

Some Runs Just Drag On

A One-Round Virtual Seattle Tournament

by Jason and Christy Nichols

Bodyguard work. Nice, simple, what can go wrong? What do you do if nothing does?

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module 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.

Background

The runners are going to be hired to serve as bodyguards for a recording exec who is in town to scout and sign some new talent. Seems that he may be going to some "out of the way" establishments, and wants his guards to fit in and know their way around the dark corners of Seattle.

What the runners don't know is that this recording exec is actually a professional hit man, who is working on a run. He is using the runners as cover, and as information sources on Seattle. He is also figuring they may make good back-up muscle, just in case.

The Hitman/Exec (Adam Fortnight) actual has his hit set up, he just is just prepping for the actual hit. In the few days before the run, he will be arriving in Seattle, going out and visiting some clubs, and then heading to the hit. The runners get to do some simple bodyguard work, get some time to interact with Adam, and then get to try and figure out what to do when the drek hits the fan. Did I mention that the target of the hit is a dragon?

The Deal

"Morning chummers." Claudia always seems far too chipper when she calls in the bright and early hours. "If you're up for some nuyen, stop by the lair at noon. I think I have some easy cred for you to make up for that last run, simple bodyguard work, details when you get here..."

The runners have a couple hours if they want them before the meet with Claudia.

You arrive at the Tiger's Lair. Claudia is setting up for a team meeting, looks like there will be (insert # of runners here) of you playing shield for the Johnson. You look around as the rest of your team arrives ...

Description/introduction time

"Hoi. Good to see you all made it." Says Claudia as she starts the meeting. "This looks like some easy cash guarding/ escorting a suit who's non-local. He's a scout for one of the noise companies, looking for a nova sound. Somehow, he thinks he can find it in Seattle.

This is the offer: 2500¥ a day for 7 days, 7500¥ up front. Johnson needs someone to make sure no one makes him dead while he's cruising the darkest corners of the city. He also wants someone to point him to those dark little hell-holes. The difficulties with this one: Johnson wants freedom to move/meet people; he wants to travel to some areas where having more than 10 nuyen means half the neighborhood will be looking to frag you; he has a bit of an ego and doesn't seem the type to take 'maybe this isn't a good idea' very well; he wants to use his own transport, a Rolls Royce Phaeton that he is renting.

Now, you know what I know. Are you interested?

Claudia will let them talk and answer any questions she can for the team (but remember, she already told them they know what she knows about this job). Once the team decides to accept the run, Claudia will give them an arrival time and tell the team where at the airport they can meet the limo... the limo comes with its own driver. They are to pick up the Johnson at 7pm tonight (19:00) at Sea-Tac Airport. The limo is going to meet them at the main entrance - it is a silver blue Phaeton with the license plate "Racer1".

The Airport

Well, Sea-Tac isn't that bad. Maximum security, chem sniffers, cyberwear scanners, cyberwear disablers, sec guards with guns, and a Johnson to pick up. Happy days...

Find out what the runners are intending to bring into the airport with them. The place has rating 10 cyberwear/weapons/chemical detectors as you enter. Anyone with legal permits (this means they would have a SIN) can show them to the nice security men and get access to the main airport. There are another set of scanners to go out to the gates, and no one gets past that point with weapons or active "combat" cyberwear. If they try to sneak anything past and are caught, there are several options.

The security personnel will either issue a 750¥ ticket, which must be paid in order to leave the airport. This is for a minor offense, and either a really good fast talk or a nice sized bribe. In either case weapons will be taken and cyberwear disablers will be applied.

The individual can be arrested for weapons/ cyberwear infractions. See ShadowTech for applicable laws/fines. The security boys could get irritated but decide to make the runner's life really difficult. They may report the weapons/cyber to Lone Star in addition to #1. In which case, the team gets to have the fun of having a Lone Star tail for the run. The Star wants to see where Mr. Trouble (the runner) leads them. Stats for the detective are in the Judge's notes at the end of the module. If a runner (or if several runners) is being tailed by Lone Star, the Judge should feel free to give LS a much faster response time to anything illegal the runners try to do. Also, the detective may try to be an added complication, as he may try to intervene, or he may just bring LS to the runner's door at a later point and time.

