

Double Cross

Mr. Johnson has some serious personal problems with a certain corporate executive. He would like for you to help in reducing these problems – permanently...

Double Cross is Chapter One in the Rose Croix story arc for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting in particular. It may also be used for players and characters of all experience levels. For use with *Shadowrun*, *Third Edition* TM





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Double Cross 2 Shadowrun Missions

A Falling Star

The numbers were excellent, the risk was small. As Chief Operations Officer for DocWagon Seattle, those were the two main variables that concerned Michael Davenport. He had been working on the proposal now for two weeks, and now he had finished the report. It was just too good to pass up – the UCAS military had decided that it needed to develop new technologies to help combat the new enemies of the sixth world, new weapons that the average rifleman could use in the field without the need for a trained magician. One of the areas that showed promise was the pharmaceuticals arena, where drugs could be used by combat troops to enhance their own abilities, as well as drugs or chemical compounds that could be used against paranormals, such as the revolutionary gamma-scopolamine. What was even more exciting is that Fort Lewis, right here in the Seattle metroplex, had been chosen as the testbed and control center for any corporations that won the contract. Furthermore, since DocWagon was made up of individual franchises, it allowed DocWagon Seattle to bid on the contract themselves without having to deal with a home office. If Davenport could bring in this contract, it would mean millions of nuyen over the next four years.

Now all he had to do was get it past Garrett. Garrett Walsh was the Chief Executive Officer and Michael's boss. They had been friends early on, but over the years, their relationship had strained. Michael was ever looking forward, looking for new markets and new ways to increase profits, and as such, make himself a very rich man. Garrett, on the other hand, seemed to be too conservative. He just wouldn't take any risks, and was happy following the standard franchise services of providing emergency medical care, private clinics, and tissue replacement services for DocWagon contract holders. Davenport couldn't figure out why Walsh wouldn't even branch out into ventures that made sense for the company, such as drug manufacturing, bioware development, and other technologies derived from the various products and spin-offs that they already produced. But for some reason, Walsh had shot down just about every proposal that Davenport had brought to him in the past two years. But this time, this time it will be different - the profit potential and visibility of the contract was just too much to ignore. Walsh would have to back Michael on this on.

All of this went through Michael's head as he walked down the hall to Walsh's office, his datapad tucked securely under his arm. He greeted Yolanda, Garrett's executive assistant, as he reached the office door. She greeted him with a beaming smile and sparkling violet eyes as she waved him into the inner office. Michael saluted her with a wave of the hand and passed through into Walsh's main office. Garrett was seated behind his desk, going over the quarterly spreadsheet projections as they hovered in front of him, suspended in the xenon mist that emanated from the holo projectors on either side of the virtual screen. He shut off the screen and came around to greet Michael, indicating that Davenport should take one of the large synthleather chairs in front of the executive desk. Walsh broke the ice first, "OK, Michael, what do you have for me today?"

"Well, I think that I can safely say that this time, Garrett, I have developed the means for us to be able to retire a few years earlier." Davenport opened his datapad and initiated the handshaking protocols between it and Garrett's desk. Within moments, the holo screen had reanimated, showing the numerous graphs spreadsheets contained within the proposal. "I think you can see that the potential for profit, from this contract and spin-off sales into the private sector, will serve to almost triple our current yearly earnings within the first two years alone. We *cannot* afford to pass this opportunity up - in fact, I've already put together the red team for finalizing the effort based on the RFP we received from the government. All we need is your final go-ahead, and we can have the document ready for your signature by the end of the week..." Davenport let the sentence hang, waiting for Walsh's response.

"Interesting, very interesting. Well, Michael, you've certainly done your homework...But..."

Michael Davenport couldn't believe it – the pause was unmistakable, Walsh was going to shoot down another proposal! "No, Garrett, don't do this – you've shot down every proposal I've brought to you. Why won't you take a chance?? This is a major opportunity here, and it will strengthen our company and make the shareholders happy at the same time!"

Garrett sighed, "Now, Michael, you *know* that's not true. I approved your proposal just last month about launching a production facility in Snohomish, and the construction of that is almost finished – and we have already signed contracts with Seattle General Hospital and the university clinic to supply them with the pharmaceuticals we produce in overage. Finance figures we'll have paid off the facility within the first year and a

half, and the profits *alone* from not having to purchase our medkits and tranq patches from outside vendors will save us almost a half million nuyen a year. And this other proposal that you sent me, concerning Griffin Biotechnology, well, that is looking promising as well..."

"...And yet you haven't approved it yet either!" Michael exclaimed. "You know what your problem is, Garrett? You're afraid – afraid of what the public and the shareholders will think if you take the slightest risk. The Snohomish facility is just a natural augmentation of our services, and one that some of the other franchises have already proven – you're just copying them. Any time I bring you an opportunity to truly diversify, you shoot it down. Just because this proposal is for a defense contract does not mean that we're warmongers, or that we'll be perceived as such by the public. C'mon Garrett, take a chance – this is worth *millions* for god's sake!"

"Michael, you know my position on defense contracts as it is...and we do have a public image to uphold, whether you agree with it or not. The people expect us to provide quality medical care — and that's what we do. Hell, Michael, we have a virtual monopoly on health care here in the metroplex as it is! With the way things have been going since the Redmond crash in '59, our shares have steadily increased. Slowly, yes, but the shareholders have been ecstatic enough. I'm afraid my answer will have to be 'no'..."

It was at that moment that Michael felt his world fall out from beneath him. It was clear to him that he would never be able to excel here at DocWagon - not with Walsh at the head of the table. If he wanted to make his multi-million nuyen retirement a reality, he would have to either get rid of Walsh or move to another company. He sighed as he disconnected the virtual connection between his datapad and the desk and stood up to leave. Without a word, Garrett let him go back to his office. Once inside, he flung the datapad against the far wall, smashing it into a hundred pieces. And then it hit him, the one thing that Garrett Walsh had said that had caught his attention: "we have a virtual monopoly on health care here in the metroplex." Well, maybe that was the problem! DocWagon didn't have to take chances, didn't have to take risks - they were the 'big boys' on the block, and no one seemed to want to challenge them. Not even the big multinationals and megacorps dipped into the business seriously - they all knew that DocWagon had a tight grip on the market share, and could offer their services at a much cheaper cost based on their volume of business and lack of overhead that the larger companies had. Smaller companies faired no better, as they couldn't fathom the

resources needed to compete against the medical provider, and couldn't seem to sway the big dollar clients away from their dependable service. But this meant opportunity for Davenport!

It had taken a few months to lay the groundwork, but already the events of the past few weeks seemed to be playing into his hands. Just a few short weeks ago, someone had destroyed the Snohomish facility, setting DocWagon back six months in lost profits and production levels. They now had to pay higher prices from outside vendors that sensed that their usefulness had been diminished by this latest venture of DocWagon Seattle. Yamatetsu, in cooperation with AG Chemie of Europe and Paladin Medical Technologies, a leader in biotechnology products here in Seattle, had won the big defense contract that Davenport had been working on. They were now making money hand over fist, and the word from Davenport's sources said that this contract was the only thing keeping Paladin afloat. And just the other day, his sources informed him that someone had been poking around the new Griffin facility up in Everett. Since the facility had not yet opened, and Knight Errant was working security, it was no surprise that the infiltrators, whoever they were, learned very little about the research being conducted on DocWagon's behalf. It was a miracle that Walsh had signed off on that proposal, after so heavy-handedly dismissing Davenport on the defense contract. Soon, Griffin and their lead researcher, Dr. Chandra Dasari, would be ready to begin human trials on her revolutionary neurology research. He was supposed to announce Dr. Dasari and her program at the upcoming shareholders' meeting.

The meeting would also serve as his ticket out. He had already laid the groundwork for his "retirement" from DocWagon. Throughout the company, he had hidden various files containing customer lists, security codes, and other data he would need to compete against his current benefactor. One of the files had even been in the Snohomish facility, earmarked as an innocuous file named simply "H." His decker assured him that it was hidden within the system were a standard inspection would not find it, and even so, was encrypted so heavily that it would take years to break the code. Only his own biometric data and a secret passcode would allow the file to be decrypted safely. Last week, he had made sure that his medical data had been replaced with that of Earl Peabody, the owner for a very successful car dealership in Fort Lewis. Since Earl had the same physical build and general characteristics of Davenport, the COO even had

their clones retagged. A second clone of 'Peabody' was commissioned, under the pretenses that the customer wished a backup to be shipped to the east coast.

Davenport's position as COO often allowed him to work with the security director in accomplishing certain black operations, or 'shadowruns' against some of Seattle's corporations, usually to do datasteals in the hopes of manipulating new contract negotiations or in defense of DocWagon's facilities from rival incursions, as in the one that happened in Snohomish recently. Michael decided to use this same pool of talented 'deniable assets' to help reroute 'Peabody's' clone on its way out of DocWagon's Tacoma storage facility. Thus, everything was in place for the final act.

