

Back Up

A One-Round Shadowrun: Virtual Seattle 2.0 Scenario

by Stephen W. Gabriel

You are hired to be the unseen back up team to a bodyguard team, and it is imperative that your team is not seen or heard.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly

recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tiering and Threat Rating

In order to provide the proper challenge for more experienced characters and players, the scenario may require adjustments in NPC statistics, number, or provisioning. First, begin by adding up the total Karma, divided by 10, of each character at the table. Add to this the Force rating of any conjured Elementals and or Ally Spirits and the Pilot rating of any drones/vehicles to be used in this scenario. Divide this number by the total number of characters and their "helpers" to determine the average "Threat Rating" for the scenario.

The Threat Rating is used to help balance out a scenario between new Shadowrunners and those elite few that have been in Claudia's employ for many years. It can be employed in a number of different ways, such as by determining the amount of guards or the Karma Pool of a major NPC. The Threat Rating also determines the overall experience level of the group as shown below:

| | Threat Rating |
|-----------------------|---------------|
| Beginners | 0-4 |
| Veteran Shadowrunners | 5-10 |
| Elite Shadowrunners | 10 + |

Each scene of the scenario may be modified appropriately depending on the Threat Rating/Experience Level of the table. Remember that higher challenges usually result in higher rewards!

Adventure Summary and Background

Mr. Johnson has hired the team to take on an unusual job. They will be providing covert backup to a visible team of bodyguards, shadowing the host team and avoiding being spotted by either them or anyone else who may be targeting the subject. The subject of the attention is Erin Nordberg, the 16 year old daughter of Janice Nordberg, a top ranking executive with Yamatetsu. Her father, Edward Nordberg, divorced Janice two years ago and left Yamatetsu. The custody battle was quite severe. At the age of 16 Erin was to

choose who she wanted to live with, but Janice has prevented her from appearing in court so far because she knows she will choose her father and Janice enjoys irritating him. Janice and Erin are visiting Seattle, Janice on business and Erin for fun. The team's job is to shadow Erin's team and make sure they don't meet any direct difficulties, like kidnapers or assassins. Edward has his own intelligence network that will feed information to the team and they will be provided with sealed orders that they will open as they are called in. Erin is a typical 16 year old girl with a taste for the finer things in life, like haute couture, hot night spots, and a full salon treatment. The characters will have several encounters with hostile forces as well as more mundane tasks like slipping into a salon or a fancy nightclub. What the characters are unaware of is the last order, "Pull the plug". Edward intends to give her daughter her day in court. When he gives the order to "pull the plug", the characters will find that their real objective is to kidnap Erin from her corporate goon bodyguard squad.

Each character must deduct one month's lifestyle, unless they have a permanent lifestyle. Characters that have insufficient funds must drop to a lower lifestyle for the next month.

Initiates must make an open-ended d6 roll. TN is 10 minus their grade level and if they exceed the TN then they may be noticed by a Megacorp. Roll to see which one, then roll 2d6 to see if they take any action. If the corp. is Aztechnology, they will attempt to kidnap the initiate at some point. For other corps, doubles means they will take some action – maybe capture, maybe recruitment, maybe assassination, depending on the corp. Any other roll means the corp sets up distant surveillance on the character.

| Die Roll | Corporation |
|----------|----------------------|
| 1 | Wuxing |
| 2 | Renraku |
| 3 | Aztechnology |
| 4 | Mitsuhama |
| 5 | Saeder-Krupp |
| 6 | Ares Macrotechnology |

Introduction

Claudia called at 0400 hours, almost bedtime. She has a job, a rather lucrative one that will require the greatest finesse possible. You are to attend a sales meeting, corporate dress

required, at 7:00 AM at the Executive Suite Offices downtown.

Scene One – The Meet

The characters meet the Johnson at the Executive Suite Offices downtown.

The receptionist at the front of the office suite directed you back to Suite 3 for the sales meeting with Mr. Johnson. The room is quite posh with a large conference table in the center surrounded by plush leather chairs and a side table with coffee, tea, milk, orange juice (all real) and a plate of pastries and bagels. Shortly after 7, Mr. Johnson enters. He is an ork, dressed in a silk Armani suit and with an air of confidence and civility about him. "Good morning, please be seated and we shall begin" he says in the way of a greeting as he closes the doors behind him. He places a small black box on the table, pressing a button to activate it and the hum of a white noise generator fills the room.