Well, making it into the airport wasn't too bad. And Johnson's plane was on time. As a matter of fact, that looks like him right there...

If there is an attractive female in the group, Adam attention will be focused on her:

"Enchanted to meet you. My name is Adam Fortnight." He takes the lady's hand and kisses it. "I wish I had known Seattle had such lovely sights before. I would have come here sooner. It will be an honor to have such a lovely escort for my visit here in town."

To any non-attractive non-female members of the team.

The Johnson looks you over. "I don't know what frightens me more, the fact that you are supposed to be a bodyguard, or the fact that I am paying you to work as one... My name is Adam Fortnight, you may call me Sir. Have you picked up my bags yet? ... Perhaps we should go get them then... here." Adam hands you his coat to carry and heads off toward the baggage claim area.

Adam will offer his arm to the most appropriate of the ladies on the team. If there are several ladies, Adam will take time getting to know each of them, before deciding on which one should be his companion. If he gets turned down, he will simply move to the next most eligible lady. If all the ladies are deemed inappropriate, he will treat the team like a typical team of runners.

Adam has a very low opinion on runners, and isn't afraid to show his opinion. His goal is to irritate the runners, but not drive them off. He still needs them for his cover. The Judge should feel free to play up this attitude throughout the party's interactions with Adam. Below are some possible ideas on comments, just to give the Judge some ideas.

- I don't suppose anyone has ever suggested regular bathing as a good idea when you are going to be out in public?
- Who was to know that people who called themselves shadowrunners enjoyed attracting the attention of every security guard in a 10 block radius.
- I don't suppose the street doc mentioned that all of your intellectual capacity was going to be siphoned off by that cyber?
- I've heard that magical types are big on summoning spirits. Looking at you, now I know why - it is the only way they can get a date.
- *If a mage assenses him* "What? Is it time to do stupid people tricks? I can roll my eyes back in their sockets and look like a goof, too. But some of us made it past 6 years old."

Again, these are just to provide a flavor - the Judge should feel free to provide their own commentary that is particularly suited to their group of runners.

Other than the verbal abuse and or flirting, there will be no difficulties in getting Adam's bags and getting out to the car.

The Phaeton is a very nice car. It has an air of elegance about it, even if it does seem to be painted a bit like a ballistic rocket. Adam looks at the nearest runner. "The door, please." He waits for you to open the door.

Adam will help a female runner into the car, if there is one he is interested in. Male runners are going to be treated like servants:

- "put the bags in the trunk"
- "don't drop that"
- "get the door"
- "you aren't all planning on riding back here."

That is the end of the hassles at the airport. Next, it is on to the hotel...

The Hotel

The Warwick Hotel. It looks very nice. Definitely a luxury hotel. Looked like half a dozen hotel staff were headed your way to help with the baggage when good old Adam shoed them away saying, "My *people* will take care of my bags, thank you." It looked like he tipped them well to stand around and watch your group carry the luggage.

As you arrive at the suite on the 16th floor of the hotel, you are impressed by the size and style of the hotel room.

(Judge note: no map is provided If the runners really feel the need to have one, the Judge should feel free to make up the layout themselves or you could use Sprawl Sites p.34 Large Residence)

Then Adam chimes in with another helpful question. "Has anyone checked this place for bombs, bugs, or assassins? What am I paying you people for?"

On the plus side, Adam does stay out of the way and let your group do its job checking the place out. On the minus side, by the time you are done looking around, there is no sign of Adam in the apartment...

If one of the runners tries to keep an eye on Adam. He will send them to the kitchen to get him something to drink. If you or the runner feel they deserve a chance to spot Adam leaving, he has a stealth skill of 13 and a Threat rating of 7. Base target numbers are 4. Adam has 12 successes, the runner can roll Int. to see if they can get more successes. The intent is to give the runners their first clue that Adam is more than he seems.

