

Good Intentions

A One-Round Shadowrun Virtual Seattle Adventure

by Stephen Gabriel

A body was found in the harbor, and the Johnson who wants to hire you has a personal interest in tracking down the killer. Nuyen is nuyen, though, so this little run shouldn't stress you too much. Ask a few questions, lean on a few witnesses, get the truth. Easy.

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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

Introduction

The characters are hired to solve the crime behind the death of a 19 year old man whose body was found floating in the harbor. The Johnson is Dominic Carliano, the local Don of the Mafia in Puyallup. The victim is his nephew Jon Hughes. Jon's body was discovered by the harbor patrol early Sunday morning; the characters are hired on Sunday night. He was dressed in street clothes, had suffered multiple flechette wounds to the chest and had an "A" carved into his forehead with a knife. The coroners office and Lone Star have dismissed it as a gang land killing and are nosing around the Ancients but also suspect it may have been one of the Ancients enemies trying to set them up.

Don Dom is pretty sure it wasn't the Ancients or any other street gang as most know of his relationship and wouldn't risk a run in with the Mafia. He is unable to use his resources to directly handle this and Lone Star is overbooked with work. Dom will put the characters in contact with Lieutenant Stralow, a detective at Lone Star, who can supply additional information.

Don Dom knows that his nephew was hanging with a neo-thrash gang in Puyallup and had a girlfriend named Angie who Dom thought was a really sweet kid.

Angie's full name is Angela Gerard and she comes from a well-to-do family. Her parents are divorced and she lives with her mother but spends weekends with her father. Her mother is Clarrisa Gerard, a wealthy socialite in Seattle. Her father is Franklin Gerard, a wealthy investor who sits on several corporate boards. Both parents had met Jon; Franklin liked him and did not mind that he was three years older than Angie. Her mother, however, considered Jon to be trash and argued often with Angie about ending the relationship. Jon's volunteer work with goblinized children and getting Angie involved in this activity really set Clarrisa on edge. Due to Angie's stubbornness, Clarrisa had the two followed and then set up the killing of Jon, pulling the trigger herself. She then took Angie out to the family's mountain retreat to have her attitude "adjusted". Franklin is aware that his daughter is missing and has seen the news regarding Jon and is now waiting for either news of her death or a request for ransom.

The characters have a primary objective of exposing the killer and providing sufficient evidence to Lone Star for an arrest. In addition, they can complete a second objective of rescuing Angie from the mountain retreat. Lieutenant Stralow can use any evidence that the

characters find providing they are willing to swear to the evidence in front of a mage using a Detect Truth spell, called an Affidavit Under Truth. He will also pay for this information as well.

The characters may also gain Lieutenant Stralow and Franklin Gerard as contacts if they roleplay well.

This scenario stresses roleplaying, skill usage and contacts more than combat. If the players become bogged down or confused, suggest that they may want to use a contact or ask them if they have any skills that may be applied. Remember that the characters know much more about their world than the player and as the Judge it is your job to fill in the gaps.

There are several encounters where a critical mistake can end it for everybody there. In all of these situations, a bit of good roleplaying can end the problem. Lone Star and security people don't really want to go into a firefight and would prefer to talk. But if the characters start it, they'll call in the heavies to finish off the party.

Organization

This scenario is organized into separate encounters with each one broken into three parts: Word on the Street, Behind the Scenes, and Footwork. Word on the Street details what the characters will see when they enter the encounter. Behind the Scenes details what is actually going on in the encounter. Footwork is what the characters will be able to find if they look around. At the end of the scenario are the pages containing NPCs. The following list details the encounters in this scenario.

- 2.0 Claudia's Call: The characters are contacted by Claudia.
- 2.1 Little Italy: The characters meet the Johnson.
- 2.2 Lone Star: The characters talk with Lieutenant Stralow.
- 2.3 On the Net: The characters search the net for information.
- 2.4 Contacts: The characters check contacts for information.
- 2.5 Grinders: The characters contact Jon's gang.
- 2.6 Franklin Gerard: The characters contact Angie's father.
- 2.7 Clarrisa Gerard: The characters contact Angie's mother.
- 2.8 Shadow of Hope: The characters check out the actual crime scene.
- 2.9 Clarrisa's Condo: The characters penetrate and search her unit.
- 2.10 The Chalet: The characters rescue Angie.
- 2.11 Payday: The characters get paid up for their work.

