

The Nanny

A One Round Shadowrun: Virtual Seattle 2.0 Scenario

by Stephen W. Gabriel

A little girl and her nanny have turned up missing, victims of a corporate war. Your job is simple, find them and bring them back. Too bad nothing is simple in the shadows.

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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!

Separate NPC's have been provided for the Combat Mage based on whether the team is Beginner, Veteran or Elite.

Adventure Summary and Background

An executive from NYC has recently avoided an unpleasant end in an inter-corporate political dispute while he was in Seattle with his family. Unfortunately for him, his guards carried him and his wife away before they could reach his daughter. He cannot risk using corporate resources, as the battle is still being waged, and so he has hired the runners to locate and return the

girl to him. Fortunately, he had deemed it necessary to provide a private nanny for his 8 year old girl. The nanny is a former British SAS member, a commando. All the characters need to do is find her and take her to the airport for safe delivery to her father. The other corporate team is still out there gunning for the girl as well.

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

It's another dreary day of existence in the sprawl known as Seattle. The sun is setting and the misty rain is driving in off the sound, setting a somber mood as you crawl out of your beds to begin another night of life in the shadows.

Scene 1 - The Meet

Claudia called an hour ago and now you look around the Tyger's lair at the other runners she's assembled to handle this job.

Claudia can tell them that the Johnson, one Wayne Biltmoor (a fictitious alias), was staying at the Inn Towne Homes in downtown Seattle since Sunday with his wife, daughter, daughter's nanny and his bodyguards. Mr. Biltmoor is currently

engaged in a little intra-corporate war with another executive, but he doesn't know who that executive is. At 1:45 this afternoon, the other executive's team attempted a hit against Biltmoor and his wife as they were entering an art museum. The raid failed and his team pulled him out of Seattle. Unfortunately, when they went to contact their daughter and her nanny, who were still back at the hotel, they found that the room had already been hit by the other team. He is quite sure they have not killed her and will more likely try and use her as bait to trap him. Biltmoor wants his daughter back alive and wouldn't mind knowing the identity of the other executive either.

His daughter is named Sara, she is 8 years old, stands 1.2 meters high, is slender, has brown eyes, olive skin and dark hair.

The nanny is called Sam, short for Samantha, she is in her mid-20's, 1.8 meters tall, athletic, with fair skin, green eyes and brown hair. Sam also acts somewhat as a bodyguard for Sara. What Claudia is not aware of is that Sam is an ex-British SAS member and quite capable.

Claudia can provide them with the name and address for the condo as well as a mag-lock key for the unit. The Johnson wishes to avoid a public spectacle, but has no qualms about the runners messing up the other team as long as it isn't seen. They are to use the code phrase "Have you got a Tyger by the tail?" when they contact her.

Inn Towne Homes is a townhouse style corporate hotel for the sophisticated executive. Patterned after classic English town homes, each unit has a door to the street, a door to the alley and another to the parking garage underneath the row. Security patrols the street in a cruiser, but they are unaware that anything has happened. Claudia will instruct them not to contact the hotel or its guards or they will tip off the opposition to their presence.

The characters need to locate and retrieve Sara and take her to SEA-TAC. If Sam is not able to accompany them, one of the characters must take Sara in to the United Airlines courtesy desk. The pay for this run is 200k nuyen with nothing down. In addition, there will be an extra 50k nuyen if the runners get the name of the executive who hired the other team.

Scene 2 - Guard at the Gate

The characters enter the Inn Towne Homes and may notice the people watching the unit.

You are scouting the area around the town homes, looking for any suspicious activity, of which there is plenty.

The characters need to make perception checks (Intelligence) as they enter the area to notice anything amiss. The number of people watching the town home depends on the experience level of the team and is detailed by paragraph. A beginning team will have two men, one out front and one out back. A veteran team will add a third man in the basement. An elite team will add a combat mage in the basement. They will not be able to tell the runners from anyone else unless the runners enter the unit. The other team is watching for Sara and Sam. In addition, there are trucks from housekeeping parked at the rear entrances, service trucks, delivery vehicles and the occasional security vehicle.

The first man outside appears to be waiting for a ride and is standing at a bus stop near the end of the block. He does not get on when the bus arrives. He occasionally checks his watch. The second man is in the alley out back and is in an economy car with a Hyper-Pace delivery service sign stuck to the doors. The third man is in the basement parking lot in a mid-sized car and seems to be making a phone call and has his briefcase open in the seat next to him. The fourth man is in the car with the third man but will be invisible when the characters enter.

