONITOR			
MENTAL		PHYSICAL	
Unconscious > Possibly dead			Unconscious. Further damage causes wounds.
Seriously > Wounded.			< Seriously Fatigued.
Moderately > Wounded.			< Moderately Fatigued.
Lightly > Wounded.			< Lightly Fatigued.

PLAYER HANDOUTS

BETTER-THAN-LIFE CHIPS

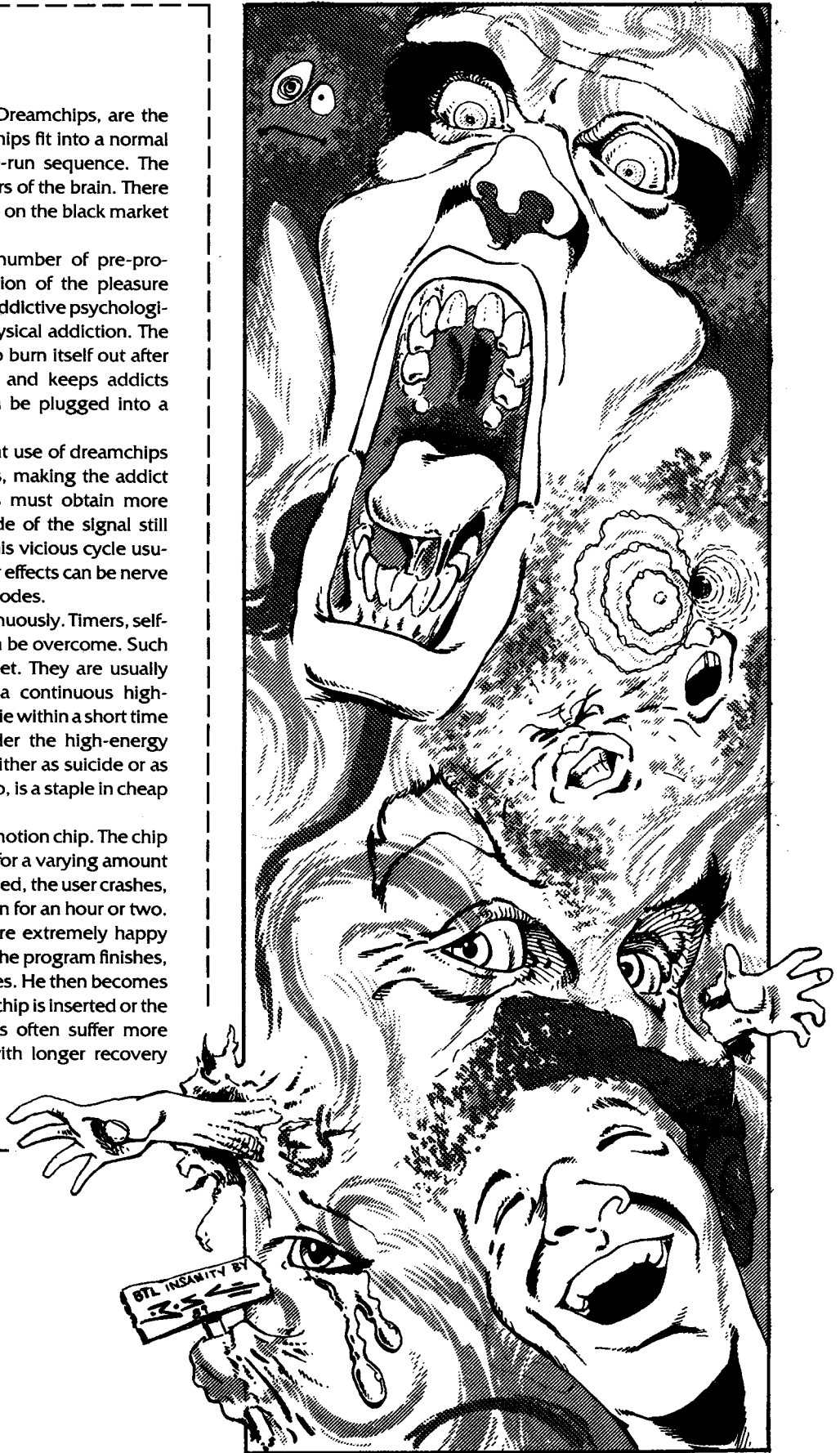
Better-Than-Life Chips, or BTLs, or Dreamchips, are the drugs of 2050. Highly addictive, these chips fit into a normal datajack, where they begin their single-run sequence. The chips work by stimulating different centers of the brain. There are many different types of BTLs available on the black market of Seattle.