Davenport began to plan for the shareholders' meeting. He could not find any flaw in his plan – it was brilliant. He would hire two teams of shadowrunners. The first team would be the best money could buy - they would be outfitted with DocWagon uniforms and equipment as a High Threat Response team, perhaps even graduates of his Temporary Responder Program that he devised back in 2057 as a way to augment the undermanned HTR teams already in the field. They would take his second cloned body (the Peabody clone) and have it outfitted the same as he would be on the target day, and place it into a remote controlled ambulance. It was a pity that the team would have to neutralize a current HTR team in order to get the ambulance, but having their bodies inside would add to the authenticity of what he was about to accomplish. He just had to make sure that their own corporate bracelets would not register in the dispatch system until he desired it to be so.

The second team would be a group of relative unknowns, nowhere near as skilled as the first team. They would be hired to "assassinate" him. By having this team of shadowrunners report their plans to their "Johnson," (in other words, him!) he would be able to prepare any appropriate defenses and illusions to complete the illusion that they had succeeded in their attacks. At this point, the first team would come in to "rescue" him, taking him out of the shareholders' meeting and into the ambulance. They would, in fact, be concealing him and hastening his escape via other means while another illusion made it appear that his body would be taken into the ambulance. Once away from the hotel, the explosives could be triggered, destroying the van. Any examination of the contents would confirm that members of DocWagon's HRT team and Michael Davenport, COO, had been found as nothing but burned remains. The DNA results would match perfectly. This would allow Davenport to move on

to remote parts to have some reconstructive surgery performed, as well as begin to retrieve his files while the security codes were still valid and DocWagon had not caught on.

He would then return under the identity his contacts had created for him – Walter Broward, with enough capital to start up Rose Croix, a new health care provider to compete against DocWagon in the Seattle Metroplex. It would then only take some careful planning and strategic strikes against his former employer to weaken their stranglehold on the sprawl, and allow his company to advance in size and power. He would take the risks that Walsh would not – he would make his millions, no matter what the cost. He cared nothing about public opinion as it concerned defense contracts, biotechnology, controversial genetic research, or other fields – if there was nuyen to be made, he and Rose Croix would take advantage of it.

All he needed to do now was to find his two shadowrunner teams for next week's big event. Funny, he never thought he would be planning his "funeral" so soon

INTRODUCTION

Double Cross is a Shadowrun Missions campaign adventure that serves as an introduction to the campaign setting. This is only the adventure portion of Double Cross – the maps, player handouts, sample characters, and other playing aids are included in SRM01-01B, Double Cross Playing Aids.

Preparing the Adventures

Double Cross is intended for use with Shadowrun, Third Edition, and all character and rules information refers to the third edition of the Shadowrun rules. The Shadowrun Gamemaster Screen is a recommended resource, since it contains all of the necessary tables organized for easy reference and is accompanied by the Critters book, which provides more detailed information on the abilities of various paranormal creatures and spirits. Also, Mr. Johnson's Little Black Book contains quick resolution rules for matrix runs and vehicle combat, as well as rules for reputation.

Other books that gamemasters may find useful in running the adventure including the following:

- *Magic in the Shadows*, which presents advanced magic rules for *Shadowrun*. A number of the encounters in this scenario involve powerful magic, so these rules may be useful.
- New Seattle provides an overview of the Seattle Metroplex during the 2060s, including the downtown area where this scenario takes place. Camemasters may find this a useful reference for background information on this area.
- The *Sprawl Survival Guide* contains valuable background information about daily life in the 2060s, as well as information about service drones, of which one is featured in this adventure.

Gamemasters may also want access to the other advanced rulebooks of *Shadowrun*: *Man & Machine* (cyberware, bioware and other implants), *Matrix* (decking and computers), *Rigger 3* (vehicles and drones) and *Cannon Companion* (weapons and gear). These books are useful, but not necessary, for running Double Cross once you are familiar with any gear or abilities which are used within this adventure.

Adventure Structure

Double Cross consists of several scenarios, or encounters. Some of these scenarios form the basis of the adventure, which should be completed in approximately two hours. If you are running short on time, you should streamline each scenario and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scenario outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

What's up, chummer? provides a quick synopsis of the scenario's action, allowing you to get a feel for the encounter at a glance.

Tell it to them straight is generally written to be read out loud to the players, describing what their characters experience upon entering the scenario. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scenario by different means or under different circumstances than the text assumes.

Hooks describes the mood and helps set the stage for the encounter, pointing out different "staging tips" for the gamemaster to help make the scene come alive for the players. It also points out different plot twists or hidden things in the encounter the character might not notice right away.

Behind the scenes covers the bulk of the scenario, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers s the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any necessary maps, descriptions of important items, and so on.

Pushing the envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scenario to liven it up, if need be.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate any major problems and offer suggestions for dealing with them.

Gamemastering the Adventure

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Follow your own personal style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best Shadowrun game you can for your players. Most Shadowrun Missions adventures are designed to run in a standard four to five hour convention time slot. Double Cross has been written to run in as little as two hours if need be, to allow you to spend some time explaining the game rules and universe to new players. As you will see, optional scenarios have been added to allow for longer playing times for those that do not need this initial instruction. Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' "Debriefing Logs" (see below). This section offers some guidelines you may find useful in preparing to run Double Cross (or any Shadowrun Missions adventure).

Step One: Read The Adventure

Carefully read the adventure from beginning to end. In the case of a multi-part adventure, you may want to read all the parts from start to finish before you run the first part. This gives you a complete overview of the whole series and how events in the early adventures flow in to the later ones on up to the finale. Get a feel for the overall plot and what happens in each adventure. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

Step Two: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glace), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

Step Three: Know The Characters

Prior to the start of the adventure, examine the characters' record sheets and Debriefing Logs for your reference and have basic information about their

important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenarios if such a dynamic has been included.

Step Four: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

General Adventure Rules

Shadowrun Missions adventures use the rules presented in Shadowrun, Third Edition (SR3) and various sourcebooks for the game. In addition, there are some "house rules" which the campaign uses to govern various aspects of the game, accounting for character advancement, and metagaming activities. Standard rules such as success tests, the Rules of One and Six, Perception Tests, Negotiation Tests and other common mechanics are described in SR3 and are not repeated in this adventure. Special rules regarding the Shadowrun Missions campaign can be found online and downloaded for your convenience.

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found in the *Cast of Shadows* section.

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenarios and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

All NPCs are given Karma Pool (p. 246, *SR3*) and Professional Rating (p. 248, *SR3*) to help level them out against player characters. Note that some NPCs may have a variable Karma Pool or other attributes or abilities based on the composition of the team.

Campaign Background

Double Cross is intended to be the first chapter of a two-year story arc entitled Rose Croix. Throughout the story arc, various adventures will take place that will showcase the struggle between two rival corporations as they battle for supremacy in the Seattle metroplex and beyond. In this case, it involves DocWagon Seattle and a new contender in the field of emergency medical services – Rose Croix. Whether the adventure has the runners working for DocWagon or Rose Croix, they have the potential of changing the landscape of the Seattle metroplex for months to come. Since this is the first adventure in the series, there is no background other than the introductory story that sets the stage for this adventure.

Campaign Synopsis

Shadowrun Missions allows players in memote areas as well as those that participate in convention events to be part of a world wide Shadowrun campaign setting. Each player can use their character in any approved *Shadowrun* Missions adventure and earn karma and nuyen, just as if they were participating in a "home game". The campaign runs on a two year story arc, which will also include various sub-plots and other story lines on a limited basis. While it is not important that a character participate in every single adventure, an attempt should be made to play them in chronological order. At the conclusion of each adventure, the character receives a "Debriefing Log" which outlines the actions that were taken by the character – some of these actions and their consequences are included in future adventures to create a more vibrant setting where a character can affect future results.

DOUBLE CROSS

PLOT SYNOPSIS

Fox, a prominent fixer in Seattle, has been contacted by a Mr. Johnson representing an agent that wishes to have Michael Davenport, Chief Operations Officer for DocWagon's Seattle division, permanently removed from the Board of Directors. Fox is to hire a team of competent, but otherwise unknown, talent from the area to perform the mission. In addition, he is to accompany the team to make sure that the mission is carried out. Unbeknownst to the runners, Fox is also there to monitor their progress and report back to the Johnson any plans that the runners come up with for eliminating their target.

This is crucial, because the actual agent involved is Davenport himself. He needs the runners' performance to be believable; to make it appear that someone tried to have him assassinated. He will prepare himself for countering any threat to his person from the runners, and will fake his own death. Another team of runners has been hired through a different fixer to aid in the extraction and eventual final cover-up of his demise.

The runners will prepare by meeting in a provided safehouse. From their new base of operations, they will have to work the streets to find out as much as they can about the location of the hit, the security involved, how to get weapons and other gear into the hotel, and how to get themselves in before the action starts. Along the way, agents of DocWagon, investors, or other interested parties may learn of the runners' mission and wish to 'consult' with the runners about their future actions. Eventually, they will find themselves in the reception hall, with Davenport approaching the podium – zero hour.

When the smoke clears, Davenport will be declared dead. He will then disappear for a few short weeks while his new identity (and plastic surgery) is worked into place, at which time he will arise as Walter Broward, the Chief Executive Officer of Rose Croix, a new competitor on the Metroplex scene for premiere medical services, biomedical research, and other related contracts.

RUNNING THE ADVENTURE

The adventure is written with the intent of challenging, but not overwhelming, new *Shadowrun* players. The basic main fields of expertise – combat, negotiation, magic, rigging and the Matrix – are all covered to some degree.

