

Missing Pieces

A One-Round Shadowrun Virtual Seattle Adventure

by Stephen Gabriel

An employee left the company with something that didn't belong to him and the Johnson wants it back. Find the employee and you've got the goods.

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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.

Adventure Summary and Background

The characters are hired by a Johnson to recover something that was taken by a former employee. The Johnson is a woman named Siri Amitova and she works for Genomics, a genetic therapy lab. A mid-level geneticist named Kim Jeung was extracted from Genomics only hours before and he appears to have taken some unauthorized samples with him. Siri would like the samples back but does not care about the geneticist. The characters are free to use any force necessary to recover the samples. The payment for this job is 250k nuyen for the group with a 100k retainer up front.

In reality, Kim received a nice bribe and an empty offer to switch to another firm, especially if he could bring along certain clients. He downloaded the files and grabbed stem cell samples from cryostorage and ran. The people he was dealing with did pay the bribe money, but the promised job didn't exist because the company they did it under does not exist. When Kim met with the others he had negotiated with, they grabbed the samples, transferred the nuyen and dumped him in the Barrens. Kim is now a prisoner in the Barrens while gangers wait for someone to pick up his phone and pay a 20k ransom for him. He has no idea what became of his erstwhile employers to be. His employers are actually working for a terrorist group and what they have just obtained is the necessary material for establishing a ritual link to sixteen highly placed executives in several large high tech firms.

This scenario is written such that not all encounters need to be completed. In addition, some encounters can be either roleplay or combat oriented depending on the balance and desire of the players.

Each scene is broken into three segments: Tell It to Them Straight, Biz and Details. Tell It to Them Straight covers what the characters see when they arrive on the scene and should be paraphrased rather than read directly. Biz covers what is really going on in the scene including motivations and possible actions of the NPCs, if any. Details covers information or items that can be located while completing the scene. There are several paths through this adventure and the characters are not required to complete every scene. The following list is a key to the scenes.

1. The Meet Meet the Johnson and get the scoop.
2. Footwork Digging for leads.
3. Kim's Pad Searching his apartment for clues.
4. The Crush Contact with the Crush to get Kim back.

5. Ransom They retrieve Kim and pay off the Crush.
6. Astral Search An astral search for Kim.
7. Raid They recover Kim by force.
8. Kim's Story They hear what happened from Kim.
9. PurGen A lead to the front that Kim fell for.
10. Credit Trail They follow a trail that leads to an apartment of one of the terrorists.
11. The Lab The characters enter the lab after the samples.
12. Payday The characters deliver the samples and are paid.
13. Oops! Somebody screwed up.

Tiering

This scenario is to be run using tiered difficulty based on the average karma pool of all of the characters at the table. There are three tiers and they are noted by numbers separated by slashes in the NPC descriptions. Example: 0/1/3 means tier one has zero karma, tier two has one karma and tier three has three karma. If the average karma pool is less than 5, then use tier one. If the average karma pool is between 5 and 10 inclusive, then use tier two. If the average karma pool is over 10, then use tier three.

Scene 1 The Meet

Tell It to Them Straight

Claudia's call came at 1:15 AM and you were instructed to meet the Johnson on the top floor of the parking structure outside Renton mall at 2:00 AM.

It's now 2:00 AM as you wait for the Johnson to show. It's stopped raining and everything is coated in a fine layer of drops, reflecting the street lights off the wet surfaces. A Mercedes-Benz pulls up to your level with only one person in it. The driver parks the car, headlights on and facing you and then gets out and comes forward, stopping half way between her car and your group. It is a woman, an elf, tall and slender with high cheekbones and olive skin. Her hair is dark and worn short and her eyes are canted as though there is some oriental blood in her lineage.

Biz

The woman is Siri Amitova, a geneticist from Siberia. Siri is a senior partner at Genomics, a genetics firm that specializes in selective reproduction, the cleaning of unwanted genes from fertilized human egg pools to yield superior and flawless children.

An employee of hers, Kim Jeung, walked off the job that afternoon with sixteen sets of cell samples from some of her biggest clients. Siri does not care about Jeung, she wants those samples back and badly. She is

offering 250,000 nuyen for the return of the samples (16 sets) with 100,000 down.