Dreamchips can induce any of a number of pre-programmed fantasies with direct stimulation of the pleasure centers of the brain. They are profoundly addictive psychologically, though there is no evidence of physical addiction. The typical chip is timed, usually designed to burn itself out after one play. This prevents undue trauma and keeps addicts coming back for more. Dreamchips can be plugged into a standard datajack.

In addition to the addiction, frequent use of dreamchips causes cumulative damage to brain cells, making the addict less sensitive to the effect. Thus, users must obtain more frequent doses or increase the amplitude of the signal still further, thus increasing brain damage. This vicious cycle usually ends with the death of the user. Other effects can be nerve damage, memory loss, or psychotic episodes.

Chips are often modified to pay continuously. Timers, self-erase features, and similar safeguards can be overcome. Such chips are called dreamgates on the street. They are usually one-way gates. Subjects hooked into a continuous high-amplitude simsense broadcast normally die within a short time as autonomic systems break down under the high-energy brain stimulation. Death by this means, either as suicide or as murder by giving someone a "loaded" chip, is a staple in cheap adventure fiction.

The most popular type of BTL is an emotion chip. The chip allows the user to feel a certain emotion for a varying amount of time. After the chip's program has finished, the user crashes, usually feeling the exact opposite emotion for an hour or two. Users of Sunshine Chips, for example, are extremely happy and carefree for two or three hours. After the program finishes, the chip destroys itself and the user crashes. He then becomes despondent and depressed until another chip is inserted or the effect wears off naturally. Habitual users often suffer more violent mood swings upon crashing, with longer recovery times.



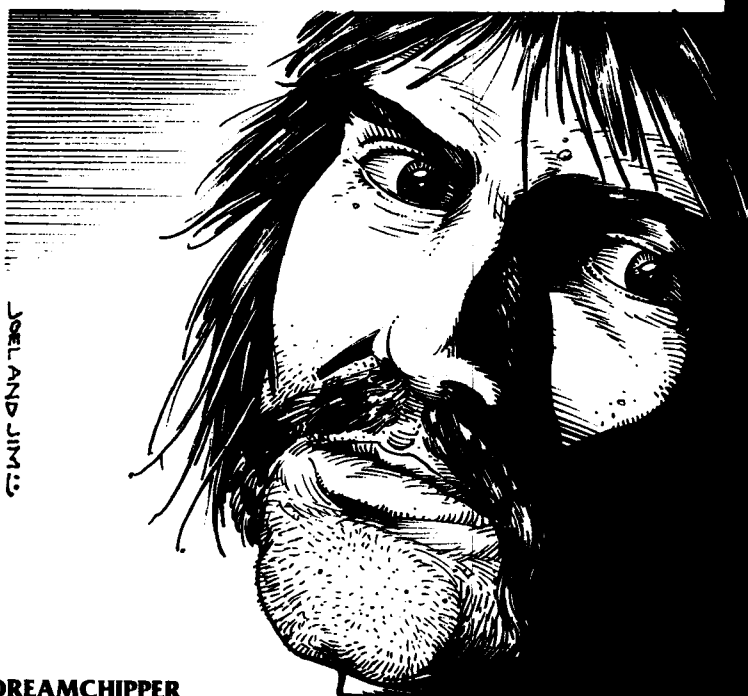
GLOBAL DREAMCHIPS

The chips developed by Global are a combination of BTL chip technology with skillchip applications. The major problem with skillsofts is that they require a significant amount of hardwired memory installed inside of the user. This limits the effectiveness of the skill to the amount of memory installed in the user. Global Technologies got around this limitation by imposing a synthetic persona, using BTL techniques, over the personality of the user. This technique allows the installation of high-level skills.

Original tests of the chip involved a complicated neural feedback machine, located in Global's labs. Original users of the chip plugged into the interface machine, which in turn plugged into the chip. This process protects the user from the negative effects of normal BTL chips, brain damage and personality disorders. A hidden design flaw caused a capacitor discharge directly into the brain when the chip is removed from a standard jacket. The research team had yet to reduce those effects to "acceptable levels" with unfiltered chips.