Mr. Johnson is a member of Edward's personal security staff. He is an ork in his early 30's and is strong and lean of build and quite intelligent. Mr. Johnson will provide the following information:

The group will be doing back up for another security team. That means they are to go unnoticed by the main or "host" team and anyone following or tailing that team. Whenever needed, they are to run interference for the host team and prevent Erin from getting in danger while still letting her do what she wants and keeping from being discovered by the host team. This does not mean they can't be seen by the host team or Erin, but if they are seen, they are not to be recognized as watching, tailing, or running interference for the host team. She is staying at the Ritz Carlton Northwest in suite 1615 and Mr. Johnson has made a reservation under the name Johnson for a suite down the hall (suite 1610), payment to come from group expenses.

From time to time, they will be contacted by someone using the code name "White Palace" and they are to comply with that person's instructions and information. White Palace will keep them abreast of Erin's itinerary as much as possible. In addition, the Johnson gives them a chip with a password encrypted area. White Palace may call and provide a code and the

runners are to comply with the instructions written within but they are not to tamper with the chip or try and break the code.

The Johnson will provide 20k nuyen up front for expenses plus a final payment of 80k nuyen once the job is complete. There will also be bonus payment for intercepting hostiles.

The Johnson provides them with a credstick with the 20k nuyen and a data chip containing a hologic of Erin and the other instructions, hotel reservation, etc. He will give them a phone so that he can reach them. Erin is 15 years old, 1.6 meters tall, 45 kg. in mass, has short blond hair, blue eyes and fair skin.

If someone decides to cross the Johnson's wishes (and Claudia's for that matter) and crack the codes on the datachip, then they will be revealed by a detect enemies spell the first time the host team sees them. The host team will call in back up and then leave. End of scenario, no karma, no nuyen. If this was the result of a rogue character, then remove that character from VS permanently. Claudia isn't in the habit of leaving dangerously loose cannons walking around.

Scene Two – Ritz Carlton Northwest

The characters settle in at the Ritz Carlton Northwest, just down the hall from Erin's suite.

Your car pulls up to the front of the Ritz Carlton Northwest and the doorman comes out to greet you, the heavy armor under his coat well hidden by careful tailoring, a Knight Errant lapel pin revealing his real employer. He leans down towards the front passenger side window and once it opens asks, "What name is the party under?"

As they are expected, they will be escorted directly to their room with the only check in being the desk manager slotting their cred stick on a portable unit and handing them their maglock keys. Their car will be parked by autopilot or by a valet and the doorman and valets will help unload the luggage and take it up to the suite.

The Ritz Carlton Northwest is a very proper hotel with very high security provided by Knight Errant. Open gunfights in the hallways are suicidal. The

characters will need to blend in as they move in and out of the hotel and a simple way would be to have one person pose as someone important and the others as bodyguards. This also allows them access to the hotels security system, such as the cameras in the halls of this floor and any alerts that the Knight Errant guards may sound.

Erin and her mother are staying in adjoining suites, numbers 1615 and 1616 just down the hallway. Hotel security is tight to the point of having watchers looking about for astral wanderers and astral barriers around units to ensure that no one "wanders" from one room to the next. If someone violates this, a Knight Errant mage equal to the combat mage for the table experience level, will appear in astral and warn them back. He will quickly be joined by a second. If the characters decide to kill one of them, hit them with everything you want until they are dead or surrender and remove them from VS. Physically, there are fire walls between all units and it is not possible to listen from one to the next. The outside windows all have white noise vibrators on them to prevent eavesdropping with a laser microphone and the windows are treated to allow through visible light, but not infrared or ultraviolet. The windows can be fully blacked out in addition to having the shades and curtains pulled.

The characters' suite has a room with a sleeper couch, a large trid set and a table and kitchenette. It is flanked by two regular rooms with two twin sized beds in each room. Each of the three rooms also has its own bathroom and doors interconnect the side rooms to the main room of the suite.

They may directly contact hotel security for access to the security cameras and hotel alerts and any other pertinent information and may use the concierge for arranging tours, exhibit and performance reservations, dinner reservations, etc.