Because *Shadowrun Missions* covers a wide range of players, there is a good chance of having teams lacking in some of those areas of expertise. You should take this into account when running *Double Cross*, and avoid situations where a group may be lacking.

Crossed

The following scenarios compose the main storyline for the adventure. The following section, Crossed Again, contains extra and/or alternative scenarios for expanding the adventure to fit the needs of time and the players.

The Proposition

What's up, chummer?

This is the initial meeting between Fox and the team. They were contacted in the early evening and told to meet up with Fox on the west side of Lake Washington, just outside of downtown, and just after dusk. They arrive at the designated spot and find Fox waiting for them leaning against the side of a nondescript Ford Americar. As the runners approach, he takes a last drag on a cigarette and drops the butt on the ground, stepping out embers with the toe of his foot.

Tell it to them straight

"Thank you all for coming. I hope that you'll be as receptive to my offer. As you can probably guess, our need for privacy indicates a somewhat delicate mission. I have been contacted by an agent that wishes the removal of a competitor – permanently. So, the assignment is some wetwork – does anyone have a problem with that?"

Wait for player reactions. If there are no problems, then continue; otherwise, go to the scene **White Doves** below. Once the characters have all agreed to undertake the mission, Fox can continue to give them the details.

Behind the scenes

Fox has asked the runners to meet him on the edge of Lake Washington just after dusk. The spot is private and allows the group to spot anyone trying to spy on them from across the water. The road that passes along the waterfront is all but deserted, and the little pull-off area that the party is in is only large enough for a few vehicles – there is no room for setting up an ambush of any kind.

Some runners will decide to show up early for the meeting to scope the place out. If so, they will find nothing unusual. When Fox shows up, about five minutes before the meeting time, he will park his car and get out and wander over to whatever runners happen to be there already. He will greet them as he pulls out his cigarette and lights it, then will only respond to small talk – he will state that he will not discuss any business until the rest of the runners arrive. You can use this time also for starting to introduce the runners to each other, especially if they have not adventured together before.

Keep in mind that unless the runners know each other, they will all arrive in separate modes of transportation. The meeting place is about a quarter of a mile from the nearest bus station, so those that rely on public transportation will have to walk a little to reach the meeting.

The meeting itself should go off without much incident. This is definitely a high profile, high risk job, and it involves wetwork. The Johnson has requested that a team of dependable professionals with relatively little reputation undertake the mission, and therefore is offering up some serious nuven for the results he desires. In fact, this mission is so delicate that Fox will be coming along as part of the team and assisting with the run. He is being paid to ensure that there are no problems along the way and to ensure that the target gets put down at the proper time, etc. This condition of the contract is non negotiable. Fox assures them that he can take care of himself and does not need to be babysat. After all, he was running the shadows for years before "retiring" and becoming a fixer. This also will give the team some benefits, such as access to a safehouse during and after the run that they can "lay low" in, access to a wider range of contacts during the run, and any necessary equipment that Fox might have ready access to.

So just how much is the Johnson willing to spend?? Ten large, baby! That's right, ten thousand nuyen. Payment is upon completion of the mission, unless the runners negotiate for some up-front expenses. In this case, they may have up to 20% of the total agreed upon fee. Runners may negotiate with Fox as normal, up to a maximum as indicated below. Note that this fee is for GREEN characters. Adjust as per the table below:

Level	Base	Limit
Green	10,000	12,000
Streetwise	12,000	15,000
Professional	15,000	20,000
Veteran	20,000	25,000
Elite	25,000	35,000
Prime	30,000	40,000

Any equipment that they wish to get from Fox, as long as they can justify that they need it in support of this run, they can obtain from him with a 20% discount. This obviously applies only to standard gear items with an Availability that fits within the time frame of the run (2 days maximum). Cyber/bioware, military grade hardware, and magical equipment (except for fetishes and conjuring materials) will NOT be able to be obtained by Fox in this limited amount of time. As just mentioned, the runners have five days with which to execute (literally) this contract.

The target is Michael Davenport, chief operations officer for DocWagon's Seattle division. He is to be eliminated by precision gunfire or spell (no collateral damage to personnel or equipment, so attacks such as explosives are out of the question) during the annual shareholders' meeting. The meeting will be held in the Grand Ballroom of the Westin Seattle hotel, one of the most posh establishments in the metroplex. The job is to be done during Davenport's speech at the podium. Security at the hotel will be tight, and the runners will probably want to get into position early with any weapons they will need.

Finally, Fox will tell them that he is in contact with the Johnson who is very close to Davenport and will provide any changes in his itinerary, etc. When the time is right, the Johnson will forward a copy of Davenport's speech, along with the keyword or phrase. When Davenport gives his speech, and speaks the keyword or phrase, the runners are supposed to act at that time. They should then escape, obviously, and head to the safehouse to keep out of sight until things die down.

Debugging

The big snag here would be if the runners balk at having Fox accompany them on the mission. This is part of the contract, and the runners must take it or leave it. Remind them that having Fox along means an extra set of hands – he is a former shadowrunner himself, and can handle many duties, including decking, driving, and small arms support. You can also remind them that Fox will be able to contact the Johnson and arrange for access to certain areas, temporary IDs, and discounted equipment. This is a high-profile job, and he wants to protect his investments, as well as his reputation.

Another area of difficulty here is the use of magic. Fox will know if any of the mages will have mind affecting spells, such as mind probe, analyze truth, or other spells that will gain information against his will. He will avoid such characters, and will be wary of them at all times. If he thinks that he is being mind probed, he will stop talking and concentrate very heavily on singing "Row Your Boat" inside his head, adding the Table Rating (TR, see Cast of Characters) to his Willpower for the resistance of such spells. If the mage manages to penetrate his will, s/he will learn that Fox is also communicating any plans that the runners come up with for the mission. He does not know why the Johnson wishes this information or why he is giving it, other than he is getting paid very well for accompanying the team and reporting their plans - he honestly does not feel that the Johnson is going to "double cross" them in any way.

Finally, if there is a character that does not wish to participate in this adventure, check out the next scenario, **White Dove**, for the solution.

Pushing the envelope

For higher level characters, or those that are progressing too quickly, you can have a Lone Star patrol car come around the bend and stop at the gathering. One of the officers will get out of the car and start to wander over to the group, asking what they are doing out here. The station has gotten reports of some disturbances down by the lake and they are checking things out. If the runners have come to the meeting dressed in normal clothes and don't have any noticeable hardware (like SMGs, fire elementals, etc.) and they play it cool, the officer will eventually go away. If the runners act at all suspicious, the officers will call in their license number(s) as they drive off to wait for reinforcements. If the runners are total donkheads and have out weapons or otherwise threaten the officer(s), they will immediately send a distress signal to Lone Star and back off until a response team shows up.

The Safehouse

What's up, chummer?

Sometime after the meeting, the runners should want to meet at Fox's safehouse. This scenario merely describes the safehouse and what it contains. If necessary, the gamemaster can offer up other scenarios that will take place at the safehouse, either before or after the "main event", but otherwise nothing unusual will happen here.

Tell it to them straight

You're relieved that Fox is supplying a safehouse for this mission. It saves from having to expose your place, and this way he's buying the food too! The house is just like all the others around it and in Tacoma in general, which of course is what you want for a safehouse anyways. It only takes a moment to tour the house, but it has everything you think you'll need to relax and do some planning, as well as to lay low after the run.

The two story structure has four bedrooms and two bathrooms, a kitchen, dining room (which currently has plans for the hotel's ball room spread upon the walls), and family room with full telecom entertainment center. A finished attic above is large enough for performing any magical rituals, and the attached two-car garage has room for storing a few extras as well.

And the best part is that the refrigerator, pantry, and other supplies are all fully stocked and ready for your use!

Behind the scenes

The safehouse is just what it appears to be – a regular 4bedroom, 2-bathroom house in Tacoma's northern section. There is nothing special about the house except for a few noticeable items. First, as mentioned, the finished attic has been routinely used for ritual sorcery, particularly summoning elementals. Second, the entertainment center and telecom unit are state-of-the-art, and any techno-dweebs in the party will be overjoyed. In addition, there are sufficient datajacks to access the Matrix. Also, the entertainment system also functions as the central control interface for all facets of the smart house, including the security system, which governs the Sensors 4 security system and Maglock 6 maglocks on all external doors (note that this is higher than normal for a middle class home in this area). Finally, and unknown to the characters, the entire house is bugged. Fox is, of course, aware of this. When they first arrive at the house, the bugs are turned off, in case they decide to sweep for such devices. Once the runners are established and comfortable, Fox will activate the bugs, to ensure that the runners cannot plan anything in the house without him knowing about it. If Fox feels that the runners are

going to inspect for listening devices again, he will turn them off to make sure they are not detected. As mentioned, there are supplies including food, dishes, toiletries, bedding, and anything else the runners will need during their stay.

Also, the runners will find that there are commlinks for everyone on the team, if needed, so that they can coordinate their attacks and such during the mission.