- 2.12 Oops!: The characters have screwed up and Lone Star is after them.

2.0—Claudia's Call

This encounter covers the arrangements for the initial meet between the runners and the Johnson.

Word on the Street

It's 8:00 PM on Sunday evening; you're kicking back eating your breakfast, preparing for another night of looking for work. The phone buzzes angrily, it's too early for a call so you let the answering machine take it. The voice is Claudia's, the words are simple "Get off your fragging butt, I've got a job for you."

You hit the button and Claudia begins to explain. A Johnson needs a little search and discover job on the streets, risk is minimal and the pay is right at \$100,000 for the team, nothing down. If you're in, meet Dom at the Little Italy restaurant in Puyallup at eleven tonight. Dom prefers discretion, so no weapons at the meet. You are to tell the hostess that you are a member of the party of Claudia.

Claudia has no other information on the job and is unwilling to say anything else about the Johnson.

Behind the Scenes

This is a good time to review, character by character, what each is wearing in the way of armor and clothing and what they are taking to the meet in the way of weapons. The characters will be searched for weapons that will be confiscated until after the meet. The characters should also state how they intend to get to Little Italy and when they are going to arrive.

2.1—Little Italy

This encounter covers the characters' initial meeting with the Johnson.

Word on the Street

The Little Italy in Puyallup is part of a chain of restaurants rumored to be owned by the mob. The place is an old fashioned family style restaurant with warm lighting, tile floors, wooden tables and chairs, and pictures of families and Italy on the walls. You tell the hostess who you are and she asks you to wait until the complete party has arrived. Once the last one is in, she takes you back to a hallway near the kitchen where two goons are waiting for you. They search everyone with hand scanners and remove any

weapons they find. Once the search is over, they open a door into a lavish private room and tell you that Mr. Carliano is waiting for you.

Behind the Scenes

Dominick Carliano, the Don of the Mafia in Puyallup is inside the room with two more of his goons and a mage. He is seeking outside assistance in solving the murder of his nephew, Jon Hughes. Dom cannot use his own people to perform this type of sweep without alarming his sister so he has hired people through Claudia.

Dom will start by telling how hurt he feels by the fact that a young man, not even in the prime of his life, was gunned down and dumped in the harbor. He will explain that it hurts not just because it's family, but because this guy had a real chance to make a difference and that chance was wasted. Dom doesn't want vengeance, he wants justice. He'll admit that he is mafia, that they are involved in crime, but they're also involved in legitimate business and charities. The awakened world is surely a strange place.

Jon's mother is Dom's sister and she has tried to distance herself from the family business, her husband is a legitimate executive in a small corporation. She would not approve of Dom's interference in the matter, preferring to leave it in the hands of Lone Star. Dom is quite upset by the loss of his nephew and knows that Lone Star has put a quick label on the homicide because they simply don't have time for another in depth murder investigation. Dom will request that they not contact his sister on this matter.

Dom has seen the autopsy report from the Coroner's Office and has a contact within Lone Star, Lieutenant Stralow. He will provide the characters with Lt. Stralow's phone number so that they can contact him for any additional information. Dom will tell them that Stralow is a straight shooter and may ask them occasionally to do something a little nerve wracking for them, but he'll protect them from unnecessary attention while they're working with him on an investigation.

Dom knows the following information:

- Jon was killed by multiple flechette round wounds to the chest, about 20 individual wounds were located. An "A" was carved into his forehead with a knife and his body was dumped into the harbor where it was recovered this morning. The coroner puts the time of death between 10:00 PM and midnight last night.
- Jon was still living at home with his parents while attending college.
- Jon belonged to a group known as the Grinders.
- Jon hung out at a place called Top Rail.

- Jon had a girlfriend named Angie, a little young, but a real sweetheart.

Dom will provide the characters with the above information and Lt. Stralow's phone number. He will pay ¥100,000 for information that leads to the arrest of the murderer. He will instruct them to call him once they have turned over the information and he will then meet them here for the pay off.

He will ask if they have any questions and then dismiss them with, "You've got a job to do, go."

2.2—Lone Star

This encounter covers information and guidance available to the characters through Lt. Stralow, a homicide detective for Lone Star.

Behind the Scenes

The characters can contact Lt. Stralow at just about anytime during the adventure although he is less receptive between 10 PM and 6 AM. He has a real job and sleeps normal hours.