The characters need to settle in and set up their in-hotel routine. At about 10 that morning, White Palace calls.

"White Palace. Renraku Mall. Chameleon."

They have just been instructed to provide long range, minimal visibility observation of Erin at the mall.

Scene Three – Shopping Spree

The characters follow Erin and her host guard to the mall on an extended shopping excursion.

Renraku Mall is absolutely huge and filled with shops of every imaginable sort, but first you have to pass through the metal detectors in the security checkpoints at every entrance.

The characters will have to figure out a way of keeping their eyes on her without being noticed by her bodyguards. There are four bodyguards with her including the chauffer. Three of them are cybered and one is a mage. Use the NPC statistics in Appendix 2 – NPCs with the same name as the experience level of the table. Two of the cybered guards stay with the car and the mage and the other guard follow her around like well trained dogs.

They begin with lunch at Vie de France, a French café on the ground floor of the mall, and then move on to clothing stores, shoe stores, make up boutiques, music stores and wind it up at a Godiva Chocolates before heading back to the hotel to change at 4:00.

Have any characters visible in the mall make a Stealth check for every hour that they can be seen during the 5 hours they are in the mall, target number is 4. Have the two bodyguards make intelligence checks against each person visible during the hour with a target number equal to 4 plus the number of successes the character had. If they get 2 successes, then they will have noticed something about the character and be watching for them in the future. If they are spotted again (2 successes on a subsequent check) then both bodyguards will actively be looking for the character in the future. If this character is seen again, then they have blown their cover. Anyone observing the bodyguards will notice whenever the bodyguards take an interest in someone. The bodyguards will only watch for people on the same level, the floor above and the floor below.

The mage has detect enemies up, but this will not detect the characters as they are there to protect her and the host team. If someone decides to cross the Johnson's wishes (and Claudia's for that matter) and crack the codes on the datachip, then they will know that they will eventually be abducting her from the host team and they will

now be revealed by a detect enemies spell. If this occurs, then the characters are revealed the first time they are seen and the host team calls in back up and then leaves. End of scenario, no karma, no nuyen.

Have the characters make an intelligence test against a target number of 8, 2 successes required each hour that they are out watching. If they succeed, then they will notice a single man watching Erin. He is tall, wearing a dark overcoat over a dark suit and his hair slicked back, his face is pale and gaunt with a large nose. If the characters attempt to close in on him, he will vanish into the crowd. He will only be spotted once and none of the characters will be able to get near him. When he is spotted, he does not seem to be aware of the characters.

Scene Four – The Underground

Erin and the host guard return to the Ritz Carlton at 4:00 and she cleans up and dons some new clothes for dinner at The Big Rhino. Whichever character is carrying the phone will receive a call.

“White Palace. Reservations at The Big Rhino for 1700 hours and a tour at 1800. Picket Fence.”

The characters have just been instructed to run interference in the Big Rhino and the Orc Underground.

The Big Rhino is an orc and troll bar located not far from the hotel that is also frequented by humans who wish to see how these metahumans live. It has its own entrance into the underground and the area near it is usually quite safe. They run tours of the underground from gift shop under the Big Rhino.

It will be no problem for the characters to get a reservation at the Big Rhino or for the tour of the Underground. Erin will pull up promptly at 5:00 for dinner and will go in with the mage and the street sam. They will go in and eat dinner and then head down to the tour.

The tour consists of a brief lecture on the origins of the Underground and an overview of its current size. This is followed by a seven-block walk through the very nice and peaceful neighborhood surrounding the Big Rhino. It is strongly

recommended that tourists not wander out of this area. The tour is punctuated by anecdotes on life in the underground as well as the history of the structures within it.

The tour heads two blocks east, one block north and then returns three blocks west and one south to end back at the gift shop where it started. As they are turning from the north leg onto the west leg, they will be intercepted by two rival gangs in a chance encounter with the tourists in the middle. Of course, its not a chance encounter, it is a set up. One gang is the Crimson Crush and the other is called the Purple Maggots. Anyone looking closely at them will see that the Purple Maggots are actually Crush gangers (gangs/gang etiquette, target 4, 2 successes). Both will posture and shout, drawing weapons, etc. and then begin shooting. During the confusion, they will try to kill Erin. There are 15 gangers in each group.