Siri will provide the characters with a data chip showing a picture of Jeung, his home address and the serial numbers of the missing specimens. They have 24 hours to recover the specimens; the use of deadly force is at the discretion of the characters.

Details

See **Appendix 3: Player's Handout 1.**

Scene 2 Footwork

This scene covers the characters digging for information other than on Allen Long through contacts and the net. The players may buy extra dice up to a number equal to their etiquette skill rating at a price of 100 nuyen per die. Good roleplay obviates a die roll. All target numbers are 4.

Kim Jeung

Medical Contact

3 successes: A first rate genetics technician.

4 successes: Works for Genomics.

Fingerprints

Law Enforcement

2 successes: The first set is smaller and probably a woman's but there is nothing on file for them.

3 successes: The second trace to a guy named Anthony Stoltz.

PurGen

Medical Contact

1 success: Never heard of any such company.

Phone Listings

2 successes: Character receives address and phone number, but phone has been disconnected.

Char Simmons

Medical/Corporate Contact

2 successes: Never heard of anyone with that name.

Sara Brockman

Academic/Environmental Contact

2 successes: She's a member of Green Place.

3 successes: She's a college student at the University, studying to be a botanist.

4 successes: She lives with a guy named Tony Richmond.

Green Place

Political/Media/Environmental Contact

- 2 successes: A radical environmentalist group.
- 3 successes: Their funds have been linked to terrorist activities.
- 4 successes: Their local branch is headquartered out of a place called the Lodge.

Tony Richmond

Academic/Environmental Contact

- 2 successes: He's a member of Green Place.
- 3 successes: He's an art student at the University.
- 4 successes: He lives with a woman named Sara Brockman.
- 5 successes: There's something strange about him, like he's hiding something.

Anthony Stoltz

Law Enforcement

- 2 successes: There is a 50k warrant for information leading to his arrest.
- 3 successes: He's wanted for terrorist attacks along the East Coast.
- 4 successes: He's believed to work for the terrorist arm of Green Place.

The Lodge

Political/Media/Environmental Contact

- 2 successes: It's a meeting place for Green Place.
- 3 successes: It's located in an old athletics club in the University area.
- 4 successes: It's run by Big Bear, a shaman.

Big Bear

Magical/Media/Environmental Contact

- 2 successes: He's the head of the local Green Place office.
- 3 successes: He has a medicine lodge called the Lodge.
- 4 successes: He's got a few screws loose, one too many hits to the head.

Scene 3 Kim's Pad

The characters visit Kim's apartment.

Tell It to Them Straight

You go to the address for Kim's apartment, a concrete highrise with exposed columns and beams and narrow windows in precast walls. The lobby is nothing more than two sets of ballistic glass doors with a directory and keypad in between. A ramp to one side leads down into a secured parking garage.

Biz

Kim Jeung lives in apartment 1216 of the building. The security at the front door consists of a maglock on the inner doors (Target 4, 2 successes to overcome with Electronics). Inside, there is a small lobby with three elevators and a fire stair. There is another fire stair exiting to the alley behind the building, but the door cannot be opened from the outside. There is a camera in the lobby that can be used by the occupants to see who is calling and there is an active fire alarm system in the building. There is no other security, electronic or live patrol in the area.

The building has 20 floors and three levels of underground parking. All of the floors are accessible by the elevator and stairwells.

Kim's apartment is a single room efficiency, 4 meters long by 5 meters wide. There is a bathroom to the left of the entrance and a small kitchenette next to the bathroom. The bathroom is 1.5 meters square and has a shower head and fold down sink located over the toilet. The kitchenette consists of a small refrigerator, microwave, sink and a few cabinets.

Kim's furnishings consist of a futon couch with a two end tables, a trid player entertainment center, a chair and desk with built in computer, a small kitchen table with four folding chairs and a large wall locker with drawers and shelves.

The entire place has been totally trashed. The drawers have been removed and dumped from the kitchenette, the end tables, the desk and the wall locker. His clothes and personal items have been scattered around. All of the furniture has been pulled away from the wall and overturned. Even his posters of simsense porn starlet Mandy Cannons have been pulled down and shredded.