Lt. Stralow is not interested in people's histories or past crimes; he is interested in solving the crimes he is assigned and bringing the perpetrators to justice. Stralow will want to know whom they are working for and why they are investigating the crime. If the characters are straightforward and open, then Stralow can be quite helpful. If they try to play games with him then he simply doesn't have the time to deal with them, regardless of what they are doing.

Lt. Stralow has read the official statement that Jon was killed by the Ancients in a gang related incident but he doesn't buy it. He does not have the time to investigate it, however he does have monetary resources available for anyone who can provide information leading to an arrest. He will pay for hard evidence that will assist in a conviction as well. He will ask if one of the characters is willing to submit an affidavit of evidence while being observed by a mage with a Detect Truth spell up. If so, then he will be able to use all evidence located by the characters in the prosecution of the perpetrator. This is referred to as Affidavit Under Truth. The person making the Affidavit Under Truth is not required to provide their identity and it will be protected from use in any other Lone Star activity.

He will pay 10,000¥ for information regarding the actual scene of the crime, 20,000¥ for the murder weapon and 10,000¥ for an Affidavit Under Truth on the evidence.

Lt. Stralow knows the following information and will answer direct questions.

Jon Hughes

- Jon was 19 years old, lived in metropolitan Seattle with his parents and was attending the University. He had not picked a degree yet.
- Jon was killed by multiple flechette wounds to the chest and his body was dumped into the harbor. Someone carved an A on his forehead.
- The so called gang he belonged to was a skate boarding club called the Grinders that hangs out at a skate board park called the Top Rail.
- I don't think it was the Ancients, it was out of their territory, he had known relationships to the mob, and the A was backwards for an Ancients marking.
- Jon's uncle is Dom Carliano's nephew, Dom is the Don of the Mafia in Puyallup.

Angie Gerard

Stralow will require some additional information, such as where she lives and how old she is to find the following information.

- Her father is Franklin Gerard, a local businessman, and her mother is Clarrisa Gerard, a socialite. Her parents are divorced.
- Her father filed a missing persons report on Sunday evening. He said she may have been with Jon at the time.
- He can provide public phone numbers and addresses; however, only Frank will answer his phone. Clarrisa's answering service will pick up but she will not return any calls.
- If the characters reveal that they know Angie's location and tell him where it is at, then he will tell them that it is unfortunately out of his jurisdiction. He will note that the characters are free to act on their own.

The Murder Weapon

- The weapon fired 3mm flechettes, standard for most heavy handgun flechette rounds.
- The pattern of wounds was evenly spread, not indicative of a normal weapon; I think it may be a specialized flechette weapon.

The Murder Scene

Stralow has no information regarding the scene of the crime and will pay 10,000¥ for any evidence regarding the scene of the crime. He will want photographs of the scene, bodily evidence (blood or tissue samples), and/or evidence of the weapon (flechettes).

Clarrisa Gerard

Stralow has a large amount of useless information on Clarrisa.

- If the characters show that she had left the auction during the time frame of the murder or that she had motive, then he will obtain a search warrant for her condo and contact the security at the condo to let them know the characters will be entering under a Lone Star search warrant.
- If the characters notify him of the weapon and/or fur coat, then he will pay them 20,000¥ and ask them to bring them in.

Doctor Franks

- There is an outstanding warrant for his arrest for 50,000¥.
- He's wanted for illegal mental conditioning, he brainwashes people.
- He has links to the Humanis Policlub.

Mr. Mann

- Nobody has ever proved this guy really exists, we feel its just a code name for a particular type of killing.
- Mann always uses a flechette pistol, but the primary target is metahumans.
- He has links to the Humanis Policlub.

2.3—On the Net

This section is used to provide information to the characters whenever they search on the net for information. The characters can pay an NPC decker or Claudia for this information at a cost of 100¥ per required success. They only pay for the highest one they want and get all the lower ones for free. It will take approximately one hour per required success to complete the searches. All target numbers are 4 if a player character performs the searches.

Jon Hughes

- Intelligence or Computer skill, 2 successes: Obituary: Jon Hughes dead body was found floating in the harbor at 6:45 AM on Sunday. Cause of death was multiple gunshot wounds to the chest. Jon Hughes was 19 years old, attended Seattle University and is survived by his parents, Thomas and Maria Hughes. Lone Star has stated that his killing was gang related.
- Intelligence or Computer skill, 4 successes: Jon had recently placed fourth in a regional skate board competition, representing the skate boarding club

the Grinders, headquartered at The Top Rail skateboard park.