If the characters stay out in front, they will notice the gangers hanging around and waiting for the tour to fall in their lap. The gangers are boisterous and cocky but can be routed with a sufficient threat (such as a mage casting a stun ball or other spell on them or a big street sam or physical adept displaying their weapons/prowess) or with about 20k nuyen.

To scare them off, have the character make a roll with their weapon or sorcery skill against a target of 4, 5 successes required with the gang getting the idea if they succeed, otherwise start initiative. If the fight starts before the tour gets there, the entire tour will flee and escape the trap without seeing what's going on. The gangers will flee as soon as 4 of them go down unconscious and the other group of 15 will not intervene.

For bribing them, make a street or gang etiquette check against a target of 4, 3 successes plus the 20k. As always, exceptional roleplaying eliminates the need for a skill check. With a little talking, they will admit that they are getting paid 10k for this job and their description matches that of the man from the mall (tall, wearing a dark overcoat over a dark suit and his hair slicked back, pale and gaunt face, large nose).

Erin and her party are back at the Ritz Carlton by 7:30. Her mother, Janice, is there with a similar group of bodyguards.

Scene Five – Dancing the Night Away

The characters have returned to the Ritz Carlton as did Erin and the host team.

Erin and the host team have returned to the Ritz Carlton and things are settling down. Then the phone rings.

“White Palace. The Mosh Pit from 9 to 11. Chameleon”

Erin will be going to the Mosh Pit, a neo-grunge dance club for teens in downtown Seattle. They will follow the standard procedures here, mage and street samurai inside with her, two outside with the car.

The Mosh Pit is the latest rave of teens along with the neo-grunge revival. Dress in here is street with a definite lean towards the darker. The typical runner or gang punk would blend in perfectly here. It caters to all walks of life and races but it does not allow in weapons or drugs and both will be checked for very carefully.

The characters need to keep at least one person in visual contact with Erin in this overcrowded nightclub while avoiding the notice of the host team.

Any character visible in the club needs to make either a Stealth or Street Etiquette check once every hour with a target number of 4. The two bodyguards will make an intelligence check once for every hour with a target number equal to 6 plus the number of successes the character got on their hourly check. If the guards get 2 successes, then they will have noticed something about the character and be watching for them in the future. If they are spotted again (2 successes on a subsequent check) then they will immediately pack up Erin and head out because she's drawing unwanted attention. If the character spotted was also spotted at Renraku Mall, then the guards bail Erin out of there. The characters have just lost their bonus nuyen and karma.

The mage has detect enemies up, but this will not detect the characters as they are there to protect her and the host team. If someone decides to cross the Johnson's wishes (and Claudia's for that matter) and crack the codes on the datachip, then they will know that they will eventually be abducting her from the host team and they will

now be revealed by a detect enemies spell. If this occurs, then the characters are revealed as soon as they are seen and the host team calls in back up and then leaves. End of scenario, no karma, no nuyen.

Have the characters make intelligence checks every hour with a target number of 8, two successes required. If they succeed, they spot the man from the mall (tall, wearing a dark overcoat over a dark suit and his hair slicked back, pale and gaunt face, large nose). He will disappear immediately after being spotted.

Erin and the host team will leave the club promptly at 11:00 and return to the Ritz Carlton for the night.

Scene Six – Good Night, Sleep Tight

The characters are in the suite for the night. By reviewing recordings of the hall or if they left someone behind, they will see that a man knocked on Janice's suite door and she left with him shortly after Erin left for the Mosh Pit. She and the man and her bodyguard returned and went inside at around 10:30. Janice and the man seemed quite intimate.

If they leave someone on watch during the night, that person will notice a man in a hotel uniform emerge from the elevator with a food cart at 2 am. Have the person make an intelligence check, target 4, 2 successes, for them to realize that this person came out of the guest elevators and room service always came out of the service elevators at the far end of the hall. A close examination reveals this to be the man seen previously. The door to Erin's suite is halfway between the man and the character's suite. If they choose not to intercept him, he will go to the door of Erin's suite and knock on it. When it is answered, he kills the bodyguard there and enters the room with a sword that he has drawn from the cart. The sound of gunfire can be heard through the door. If they intercept him physically in the hallway, then he will fight. If they draw guns and threaten him from a distance, then he will use distance strike until he can close and he will fight to the death.