Give the runners a chance to worry for a couple minutes, then Adam comes back in with some waiters and food.

"You folks looked hungry, so I went downstairs and got us dinner." Adam has the food brought in, and it looks like about a 5 course meal.

If any of the runners give him a hard time his response will be,

"It is not my fault that you could not keep track of me. Though it does show your competence level. And you are welcome for the food."

Reminder to the Judge - Adam will still be flirting with an attractive female runner, if one is available.

As you finish up dinner Adam stands and heads to the bedroom. "Its been a long day, and we have a busy schedule tomorrow evening. We're going clubbing, and I need to know what the best places in town are. What do you suggest?" He then waits for the group's responses. "I'll get us reservations. I prefer to sleep in, so don't make too much noise..." With that, he heads to his room.

The Clubs

It was a boring day. Adam did not get out of bed until after one in the afternoon. He somehow has arranged for passes for the group at the nightspots suggested by the runners. You have already been to one club. Adam wasn't impressed by the band, though the girl with the bright orange hair held his attention for almost 20 minutes and two dances. The evening seems to have put Adam into a better mood, as he has been trying to buy you all drinks all evening.

You're headed to club number 2 on the list right now. As you come up to the door, Adam gives his name and again your group goes right inside. The Club is loud and filled with the sound of the band. Adam

seems to like the sound of the group here much better than the previous group. "Let's get a table and some drinks", he says as he makes for a table in the middle of the room.

You sit, your drinks come, Adam seems to be paying more attention to the women in the place than the band. "Hey, why don't we have another round here? You chummers are way too tense ... you need to relax more. What could happen it a club like this?" If he only knew...

Strange that he wants to be such good chums now, after yesterday, but you know several folks who are much nicer to be around after a few drinks. To no one in particular, Adam says, "Great band, too bad they're already in bed with someone else ... excuse me for a minute..." With that, Adam gets up and heads over to a striking young elven woman. Why the frag are you going to clubs, if he already knows he can't sign the bands? It looks like the only purpose is for Adam to see if he can get lucky.

Then the alarm bells start going off in your mind - you spot a guy who looks like he's taking offense at Adam's interest in the girl. Why'd Johnson-boy have to pick one with a boyfriend? As you are on your way over to keep your employer from getting bruised, you see Mr. Boyfriend go to take a swing at Adam. Fast as a samurai, Adam lands an elbow-fist-sweep combo that frags Mr Boyfriend up pretty good. And here come the bouncers...

If the runners are on their toes and stay close to Adam, they may stop the boyfriend before Adam lays him out. If this happens, Mr. Boyfriend will get some friends and jump the runners as they come out of the bar. Otherwise, Mr. Boyfriend's friends start trouble as the bouncers come over, and the runners need to get their charge to safety.

For any combat that occurs, assume that the runners' opponents have 4's for their stats and skills, and threat ratings of 2. This is just a light work out for most runners, but there is the possibility that numbers will allow you to at least worry them briefly. Mr. Boyfriend had 10 friends present, and there are 10 bouncers.

The Trip Home

"Well, that was fun." That was Adam's response to the brawl he started. If he wasn't paying the bills...

"Hey, you guys weren't bad, a little slow, but not bad." With that, you decide to call it an evening and head back to the hotel

If asked about his combat abilities, Adam will say he's studied martial arts for a while, and he's taken a few self defense classes. This should give the runners the impression that he's not telling the truth - he moved way too fast and knew what he was doing. Adam will maintain the story that he's just had a little training here and there, even if confronted with a "you're lying to us" attitude. He doesn't care if the runners know that there is more to him than meets the eye at this point.

If the runners threaten to quit if he doesn't tell them what's up, he'll simply ask them *"and what is the word on the street going to be when folks find you couldn't even keep up with a recording exec? It isn't like I'm an Urban Brawler or someone dangerous or troublesome. What do you think will happen to your reps if you just bail 'cause it felt bad' after a simple barroom fight?"* He will use the threat to their rep to keep them around.