- Intelligence or Computer skill, 5 successes: Jon's image can be located in the background of a still picture from the newspaper taken two weeks ago at Shadow of Hope, a half way house for orphaned metahumans. Angie is in the picture with him.

Angie Gerard

- Intelligence or Computer skill, 2 successes: Angela Gerard is the daughter of Franklin and Clarrisa Gerard (picture of a 16 year old, blue eyed, blond haired, fair skinned girl, 5'2" tall, 112 pounds, very attractive looking).
- Intelligence or Computer skill, 3 successes: Angela is 16 years old and attended St. Martins Academy, an exclusive private school.
- Intelligence or Computer skill, 4 successes: Angela's parents are separated; she is in her mother's custody during the week and her father's during the weekend.
- Intelligence or Computer skill, 5 successes: Angela's image can be located in the background of a still picture from the newspaper taken two weeks ago at Shadow of Hope, a half way house for orphaned metahumans. Jon is in the picture with her.

Franklin Gerard

- Intelligence or Computer skill, 2 successes: Franklin is a wealthy local businessman from the upper crust of society.
- Intelligence or Computer skill, 3 successes: Franklin was a host at a charity auction for the local PBS station on Saturday night, a film clip is attached. Franklin acted the role of a good host and is visible through out the entire clip from 7:00 PM to 1:00AM.
- Intelligence or Computer skill, 4 successes: Franklin sits on the executive boards of several local corporations.

Clarrisa Gerard

- Intelligence or Computer skill, 2 successes: Clarrisa is a wealthy socialite.
- Intelligence or Computer skill, 3 successes: Clarrisa was at the charity auction on Saturday as well, however, she is not visible in the clip between 10:00 and 11:00. Clarrisa was showing off a full-length silver fox fur coat, undoubtedly real.
- Intelligence or Computer skill, 4 successes: Clarrisa has been involved in several incidents in which she was alleged to have made racial slurs

against various metahumans. No charges were ever filed.

The Mountain Chalet

- Intelligence or Computer skill, 2 successes: It is located in the Native American territories to the northeast.
- Intelligence or Computer skill, 3 successes: Clarrisa pays the Native Americans a pretty penny to be able to keep the property and get access to it. We're talking 6 figures annually.
- Intelligence or Computer skill, 4 successes: A helicopter flew to and from the Chalet early on Sunday morning. It remained there for less than an hour.

Flechette Weapons

- Intelligence or Computer skill, 2 successes: Most weapons can be equipped with flechette rounds that fire small packets of flechettes that spread out in a pattern similar to a shotgun.
- Intelligence or Computer skill, 3 successes: The evenly spread pattern is indicative of a weapon specialized to fire single flechettes in rapid succession. These weapons typically have a high rate of fire and virtually no recoil. They are expensive weapons but excellent at taking down unarmored opponents.
- Intelligence or Computer skill, 4 successes: Ares makes one called the Micro 3 flechette gun.

2.4—Contacts

This section covers the characters obtaining information from contacts and may be used multiple times. The characters may buy extra dice for their tests at a cost of 100 nuyen per die, maximum number of additional dice equal to the rating of the skill being used. Use appropriate etiquette skills for the tests based on the type of contact listed. All target numbers are 4. As always, feel free to substitute good roleplaying for die rolls.

Jon Hughes

- Gang related, Law Enforcement, or Organized Crime related contact, 2 successes: Ain't that the kid who's body they just hauled out of the harbor on Sunday? He hung with the Grinders. They hang out at The Top Rail, ask for Wobbly.
- Gang related, Law Enforcement, or Organized Crime related contact, 3 successes: Lone Star says the Ancients killed him and that's a bunch of drek. It's not their style, their territory or their mark on

his forehead. It's just a quick cheap answer for Lone Star.

- Gang related, Law Enforcement, or Organized Crime related contact, 4 successes: He's related to Don Dom Carlino of the Puyallup Mafia. You know, the guy that owns all those Little Italy restaurants.
- Gang related, Law Enforcement, or Organized Crime related contact, 4 successes: The boy was really white, you know, like clean and above board. He even used to go to the Shadow of Hope with his girlie to help out the destitute.

Angie Gerard

- Any, 2 successes: Never heard of her.
- Any, 3 successes: Ain't that Franklin Gerard's kid, you know the big corporate hot shot who hosted the charity auction for PBS on Saturday?