If they take more than 5 combat rounds in the hallway or fire any weapons without silencers, then the bodyguards will come to the door to see

what is going on. This will blow the characters cover unless they can fast-talk the bodyguards.

If the characters did not leave someone on guard, then they will be awakened by the sound of gunfire. If they run quickly, then they will get to him at the start of a new combat round and all that is left of the host team is the mage who has taken a serious wound. If they wait for everything to quiet down, they will see the lone assassin exit the room unharmed and everyone inside the suite is dead. If they confront him now, he will run. This ends the tournament, no money, no karma. If they intercept and stop him before he kills Erin, then they will have to explain what is going on to the Knight Errant guards that arrive a few rounds later.

If they contact the Johnson, he will tell them to remain at a distance and let new guards be assigned.

If they confront and kill the assassin, they will have to dispose of his body. Let them be creative.

Scene Seven – Pull the Plug

It is the next morning and the characters are welcomed by a call at 6 am. If they did not intercept the assassin in the hallway or the bodyguards realize that they are up to something, then the phone rings.

“White Palace, SEA-TAC, tail.”

If they did intercept him before he entered the room, then the phone rings.

“White Palace, The Body Works Day Spa, tail.”

The characters will have to get ready as Erin will be up and out the door at 7:00 to go for a full work over at the Body Works Day Spa or to head to SEA-TAC to leave Seattle. Either way, they have been given the order to tail which means they are to follow no more than one car behind Erin and the host team.

Three blocks from the hotel, they will receive a second call.

“White Palace, pull the plug.”

They have just received the final order. They are to immediately neutralize Erin's bodyguard and take Erin to the helopad on the Hilton, one block

away. When they get to Erin, they are to say "White Palace" and she should cooperate. How they neutralize the host team is their choice, but it is 7 am in downtown Seattle so they had better be quick and as discrete as possible. Oddly, this occurs at an intersection where the lights have just changed out of sequence, stopping the cars and they aren't changing back to green for a long time.

The windows in Erin's limo are clear and she has four bodyguards with her, two samurai in the front seat and a samurai and a bodyguard in back with her. The limo is armored to stop small arms fire (14 for the body, 10 for the windows). If weapons fire does break out, the street sam in the rear will pull down one section of the rear seat and push Erin into the trunk to protect her from fire. The trunk can only be opened from inside the car or inside the trunk and the seat is secured from inside the trunk.

The characters have about 2 minutes of game time to neutralize the host team, remove Erin and then get her to the Hilton before Lone Star shows up with 10 street samurai and a combat mage in a helicopter. Threaten them with this but do not use it unless they screw around and try looting or some other equally stupid act.

When they say "White Palace" to Erin, she will stop and look a bit surprised and then say "Daddy?" She will then cooperate with the character providing they have not wounded her. If she has been wounded, they will have to subdue her or she will try to run.

Picking Up The Pieces

You enter the lobby of the Hilton to find Mr. Johnson waiting for you. Without a word, he motions you to follow him and heads toward the elevator, holding his hands out to stop the advance of the Hilton security personnel. The elevator rises to the roof where everyone boards a helicopter, which lifts off. You are dropped off back at the Ritz Carlton Northwest to clean out your rooms and leave.

If they accomplished the mission without being spotted and without injuring Erin, then Mr. Johnson will hand them a credstick for 160,000 and say the following:

"You did very well and I appreciate your efforts. Here is the agreed balance of 100,000 nuyen plus a little bonus."

If they accomplished the mission but Erin was injured (M or L wound), or they were discovered by the other team, then Mr. Johnson will hand them a credstick for 100,000 and say the following:

"Not as clean as I would have preferred, but you did succeed."

If Erin is seriously wounded or worse, then he will pay them 40,000 nuyen and leave them on the roof top helopad to fend for themselves.