If the characters notice any of these men and then scan radio frequencies, they will be able to determine the existence of the others and their locations based on background noise. The men do a status check every 15 minutes and then call a home station on the hour.

They will do nothing but observe unless they think they are spotted, when they will try and flee. They will defend themselves with deadly force if attacked. If one is attacked, the others will try to come to their rescue.

If the characters capture any of them, they will find a delivery slip from a pizza place in one of the men's pockets showing an address and unit number in the seedier side of town. This leads to Scene 5 – The Hornet's Nest.

Scene 3 - The Condo

The characters enter the condo, the last known position for Sara and Sam.

The condo is a narrow unit with a spiral stair running from the basement access to the underground parking and utility room up to the 3rd floor loft. The unit requires the mag-lock key given by Claudia to enter and the front door, back door and basement door all use this same key. Each floor is detailed below with the rooms and what can be found.

The characters may notice security cameras outside all of the entrances (Intelligence, target 4, 2 successes). In addition, they can find the security control console at the base of the main staircase. If someone peruses the security system, they will find that it has a recording of recent events. There are four cameras, one at each of the three doors and one on the parking stalls. See Player Handout 1.

The front door enters the living room on the left side of the room. The dining room is behind and to the right side of the living room and is separated by leaded glass pocket doors. A spiral stair leads both up and down at the left rear of the living room and a door next to it leads to the kitchen. The room is ornately decorated and complete with a fireplace. The wall and inside of the door are marked by three bursts of assault rifle rounds that look to have found their marks based on the blood spatters on the walls and the stains on the floor. The dining room is clear of any signs of violence. The back door in the kitchen has an explosive charge planted on the frame such that anyone entering the kitchen through the door will trigger it. Any character that enters by the back door should be allowed to make an intelligence check to notice the mine before opening the door (Target 4, 2 successes). It is armed and a red LED on it is strobing and can be seen reflecting off the drawer and door pulls in the kitchen. If they fail, then give them a second roll when they open the door and enter. If they succeed, give them a dodge roll to avoid damage, otherwise they cannot use their combat pool to evade damage.

The mine is a spring mortar style using flechettes and is armed and set to detonate 1 second after the door is opened. It is mounted such that it will spray across the door opening in a 135° cone, damage is 6M (flechette). The mine can be turned on and off remotely and it is currently on. Demolitions (Target 4, 2 successes) or Electronics (Target 4, 3 successes) to deactivate the mine.

The basement area consists of a small utility room, some shelves and a door leading to the underground parking. The outside of the door and the inside of the room have been sprayed by a flechette mine similar to what was found attached to the door upstairs. The silhouette and blood spray patterns on the door and interior wall indicate that at least two people were struck. A blast mark next to the door indicates where the mine was placed.

The second floor has a front and rear bedroom, each with its own full bath. The front room contains a king-sized bed, two dressers, two closets and a lighted vanity. The bathroom is large and luxurious. There are clothes for a man and a woman, all tres chic. The luggage tags list the owners as Wayne and Connie Biltmoor. The rear bedroom contains two twin sized beds, one of which looks like it's been occupied. There are children's clothes in the closet and one of the dressers and some toys scattered about, including a well-loved teddy bear. The luggage tags in this room identify the owner as Sara Biltmoor. The characters will be able to locate very little physical evidence of the occupants in their respective rooms and it is mostly unusable as the housekeepers came through just before the aborted raid. The only evidence that can be collected is the teddy bear which has an excellent astral impression of Sara. (Intelligence, Target 4, 4 successes or 1 success if astrally perceiving).

The third floor contains a bedroom with two twin beds, a bathroom and a small sitting room under the sloped ceilings of the roof. Both beds are neatly made, one with much more crisp hospital corners. There are clothes in the closet for an averaged size woman and they are of good quality construction. A mark in the carpeting of the closet shows where a heavy bag had been removed. A suitcase in the closet has the name Samantha Griffith on its luggage tag.

The characters can take the mine off the back door, and will want to take the teddy bear. Discourage looting, Claudia does not approve of it.

Scene 4 - The White Vans

Run this encounter if the character ignored or did not spot the NPCs in Scene 2, the other team comes to flush out the runners.

<insert who ever is watching the street/alley/parking area> **watch(es) a white van pull up. Four men in long coats get out, look**

around and then head for the unit, their hands holding suspicious looking bulges under their coats.