Franklin Gerard

- Corporate, 2 successes: Franklin is a wealthy local businessman, he's divorced and has a daughter named Angie. The divorce was not amicable.
- Corporate, 3 successes: Franklin sits on the executive boards of several local corps.
- Corporate, 4 successes: Franklin hosted the PBS charity auction on Saturday night.

Clarrisa Gerard

- Corporate or Media, 2 successes: Clarrisa is a wealthy socialite, she's divorced from Frank Gerard, has a pretty daughter named Angela.
- Corporate or Media, 3 successes: Clarrisa was at the charity auction on Saturday showing off her full length silver fox fur coat. She inherited it from her great grandmother, its genuine.
- Metahuman Rights, Humanis Policlub or other Racial Organization, 3 successes: Clarrisa has been linked to a Humanis Policlub assassin that goes by the name of Mr. Mann.
- Corporate or Media, 4 successes: Clarrisa isn't real fond of the other metahumans; she's made a few slurs in her time.

Flechette Weapons

- Weapon dealer contact, 2 successes: Most weapons can be equipped with flechette rounds that fire small packets of flechettes that spread out in a pattern similar to a shotgun.
- Weapon dealer contact, 3 successes: The evenly spread pattern is indicative of a weapon specialized to fire single flechettes in rapid succession. These weapons typically have a high rate of fire and virtually no recoil. They are expensive weapons but

excellent at taking down unarmored opponents. They're also nearly silent due to the small caliber, sounds like some raindrops on a car hood.

- Weapon dealer contact, 4 successes: Ares makes one called the Micro 3 flechette gun. It's widely considered to be an assassin's weapon due to its small size, firing characteristics and low noise. They're illegal as hell in most places, where they fall under military grade automatic weapon laws.

Shadow of Hope

- Any Street contact, 2 successes: It's a kind of half way house for metahuman orphans.
- Any Street contact, 3 successes: Shadow of Hope caters primarily to kids who are abandoned by their families when they goblinize. They help the kids get back on their feet.
- Any Street contact, 4 successes: It's run by an ork nun, yup a real catholic nun, named Sister Bone Crusher. Don't ask about her name, you don't want to know.
- Any Street contact, 5 successes: It's not safe to do any "Business" around the place. They've got their defenses and many of them are extremely lethal. It's safe to approach openly with legitimate business, though. But, I wouldn't wear a Humanis Policlub button there.

Mr. Mann

- Any Street contact, 2 successes: He's rumored to be an assassin for the Humanis Policlub.
- Any Street contact, 3 successes: He has been known to teach Humanis Policlub members how to shoot a pistol.
- Any Street contact, 4 successes: He's being backed by somebody with a lot of money, somebody who hates metahumans.
- Any Street contact, 5 successes: Somebody geeked a kid on Saturday night in a similar style to Mr. Mann.

2.5—Grinders

This encounter covers the characters contacting Jon's "gang". The Top Rail is open from noon until midnight.

Word on the Street

The Top Rail is an old-fashioned indoor skateboard park with a pro shop and grill. The building is a large square concrete block with a pair of glass doors in the center and the name in neon letters sloping across the building's face. Inside the place is jamming, the shop has got a bunch of kids in it and the grill has several

distinct groups scattered throughout. The floor is glass and looks down on the convoluted concrete of the skateboard park.

Behind the Scenes

The Top Rail is located in a commercial district under the watchful eye of Lone Star and several corporations. Open displays of weaponry, violence, intimidation, illegal parking, jay walking and just plain bad attitude are not tolerated here. The area is safe and anyone acting out of character will be questioned by the local corporate security or Lone Star. If the characters get threatening or display any weapons then go directly to **2.14 Oops!**

People here will recognize the characters as out of place unless they deliberately state they are trying to blend in. If they try and blend in or act non-threatening then they will be left alone.

Inside the Top Rail are a bunch of teenagers thrashing in the park and checking out the latest in pro gear. The grill has several distinct groups in it. One is a bunch of older teenagers who are snorting derisively at the younger group next to them. At the far end is a group that looks to be in their early to mid-twenties.

If anybody asks anyone in the place about the Grinders, they will be pointed toward the table of twenty-ish people. There are seven people at the table, two girls and five guys. All look athletically fit; several have obvious cybereyes or datajacks. The characters can approach the table and the people at it will ignore them until they ask about the Grinders, Wobbly, or Jon Hughes.