Basically, he's not going to give the runners any more info, even if they feel they deserve/need it. On the chance that someone decides to take the information from him (drugs or Mind Probe), remind the team that he is their current employer and such acts will not sit well with him, or with Claudia.

The Next adventure

Morning came bright and early, as Adam decided the runners needed to be up by 8am. "We have a big night tonight. All of you do have something to wear at the Eye of the Needle, don't you?"

Normally, it takes weeks to get a reservation at the exclusive restaurant, so you wonder why good old Adam didn't mention it a little sooner.

"Let's make sure we have everything straight about tonight. I have an important meeting. I may need to wander a few feet away from you chummers, so don't get too clingy.

Proper dress is required at the Eye, which means a tuxedo or evening gown. No bulky armor, no weapons. Makes it safer for everyone, so be on your best behavior. If you need clothing, I think it can be arranged..."

If the runners don't have appropriate clothing for the evening, Adam will take them shopping. He will even spring for a 500-1000¥ set of clothing (depending on how much he likes the runner) for any runners who need clothing.

Feel free to roleplay taking them shopping at one of the fashion stores in Seattle, if you have lots of time available. Adam especially likes to watch the runners squirm trying to fit in at a corp/upper class establishment. He also likes to watch the ladies try on different outfits, and he hopes to get a feel for how much work it is going to be to keep them out of trouble in the Eye of the Needle.

Important things for Adam to emphasize are that he needs some freedom of movement tonight, and the runners should not crowd him when he indicates this. It should be a safe location; and he understands the individual he is meeting with. He is confident he will not be seriously threatened by that individual, but the runners should be ready just in case. And lastly, he is the boss and the guy paying the bills, so do what he says.

Basically, if there isn't time to go shopping, the day will pass uneventfully. If there is time to go shopping, that will be the big event of the daylight hours.

The Stores

(Optional Encounter)

“Tres Chic!” Says the elf named Armand who has been helping you try on clothing. You are not sure if it is the latest style, you just know it is seriously lacking in armor value. But Adam doesn't seem to shop at the stores that sell that “quality” of clothing.

“You know, I think you would look so much better in the green one, green is the up and coming color, you know. It would just do so much for your complexion...” And there he goes, off again to find something else for you to try on...

Armand just wants to try and help the runners look the best they possibly can. Of course, style is far more important to Armand than the utility of clothing. His motto is “It is more important to look good than anything else.” The runners aren't likely to agree. You're the Judge, have fun with them...

The Eye of the Needle

Who would have guessed, but Adam dresses up pretty well. The gray tuxedo seems to fit him, and somehow, a cane makes him look almost dashing. To bad he's such a pain in the...

Space Needle. One of the monuments to Seattle for decades now, and home to one of the most exclusive restaurants in the city. And you thought Aztechnology had good security...

Quick notes to the GM. Find out what the runners are planning on bringing with them to the Eye of the Needle (EoN from now on). They may want to bring big bang-bangs and leave them in the car. Anything larger than a pistol will have to be in the trunk of the limo. The garage is in the basement of the Space Needle, and the weapons detectors will pick up any explosives or assault cannon type ammunition. There will be a “parking fee” of an extra 5000 nuyen per kg of explosive or item of this type detected. Adam will pay, but make sure to give them grief about it.

You don't see much in the way of heavy duty security personnel, but you have to wonder what is watching on the other end of all those cameras, and how “Joey” seemed to know the location of every weapon on your body as you wandered up to the weapons check by the elevator.

Yes, the runners must check any and all weapons at the door. If the runners wish, they can try to sneak something past. The weapons scanners are rating 12, and get one free re-roll as though they had a karma pool.

The trip up to the Eye of the Needle is surprisingly quick, and you are greeted to the Eye with the image of last night's Seattle Mariners game. It looks like one of the mages is a baseball fan, and is doing an instant replay of last night's win in the dome.

The host steps forward, “Can I help you?”