Kim had a nice trid player, which is now broken and a really nice simsense player which is also broken. Kim's clothes are very loud and on the low end of trendy. He has a sim chip storage rack, but someone has already seen fit to steal most of his chips.

Details

The following things can be located while searching the place.

Intelligence, Target 4, 2 successes: There is a computer built into the desktop, and it only needs to be plugged in to be turned on.

Intelligence, Target 4, 2 successes while in the bathroom: All of his toiletries have been pulled out, and a comb on the floor has several pieces of his hair on it.

Intelligence, Target 4, 3 successes if looking for fingerprints: There are three distinct fingerprint sets

in the room, one set belongs to Kim, the other two looked like they were from people who trashed the place.

Computers, Target 4, 3 successes: There are two vidphone messages on the desktop computer. See **Appendix 4: Players Handout 2**.

Scene 4 The Crush

The characters contact the Crimson Crush regarding Kim. The characters need to have completed **Scene 3 Kim's Pad** before doing this scene.

Tell It to Them Straight

An ugly ork answers the vidphone in a gruff and menacing voice, "Yeah, what da frag you want, chummer?"

Biz

The characters have just contacted Grub, an ork member of the Crimson Crush and the one holding Kim hostage. Grub is bright enough to know Kim is worth some money, but not bright enough to know how much. He'll ask for 20k nuyen, but can be talked down to 10k. Roll a negotiation test with Grub having a skill of 4 and a Charisma of 3. Increase the amount by 2k nuyen for every excess success Grub has, decrease it by 2k nuyen for every excess success the character has. As always, exceptional roleplaying obviates the need for a skill check.

Grub needs to dump Kim fast before Lone Star figures out what's going on and he'll insist that they will kill Kim if Lone Star is contacted. He just wants to get a few quick nuyen and will want to arrange for the trade off in an hour. Grub figures the characters are friends or coworkers and knows he won't be able to get a lot. He will agree to meet the characters in the old drive in theater out in the Barrens. The characters are to bring the nuyen on an unmarked credstick.

Details

Grub just wants quick nuyen and will play it straight.

Scene 5 Ransom

The characters pay off the ransom and pick up Kim. The characters will need to have completed **Scene 4 The Crush** before doing this scene.

Tell It to Them Straight

The old drive in theater is easy to locate, its plastisized chainlink fence and screen still standing. Inside, the place is a large parking lot with badly pitted and broken blacktop, stalks of grass sticking up through the cracks and holes. The projection house/concession stand is nothing more than a burned out concrete block shell.

Biz

There is really no good place to hide and the gangers haven't arrived yet. The characters will have about 5 minutes before the gangers do arrive. They will come driving in on their bikes in two lines that will spread out to form a single line facing the characters. There are about 20 gangers and they leave their bikes running with their headlights facing the characters (-4 to target the gangers unless the character has flare compensation). An ork and a troll will approach; the troll is holding Kim with his hands bound behind his back.

Grub will ask to see the credstick and once he is sure the desired amount is on it, he will tell them it was a pleasure doing business with them and have the troll shove Kim toward them. If the credstick has less than the agreed upon cash, then he will become outraged and ask them what kind of crap they are pulling. The troll will put a knife to Kim's throat and the rest of the gang will draw their weapons. The characters can attempt to negotiate (good RP or Grub's negotiation skill, 2 net successes required to get him to accept the lower amount). They can also fight it out. The troll will try to kill Kim on his first action, no roll required, he only has to be conscious to do it. The rest of the gangers will open with a hail of bullets. If the combat lasts longer than 3 combat rounds, then Lone Star will notice it, go to **Scene 13 Oops!** and run it from the point where the first helicopter arrives. The gangers will flee as soon as Lone Star arrives.

Details

Go to **Scene 8 Kim's Story** if the characters want to question Kim.

Scene 6 Astral Search

The characters use a spirit to find Kim.

Biz

The base time to find Kim is 8 hours and the target number is 4, divide base time by the number of successes.

Kim is being held by the Crimson Crush in the Barrens. He is unharmed but frightened. The gangers are holding him in an old car dealership in the barrens. The front and side walls consist of a one half meter high concrete block wall and used to have plate glass from the top of the wall to the 4 meter high ceiling. The back wall is solid concrete block to the ceiling and has a small bathroom made with concrete block against it. The space inside is 20 meters wide by 12 meters deep and has three places where doors used to exit the place, one set of double doors on the front and each side.