The characters are about to be flushed out by the other team, who just happen to be larger in number than the players. There are four men entering from the street, the alley and the basement. Their job is to capture the team, alive if possible. They will break and run if more than three of their number go down.

The toughness of these goons depends on the level of the runners. If the runners are beginners, then these men are all mundane. If the runners are veterans, then three men will be street samurai, one in each group of 4. If the runners are expert then one will also be a combat mage, put him where it is worst for the characters.

The vehicles have been left unmanned, but the keys are not in them and they are locked and the security system is armed. If the characters flee, the other team will go back to their base of operations and the characters may follow them if they desire. Anyone captured will be taken to their base of operations.

Keep track of the number of men killed and the number of vehicles left there as they will be used in Scene 5 – The Hornet's Nest.

By questioning captives or examining the vans, the characters can learn the location of their base of operations in Scene 5 – The Hornet's Nest.

The vans are all wired for remote monitoring and this will require 4 hours to remove using electronics and Car B/R with target numbers at 4 and 4 successes required. It is not within the scope of the game time for them to be able to steal the vans and make the necessary modifications. If the characters do take the vans, then Captain Sinclair and his team will know about the characters whereabouts plus anything they say in the van. If the characters drive a white van to Scene 5, then Captain Sinclair and his men will be ready and waiting for the characters to arrive.

Scene 5 – The Hornet's Nest

The characters use information from the men in Scene 2 - Guard at the Gates or Scene 4 - The White Vans to raid the opposition's HQ.

If Scene 4 was run, then there is one white van plus the number of vans that escaped Scene 4. If Scene 4 was not run, there are 4 white vans.

The other team has holed up in a trailer home in the seedier side of town. Light filters through gaps in the window shades and around the door. There are ___ white vans parked outside.

The characters are looking at the temporary operations headquarters for the other team. The team is inside being briefed for the final raid as they now know Sara and Sam's location. The trailer is located in a junk yard near the edge of the Barrens and has mostly empty space about it and a three meter high fence with concertina wire on the top behind it. The trailer is 4 meters wide, 15 meters long, and 3 meters high. It has a large front room with a kitchenette at the back and a short hallway leading to a bathroom and a bedroom in the rear. The main door is on the side away from the fence and is about 3 meters from the front end of the trailer. The men are all gathered in the main room and watching as their leader, Captain Sinclair briefs them on the raid. They are obviously unprepared to be raided although most men have armor vests and side arms. Their remaining armor is in portable lockers on the wall opposite the front door (away from the characters approach path) along with their assault rifles.

If the characters drive a white van to Scene 5, then Captain Sinclair and his men will be ready and waiting for the characters to arrive. The men, as determined below, will be wearing partial heavy armor and carrying H&K-227 submachine guns.

The maximum number of men inside will be 15 minus the number of men who were killed, captured or received serious wounds in Scene 4. If the characters did not run Scene 4, then there will be 15. If the runners are beginners then Captain Sinclair is a street samurai and there is a combat mage with him, the rest are mundane. If the team is veteran, then any surviving and unwounded street samurai from Scene 4 are also present. If the team is expert, the same applies and they will have an additional combat mage. They will surrender if half of their numbers go down, either dead or unconscious.

They can be negotiated with if the runners can show sufficient force and make them believe that they are trapped.

The characters can learn the location of Sam and Sara – Sinclair traced the license on her car over Lone Star's vehicle tracking network. Sam and Sara are in Room 230 of the Olympic Motor Inn in Puyallup. They can also learn the name of the executive that hired the team, Terrence Henderson.

Scene 6 – Astral Chase

They use magic to locate Sam and Sara astrally.

The characters may use a spirit or watcher to locate Sam and Sara astrally using the teddy bear as a material link. The base time is 8 hours divided by the number of excess successes with a target number of 4 and three required successes.

They will locate Sam and Sara at a motel near an industrial park in Puyallup. It is the Olympic Motor Inn and they are in the fourth room from the left end of the center section of the building (room 230, but spirits can't read). The spirit or watcher will meet another spirit or watcher with the same intentions while in the area and will tell the characters this as well.

Scene 7 – Contact

The characters contact the Nanny by phone.

Sam's phone number can be traced by using the license plate from her car or by using directory assistance in England. See the Legwork appendix.

The phone rings and on the third ring it is answered. "Hello?" asks a woman with a decidedly British accent.