Adam will let the runners handle getting a table, since they have a reservation in the name of Fortnight. If the runners forget, Adam will handle getting a table, and comment on the runner's ineptitude.

Dinner is even better than you expected, though any with a preference for soy will be sadly disappointed, since all seven courses are real food. As dessert is wrapping up, Adam excuses himself and heads over

to the restroom. As you get up to go with him, Adam turns and says "I think I can handle this on my own, though I appreciate the offer to keep me company...."

He stops at one table on the way to the annoying boy's room. There is a man and a woman, both very attractive. The man appears to be in his early forties, anglo, graying black hair and a very nice tuxedo. The woman is in her late twenties, perhaps, with blonde hair and bright green eyes, and she is wearing a very flattering evening gown. Adam says a few words, mostly to the young lady, and heads on his way.

Runners will want to know what was said. Adam was 15m away in a crowded restaurant. The only way the runners can possibly hear the conversation where they are sitting is if someone has enhanced hearing of some sort, and a sound filter. Invisibility is also an option, though it will be fairly obvious if someone suddenly disappears from the table. If they have a way to overhear the conversation goes:

Adam, speaking to the young lady - "Hello, aren't you Susanna Winslow?"

Susan looking up with interest - "Yes."

Adam - "I enjoyed your thesis on conjuring Greater Form Spirits, you had some interesting insights. I hear you are going to be teaching locally."

Susan - "Thank you. Yes, I am going to be teaching at Seattle University."

Adam - "Perhaps I will get to listen in on some of your classes." Adam looks over to the gentleman. "Forgive my intrusion. May I say you are indeed a lucky man to have the honor of having dinner with such a lovely lady." Adam offers his hand to the gentleman.

Gentleman - "Thank you." He shakes Adam's hand. "And as you may have guessed, her beauty is only one of her appeals."

Adam - "If you will excuse me, I just wanted to say hello."

With that Adam heads to the restroom.

Runners who would like can make a corporate etiquette (6) test needing 2 successes to recognize the gentleman as Wilhelm Essulon - a VP for a local chemical company.

Runners might also want to make a magic etiquette (8), or (6) if they know her name, roll to recognize the young lady as Susanna Winslow - a new conjuration theory instructor at Seattle University who's made a bit of a name for herself with her recent book on conjuring spirits "Spirits, spirits, everywhere ... but can they really think?"

If the runners pay attention to the couple, they will be getting up to leave about 2 minutes after Adam stops by.

As Adam returns to the table he announces "I have a meeting later tonight. We should be going."

With that, Adam gathers his things and you head down to the car.

Adam will not be any more revealing on the walk down to the car.

The Briefing

After you are in the car and on your way, Adam turns to the group, "The meeting that I have may seem a bit unusual. The person that I am meeting does not want there to be any word of the meeting. So the circumstances may seem a bit strange. I am not worried about any threat from the people I am meeting, but I want you to keep your eyes open, just in case."

If asked, Adam will say that the meeting should be under five minutes, and no, there is not time to stop and get any good toys for the runners. He will not specify who the meeting is with, what the meeting is about, or where it is to take place.

The Hit

You hadn't thought tonight was going to be a lovely night for a drive around town not knowing what the frag is going on, but it seems to have turned out that way. You turn a corner, and are faced with the rear of another limo, stopped to wait for a delivery truck to back into a loading dock.

Adam looks to you all "This is it. Stay on your toes, but don't go starting trouble. And don't go waving guns around unless you need to use them. Stay back by our car, just in case we need to leave quickly."

With that, Adam gets out of the limo, and heads up to the other limo...

Give the runners a chance to make any preparations they wish, since Adam is not moving that quickly. They will have about 15 seconds of prep time.

Adam steps up next to the driver's side rear window of the limo and knocks with his cane. As the window slides down a few inches, Adam reaches back and thrusts his cane through the opening ... and you see a blade spring forth from the end of it.