The smallest guy at the table is named Wobbly and he's the leader of the group. Wobbly is about 5'2" and looks to weigh around 120 pounds. His hair is brown, shaved on the sides, long on the top and he has a brown goatee and obvious cybereyes and datajack. His first response will be to ask who's asking and why.

Wobbly knows the following information, but the characters must either role play well or make etiquette checks to get it. They can bribe him with 250¥ or more. Wobbly will cooperate if they mention that they are trying to solve the murder and bring the criminal to justice.

Footwork

Street Etiquette, Target 4, 1 success: Yeah we hung with Jon, really sad that he's dead, he was a good chummer.

Street Etiquette, Target 4, 2 successes: Jon was a good boy, never got in any trouble, nobody I know would want to hurt him.

Street Etiquette, Target 4, 3 successes: He left here at 8:00 on Saturday with his little girl friend. They

went to the Shadow of Hope, they did volunteer work there.

Street Etiquette, Target 4, 4 successes: His girlfriend was a real sweetheart, her name was Angie Gerard, I think she lived with her dad in some high-rise downtown. She didn't have much to say about her mother.

2.6—Franklin Gerard

This encounter covers the characters contacting Franklin Gerard, Angie's father.

Word on the Street

A middle-aged man with dark hair graying at the temples, blue eyes, and a broad smile full of white teeth answers the vidphone (omit if characters specify voice only contact). "Hello," comes the greeting.

Behind the Scenes

Franklin Gerard comes from old money and sits on several corporate boards in Seattle. The characters have reached him at his personal vidphone number. He will ask who they are and what they want. Frank will answer them in the same tone and attitude that they speak to him. If the characters are jerks, give them hell.

Frank is concerned that his daughter did not return on Saturday night or Sunday. He is divorced from her mother and has custody on weekends. He filed a missing persons report on Sunday evening when he talked to her mother, Clarrisa, and learned that Angie hadn't returned there. He is very concerned about her and has heard the report about Jon's death. Frank had met Jon on several occasions and liked the boy, he didn't even mind the difference in age.

Frank is unaware of anyone who would wish Jon harm. Frank is a concerned father and is willing to cooperate. If the characters ask about how to contact Clarrisa, he will provide them with her private vidphone number and her address (she lives in a luxury condo downtown). He will note that Angie had indicated that Clarrisa was not fond of Jon.

If asked about outside activities, Frank will note that Jon was a skate boarder and hung out at a place called the Top Rail and that both he and Angie were volunteering at a halfway house for orphaned metahumans, he thinks it was the Shadow of Hope. He will mention that he was very proud to learn that his daughter and her boyfriend were interested in charity work.

If asked about his whereabouts on Saturday night, Frank will tell them that he was at a charity auction until 1:00 AM, it was on the local PBS station. He will note

seeing his ex-wife there off and on throughout the evening. This can be very easily verified by the characters.

If the characters present themselves well, are respectful, and put on a professional air, Frank will offer them additional work. If they are jerks, they lose out. Frank feels that whoever killed Jon probably has something to do with the disappearance of his daughter. He is willing to pay 100,000¥ to the team if the characters can recover his daughter, dead or alive. If they recover her, they should call him and meet him at Seattle Memorial Hospital. Frank can provide them with a holo-pic of Angie. The picture shows a beautiful young woman with long blonde hair, blue eyes and fair skin. She is 5'2" tall, weighs 112 pounds and is 16 years old.

If the characters contact Frank about the Chalet, he will give its exact location. It is in the Cascade Crow territory up in the mountains to the northeast. Clarrisa's family has enough money and connections to keep border-crossing rights.

2.7—Clarrisa Gerard

This encounter covers the characters contacting Clarrisa Gerard, Angie's mother. They must be using the number provided by Franklin, she will not answer the number that Lt. Stralow provides.

Word on the Street

A cold-hearted middle aged woman with her hair pulled back tight answers the vidphone (omit if the characters specify voice only) in a cold lifeless voice, "May I help you?"

Behind the Scenes

The woman is Janice, Clarrisa's secretary. She will put them through to Clarrisa at the mention of Angie's name, Frank's name or a murder investigation.

Clarrisa is in her early forties going on sixty in appearance. Her skin is bronzed and heavily wrinkled from excessive sun tanning, her hair is thin, bleached white and teased out and hairsprayed into place. Her make up is minimal, but the diamond earrings and necklace are obviously real.