For testing, Global used Jack the Ripper, Genghis Khan, and Cleopatra as personality models. Global assumed that the military would be interested in a chip that combined the skills of a great leader with that leader's style. As time went by, Global team members began to call the chips and the people testing them by the personality encoded. Jack, Cleo, and Khan became pseudo people within the organization.

Had they been completely successful, the chips would have created an instant cadre of supersoldiers, spies, and assassins. Any individual with the proper skillwires could change professions as easily as changing a chip. The chip would replace the user's lower skill levels, and it would still be able to draw from the user's individual memories and skills to make the person even better. In application, however, each of the three prototypes met with a different level of success.



JOEL AND JIM

If the team was successful, give them the following to read.

Seattle News-Intelligencer Wednesday, August 17 2050 AT-A-GLANCE NEWS DIGEST

SEA-TAC AREA

LAND SHARK FRENZY

After two quiet years the price of real estate has risen 10% in the last twelve months. Local land agents point out that mega-corporations funds are still abundant for first-time buys. Most employees now have three loans and at least one mortgage through their mega-corporations credit union. (C-5)

BARGAIN MEDICAL PLANS

Sea-Tac citizens, especially those in Tacoma, find that Citizen Medical Plans for high-risk users is now cheaper than regular coverage due to lower numbers of claims. (A-5)

ON THE BEACH

The Puget Sound is showing a new face after decades of decay. Hidden by construction equipment, new public areas are drawing crowds. (B-3)

LOTTERY RESULTS

This week's results as drawn by the computer on Saturday were 3-22-27-29-35-42 and the bonus number is 17-A.

INSIDE

"B" SECTION INSIDER LIFE-STYLES

Six Million Dollar Metahumans	2
Sentient Scene	3
Kingdome Supervisor's Report.	8
Marchi Says... ..	10
Sentient Calendar	12
Comics	14
Puzzles	11,15

"C" SECTION BUSINESS SCENE

Late Markets	4
Tax Deferred Annuities	13
Sea-Tac Calendar	17
Vid Vigilantes	19
Security Services Directly	21

"D" SPORTS

Recreation	9
Vehicle report	13
Vids	16

BUSINESS

GLOBAL ANNOUNCES RECORD DIVIDEND

Global Technologies announced its largest dividend payment ever. Spokeswoman Roxanne Wunter announced the company would be paying a dividend of 113.34 nuyen per share of common stock outstanding.

TOUGH AND AGGRESSIVE

Investment banker Dick C. Bloom takes a gentlemen-like approach to corporate raiding, one that seems far more productive than the tactics employed by Shadowrunners like Ted Lechowitz, C. R. Greene and Nancy McCabe Flowers.

WARY MONEY MEN

Against the usual background of political maneuvering, hideous debt, and turmoil, corporate developers have trouble finding interested CEOs willing to finance public projects despite market studies that show the time is right for such investments.

SPORTS SCAN

MARINERS UP SOX 8-6, ROGERS GRAND SLAM

Billy Rogers, 4 for 18 lifetime against "Smiley" Jones, gets three hits, including a grand slam, against the White Sox right-handers in an 8 to 6 win. Only sixty were injured when the jubilant fans stormed the outer bunkers.

COBRAS READY FOR TRAINING

As the new recruits get ready for basic training Wednesday on The Island, Executive Coach George Seifried says that the plans are set, but that he will add some wrinkles to the "Lash'em til they Drop" strategies of the past.

JACKIE CUTTER'S REPORT

Tom "Dealer" Cain is getting on with his life and mapping a golden future, although the "Ratchet Squad"—all but wiped out in the Olympic Mountains—still haunt the bikers who will perform as pros at the Kingdome Tuesday.

THE WEATHER

LOCAL

Sunny Sunday and Monday with no smog alerts. Highs in the 60s to the 90s east of the Cascades. Coastal smog at night with lows in the 40s and 50s. (A-24)

CONTINENTAL

Showers in the SE with thunder storms over the Great Plains and other parts of the South.

Seattle News-Intelligencer Wednesday, August 17 2050
AT-A-GLANCE NEWS DIGEST

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BUSINESS

HOLLYWOOD SIM NAMES ACQUISITION VP

Hollywood Simsense Entertainment announced the appointment of a new vice president today. Booker Pengrave will be overseeing the company's acquisition of Global Technologies.

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