Debugging

Uh, ok, it's a house – what more do you want? Seriously, you can come up with whatever floor plan you desire. This is one of Fox's best safehouses, and he is only allowing the runners to use it because their mission is so important. If needed, the runners can set up their own security systems if they so desire. Let them make themselves at home. Note that under no circumstances should the runners find any of the bugs that have been expertly built into the house's systems and framework.

Pushing the envelope

If the runners are progressing too quickly or need more of a challenge, then the safehouse will probably be attacked at some point during their planning stages. See the scenario **Ambush!** in the *Crossed Again* section. To make matters worse for them, you can totally eliminate the built-in security system and make the runners provide everything, or have the system malfunction at the worst times, like when they are all asleep. After a couple of false alarms, they may turn the system off, thus allowing any teams coming in later to have a better chance of surprise.

The Westin Seattle Hotel

What's up, chummer?

Since this is the location for the "main event," it is hoped that the runners will wish to visit the hotel beforehand to scope out the situation. This scenario covers the physical aspects of the hotel, its security, staff, and other relevant information. If the runners wish to deck into the hotel's computer system, you can find that information in the scenario **The Westin Hotel – Online** below.

Tell it to them straight

The Westin Seattle hotel is one of the finest hotels in Seattle. It is a common location for important functions and has hosted VIPs of the crème of Seattle's social scene. The hotel's three towers provide one of the only unobstructed views of Puget Sound, Lake Union, and the downtown area.

Hotel staff scurry about to fulfill the fantasies and whims of those staying in the hotel, their dark blue and gold uniforms a blur as they pass by you. For those that actually live in the upper floors of the hotel, this is certainly luxury living at its finest.

What everyone knows

The following data can be discovered about the hotel from accessing public data records, mapsofts, or other readily available sources.

Westin Hotel

Upper-Class Hotel Archetype (60 floors, 3 towers) Fifth Avenue and Steward Street Kevin McKeen, Manager No Racial Bias LTG# 206 (52-3587)

As headquarters and flagship of Westin International Hotel Corporation, this first-class hotel hosts many extras. The city's natives may have dubbed the building's three towers "corncobs" (and other less polite nicknames), but the rooms on the upper floors do offer tremendous views of the city. Trader Vic's, The Emerald Room, and the Elven View are three first-class restaurants in the hotel.

Behind the scenes

The Westin Seattle hotel has the most meeting room space of any hotel in the metroplex. The DocWagon shareholders' meeting will be held in the Grand Ballroom. The 92 by 196 foot room will seat 1,500 people, and the shareholders' meeting will fill the hall to capacity. The ceiling is almost five meters high, and the hotel provides for audio and trideo services.

The ballroom itself is on the 4th floor, and there are a total of three floors of meeting halls, so the runners will have to know ahead of time where to go. The hotel has less security than a standard corporate research facility, and yet there are still basic security measures in effect to help prevent "accidents" or other incidents within the hotel. There are also services which can be arranged for the privacy and/or comfort of the hotel guests.

Physical Security

The Westin sits smack dab in the middle of the downtown district. There is very little in the way of physical security. There are no perimeter walls, fences, or razor wire to worry about. The hotel is constructed of standard high grade construction materials such as plascrete and steel rebar (Barrier Rating 12). Ballistic windows cover most of the surface of the hotel, but this is more for protection from flying

debris, birds, and protection from the wind and harsh weather rather than small arms fire. They do, however, provide proof against anything of Heavy Pistol caliber or smaller. The main guest doors are constructed of the same material, but rear doors and maintenance/service entrances are heavy metal security doors (Barrier Rating 8).

Technical Security

The hotel is slightly better when it comes to technical security. A magnetic anomaly detector (Device Rating 10) resides in the door frames of the main guest doors for the detection of cyberware and firearms. The maintenance/service entries do not contain such screening devices. Hotel security also carries hand-held scanning devices (Device Rating 5).

All doors have electronic maglocks (Device Rating 5) with credstick verification (Device Rating 4). When a guest checks in, their hotel room lock is keyed to the guest's personal credstick (and their guests, if required). A lock can retain up to five separate credstick patterns, in addition to the hotel master pattern, in its memory system, should the power go out (each maglock contains a small battery backup). Certain key hotel staff personnel have their credsticks encoded with an additional master code which allows them access to all locks in the hotel. Service staff have their credsticks encoded into the locks for the non-guest related doors into the hotel. Note that the front doors are not locked very often.

Electrical systems are on multi-phased power grids, and lighting throughout the hotel has emergency circuits to provide light during power outages for at least two hours. Elevators, maglocks, fire control systems, lighting, and HVAC (heating and cooling) are all integrated via computer control.

Wired separately from the rest of the systems is a PanicButton contracted to Lone Star. The main desk, restaurant maitre d' podiums, bars, and other positions throughout the hotel have such buttons. Pressing the button summons Lone Star personnel, which arrive after only five combat turns, since this area rates AAA security. In addition to normal Lone Star patrol units, Lone Star Security can reroute / redirect its contract security forces from other stores, hotels, or protected properties in the area. Note that this is a silent alarm. The contract agreement with Lone Star provides them with pre-approval to take whatever actions are necessary based on the threat involved.

Matrix Security

As mentioned, this is handled separately in the scenario The Westin Seattle Hotel – Online in the *Crossed Again* section.

Magical Security

The hotel has next-to-nothing for magical security. They periodically have a sweep done of the hotel for any nefarious magical activity, especially before sensitive special events or the presence of important guests. This, of course, would include the DocWagon shareholders' meeting, since local political figures as well as corporate bigwigs will be concentrated in the room. There is also a magician on stand-by that can be called upon to provide warding around certain hotel rooms, spells, or other services that a guest may need to conduct business or sensitive matters. Otherwise, guests are responsible for their own magical security, and so many guests in the hotel, totally unrelated to the shareholders' meeting, may have watcher spirits, magical wards, and/or anti-detection spells.

Personnel Security

The hotel hires its own private security staff, most of which have been trained and licensed by larger firms in the security business. Hotel security staff wear secure clothing (3/0) and are armed with tasers (6M Stun), which are discretely hidden on their person. These individuals also have radio transceivers (Concealability 8) for coordinating within the hotel - they can also trigger personal PanicButton transmitters through the transceivers. While most security staff are noticeable around the lobby and main areas of the hotel, as well as one or two posted at strategic entries and hallways. some members of the staff are dressed in "plain clothes" as guests or other visitors to the hotel. All security staff members are constantly scanning those in their care, looking for anything out of the ordinary or out of place. Their training includes special methods and techniques for recognizing how a person moves and acts if they have combat training and/or reflexes, or even if a person is carrying any dangerous "hardware." If a security guard feels that someone is carrying something dangerous, they will discretely ask the guest to step aside and pass the hand scanner over the individual, and may even request a physical pat down.

Note that the security staff is more resistant to the normal staff to bribery or collusion in any unusual activity.

Personnel & Staff

The staff of the hotel is not overly trained in anti-terrorist (i.e. how to handle shadowrunners) measures except for what little information they receive from their Human Resources department every year as a multimedia presentation in their email. Many of the hotel staff earn slightly more than minimum wages, and therefore will be more responsive to bribes and manipulation. There is a small degree of loyalty to the hotel – after all, it is a steady job in a nice work

environment, but many can be persuaded to betray the hotel and/or violate its regulations. In other words, the runners can successfully bribe any of the hotel regular staff (non-management personnel) to get onto work details, obtain uniforms, or other techniques or favors. Normal hotel staff members are normal humans, orcs, dwarves, and elves with racial norms for attributes (i.e. humans have 3 in all stats) and skills of level 3 or less – no combat skills.

Management personnel are much more resistant to such tactics, as they have much more to loose and have significantly higher pay scales. These staff members are mostly humans or elves and have stats of +1 to racial norms and skills of level 4 or less, with no combat skills.

Debugging

There is always the possibility that the runners will do something stupid, like walk in the front door of the hotel dressed like something out of the Desert Wars, carrying half an armory. In this case, there is nothing to do but call in the special response teams from Lone Star and possibly the Metroplex Guard, depending on how much hardware the runners are carrying. Otherwise, if the runners are behaving themselves and dress to fit in, either as guests or staff, they can pass virtually unnoticed.

Reviewing the Plan

What's up, chummer?

Since this mission has such a high profile, and Fox is coming along to monitor their progress, this is the time where the runners should be coming up with their final plan and presenting it to him for his approval. What is really going on is that Mr. Johnson (Davenport) has asked Fox to relay to him the runners' plans and exactly how they plan on making the final strike against the target. Start this scenario when the players seem to have come up with their final plans.

Tell it to them straight

Fox comes out of the kitchen with a hot mug of coffee. "So, you've been mulling this scenario over now for quite some time and time is getting short – what kind of plan have you come up with?"

Behind the scenes

The runners need to go over their plan with Fox. As they are doing this, if you see any obvious mistakes with their plan, you can have Fox interject that the portion in question has some problems, and that they need to either reconsider that

portion, or maybe they need more information. You can use this scenario with new players to help teach them some of the ins and outs of shadowrunning.

Once the plan has been gone over, and if everything seems ok, Fox will give it his "seal of approval." Once he gets the chance, he will move away from the characters in order to contact Mr. Johnson (Davenport). Two pieces of information will be passed. Fox will tell Mr. Johnson (Davenport) how the runners will be eliminating the target and how the mission will go down. Mr. Johnson (Davenport) will tell Fox the phrase in the speech when the final strike is to be made. Fox will then relay this to the runners – they are to make their strike just as Davenport says "all of these achievements come with a price – and not always money."