The gangers have hung tarps from the ceiling to make two rooms up against the back wall. They are burning fires in two barrels and have parked their bikes within the low wall. The roof of the building is flat and slopes gently to the back of the building. The rest of the lot is empty.

There are 20 gangers total, 18 orks and 2 trolls. There will be at least four on guard duty and all are equipped with knives and pistols. Kim is confined to the bathroom and there is no magical protection.

Scene 7 Raid

The characters raid the Crush instead of negotiating Ransom. The characters will need to have completed **Scene 6 Astral Search** before doing this scene.

Tell It to Them Straight

The old car dealership looks pretty much like the rest of the Barrens, a ruin. The plate glass windows are all gone and the gangers have pulled their bikes in behind the low walls around the front and sides. In the back, two areas have been tarped off forming rooms. Two barrels full of burning wood and debris sit near the bikes, a couple of gangers standing about keeping watch.

Biz

The building is as they have seen with four gangers on guard duty, the rest are sleeping if it is night. If it is during the day, the rest are either visible, working on bikes, or in back playing cards.

Kim is in the bathroom and completely protected from stray gunfire by a barrier rating 8 concrete wall.

The characters can either negotiate or just take out the gangers. If they approach and negotiate, Grub will come out and parlay with them use good roleplaying or have the characters roll negotiation. Grub has negotiation at 4 and a charisma of 3. The starting ransom price is 20k nuyen, decrease it by 2k nuyen for every excess success the player gets or increase it by 2k nuyen for every excess that Grub gets. Grub wants to

get rid of the guy quickly, but will insist that he would kill him if the characters try anything funny. Once they agree upon the price, Grub will want the nuyen on an unmarked credstick and then will hand over Kim.

The response of the gangers to an attack depends on how it is done. If the characters just come in firing, the gangers will drop low behind the wall (+6 to characters target numbers for cover) and return fire. Those in the back will move forward while keeping low and help those up front. If overwhelming firepower is shown, such as heavy weapons, then they will flee. The gangers will also flee once one half their number are wounded or killed. If the characters use an area affect magical attack, then the gangers in the back will turn and run immediately. Any wounded that are unable to flee will throw down their weapons. If the combat lasts longer than 3 combat rounds, then Lone Star will notice it, go to **Scene 13 Oops!** and run it from the point where the first helicopter arrives. The gangers will flee as soon as Lone Star arrives.

Once the gangers have fled or been subdued, the characters may recover Kim from the bathroom. Go to **Scene 8 Kim's Story** if the characters want to question Kim.

Scene 8 Kim's Story

The characters talk with Kim after rescuing/ransoming him. The characters need to have completed **Scene 5 Ransom** or **Scene 7 Raid** in order to enter this scene.

Biz

Kim is extremely happy to have been rescued from the gangers and will provide the following information.

About two weeks ago, he was contacted by a representative of a new genetics lab known as PurGen. They were entering into the field of embryonic genetic cleaning and were looking for some good technicians. He met with a woman, Char Simmons, to discuss the job. They offered a nice package and had a good front office. In addition, they would pay him a nice bonus if he would bring along some customers. They offered to pay him 100,000 nuyen to bring along information and stem cell samples from select customers. He agreed and the deal was done.

Kim grabbed the information and samples and went to the meet. He realized that something was wrong as soon as they got their hands on the samples and began ignoring him. There were two other men in the car. One they called Tony was driving the limo. The other guy was in back and was dressed in fringed leathers and beads and had a feathered headband. He looked at the samples and smiled and it wasn't a friendly smile. They

transferred the cash to his account and dumped him out in the Barrens. They gave him no explanations. The Crimson Crush caught him and decided to ransom him off so they called his house through his own wristphone.

Char Simmons is tall, has long brown hair, brown eyes and tan skin, is very slender and lithe and looks just like the simsense porn starlet Mandy Cannons. PurGen is located in the northern suburb of Fremont and he can supply an address and phone number.

He will pay the characters 50k if they take him back to his place and let him pack up his stuff and then drop him off at SEA-TAC. At his apartment, he will lament the fact that somebody tore up his autographed Mandy Cannons posters.