OK, that was Adam's surprise action (dealing a light wound to the target), now we go to initiative. Have the runners roll, since they are probably going to want to do something. Also remember that any weapons larger than a pistol had to be stored in the trunk of the limo - so the runner will need to go to the trunk, get it open, and then draw the weapon. It will probably take 2 actions to accomplish that for at least the first runner to head that way.

Here's a brief script of actions for the NPCs. Judges are allowed to alter this if they feel there is a good reason. Remember, Essulon just wants to get away, and Susanna is going to try and help him to do this. They are not here to trash the party, unless they have no means of escape. Adam just wants to kill the dragon, he would prefer to leave Susanna alive.

Roll initiative. Adam (25) Essulon (16) Susanna (7)

On 25 - Adam takes another swing, and does another light wound.

On 16 - Essulon opens the car door (moving Adam and any runners there back 3m in the process those hit by the door resisting 10M(Stun) with impact armor applying), allocates his shielding pool to defense (+9 to the target #'s of all spells aimed at him), and drops his human form spell - Hello Mr. Dragon ...

On 15 - Adam takes another swing, another light wound (Essulon now has a moderate wound from Adam's damage) [Yes, Adam has been getting lucky on his damage]

On 7 - Susanna allocates her magic pool to spell defense (9 dice), use them as you see fit. She also activates her power focus and her spell lock for increased reflexes (III). Remember, she is inside the limo (with tinted windows) and is not likely to be

targetable by the runners once Essulon turns into a dragon, blocking the only open door to the car.

On 6 - Essulon's next action depends on the party, if they have not attacked him, he will pick up the limo and start to fly off. If one party member has attacked him, he will use an acid spray spell at force 5 (stats as per the flame thrower (SR2 p.158) spell, elemental effect changed to acid) at the character in question. If more than one party member has attacked him, he will throw a chaotic world spell at force 5 (SR2 p.155) at the party. If a party member has closed to melee range, Essulon will randomly pick someone in melee to attack and continue shielding himself.

On 5 - Adam takes another swing at Essulon -yielding no damage, this time.

New initiatives Adam (21) Essulon (14) Susanna (23)

On 23 - Susanna calls 3 elementals to her - Fire (8), Earth (8), Air (8)

On 21 - Adam attacks Essulon (still in melee range since he hasn't had an action since picking up the car - or hasn't attempted to move) and scores another light wound (4 boxes from Adam)

On 14 - Essulon will take to the air here (picking up the limo), or move out of melee range if already in the air. He continues/resumes shielding himself, and will sustain the chaotic world spell, if that has been cast.

On 13 - Susanna orders the fire and earth elementals to attack anyone who has injured Essulon, starting with those with ranged weapons, and the elementals begin to manifest (they are manifest on 3).

On 11 - Adam either attacks Essulon (if in range) or encourages any runners shooting at Essulon and moves to attack an Elemental, killing it.

On 4 - Essulon moves further out of range, though doesn't break LOS unless being pressed by elementals/spirits in the air. He continues shielding himself.

On 3 - Susanna orders the air elemental to aid Essulon's movement.

On 1 - Adam kills an elemental

At this point, Essulon should be moving out of the range of the runner's weapons, since the air elemental

increases his movement x8. If the runners decide to press, Susanna will use her elementals against the party, trying to slow them down. Essulon will have corporate helicopters coming to assist, and will reach them in 2 minutes.

Possible outcomes:

The dragon gets away. This is highly likely, since Adam didn't quite realize how powerful Essulon was, or what Susanna would have available. If the runners tried to help, Adam will be upset but will pay the runners the 10000 nuyen he still owes them for the run with a 15000 nuyen "keep it quiet" bonus. Any runners that Adam has come to respect, he will give a number where he can be reached. Congrats, that's a PhysAd Hitman contact. He will suggest becoming one with the shadows until he can finish off the "Lizard Problem".

If the runners did not try to help kill the dragon, Adam will pay them each the 10k nuyen he still owes, and will head off into the night in disgust, berating them for their incompetence.