Note that if at any time, the runners change their plans, Fox will somehow get the message to Mr. Johnson (Davenport).

Debugging

There should be no way for the runners to uncover that Fox is passing information about the mission to an outside source. Just as with the bugs planted about the safehouse, the runners will not discover them – they are merely an instrument for explaining the end scenario for this adventure.

Zero Hour

What's up, chummer?

The time has come. The runners should now be inside the hotel and be moving into final position for the mission. The shareholders' meeting has started and all the preliminary business has been taken care of — now it is time for the speeches and special announcements from the major officers of the company. The CEO is first, and does a short speech which everyone applauds, followed by the CFO. Then the MC introduces Davenport, the COO. As Davenport comes up and shakes hands with everyone, he lays his papers down on the podium and begins his speech. It is now time for the runners to act!

Tell it to them straight

Most of the shareholders' meeting has been uneventful and boring so far – first the CEO of the Seattle branch was introduced and spouted out his vision for changes in the coming year. He then introduced the head table, and was followed by the CFO – another boring speech of numbers and graphs that showed DocWagon's growth and financial

stability; in a place like Seattle where gangs, syndicates, and wild magic roamed the streets, business is good.

Then your ears snap your brain out of its haze as you hear the Master of Ceremonies announce that the COO, Michael Davenport, will now take the podium. A distinguished human male stands up and makes his way to the podium – there is no doubt that this is Davenport. His strong voice projects over the crowd as he begins his speech...

"Ladies and Gentlemen, distinguished shareholders. It has been a productive year for DocWagon, but I assure you that we are not going to rest on our laurels. No, indeed! We are making strides to improve response time by our field units, increasing the number of teams in various areas, and adding new clinics to ensure that we can meet the demand of our established customers and to accommodate new ones. This growth has also prompted us to build some special manufacturing facilities here within the metroplex, rather than being dependent on shipments from elsewhere in the UCAS. Various common drugs and medical supplies are now created locally and are available not only to DocWagon and our expansive network of healthcare providers, but also to local hospitals and clinics as well, thus bringing in extra revenue sources. We have met the needs of the people, but we are not stopping there!

Earlier this quarter, we were approached by a small biotechnology research and development firm here in Seattle. After examining their operations and current progress in certain projects, we decided to join with a few other investors in purchasing the firm and lending the capital needed to construct a new state-of-the-art facility to continue their research. It is with great pleasure tonight that I am able to introduce to you Dr. Chandra Dasari, one of the leading authorities on neurology and a pioneer in her field! Would you please stand, Dr. Dasari..."

The crowd applauds as a mousy woman of Indian decent stands up at one of the round tables near the stage. She has obviously been given a place of honor, and it is easy to see that she is truly valued by DocWagon, as her two "dates" are obviously bodyguards – you can almost sense their tension as she stands and waves to the crowd before once again sitting down.

Davenport continues, "Dr. Dasari of Griffin Biotechnology, our new partner in medical research, has recently made strides in redirecting healthy brain tissue to compensate for damaged tissue. These techniques show great promise towards the treatment of certain types of epilepsy, as well as giving us new knowledge of how motor skills work and the integration and control of these areas of the brain with cultured tissue and cybernetic systems. We are excited that Dr. Dasari and Griffin Biotechnology have joined the DocWagon

team to provide new treatments and products in the health care field

But all of these achievements come with a price – and not always money..."

Behind the scenes

Once the key phrase has been uttered, expect the runners to blurt out "bang" or "zap" or something else indicative of them making their attack and preempting initiative. All the runners will get one free combat turn before having to roll for initiative.

This scenario is obviously one of the most important in the adventure, and therefore should be carefully orchestrated. You may wish to use miniatures or markers to have the players indicate where they are and what they are doing during this scenario. There will be mass confusion as the attacks ring out. Events will play out on the stage as people in the audience make a panicked rush for the exits. Personal bodyguards will instantly draw their weapons of choice and seek to protect their charges and move them away from the danger. Bodyguards will not fire upon the runners unless someone threatens them or their charge. The security forces of the hotel and DocWagon however will seek to engage the runners (anyone actively attacking, that is. Note that if a runner is "undercover" as a waiter or hotel staff, or something else, and is maintaining that cover identity and not taking violent actions will be all but ignored.). The security forces will attempt to neutralize and capture the runners, but if it is obvious that this will not be accomplished, they will try to force the runners from the hotel and into the street where Lone Star forces can handle them and they are away from the guests and from damaging the hotel grounds. They are not interested in a prolonged firefight. If the fight stretches out for more than five combat turns, the first two patrol vehicles from Lone Star will arrive, along with an additional TRd6 (see Cast of Characters) of local Lone Star security guards from other hotels and businesses in the area. These will be joined by a Lone Star response team after twelve full combat turns have passed. Remember that once any of the hotel staff push the PanicButton, their arrangement with Lone Star is to grant full access and authority to the hotel grounds and personnel in order to deal with the situation - there will be no need for Lone Star to wait outside and have the runners come to them. The hotel is not considered an extraterritorial entity and by contract and lawful duty, Lone Star is allowed to enter the hotel and perform their duties.

After the attack has been made, Davenport will fall behind the podium Most of the head table will dive for cover, but Margo Fleming, Vice President of Marketing and Davenport's personal assistant, will rush to Davenport's side

to attend to him. If any of the runners attempt to approach the stage or closer to Davenport, a stray shot from an excited person in the crowd, trying to be a hero, will miss the runner and instead hit Davenport. He will act as if wounded heavily, but will force himself up and make an effort to push Fleming and his personal assistant away and yell at them to go, leave, get out, et cetera as a convincing heroic act on his part. Actually, what he is doing is trying to get them to not examine him too closely to see that he is truly all right and that any damage he seems to have taken is artificially created, like the special effects in a trid show. Obviously, this is because he has taken whatever precautions are necessary to counteract any attacks that the runners have planned for him, as relayed to him by Fox. He will use mundane means, if possible, so that even magical detection will not reveal the presence of any magical manipulations or illusions. If Davenport must resort to the use of magic, it will be in the form of sustained spells which are maintained on him by another shadowrunner mage in the audience. Every attempt will be made to hide these magics from the player magician so that they do not detect anything unusual before the attack. Since the shadowrunner mage also knows the attack phrase, any illusion or protection spells can be cast just segments before the player mage makes any attacks.

Debugging

As mentioned, this is the key to the adventure, and so you have to be sure that everything goes according to plan. It has already been covered that if a mage is needed to cast any protective spells and/or illusions, he can do so moments before and/or after any attacks by the runners, thus minimizing being discovered.

DocWagon, To The Rescue!

What's up, chummer?

Before any of the runners can reach the stage or Davenport, a DocWagon HTR team, waiting in the wings out of site, and having arrived only seconds before the attack, will now rush out and engage any runners that come forward. They will attempt to extract Davenport at this time, and should succeed. Fox will radio over the shared team's commlinks that they need to make sure that Davenport does not survive – if the HTR team can get him to the local hospital, they might be able to save his life. This should spur the runners to get moving and get outside to stop the ambulance. The runners should go outside and attempt to stop the ambulance. Any attacks will be successful, and will result in the entire vehicle

exploding in a spectacular ball of fire. It will be obvious that there will be no survivors.

Tell it to them straight

It does not take long after your attack before a DocWagon HTR team busts through the doors to the side of the stage and rushes up to retrieve Davenport. Your commlinks come alive, Fox's voice coming through loud and clear. "We have to make sure that Davenport is dead. Make sure that the HTR team doesn't get him to a hospital where they can revive him!"

Behind the scenes

The DocWagon HTR team is actually another team of runners that has been hired to do the extraction of Davenport, and will continue to cover his escape in the next scenario. Even if he takes some real wounds, there is no way that he will die in this adventure – the extraction team will help to keep him alive.

They will swoop into the hall and up onto the stage, pushing aside the two women if they have not already left. They will fire back at the runners for cover fire while one of the team members scoops up Davenport and heads back out the door.

Fox will try to spur the team to go outside and attack the ambulance. No matter what attacks they use, the ambulance will explode in a brilliant ball of flame. Not to worry though! The extraction team has a shaman waiting for the exit of the team from the building, along with a trusty Greater Form City Spirit. The shaman will cast a powerful *Trid Phantasm* spell to make it appear that the HTR team and Davenport are entering the ambulance. The spirit will conceal and carry away Davenport as the rest of the HTR team trigger Improved Invisibility anchoring foci and disappear to move away from the scene through the crowds. Another member of the team is a rigger which has programmed the ambulance to flee from the hotel at his signal. The ambulance itself has a self destruct mechanism installed, and the rigger will trigger it when the runners attack the ambulance.

Note that the extraction team members have no game statistics – they are as good as you need them to be. The runners will not be able to retain any of their gear or capture any of them for interrogation or further study. If you have one drop for realism during the battle, his team mates will recover his body as well as Davenport's.