Scene 9 PurGen

The characters trace down the PurGen office. The characters need to have found the phone messages in **Scene 3 Kim's Pad** or talked to Kim in **Scene 8 Kim's Story** in order to do this scene.

Tell It to Them Straight

PurGen is located above a coffee shop in downtown Fremont, right where Kim said it would be. The building is one of those trendy rehab projects that used to be an old warehouse. The office is dark even though the coffee shop is bustling. Going up the stairs, you find a long glass wall looking in on a clean and austere office. The furniture is high tech and the pictures are precisely placed.

Biz

The office is empty because it was only used for planning and the interview. Inside, the reception area accounts for half of the total office space. The rest is taken up by a conference room and a single office marked *Char Simmons, Director of Human Resources*. A door marked *Laboratory: Authorized Personnel Only* turns out to be a fire exit, not a lab. The reception area is devoid of anything at all as is the conference room.

Char Simmons office contains a desk and chairs and a coat rack. The desk is stocked with personal items and office supplies.

Details

Intelligence, Target 4, 2 successes: The character finds a paper flyer for a student rally at the university to protest the use of genetics for embryonic cleaning, augmentation and crop and livestock engineering. It is sponsored by Green Place.

Intelligence, Target 4, 3 successes: The character finds the lease agreement for the office for two weeks, ending in two days. The name on the lease is Sara Brockman.

Intelligence, Target 4, 4 successes: Anyone checking fingerprints finds that the fingerprints on the desk and chair in Char Simmons office match the woman's fingerprints found in Kim's apartment.

Scene 10 Credit Trail

The characters go to the apartment learned about in **Scene 2 Footwork** while tracing the lease or Sara Brockman's name.

Tell It to Them Straight

You go to the address you found for Sara Brockman and find it's a cellar apartment in an old brick three story in the University area of the city. The place appears to be vacant and the walk down entrance area is fairly private and secluded from the street by bushes.

Biz

The front door is secured with a rating 2 maglock. The apartment has a living room, two bedrooms, a bathroom and a kitchen arranged in a linear fashion along a single long hall. The ceiling is low at 2.1 meters with insulated pipes hanging down to 2 meters in many places. The outer walls are unpainted brick and the inner are old drywall with years of stains upon them.

The living room contains beaten up furniture, some plants and an old trid.

The first bedroom is a jumble of clothes on the floor and an unmade bed. The clothing is all for a man, tall but thin and all of it is in serious need of laundering. This is where Tony Richmond sleeps.

The second bedroom is much neater with clothes in a hamper or neatly put away. This room appears to be occupied by a woman who fits the general size and physique of Char Simmons. A picture on the chest of drawer shows her standing with two other men, a tall older man between them with his arms around them. The older man is dressed in fringed buckskin jacket and pants with lots of beads and a feather head dress. There is writing on the back that reads, "Sara, Tony and Big Bear at the Lodge". In the background, they can see what appears to be a medicine lodge set up inside a building, complete with dirt floor.

The bathroom and kitchen are mundane.

Details

In Sara's room:

Intelligence, Target 4, 2 successes: The character finds a membership certificate to Green Place in Sara's name.

Intelligence, Target 4, 3 successes: The character finds a brochure for a Green Place meeting at the Lodge, giving an address about four blocks away.

In Tony's room:

Intelligence, Target 4, 2 successes: The character finds a membership certificate to Green Place in the name of Tony Richmond.

Intelligence, Target 4, 3 successes: The character finds an ID for Anthony Stoltz in the upper dresser drawer.

Scene 11 The Lodge

The characters go to the lodge to retrieve the samples.

Tell It to Them Straight

The Lodge is located inside of the gymnasium of an old athletics club and even has a sign out front denoting it as The Lodge. The lobby doors are locked and a sign in the front door says closed for astral cleansing.

Biz

The building consists of little more than a small lobby, two locker rooms and the gymnasium. The lobby door is locked with a rating 6 maglock. The lobby and locker rooms are empty. The gymnasium floor has been covered with two feet of dirt which looks compacted from a lot of walking. A large circle has been marked out in the center with colored sand and chalk and bits and pieces of animal parts are scattered around inside the circle amidst various symbols and patterns. A single man sits on his knees on the floor apparently renewing or changing the patterns of the circle. He is wearing fringed buckskin jacket and pants and a feather head dress. His back is to the characters.