The End

Karma Award Summary

To award Karma for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

| | <u>Karma</u> |
|-------------------------------|--------------|
| Delivered Erin | 1 |
| Erin was uninjured | 1 |
| Went undetected until Scene 7 | 1 |
| Did not kill anyone | 1 |

| | |
|---------------------------------|-----------------|
| Total Karma for objectives | sum above Karma |
| Discretionary roleplaying award | 0-3 Karma |

Total possible Karma **7**

Note that members of the Tyger's Tail must take one less karma than awarded.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature

- can be sold/fenced for 30% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, summoned spirits and elementals, and so forth may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified. Contacts must be specifically defined by level, name, and affiliation.
 3. Theft is against the law and professional code of Shadowrunners. Items worth more than 1,000 nuyen, that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. Claudia will not tolerate such unprofessional conduct and will terminate any arrangements with the character, thus removing him/her from the campaign. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or monies acquired for things which it later finds unreasonable but which were allowed at the time.

Please remember that in Virtual Seattle, the total amount of rewards allowed per character is 100,000 nuyen. This includes any negotiated payments for completing the run plus any other goods, tangible or intangible, which the character decides to keep. If a certain item is valued in excess of 100,000 nuyen, then the character may take that single item, foregoing any other payments or compensation and must add the amount over 100,000 nuyen to the "pool" to be distributed among the other runners. This restriction does not apply where the item is taken by a Tyger Team, although the overall limit of 100,000 nuyen per player character still applies and items taken by a Tyger Team count towards that limit.

Scene Six – Good Night Sleep Tight Long Sword Weapon Focus

Beginner - Rating 2

Veteran – Rating 4

Appendix – NPCs

Beginner NPCs

Crimson Crush Gangers

Each group of 15 consists of 5 trolls and 10 orcs

Orcs

B 9 Q 6 S 9 C 2 I 3 W 4

Rea. 4 Init. 4+1d6

Combat Pool 6

Skills: Unarmed Combat 4, Clubs 4, Athletics 2, Etiquette(Street) 2, Pistols 4

Equipment: Synth leather (-/1), club(11M(stun)), Cezka Scorpion (6L)

Trolls

B 11 Q 5 S 10 C 2 I 2 W 4

Rea. 3 Init. 3+1d6

Combat Pool 5

Skills: Unarmed Combat 4, Clubs 4, Athletics 2, Etiquette(Street) 2

Equipment: Synth leather (-/1), club(13M(stun))

Lone Assassin

B 8 Q 8 S 8 C 3 I 6 W 6 M 8

Rea. 7(11) Init. 11+3d6

Combat Pool 10

Karma Pool 5

Skills: Unarmed Combat 6, Sword(long sword) 6(8)(10), Stealth 6, Athletics 6

Equipment: Armored Long Coat(4/2), Forearm Guards(-/1), Long Sword Weapon Focus-Rating 2(11M)

Adept Abilities: Increased Reaction 2, Low Light

Vision, Thermographic Vision, Optical

Magnification, Enhanced Hearing-High Freq.,

Killing Hands-Moderate, Distance Strike, Improved

Ability-Sword(2)

Bodyguards

If the original team is killed in Scene 6, they will be replaced by a team with identical stats. No names are given because they do not talk, they communicate with nods and gestures.

Street Samurai

B 6 Q 6 S 6 C 2 I 6 W 4

Rea. 6(8) Init. 8+2d6

Combat Pool 8

Skills: Unarmed Combat 4, Pistol 6,

Etiquette(Corp.) 2

Equipment: Armored Vest(3/2), Ares Predator II(9M), Wrist phone

Cyberware: Wired Reflexes 1, Cybereyes(low light, thermal, flare comp.), Smartlink

Combat Mage

B 2 Q 4 S 2 C 5 I 6 W 5 M 6

Rea. 5 Init 5+3d6

Combat Pool 7

Spell Pool 5(7)

Karma Pool 5

Skills: Sorcery 6, Etiquette(Corp) 4, Negotiation 3

Equipment: Power Focus 2, Armored Vest, Spell Sustaining Focus(Inc. Reflexes+2), Power Focus 2

Spells: Manabolt 5, Stunball 6, Improved

Invisibility 3, Treat Wounds 4

Veteran NPCs

Crimson Crush Gangers

Each group of 15 consists of 5 trolls, 9 orcs, and an orc shaman.