Debugging

It is absolutely imperative that the extraction team is not caught making their escape, and that the runners buy into the illusion of the team getting into the ambulance. With the amount of confusion that is going on around the runners, and

the fast actions being performed, there should be no reason for the runners to even question what they are seeing. Make sure that they follow the HTR team outside to attack the ambulance – Fox will egg them on as necessary.

Crossed Again

This section contains optional scenarios that can be used if the characters are moving too quickly through the adventure, or may come across various situations depending on what they are doing in the overall story line of the adventure.

White Doves

What's up, chummer?

This scenario is to cover the eventuality that a character will not wish to participate in a wetwork assignment. This is totally acceptable, and rather than be penalized for roleplaying their character, they should be rewarded. In order to do this, they should be given the opportunity to play the adventure with another character, and apply any karma awards, plus the special karma award for roleplaying, to their regular character. Of course, they will not receive any of the monetary rewards or other proceeds from the adventure. Start off by reading Tell it to them straight...

Tell it to them straight

Fox nods his head in understanding. "That's quite all right – I admire your convictions and of œurse will honor your wishes. I hope, of course, that you will excuse yourself while the rest of us continue with our business?

Now, as for the rest of you, don't worry, I have some standby talent that I know can meet up with you later to help out and pick up the slack..."

Behind the scenes

At some point, a player is going to create a character that, for whatever reason, does not wish to do wetwork. This is a fine character concept, and one that should not be discouraged. After the character has been dismissed by Fox, explain to the player that they can play another character at this point – if they do not have a secondary character that they wish to play, they can choose one of the stock characters from the SR3 core rule book. Do NOT let the player generate a new character, no

matter how quickly they say they can do so – it will slow down the game. If they cannot decide on a character or wish to play something else, then there is nothing else we can do to accommodate them. They will not be able to play this adventure and will not collect any monetary or Karma awards.

For players that DO choose to play another character, shortly explain to them that their pacifist character will retain any Karma earned by the surrogate character. If the surrogate character is also an established character of the player (not one chosen for this mission from the book), then the surrogate character can retain any monetary and/or other rewards gained from this adventure. In this case, you need to fill out a Mission Log Sheet for each of the characters with their respective rewards, Karma or money.

Debugging

The problem here is if the player does not desire to play a secondary character. The player must be made to understand that this is a rare opportunity to allow the pacifist character to still advance with Karma while not betraying the concept of the character. If the player does not wish to do this, it is no different from any other adventure — they either understand that this is the mission being offered and can decide to play, or they can decide not to play and spend the rest of the slot doing as they see fit.

The Extra Mile

If you are running this adventure during a convention or other event and have multiple tables running, you can add even more "realism" into this scenario. Check with the event coordinator (or other gamemasters) and the player. If it will not reduce your table below four players, see if there is another table that the player can move to in order to play their alternative character. Make sure that this is ok with the player – do not force them to another table if they are there to play with friends.

The Rabinowitz Reception

What's up, chummer?

Good teams of runners will want to check out the hotel before the scheduled "main event." The day before the shareholders' meeting, the Grand Ballroom has been booked for a wedding reception. Levi Rabinowitz and his new wife, Sarah, are supporting about 500 guests for the reception, which includes a live band and dance floor. Runners that wish to start establishing a cover identity can work the ballroom during this reception. If they try to examine the ballroom

while this reception is in progress, they are in for some surprises.

Behind the scenes

Levi Rabinowitz is a senior partner for Howell, Shultz, and Rabinowitz, one of the most prestigious corporate law firms in the metroplex. He has just married Sarah Ginsberg, daughter of Alan Ginsberg, president of Seattle Federal Savings and Loan. The result is one of the biggest weddings of the year, and one of the biggest social events as well. The reception is being held at the Grand Ballroom, and there will be over 500 guests, a live band, and dance floor. The head table is set up on a stage, exactly how it will be for the shareholders' meeting, so "working the room" will give the runners an excellent opportunity to "scope things out."

As a result, there are a lot of powerful individuals attending the reception. Presidents and senior officials from some of the megacorps and larger companies will be rubbing elbows with the best of Seattle society. Even some local celebrities from music, trideo, and sports are also in attendance.

This is a typical high society wedding reception for a Jewish couple. There are also many personal bodyguards in attendance, which have been seated off to one side of the room. Private security forces have also been contracted, and are strategically placed around the hall. All security personnel are dressed for the occasion and are unobtrusive. Note that the bodyguards and private security forces are armed with light and heavy pistols and other concealable weapons. Use standard archetypes from the book to manage any encounters or combat.

These are the kind of people that treat servants almost as invisible people. If some of the runners are posing as hotel staff, make sure to have fun having some rich, conceited person treat the runner poorly, having the runner fetch drinks or various unusual requests, complaining that the food is not up to standards and requesting that it be taken away, only to later complain that the runner had taken away his/her food before they were done eating. You could also have one of the important guests, such as a simsense starlet, stand up just as a runner posing as a waiter passes by – the starlet will cause the runner to spill his tray and whatever is on it onto the starlet's new dress. Depending on the situation, the starlet could either scream in horror at ruining her dress and start crying, or will be furious with anger at the runner – either way, it will draw undo attention to the runner.

Face type characters or those with high Charisma scores may be able to wrangle an invitation to the reception through their contacts (high society, senior corporate execs, rock stars, etc.). If a runner does manage to get an invitation to the reception, they will be able to mingle with the guests and basically have free reign through the hall. In order to forestall this, have one of the family ask who the runner is, and how they know the bride and/or groom. Have them discover a shared experience. "How do you know the groom? You went to college with him? You're a Harvard man, too? Me too! Say, what residence hall were you in?" or "You went to college with him? You must have some great stories...HEY LEVI, COME SAY HELLO TO ONE OF YOUR COLLEGE BUDDIES!!" or similar ways to interact with the runner(s).

It may even be possible that some of the guests, since they have money, are investors in DocWagon and may be attending the shareholders' meeting tomorrow. In this case, you can use the Legwork section for more information to pass to the runners.

Debugging

The worst that could happen here is if the runner(s) starts any violence or somehow blows their cover. Security forces hired by the wedding party, the hotel, and local law enforcement will all converge on the runner(s) to subdue them and deliver them to Lone Star. Obviously, this would not be desirable. You can have Fox give the runner(s) a call if they are about to do something stupid and check up on their progress. If the runner(s) persists on their course of action, so be it, you made your attempt.

Ambush!

What's up, chummer?

At some point, the runners may be over-planning for the mission, or simply slowing down and running out of ideas, or the players themselves are not paying attention. In this case, you can shake up the situation by having a little diversion hit the team, whether it is in the safehouse or somewhere else that the runners have holed up in. In this scenario, it turns out that word has gotten back to DocWagon's intelligence that a shadowrun is about to be performed against them. They have tracked the information back to the current location of the runners, and assembled a security team to attack the runners in an attempt to capture someone or recover some kind of intelligence to discover the target of the shadowrun.

Tell it to them straight

Your thoughts are interrupted by the crash of glass as dark forms swing in on ropes and gunfire fills the room...

Behind the scenes

The walls have ears, as the saying goes. The runners have been asking around, checking their contacts, passing out bribes, and getting information from other sources as well. At some point, word will spread like the old game of telephone, and sources loyal to DocWagon will catch wind that someone is planning a shadowrun against them. By using the same techniques that runners use, the intelligence services of DocWagon and "independent contractors" will backtrack their leads back to the runners' current location. A special team will be dispatched with orders to try and capture the runners for interrogation, and if possible, gather any other "hard intelligence" such as floor plans, computer files, or any other documents that the runners have been assembling to aid them in planning the shadowrun. All this information would be used to try and determine the target of the shadowrun, as well as to neutralize the threat should another team be hired.

Even if the runners haven't done any legwork, and have just been sitting around, DocWagon will discover about the run against them. How is this, you ask?? Remember that Michael Davenport, the "target" of the run, is trying to make it look as believable as possible. If he feels that DocWagon will not buy into the assassination attempt, then he will "discover" evidence about the run and have someone loyal to him tip off Internal Affairs.

See *Cast of Characters* for information about the DocWagon forces used in this scenario.

Debugging

Ideally, the runners should be able to repel any invaders. However, if the runners are aught totally unawares, or are just very unlucky, they may be captured. In this case, they will be either interrogated on-site or extracted to another location. The characters can then expect to be put through the ringer as they are questioned by professional interrogators and magical spells. Once the DocWagon personnel have gotten all they can out of the runners, they will hold them until the mission "zero hour" has passed.

If all the runners have been captured, then Fox will somehow miraculously escape in the last second, and will hire another team of runners to help rescue the characters so that they can continue the run – in this case, it will be after at least one of the characters has been interrogated, whether they reveal any information or not. This may force the characters to revise their plans and come up with something new, which of course will be more difficult since they must still accomplish the mission at the same place and time, but must now refine their approach. They must also now contend with the fact that DocWagon security forces have been alerted to their plans in

some regard, and therefore security will be heightened and create more difficulties for the runners.

The Westin Seattle Hotel - Online

What's up, chummer?

Decker characters may wish to search the hotel's computer system for information and/or take control of various systems. This scenario covers the computer network layout itself, as well as the various types of files that can be recovered from the system.