The characters have contacted Sam and need to reassure her of who they are working for and why. Sam is quite intelligent and street smart and won't be fooled by someone just saying they are working for Wayne Biltmoor. If they mention Claudia, she will breathe a sigh of relief as she is the one who gave Wayne the contact information. Once they have her confidence, she will provide them with her address, but will warn them that she may be under surveillance.

She is at the Olympic Motor Inn in Puyallup, room 230.

Scene 8 – The Gauntlet

They have to break through the enemy if Scene 5 – The Hornet’s Nest has not been run.

You exit the highway and turn on the frontage road for the Olympic Motor Inn. It’s a two floor motel in a u-shape with parking in the center and the units exit onto an open walkway.

Have the characters make intelligence checks, target 4, 4 successes required or 2 successes required if they said they were actively watching for things out of the ordinary. On a success, they notice a white van pull up in front of them on the side of the street the motel is on and a second one pulls into the lot.

The van on the street contains a mundane bounty hunter, Captain Sinclair, and a combat mage. The occupants of the van in the lot vary by level. For a beginning team, it will consist of two mundane humans and two street samurai. For a veteran team, it will consist of four street samurai. For an experienced team, it will consist of three street samurai and a combat mage.

If the characters wait it out, the four from the van in the lot will wait five minutes and then will get out and go up to room 230, enter and take Sara by force, killing Sam. The characters are free to intervene. If the characters decide to approach the van in the lot, they will be seen and if there is more than one, the four men will exit firing. If there is only one, they will see what the character has to say, but most likely just tell them to beat it. If they approach the van on the street, they will be able to negotiate with Sinclair over the issue. If the characters can present a realistic looking threat then he will back off and call his men out. If the characters instead just smoke Sinclair’s van, then the others will flee.

If the characters go up to the room without noticing or dealing with the men in the vans, then the four men from the van in the lot will jump out and open fire. Those in the second van will join those from the first van after the first complete round of combat. The van on the street will leave if more than two of the men from the first van go down or are seriously injured.

If they negotiate with Sinclair, they can learn the name of the other executive, Terrence Henderson.

Scene 9 – Pick Up

The characters pull Sam and Sara from the room and drop her at SEA-TAC.

You climb the stairs and walk down the mezzanine until you reach Room 230 and knock on the door. The door opens slightly, stopping when it reaches the end of the security chain. A woman’s voice with a British accent asks who it is. The voice sounds as though it is several feet back from the door.

Have everyone at the door make an intelligence check, target 4, 2 successes to notice the presence of the mini-claymore mine positioned to fire through the narrow gap of the open door. If they provide the correct pass phrase, they will see the blinking red LED on the mine turn green and Sam will reply, “I’ll be out in a minute.” The door will close and they will hear some bumping, like someone handling luggage. The door opens fully in a minute and they see a woman, 1.9 meters tall with long brown hair hung over her shoulder in a braid. She’s wearing a long coat that is open and barely concealing the M22A2 assault rifle she has slung underneath it. There is a small brunette girl with them, very pretty and very confident. They will then proceed to their vehicles and take her to SEA TAC. Have the characters make several Intelligence checks along the way and throw some red herrings in. Nothing is going to happen, but they don’t know that and shouldn’t be allowed to get comfortable.

Picking Up The Pieces

The characters have located and delivered Sara and Sam to SEA-TAC, completing the run successfully. The Johnson is very grateful, more so if they provide the name of the other executive who arranged the hit. Now it’s time to get paid and go home. They will receive the 200k nuyen for dropping Sara and Samantha off at SEA-TAC. They will receive the bonus of 50k nuyen if they know the name of the other executive, Terrence Henderson. Claudia has already taken her cut.

If the characters failed to rescue Sara, then there is no pay for this run and Claudia is much less than thrilled.

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.

	Karma
Rescued Sara	2
Killed no one	1
Total Karma for objectives	3
Discretionary roleplaying award	0-3 Karma
Individual RP award to the character That thinks to bring the teddy bear back to Sara.	1
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 certed. Contacts must be specifically defined by level, name, and affiliation.
3. Theft is against the law and professional code of Shadowrunners. Items which are 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.

The only treasure to be taken in this scenario is the mini-claymore from Scene 3, and weapons off of the fallen members of the other team.