Orcs

B 9 Q 6 S 9 C 2 I 3 W 4

Rea. 4 Init. 4+1d6

Combat Pool 6

Skills: Unarmed Combat 4, Clubs 6, Athletics 2, Etiquette(Street) 2, Pistols 4

Equipment: Armored Jacket (5/3), club(11M(stun)), Browning Max Power (9M)

Trolls

B 11 Q 5 S 10 C 2 I 2 W 4

Rea. 3 Init. 3+1d6

Combat Pool 5

Skills: Unarmed Combat 4, Axe 6, Athletics 2, Etiquette(Street) 2

Equipment: Armored Jacket (5/3), Combat Axe (14S)

Orc Shaman(Wolf)

B 6 Q 5 S 5 C 5 I 5 W 6 M 6

Rea. 5 Init. 5+2d6

Combat Pool 8

Spell Pool 5(8)

Skills: Sorcery 6, Conjuring 6, Etiquette(Street) 4

Equipment: Armored Jacket (5/3), Power Focus 3,

Spell Sustaining Focus – Inc. Rea.+1

Spells: Manabolt 6, Power Ball 5, Flamethrower 5

Lone Assassin

B 8 Q 8 S 8 C 3 I 6 W 6 M 12

Rea. 7(13) Init. 13+4d6

Combat Pool 10

Karma Pool 15

Skills: Unarmed Combat 8(10), Sword(long sword) 8(10)(14), Stealth 6, Athletics 6

Equipment: Secure Long Coat(4/2), Secure Ultra Vest(3/2) Forearm Guards(-1), Long Sword Weapon Focus-Rating 4(11M), Total armor value of 7/5

Adept Abilities: Increased Reaction 3, Low Light Vision, Thermographic Vision, Optical Magnification, Enhanced Hearing-High Freq., Killing Hands-Serious, Distance Strike, Improved Ability-Sword(2), Improved Ability-Unarmed Combat(2)

Bodyguards

If the original team is killed in Scene 6, they will be replaced by a team with identical stats. No names are given because they do not talk, they communicate with nods and gestures.

Street Samurai

B 6 Q 6(8) S 6(8) C 2 I 6 W 5

Rea. 7(11) Init. 11+3d6

Combat Pool 9

Karma Pool 5

Skills: Unarmed Combat 6, Pistol 8,

Etiquette(Corp.) 2

Equipment: Secure Long Coat(4/2), Ares Predator II(9M), Wrist phone

Cyberware: Wired Reflexes 2, Cybereyes(low light, thermal, flare comp.), Smartlink, Muscle Augmentation 2

Combat Mage

B 2 Q 4(6) S 2 C 5 I 6(8) W 6(8) M 8

Rea. 7 Init 7+4d6

Combat Pool 11

Spell Pool 8(12)

Karma Pool 5

Skills: Sorcery 6, Etiquette(Corp) 4, Negotiation 3

Equipment: Power Focus 4, Armored Vest, Power Focus 4, Spell Sustaining Focus Armor(10 successes)

Spells: Manabolt 6, Stunball 6, Improved

Invisibility 6, Treat Wounds 6, Levitate 6

Quicken spells: Improved Qui, Int, Will at +2;

Improved Rea +4; all are force 5 spells.

Elementals: Fire(Force 6) – 2 ea., Earth(Force 4) – 2 ea., Air(Force 4) – 1 ea.

Elite NPCs

Crimson Crush Gangers

Each group of 15 consists of 5 trolls, 9 orcs, and an orc shaman.

Orcs

B 9 Q 6 S 9 C 2 I 3 W 4

Rea. 4 Init. 4+1d6

Combat Pool 6

Skills: Unarmed Combat 4, Clubs 6, Athletics 2, Etiquette(Street) 2, Pistols 4

Equipment: Armored Jacket (5/3), club(11M(stun)), Browning Max Power (9M)

Trolls

B 11 Q 5 S 10 C 2 I 2 W 4

Rea. 3 Init. 3+1d6

Combat Pool 5

Skills: Unarmed Combat 4, Axe 6, Athletics 2, Etiquette(Street) 2

Equipment: Armored Jacket (5/3), Combat Axe (14S)

Orc Shaman(Wolf)

B 6 Q 5 S 5 C 5 I 6 W 6 M 8

Rea. 5 Init. 5+3d6

Combat Pool 8

Spell Pool 6(10)