Tell it to them straight

(Assuming the character successfully enters the system)

You have successfully entered the network for the Westin Seattle hotel. Unlike many high level corporate systems that you've dabbled in, the Westin's computer system consists strictly of standard matrix iconology. From your current node, you can see the entire system laid out before you – nothing seems to be hidden or unusual.

To one side are the control systems for the hotel, with controls for the elevators, lighting, and other systems. To the other side are the data files for the hotel, including reservations, guest lists, financial data, and more. Off in the distance you can see a connector to the private network set up between all other Westin hotels, where reservations information and corporate data is exchanged.

You only need to decide what tickles your interest, and whether you wish to risk the security of the system.

Behind the scenes

What follows is the information you need to accommodate any decker characters in the group.

Westin-Seattle Hotel Computer Network:

Orange-5/9/9/8/9/9

Trigger Step	Event
3	Probe-4
7	Tar Baby-6
12	Probe-6, Tar Pit-6, Passive Alert
18	Probe-6, Killer-6
25	Tar Pit-6, Tar Pit-6, Killer-6
30	Shutdown

Files Available:

Current Reservations (2500 Mp): This file contains all the active reservations currently in the hotel system for the next four months. Guest names, contact information, and expected arrival/departure dates/times are included. Additionally protected with Scramble -4.

Guest List (2500 Mp): This file contains the current registry of the hotel – the names of the guests, personal information such as address and phone number, and current billing. Annotations are also made for special guests and VIPs as to what services they desire and meal preferences, etc. Note that this datafile qualifies as paydata, and if sold to the right fixer or fence, can be worth 5,000 – 7,500 nuyen. Additionally protected with Scramble -6.

Duty Roster (100 Mp): This file contains a listing of all hotel staff and their positions, pay rates, etc. along with their credstick ID codes. If anyone wishes to pose as hotel staff, they will need to modify this file.

Catering (1500 Mp): This file contains the schedules and special instructions for any events that will be held in the ballrooms. It has both the current events and those over the next six months. From this file, the runner can find out about the Rabinowitz reception and the DocWagon shareholders' meeting, who is in charge of the event, what security precautions are being provided, the menu, table set up, etc. It will not, however, have any lists of names, as those are handled by each event customer/coordinator.

Inventory (2000 Mp): This file is just a listing of all the material goods in the hotel, from pots in the kitchen to the painting mounted on the wall in room 1610.

Supplies (1200 Mp): This file contains a listing of all supplies on hand in the hotel that are not related to the kitchens, such as sheets, cleaning supplies, and those little shampoo bottles. In other words, it is an inventory of consumable items or those items which have a high turn around life.

Contracts (1800 Mp): This file contains copies of all the current work contracts of the hotel. Contracts for delivery services, trideo services, elevator licenses, liquor licenses, etc are all maintained in this database. Additionally protected with Scramble -4.

Logs (3000 Mp): This extensive database is a collection of all the department logs and checklists and any other paperwork that concerns the day-to-day operations of the hotel for the last four months. Every six months, the database is compressed and sent to the corporate headquarters for archiving.

Larder (1500 Mp): This file contains a listing of all current foodstuffs and liquor available to the hotel restaurants and bars. It also contains various recipes and listings of schedules for purchasing new supplies.

Register (1000 Mp): This file is nothing more than pointers to actual financial funds. Runners that download this file basically are downloading account information which can be transferred to credsticks. There is a total of 22,720 nuyen in paydata. Additionally protected with Scramble-6.

Debugging

Should the decker trigger an active alert or full shutdown, the hotel will be alerted and will heighten security for six hours. In the case of a full shutdown, they will further leave the system down for at least two hours. During this time, they will not accept any reservations or check out any guests. This may anger some patrons, although the hotel staff will be able to calm non-player characters. Any player characters that try to be difficult during this time period will simply be asked to leave – the Westin has no shortage of patrons, and they know who they should not anger, who is important, and who is...not.

An Old Friend

What's up, chummer?

This scenario takes place during the scenario **Zero Hour** (or optionally also during **The Rabinowitz Reception**). If one of the characters has disguised himself as a waiter, server, or other hotel functionary, this scenario can be slipped in to cause a little chaos. It appears that one of the runners' acquaintances from the "old days" has come to attend the shareholders' meeting. When the runner, trying to be inconspicuous, moves near, the "old friend" will be overjoyed and excited to see his long lost buddy and get up to shake his hand and give him a hug. He will be quite boisterous (maybe a little too much to drink?) and, if the runner is dressed as hotel staff, exclaim about things that change, et cetera. The runner needs to somehow quiet the person before too much attention is drawn to the runner and someone else may take an unhealthy interest in the proceedings.

Tell it to them straight

"Roy? ... Is that? ... ROY! Hey old buddy, it's good to see you!! What's going on? Why are you wearing that waiter's suit??"

You turn to see a large man bearing down on you, a pilsner glass half full of beer in his left hand, and his meaty right hand thrust forward as if to shake hands with you. Then your heart sinks as you realize who it is – someone that knows

you from the "old days," from the time *before* you threw away your identity to become a shadowrunner...

You turn your head left and right as you decide what to do with this ghost from another life.

Behind the scenes

This scenario is better applied to those characters that have some sort of past before they were shadowrunners, such as former corporate sararimen, or who had at least attended high school or even some college before having to move to the streets. In any case, the character is trying to blend in either as an attendee at the meeting, or as hotel staff, and probably wants to keep things low key and not be noticed.

This can be sprung upon those with a high Charisma also, to show the downside of having such an attribute. You could even take this a step further by inflicting horrendous pain on a character with low Charisma, by modifying the scene to having a former childhood friend that was always being bullied or beaten up by the character and now has grown up and is ready to release all of his years of pent up hatred towards the character.

If you have a character that is trying to work undercover, and grew up in the streets or with a gang, then this account occurs because of total mistaken identity — modify the interaction accordingly, with the old friend constantly trying to prove that the two know each other.

No matter how you decide to play this scenario, have fun with trying to blow the cover of the character. Runners that flat out deny the connection shared with the "old friend" will just cause him to continue harder to prove that they once knew each other. You can have the "old friend" be a former love interest (of the appropriate sex) or enemy as fits the scene the best. Maybe the "old friend" won the lottery and was therefore able to buy shares in the company, or got them in a divorce settlement recently or through inheritance – the reasons are not important, so feel free to be creative.

If the runner does nothing to minimize this disturbance, others in the area will begin to take notice. Depending on the actions of the runner, this could be interesting. Obviously, now that more people are watching, it will be very difficult to use any means of force to restrain or neutralize the friend. If the runner uses magic, use normal Perception rules as in the core rules for noticing spells, since the people are looking directly at the runner and focusing their attention. If the runner does anything that would upset the friend, such as deliver threats, etc., then security forces will begin to move into position, call for backup, or worse, depending on how the scenario is unfolding. Cries from the friend of "oh my god, what is that, a GUN??!" or "what are you doing, threatening me??" will certainly draw security's attention.

Debugging

Oh, this is such a fun opportunity for the GM to torment the players without using a weapon or forces of magic. However, pushing their buttons too hard may force the runner to use violence. You should try to stop prior to the runner using violence, but some may have a "hair trigger" that you didn't anticipate.

As with other scenarios, if they start hostilities in the hotel, they will swiftly be met with security responses. Note that characters that use magic to stun the person or manipulate their minds or emotions will have somewhat more success, as there is little in the way of magical protection. Even physical means can be used, such as a nerve pinch attack, as long as the runner does it in such a way as to make it look natural and not like an attack.

Pushing the envelope

For those that have been playing for some time, or if you are using this adventure within a home campaign, there is a possibility that the character you spring this on has been around enough to maybe loose and/or alienate a Contact or two. In this case, you can have the "old friend" be this old Contact. Maybe they wish to be chummers again? Why hasn't the character called? Even if the runner hasn't lost the Contact, this can be used for those GMs that follow the histories of certain player characters, and know that so-and-so has not ever used that Corporate Scientist Contact in the last year or so of game play. This is a good opportunity to spring this unwittingly on the character – "Why haven't you called?? I thought we were friends??"

Maybe the character has had a few brushes with the law – it could be that one of the shareholders is a detective or Lone Star officer that recognizes the character. If the runner is disguised as hotel staff, you can have "Johnny Law" mention how good it is to see that the system works, or that the work release program does such wonderful things, etc.

Have fun tormenting your players without using a weapon!

Insider Trading

What's up, chummer?

Word has gotten to the streets that the runners are about to do a major run against DocWagon, one that could affect the price of their stock. This has come to the attention of various parties that have an interest in the outcome of the runners' mission. The runners (or a small group of them) are approached by a wealthy investor and "taken as guests" for an unscheduled meeting to see what they know and what they intend to do.

Tell it to them straight

Many of you have faced death and walked away or even laughed, but you're not laughing now as the black Mitsubishi Nightsky rolls up along side. There is something ominous about the jet black vehicle as it swallows the surrounding light, and you can feel the hair on the back of your neck rise. The limo slows and the rear door opens of its own accord – a low voice from within says "Get in, we need to talk..."

Behind the scenes

As the saying goes, we can do this the easy way, or the hard way. If the runner(s) decide to get in, they will find themselves seated in the richly appointed limo of one of the following, depending on the character being targeted and the circumstances:

Vincent "Numbers" Ciarniello

Old "Numbers" has been a don longer than anyone else in this whole city and he's a smart man, but at heart he's an accountant, and enjoys playing the stock market, especially when he has information prior to important market fluctuations.