Appendix 1: Legwork

Legwork

This section covers information that can be gained by doing searches on the net or by calling contacts. For net searches, the character will use their Computer or Decking skill against a target number of 4, no pool dice allowed. For contacts, it will show a type of contact to be used and the number of successes required to obtain that information. The skill used is the appropriate Etiquette and the target number is 4. A character may buy extra dice up to their rating in their Etiquette skill at 100 nuyen per die. As always, excellent roleplaying obviates the need for a die roll. If the party does not have anyone who can jack in and look for info on the net, have them use a contact and pay 100 nuyen per success for the information and they have to pay the full amount for each piece of information separately.

Network

Samantha Griffith

2 successes – There are 12 Samantha Griffith in Seattle, around 200 nationwide.

4 successes – There is one Samantha Griffith with a visitation weapon permit and she is registered as a bodyguard. Her country of citizenship is listed as the British Commonwealth of England.

Samantha Griffith, England

2 successes – There are 85 “Samantha Griffith” listings in England.

3 successes – One has registered her profession as a nanny.

4 successes – A photo is present and matches the woman in the security cameras.

5 successes – Samantha Griffith is a former British SAS member, her cell phone number is 01-814-22-93451.

Green Van, license plates A86-529

2 successes – Registered to Budget Rental Cars

3 successes – This vehicle left the lot two days ago and is to be returned in three days.

4 successes – This vehicle was rented by Samantha Griffith.

5 successes – The phone number given is 01-81-4-22-93451.

Contacts

Wayne Biltmoor

Corporate, 2 successes – That’s an alias for a corporate exec from out east.

Corporate, 3 successes – He brought a lot of security along and he was edgy so there was probably trouble back at the home office.

Corporate, 4 successes – Someone tried to make a hit against him today and he’s left Seattle for security reasons.

Samantha Griffith

Corporate, 2 successes – I think that’s Mr. Biltmoor’s nanny.

Security or Law Enforcement, 2 successes – She’s a nanny for Mr. Biltmore and has a permit to carry a weapon.

Security or Law Enforcement, 3 successes – She’s a British citizen and very proficient with weapons.

Security or Law Enforcement, 4 successes – Her background check shows that she is former British SAS.

Green Van, license plates A86-529

Lone Star, 2 successes – Registered to Budget Rental Cars

Lone Star, 3 successes – This vehicle was rented by Samantha Griffith.

Lone Star, 4 successes – The phone number given is 01-81-4-22-93451.

Lone Star, 5 successes – Someone did a trace on that a little while ago, it’s at the Olympic Motor Inn in Puyallup.

Appendix 2: NPCs

Common Goon

B 4 Q 4 S 5 C 3 I 4 W 4 E 6

Rea. 4

Initiative 4+1d6

Combat Pool: 6

Karma Pool: 1

Skills: Unarmed Combat 5, Clubs 4, Pistols 5,

Assault Rifle 5, Stealth 2, Athletics 2,

Etiquette(street) 2, Etiquette(corp.) 3

Equipment: Armor Vest (3/1), Partial Heavy Armor

6/4, Ares Predator II, AK-97

Samurai Goon

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

Rea. 8(12) Initiative 12+3d6

Combat Pool: 10

Karma Pool: 5

Skills: Unarmed Combat 6, Pistols(Ares Predator)

6(8), Assault Rifle(AK-97) 6(8), Stealth 4, Athletics

4, Etiquette(street) 2, Etiquette(corp) 2

Equipment: Partial Heavy Armor 6/4, Ares Predator

II, AK-97

Cyberware: Wired Reflexes 2, Dermal Plating 2,

Muscle Augmentation 4, Cybereyes (low light,

thermal, flare comp, and Emag 3), Smartlink

Beginner Combat Mage

B 3 Q 4 S 2 C 5 I 6 W 6 M 6

Rea. 5 Initiative 5+1d6

Combat Pool: 8

Spell Pool: 6

Karma Pool: 1

Skills: Sorcery 6, Conjuring 6, Pistols 4

Equipment: Armor Vest (3/1), Partial heavy armor

(5/4), Ares Predator II, Power Focus 2, Combat

Spell Focus 2

Spells: Manabolt 6, Powerbolt 6, Stunball 6

Elementals: Fire 4, Fire 4, Earth 4, Earth 4

Veteran Combat Mage

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

Rea. 8 Initiative 8+3d6

Combat Pool: 13

Spell Pool: 8

Karma Pool: 10

Skills: Sorcery 8, Conjuring 6, Pistols 6

Equipment: Armor Vest (3/1), Partial heavy armor

(6/4), Ares Predator II, Power Focus 4, Combat

Spell Focus 2, Manipulation Spell Focus 2

Spells: Manabolt 8, Powerbolt 8, Stunball 8,

Flamethrower 6, Inc. Cha. +2(Qui.), Inc. Int.