Karma Pool 5

Skills: Sorcery 6, Conjuring 6, Etiquette(Street) 4

Equipment: Armored Jacket (5/3), Power Focus 4, Combat Spell Focus 4

Spells: Manabolt 6, Power Ball 5, Flamethrower 5

Quickened Spells: Armor 10, Inc. Rea. +2

Lone Assassin

B 8 Q 8 S 8 C 3 I 6 W 6 M 16

Rea. 7(13) Init. 13+4d6

Combat Pool 10

Karma Pool 25

Skills: Unarmed Combat 8(10), Sword(long sword) 8(10)(16), Stealth 6, Athletics 6

Equipment: Secure Long Coat(4/2), Secure Ultra Vest(3/2) Forearm Guards(-/1), Long Sword

Weapon Focus-Rating 6(11M), Total armor value of 7/5

Adept Abilities: Increased Reaction 3, Low Light Vision, Thermographic Vision, Optical

Magnification, Enhanced Hearing-High Freq.,

Killing Hands-Deadly, Distance Strike, Improved

Ability-Sword(2), Improved Ability-Unarmed

Combat(2)

Initiate Abilities: Masking

Bodyguards

If the original team is killed in Scene 6, they will be replaced by a team with identical stats. No names are given because they do not talk, they communicate with nods and gestures.

Street Samurai

B 6(8) Q 6(8) S 6(8) C 2 I 6 W 5

Rea. 7(11) Init. 11+3d6

Combat Pool 9

Karma Pool 10

Skills: Unarmed Combat 6, Pistol 8,

Etiquette(Corp.) 2

Equipment: Secure Long Coat(4/2), Secure Ultra

Vest(3/2), Ares Predator II(9M), Wrist phone

Cyberware: Wired Reflexes 2, Cybereyes(low

light, thermal, flare comp.), Smartlink, Muscle

Augmentation 2, Dermal Plating 2

Combat Mage

B 2 Q 4(8) S 2 C 5 I 6(10) W 6(10) M 12

Rea. 9 Init 9+4d6

Combat Pool 14

Spell Pool 10(14)

Karma Pool 10

Skills: Sorcery 10, Conjuring 8, Etiquette(Corp) 4,

Negotiation 3

Equipment: Power Focus 4, Armored Vest, Power

Focus 4, Spell Sustaining Focus Armor(14

successes)

Spells: Manabolt 8, Stunball 8, Improved

Invisibility 6, Treat Wounds 6, Levitate 6

Quickened spells: Improved Qui, Int, Wil at +4;

Improved Rea +4; all are force 8 spells.

Elementals: Fire(Force 8) – 2 ea., Earth(Force 8) –

2 ea., Air(Force 6) – 1 ea.

Player Handout #1

Contents of the Data Chip

Reservation for Ritz Carlton Northwest

Number: 6J45L97093798

Party: Mr. J. Johnson, party of 6

Room: Suite 610, adjoining 609 and 611, non-smoking

Security: Security personnel authorized, corridor camera authorized

Limousine, Mitsubishi Nightsky

Erin Nordberg

Age: 15

Height: 1.6 meters 45 kg.

Weight: 45 kg.

Hair Color: Blond, short

Eye Color: blue

Race: Human caucasian

Player Handout #2

Separate the following codes, fold them up and turn over to the players with instructions that they are NOT to be opened until the proper code has been given by the Johnson. You may wish to right the code on the outside of the folded piece to make it easier to read or if you are really prepared, bring some envelopes for them.

Chameleon

Erin is bound for an area that is considered secure. Keep an eye on her without being noticed and watch for others watching her.

Picket Fence

Erin is bound for an area that is hazardous and where she will be potentially exposed to danger. Establish and maintain a perimeter about her and ensure that all hostiles are neutralized.

Tail

There is the potential of imminent threat during transit. Close on Erin's limousine and allow no more than one vehicle between your vehicle and hers. Do not allow any vehicle that cuts off or obscures line of sight.

Pull the Plug

Neutralize the host team immediately and escort Erin to the Hilton down the block. Use the phrase "White Palace" and she should cooperate with you. You are free to deal with the host team as you see fit, however time is of the essence.