If they somehow manage to kill the dragon, Adam will pay them their 10k nuyen each, plus a 25000 nuyen bonus. Also, Adam will have his employer set up an appointment at one of their clinics, and each runner may pick up one piece of cyberware or bioware without paying street index. Cyber ware will be alpha grade, if the runners pay for it. Bioware can be cultured, again, if paid for. This is only good for ONE piece of ware, though it can be at whatever rating they can pay for.

Also, if the Adam took a liking to any of the runners, they may add him as a PhysAd Hitman contact.

The third option is that the runners decide to take issue with getting suckered into doing wet work without getting proper compensation. In other words, rather than shoot at the dragon, they decide to take out Adam. Adam will try to take out the dragon, but will wind up defending himself from the runners. In this case, they obviously don't get any additional payment from Adam. They will be contacted in 2 days by a representative of Essulon. Essulon thanks them for foiling the attempt on his life and offers a payment of 10000¥ each for "services rendered" with a request to keep the attempt quiet so that he may track down the individuals who hired the assassin.

If the team captures Adam rather than killing him, and takes him to Claudia, she will firstly make sure they all get paid the maximum amount for the run. She will then explain to Adam in no uncertain terms how she

feels about wetwork, and about being duped. The team will be invited to come up with a suitable "punishment" for Adam before he is put on a flight out of Seattle. The GM should note on the Who's Who if this happens, as Adam may become a team nemesis for future modules.

If Adam is dead, the runners may also pick up Adam's cane/weapon focus. Its stats are:
Sword Cane Wpn Focus Rating 3
Conc.12 (3 if blade is sprung)
Reach : 1 Weight : 1.5
Damage (Str+2)M

He also has a credstick with balance of 100000¥ remaining on it. The runners will need to fence the credstick (street value - 30000¥). This is only available if Adam is dead.

The end.

Karma

Threat	2
Team Role Playing	0-3
Avoiding the "friends" fight [in the bar]	1
Killing the Dragon	3
Injuring the Dragon [without killing it]	2
Attacking Adam [instead of the Dragon]	2
Sitting back and watching	0

Individual awards

Role playing	1
Right place right time	1
Humor - getting everyone at the table laughing in character	1

Maximum Karma for any runner is 11 from all sources.

Adam Fortnight

Height : 6' 1" Weight : 210# Hair : Brown Eyes : Golden-Brown Age ~ 40
Well built, muscular, handsome, confident, arrogant, dangerous

Below, numbers in () indicate attributes or skills that are boosted by bioware or magic. These are the numbers to use for most tests, unless there is a reason for the boost not to be applied.

Str : 6 (10*)
Qui : 6
Bod : 6
Cha : 5 (9)
Int : 6
Wil : 6
Ess : 4.575
Mag : 11
Rxn : 6 (7)
Init : +1d (+4d)
Initiate Grade : 9
Professional Rating : 4
Threat Rating : 7
Armed Combat : 8 (15)
Sword Cane: 13 (20)
Unarmed Combat : 6 (7)
Stealth : 8 (13)

Athletics : 6 (9)
Firearms : 4 (5)
Electronics : 5
Military Thry : 5
Magic Thry: 5
Negotiations/Seduction : 5 / 8 (9 / 12)
Corp Et. : 6 (10)
Street Et. : 5 (9)
Media Et. : 4 (8)
Latin : 8
English : 8
Spanish : 6
Japanese : 6
Spirethriel : 3
City Speak : 8

Str only reaches 10 if Attribute boost is used successfully. Make a Magic(6) test, the number of successes equals the number of combat turns the boost lasts for. When the boost runs out, Adam must make a drain resistance test v. 5D stun.