The character can see a shiny stainless steel cylinder sitting at the center of the circle marked with labels for biohazard, cold temperature hazard, and live cells.

The man's name is Big Bear. He has taken a few too many hits from toxic spirits and is right at the borderline of becoming a toxic shaman so his thinking is quite a bit screwed up. Big Bear is preparing the medicine lodge for ritual sorcery for the following

night. His intent is to kill high level executives using the stem cell samples as physical links.

Big Bear will notice the characters opening the door to the gymnasium and will sit up right and say in a loud voice, "You're early, the ritual won't start for hours. If you want to lend a hand, why don't you come on in, grab some of the chalks by the door and I'll show you what to do." Big Bear in his carelessness and exuberance has just committed a fatal mistake, he has invited the characters into his medicine lodge hence no penalties from the rating 12 medicine lodge.

Big Bear will realize his mistake once the party enters the circle and will turn to attack. They will gain an element of surprise if they attack him first from outside the circle. He will fight until unconscious or dead.

The characters will then be able to grab the sample container and verify that all sixteen samples are there and intact.

Scene 12 Payday

The characters return the samples.

Tell It to Them Straight

The Johnson asked you to meet her back at the same place and she arrives on time. She parks her car and approaches you, asking for the container. Ms. Johnson opens it, checking the serial numbers and conditions of the tubes, then smiles once she is sure they are all complete.

She looks you over and says "It's been a pleasure doing business with you. Here is your final payment." She hands you a Zurich Orbital credstick for 150,000 nuyen, then turns and leaves.

Scene 13 Oops!

This encounter covers the characters running afoul of Lone Star and is to be used only if the characters try to stand and fight against Lone Star. The scenario ends with this encounter for those foolish enough to attack Lone Star. **Warning: Any character captured or killed here is eliminated from Virtual Seattle.**

Biz

A Lone Star rapid response team arrives in a Stallion helicopter with guns ablazing. The Stallion has ten armored troops and a combat mage. A second team will arrive two rounds later. If the characters flee before firing on Lone Star then they will escape. If the characters surrender and negotiate without firing on

Lone Star and explain that they were rescuing a hostage, then Lone Star will release them, but make the characters sweat it out.

If the characters fire on Lone Star, then their orders are shoot to kill. They will accept surrender only if all of the remaining characters surrender at the same time. Either way, the characters are out of Virtual Seattle and the judge should have the players destroy their character sheets. Anybody who stays behind and fights will be killed.

The End

Karma

Karma is awarded as base karma and individual karma. Base karma is summed up as shown below and all players receive this sum. Individual Karma will range from 0 to 3 at the discretion of the judge and is given to specific players. One point of karma should be given for exceptional roleplaying, an excellent idea that defeats an encounter without combat, an act of selfless bravery (such as taking a bullet for a friend or innocent), or a humorous action or remark that gets the whole table laughing. Any member of Tyger's Tail must give up one point of karma to the magical group.

Returned Samples	2
Helped Kim out.	1
Exposed the terrorists	1
Killed no one	1

Treasure Summary

The pay for the job is 250,000 nuyen for returning the samples to Siri. The characters may earn up to 50,000 nuyen extra if they help out Kim and an additional 50,000 nuyen if they turn in information on Anthony Stoltz.

Appendix #1

Tiering

This scenario is to be run using tiered difficulty based on the average karma pool of all of the characters at the table. There are three tiers and they are noted by numbers separated by slashes in the NPC descriptions. Example: 0/1/3 means tier one has zero karma, tier two has one karma and tier three has three karma. If the average karma pool is less than 5, then use tier one. If the average karma pool is between 5 and 10 inclusive, then use tier two. If the average karma pool is over 10, then use tier three.

Grub (Crimson Crush Ork)

Bod: 9

Qui: 6

Str: 8

Cha: 3

Int: 4

Wil: 3

Ess: 6

Initiative: 5+1d6

Combat Pool: 6

Karma Pool: 0/3/5

Unarmed Combat: 5

Knives 6, Pistols 6

Grub is wearing an armor jacket(5/3) and carrying a sword(10M damage) and an Ares Predator(9M).