Toju Shotozumi

The oyabun's cousin, Toju is in charge of the sokaiya, the branch of the Shotozumi-rengo that handles the yakuza's dealings with local corporations and businesses. Toju has strong business skills and must determine which stocks to purchase and which corporations to apply "leverage" to for the highest profits.

Dr. Thomas Fredericks

CEO of Paladin Medical Technologies, Fredericks is known as a ruthless businessman. He will stop at nothing to take his company to the top echelon of Seattle's medical field. DocWagon is a major customer of his, as well as a competitor on some levels, so the more he can learn about them, the better. He's looking for any information that might benefit his personal goals.

Drew Hollingsworth

A wealthy socialite and adventurer, Hollingsworth is known around the metroplex as being a shrewd businessman. He always seems to be able to smell trouble brewing in a company. In this case, he has a feeling that something is going to happen to change the management of DocWagon in some fashion. It could be that he has some magical talent for precognition, but if so, it is an innate ability, and he does not detect as magical.

The individual will have the runner sit across from him and between large ork bodyguards, obviously cybered to the gills. He will then go on to question the runner(s) about their activities. If the runner(s) are cooperative and tell the individual what they want to know (not necessarily the truth!), then the individual will thank them and let them off at the next free parking spot.

Depending on the circumstances, and how they showed respect to their "host," they may receive a small gratuity (1,000 nuyen). Obviously, those with the proper Etiquette skills should be the ones doing the talking. You should try to match the hosts to the characters as appropriate – those with any Mafia contacts should be "introduced" to Ciarniello, those with Yakuza contacts should get Toju; those with corporate contacts should get Fredericks; and those that have high society contacts should get Hollingsworth. This way, they can say that they heard about the runners 'involvement "through the grapevine" and the runners can assume whatever they wish as to whether or not their contact said anything – this could lead to a whole separate scenario as well, should time permit.

If the runner(s) doesn't get into the car on his/her own, then some "coaxing" may become necessary. The voice will call out again, and mention that the runner may not wish to make a scene. If the runner(s) still doesn't get in, then you can have operatives working for the "host" walking by on the sidewalk that stick the character with a knock-out or paralyzation drug such as gamma-scopolamine or have a rooftop sniper hit them with a round (of similar drugs as above) as two large orks or humans spring into action like Secret Service agents and shove the character through the open door. Once the character awakens or is released from the paralysis, the questioning will begin. This time, however, remember that the character has more than likely been hit with gamma-scopolamine, a truth agent, and will not receive any gratuities for being so hostile and impolite.

Debugging

Note that this scenario can be played more than once depending on the makeup of the runners. Also, this scenario can be played the "easy way" for Faces and other characters with social skills, or the "hard way" for other characters, where they are unceremoniously picked up on the street and brought before the VIPs listed above for questioning.

PICKING UP THE PIECES

Once the runners have "blown up" the ambulance, they should probably make a quick escape back to the safehouse or other prearranged rendezvous point. Once there, Fox will make them wait for about half an hour, and then make a phone call. He will call a contact that will inform him that Davenport and all of the medical team had been killed, their bodies destroyed in the explosion.

With the run successfully completed, Fox will uncharacteristically tell the runners that they all performed well and pass around cigars for anyone that wishes to partake. This will be followed by the exchange of certified credsticks with the balance of their promised payment.

Furthermore, any runners that do not already have Fox as a contact, and conducted themselves as true professionals in their field, took command, or otherwise contributed significantly to the team and the success of the mission, can also earn Fox as a new contact. Note that this should only be done if the mission was a success, the runner listened to Fox and/or made Fox look good at some point, and no unnecessary collateral damage resulted from the team's actions.

Finally, hand the players the final handout, which is a scream sheet article summarizing the events that resulted from this escapade.

Reminder:

If a player had a character that did not play because their character concept does not allow for wetwork assignments, and therefore had to play another character, remember to award an additional point of Good Karma to the original character.

If the player used one of their other characters to play, then two log sheets should be completed – the pacifist character receives the Good Karma (including the extra point as noted), and the character that performed the run gets any other rewards, monetary, contacts, or otherwise.

AWARDING KARMA

Successful "elimination" of Davenport 1 point

No unnecessary collateral damage,

killing innocents, etc. 1 point

Individuals may be awarded Good Karma as per the core rules for exceptional roleplaying, brilliant ideas or plans which help the team significantly, or other situations, up to a maximum of 3 points.

The maximum Good Karma award for this adventure is therefore 5 points (6 for "White Doves").

The monetary award is determined by the fees negotiated with Fox, plus any incidentals fenced by the players. Fox will offer to fence any hardware taken by the runners at 20% retail (book) value. Note that in some cases, this will yield more than regular street price, if the Street Index is less than 1.

CAST OF CHARACTERS

Some NPCs may be adjusted based on the composition of the player characters at the table. To reflect this adjustment, a value known as the Table Rating (TR) is used. The TR value can be used to increase the number of opponents, various attributes, skills, or pools, or whatever else is necessary to pose a challenge to the player characters.

The TR value can be determined by the predominate makeup of the table's characters, or by finding the average of all the characters by adding up their Total Career Good Karma and dividing by the number of players. Then consult the chart below to determine the class of the table based on where the average Karma fits.

The TR value is based on the following:

TR	Class	Karma Range
1	Green	0 - 19
2	Streetwise	20 - 49
3	Professional	50 - 89
4	Veteran	90 - 149
5	Elite	150 - 249
6	Prime Runner	250 +

Fox's background is unknown, almost as if he was a shadowrunner, but the way he treats his runners would contradict that idea. Fox is a very accomplished fixer, but knows the score – his role is to facilitate the hiring of "expendable assets", and that is just how he feels about most of them. They are tools to be used. Granted, one must take care of one's tools, lest they get broken, but beyond that, Fox only cares about his reputation.

While Fox may treat his talent like scum, he is known to be fair in his dealings and can get most hard-to-obtain items. The corporate world respects him as well, for he always seems to find the right people for the right job. His success rate in the shadows over the years has been phenomenal.

Fox normally wears a standard grey business suit, one befitting mid level sararimen. His confident swagger and penchant for cigars are the only things that identify him as something other than corporate. When Fox responds to a situation, he is always in control.

Note that no physical or combat statistics are given for Fox. He is as good as you need him to be.

"Fox", Fixer

Attributes

B Q S I W C E R ? ? 6 5 3 ? ?

Initiative: Unknown

Karma Pool/Pro Rating: 8/3 **Active Skills (Relevant):**

Etiquette 6 (Street 8), Negotiation 9

Knowledge Skills (Relevant):

Corporate Rumors 4, Fences 6, Gear Value 8, Shadowrunners 6, Black Market Goods 5, Organized Crime 4

Cyber/Bioware (Known):

Datajacks (2)

Talents/Abilities/Spells (Relevant):

Equipment acquisition

Gear (Relevant):

Pocket Secretary

Fine Cigars

Zippo Lighter

WESTIN-SEATTLE HOTEL SECURITY, all human

B Q S C I W E M R 5 4 4 3 4 4 5.0 0 4

Initiative: 4+1d6

Pools: Karma: TR-1 Combat: 6

Prof Rating: 2 Cyberware: N/A

Skills: Armed Combat (Baton) 2 (3), Pistol (Taser) 2 (4), Unarmed Combat 3, Athletics 2, Stealth 5, Etiquette 5, Negotiation 3, Electronics 2, Computers 1, Biotech

2

Knowledge: Hotel Operational Procedures 4, Security

Procedures 4, VIP Personnel 3

Armor: Secure Clothing (3/0) (either hotel uniforms or "plain clothes")

Weapons: "Little Cricket" Taser (6S Stun)

Other Gear: Transceiver Rating 1 with integrated

PanicButton alert system (fence value 2,500 nY)

DOCWAGON SPECIAL OPS TEAM MEMBER (6)

B Q S C I W E M R 5 6 6 3 5 5 0.9 0 5 (10)

Initiative: 5+1d6 [10+3d6]

Pools: Karma: TR **Combat:** 9

Prof Rating: 4/Professional

Cyberware: Smartlink, Hearing Damper Modification, Datajack, Cybereyes (Flare Compensation, Rangefinder, Thermographic), Headware Radio w/ Comlink-IV and Crypto-3, Wired Reflexes 2

Skills: Assault Rifles 3, Pistols 5, Unarmed Combat 3, Armed Combat (Club) 2 (4), Throwing Weapons 4, Launch Weapons (Launchers) 2 (4), Submachine Guns 5, Athletics 3, Stealth 4, Etiquette 2, Intimidation 4, Interrogation 4, Electronics 3

Knowledge: DocWagon Operational Procedures 4, Security

Procedures 4, Shadowrunner Tactics 3

Armor: Light Security Armor w/ Helmet (7/6)

Weapons: Ares Predator II heavy pistol (7M Stun, gel), Ares ELD-AR (10S, gamma-scopolamine rounds), AZ-150 Stun Baton (8S Stun), 2 * flash-bang grenades (12S Stun, flash)