Equipment of Note

Sword Cane Wpn Focus III
Conc.12 (3 if blade is sprung)
Reach : 1 Weight : 1.5
Damage (Str+2)M

Bioware

Trauma Damper (cultured)
Enhanced Articulation (cultured)
Synaptic Accelerator I (cultured)
Tailored Pheromones (cultured)

Phys Ad Abilities

Attribute Boost (Str) +4
Increased Reflexes II
Improved Stealth +4
Improved Athletics +2
Improved Armed Combat +6
Low Light Vision
Flair Compensation
Mystic Armor III

Threat Rating : 7

Professional Rating : 4

Adam Fortnight is a professional assassin. He specializes in powerful Awakened/Magical targets, and has been at his work for 15 yrs.. He knows that magical targets tend to have magical defenses, and is masking his aura to appear mundane. He knows he is good at his work, and has taken this job thinking that it is easy money. The runners are a cover for him. Though some might consider his work more distasteful than running the shadows, he considers most runners to be amateurs who are not worthy of respect. He will not torque off the runners bad enough to make them quit, but he will let his opinion of them be known. If the runners maintain a professional attitude with him throughout the run, Adam will ease up on them. He has not met a team of runners that he feels is worthy of being called professionals - these runners could be the first, though they would have to be nearly perfect.

Adam has a bit of a weakness for a beautiful woman. Not enough of one to make him botch a mission, but he likes to have a female companion around. If there

is an attractive female around, Adam will express his interest. Adam is a gentleman around attractive ladies, and may be a bit easier on the team if there are attractive females amongst them. Part of this will depend on how the females deal with Adam. Also, understand that Adam fancies himself a gentleman, and will not take it well if a lady blatantly throws herself at him. He is looking for a lady who is attractive and witty, with at least a reasonable amount of intelligence.

The Judge must consider his players when portraying this portion of Adam's personality. Keep it the rating (G, PG, etc) appropriate for the players you have at the table.

Adam's (BTW, Adam is not his real name) cover for this mission is as a media executive. His company was recently bought by Electric Sound Emporium, and he was made a Senior Vice President. His new responsibilities are to scout new talent for the company. The company he founded that was bought out was Rock of Ages, inc. According to Adam, they

had many young and talented bands, and ESE can provide these young artists with the support they need to make it big. The only artist the runners may have heard of that Rock of Ages had signed was “Synths for Hire”, a band that tends to appeal to a younger group of fans.

Other info Adam might talk about:

He doesn't have a fixed home, since he likes to travel and meet new people.

He doesn't tend to tie himself down to anyone, because of all his travel

He likes to enjoy the finer things in life, if any of the runner chat with him about art or theater or such, they will find that he does have a reasonably good idea of what plays/artists are in town.

He doesn't like to talk about himself. His favorite topics are beautiful women, sports, lifestyles (or the lack there of) of the shadowy (a.k.a. the runners), what it takes to be professional and why the runners aren't professional, and anything else that can push the runners to irritation.

See notes in the text for more information on how to play Adam's attitude toward the runners. Remember, he will NOT, under any circumstances, tell the runners that he is an assassin or what his mission is.

(Wilhelm) Essulon

Str : 38
Qui : 7x3
Bod : 15/8
Cha : 5
Int : 6
Wil : 7
Ess : 9
Mag : 11
Rxn : 7
Init : +2d
Initiate Grade : 2
Professional Rating : 4
Threat Rating : 9
Damage: 14D
Reach: +2

Powers: Enhanced Senses (Wide-Band Hearing, Low Light Vision, Thermal Sense), Hardened Armor

Notes on Hardened Armor - It works like vehicle armor, so unless the weapon being used has a power greater than 8, it can not even scratch the dragon.

-When resisting damage, you subtract both the armor value and the body of the dragon from the power of the attack, just like the dragon was a vehicle with armor (see vehicle armor SR2 p108), APDS ammo cuts this in half, so that's 23 points of armor vs. most weapons, 11 vs. APDS

- Weapons have their damage level reduced by one unless they are anti-vehicle rockets or missiles.
- When resisting damage that Hardened Armor applies against, Essulon get his body, plus half of his armor rating in dice for 19 dice total. That's before threat rating.

Skills

Sorcery: 7
Ancient Draconic: 8
(centering skill)
“Unarmed Combat”:7

Any other skills the judge wants to give him, mostly the group is going to have to deal with him in combat, so only those skills are listed.

He has spells available, though the only one he will use are listed appropriately in the module.