+2(Qui.), Inc. Wil. +2(Qui.), Inc. Rea. +2(Qui.)

Elementals: Fire 6, Fire 6, Earth 6, Earth 6

Elite Combat Mage

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

12

Rea. 10 (14) Initiative 14+4d6

Combat Pool: 15

Spell Pool: 10

Karma Pool: 20

Skills: Sorcery 10, Conjuring 8, Sword 8(12)

Equipment: Armor Vest (3/1), Partial heavy armor

(6/4), Long Sword Weapon Focus 4 (11M),

Combat Spell Focus 4, Manipulation Spell Focus,

Power Focus 4

Spells: Manabolt 10, Powerbolt 10, Stunball 10,

Flamethrower 8, Inc. (all stats) +4(Qui.), Inc. Rea.

+4(Qui.), Combat Sense 8(8 succ. Qui), Armor 8

(12 Succ. Qui.),

Elementals: Fire 8, Fire 8, Fire 8, Earth 8, Earth 8,

Earth 8

Captain Sinclair

B 6(8) Q 6(10) S 6(10) C 5 I 6 W 6

Rea. 8(12) Initiative 12+3d6

Combat Pool: 10

Karma Pool: (Avg. Karma pool of the table)

Skills: Unarmed Combat 6, Pistols(Ares Predator)

6(8), Assault Rifle(AK-97) 6(8), Stealth 4, Athletics

4, Etiquette(street) 2, Etiquette(corp) 2, Tactics 4,

Leadership 4, Negotiation 4

Equipment: Partial Heavy Armor 6/4, Ares

Predator II, AK-97

Cyberware: Wired Reflexes 2, Dermal Plating 2,

Muscle Augmentation 4, Cybereyes (low light,

thermal, flare comp, and Emag 3), Smartlink

Player Handout 1

Camera 1 – Wide angle lens and mounted above the front door.

A white van pulls up in front of the unit and four men get out, one stays at the wheel and the side door is left open. They approach the house and one of the men bends down and appears to be working on the lock while the other three stand ready. They are wearing long coats and there are occasional glimpses of H&K 227 submachine guns slung under their coats. The men all jerk as the camera image shakes and a dull thud is heard over the audio. The men exchange looks and then the guy bending over opens the door and the other three charge forward. The report of semi-automatic weapons fire sounds through the speaker three times. Two men stumble out of the door, obviously wounded, and the man who opened the door drags a third body along with him. They scramble back to the van and it pulls out and leaves at high speed.

Camera 2 – Wide angle lens and mounted above the back door.

A white van pulls up to the back door in the alley and four men get out. They are wearing long coats. They approach the back door and one of the men bends down and begins working on the door lock. The men all jerk as the camera image shakes and a dull thud is heard over the audio. The men exchange looks as the one at the lock continues to work on it. The distant sound of gunfire echoes over the speaker, three bursts of fire. The men exchange looks again and then turn and run back to the van and leave.

Camera 3 – Wide angle lens and mounted above the basement garage door.

A white van pulls up to the basement door and four men get out. They look the same as the men in Cameras 1 and 2. They approach the door and one bends down to work on the lock. Then he straightens up and a second man kicks the door in and all four begin to enter. The camera shakes as a loud explosion splits the air and debris, smoke, and a mist of blood spray past the camera. Two men reappear, dragging the body of a third, both of them are injured and bleeding and the body is missing a leg. They load the body into the van and one of the wounded men remains there as the driver and the other wounded man head back and retrieve the body of the fourth man, both his legs and the leg from the first body. They enter the van and leave. A few moments later, a woman exits the door and looks around the garage, then she ducks back in and re-emerges with a young girl with long dark hair and they move out of the cameras field of view.

Camera 4 – Mounted opposite the units parking stalls.

A white van pulls past the camera, which looks on two parking slots. One is empty; the other has a green Toyota minivan with Seattle license plates A86-529. A moment later there is an explosion and the camera shakes. A few moments later, a woman in a long coat with some type of weapon slung underneath comes into view. She has long brown hair done up in a braid and is wearing sunglasses and dark clothes under the jacket. She is walking with a young girl with long dark hair, but is keeping her body between the camera and the girl. They get into the van and leave.

Player/GM Handout: Inn Towne Homes townhouse