Crimson Crush Ork

Bod: 7

Qui: 4

Str: 6

Cha: 3

Int: 3

Wil: 3

Ess: 6

Initiative: 3+1d6

Combat Pool: 5

Karma Pool: 0

Unarmed Combat: 5

Knives 5, Pistols 5

Gangers are wearing synth leather jackets(0/2) and carrying knives(6L), and heavy pistols(8M).

Crimson Crush Troll

Bod: 9(10)

Qui: 3

Str: 8

Cha: 2

Int: 2

Wil: 3

Ess: 6

Initiative: 2+1d6

Combat Pool: 4

Karma Pool: 0

Unarmed Combat: 5

Knives 5, Pistols 5

Gangers are wearing synth leather jackets(0/2) and carrying knives(6L), and heavy pistols(8M).

Big Bear

Bod: 4

Qui: 6

Str: 4

Cha: 6(10)

Int: 6

Wil: 6(10)

Ess: 6

Magic: 6

Initiative: 6+3d6

Combat Pool: 11

Spell Pool: 7(9)

Karma Pool: Average of Table

Sorcery 8, Summoning 8

Spells: Antidote 6, Cure Disease 6, Detox 6, Heal 6, Healthy Glow 4, Increase Reflexes +2, Stabilize 4, Armor 6, Stunball 6, Stunbolt 8, Shapechange 8

Big Bear is not wearing any armor, but he has an Armor spell locked with a barrier rating of 6 and increased reflexes +2 locked as well. He has a rating 2 power focus.

Lone Star Rapid Response Team

Bod: 6(8)

Qui: 4(6)

Str: 6(8)

Cha: 2

Int: 5

Wil: 5

Ess: 0

Initiative: 9+3d6

Combat Pool: 8

Karma Pool: 0/3/5

Firearms: 6

Unarmed Combat: 6

Armed Combat: 6

Rapid Response Team members have cybereyes with low light, thermal, and flare comp, smartlinks, and retractable spurs. They are wearing full heavy armor (8/6) and carrying M22A2 assault rifles (conceal 3, ammo 40c, mode SA/BF/FA, damage 8M, cost 1,600¥). The team consists of 10 members backed up by an Ares Stallion armored helicopter with a Vindicator(ammo

500, mode FA, damage 7S) and Panther Assault Cannon (ammo 50, mode SS, damage 18D) mounted in the forward turret. Every two rounds after the team arrives they will be joined by another team. Their orders are shoot to kill.

Lone Star Rapid Response Mage

Bod: 2(4)

Qui: 4

Str: 2

Cha: 2

Int: 5

Wil: 5

Ess: 5.6

Magic: 5(7)

Initiative: 4+2d6

Combat Pool: 7

Karma Pool: 3/7/10

Spell Pool: 8

Sorcery: 6

The mage has Stunball 6, Manabolt 6 with a +2 focus, and Powerbolt 6 with a +2 focus. He will remain in the helicopter and target any visible mage. He is wearing full heavy armor (8/6).

Player Handout #1

Kim Jeung

(Picture)

Height: 1.8 meters

Weight: 82 kilograms

Hair: black

Eyes: Brown

Race: Asian

Address: 2130 N. 4th Street, Appt. 1216

Sample Serial Numbers:

2A42BC	39F21B	230C09	33089A
09ED18	098B49	763CE0	8370B1
F495CA	3E4B5A	9764A4	43C24A
023B9E	A4590E	0287FC	F49C01

Player Handout 2

1st message, 2 days old

Image of a woman, early 20's, tan skin, brown hair pulled back, brown eyes, very thin.

“Hello Kim, this is Char Simmons from PurGen, please give me a call at 919-654-4321 or stop by the office some time today. Thanks.”

2nd message, 3 hours old

Image of an ugly ork with a red tattooed face.

“Hoi, chummers. Youse ever wants to sees your bud again,”

<The vid camera turns to show a frightened Kim Jeung.>

“Then youse call me and we meet for a price of 20k. No funny stuff or Lone Star or we geek your chummer! Call me on his phone!”

<The ork laughs after the last comment before disconnecting.>