Clarrisa will be aloof and uncooperative with the characters. Clarrisa will say that she was at the PBS charity auction on the night in question.

Clarrisa has contacts in Lone Star and already knows that someone has put the characters onto her trail. She has contacted Mr. Mann and he will be waiting for the characters to go to her condo.

Word on the Street

The following information can be obtained from Clarrisa using Etiquette rolls, target number 4, or by exceptional roleplaying. Clarrisa is a cold-hearted bitch and cannot be tempted by money and will not respond to threats. Clarrisa disdains metahumans and can be baited using the Shadow of Hope as a reference.

Regarding Angie

- 1 success: She's 5'2" tall, weighs 112 pounds, has blond hair, blue eyes, she's sixteen years old. What else?
- 2 successes: She stays with her father on the weekends and occasionally goes straight from there to school. Have you checked to see if she's in class today?
- 4 successes: She's run off before, sometimes for a week or more. I'm sure she'll be home soon. I think her father is just over reacting as usual.

Regarding Jon

- 2 successes: Jon? I don't know a Jon, maybe it's somebody from school.
- 4 successes: I tried not to get involved in her personal affairs.

Regarding Grinders, Top Rail or Shadow of Hope

- 2 successes: I can assure you I have never heard of these people or this place and my daughter would never be caught in such a place or with their kind.

Regarding an Alibi

- 1 success: I was at the charity auction for the local PBS from 8 until midnight.

2.8—Shadow of Hope

This encounter covers the characters going to the Shadow of Hope.

Word on the Street

The Shadow of Hope is located in one of those old brick buildings that fills most of a city block. It's rumored to have its own defenses and connections to the shadows as well. You've all heard of the place, it's where people take goblinized children who've been abandoned by their parents. The place is run by a lady called Sister Bone Crusher, it's been said that it's not a good idea to cross her.

Behind the Scenes

The Shadow of Hope is exactly as advertised, complete with links in the shadows. The place is home to dozens of goblinized and goblinizing children who have been abandoned in their time of need. The Shadow of Hope helps these children through their crisis and gets them back on their feet.

Sister Bone Crusher is a sweet ork who happens to be a catholic nun. Her mission in life is to care for these unwanted children. She is mostly unaware of the shadowy connections of her supporters. Ignorance is bliss.

The characters will be greeted by an ork at the front door and informed that they will have to talk to Sister Bone Crusher regarding Jon and/or Angie. The ork will seat them in the lobby until Sister Bone Crusher enters, about 5 minutes. She is a large and gnarled ork but has a very sweet disposition with a gravelly voice.

She will provide the following information freely.

Regarding Jon

He was a wonderful young man. He loved to work with the children, regardless of age and could be counted on to help when they needed him. It was a real tragedy that he died, she misses him and is praying for his soul. She doesn't know of anyone who would want to hurt such a good man.

Regarding Angie

She was a wonderful and energetic young lady, I think she was in love with Jon. It took her a little while to warm up to the place, but she did and became very helpful. Sister Bone Crusher is concerned about Angie's disappearance and fears that she may be dead or worse.

Regarding Saturdays Events

The two arrived in time to read the children stories and get them to bed. They helped in the kitchen for an hour and then left around 10:30 when everything was done. They went out the side door in the alley, the front lobby is locked and off limits after bedtime.

Regarding Security Cameras

We have security cameras covering all of the entrances and sides of the building. The security camera in the alley has been dropping out occasionally and they left during one of those periods. If the characters ask, she will have the tapes around the time that they left. The alley camera was dead, but one of the other corner cameras shows a Mitsubishi Nightsky pulling up around 10:15. The car is shown leaving the area on another camera at around 10:35.

Footwork

The characters can discover the following evidence if they go out the back door and look around. Reduce the necessary successes by one if the characters actively search the alley.

Stealth, Target 4, 2 successes or Intelligence, Target 4, 3 successes: The character notices a number of small gouges on the face of one of the dumpsters in the alley. There are about 20 marks scattered in a horizontal band about 6" wide and 3 feet off the ground. If the character examines these up close, they will find the remains of 3 mm flechettes from a flechette pistol. Reduce both the target number and successes for the following test by one.

Stealth, Target 4, 4 successes or Intelligence, Target 4, 5 successes, or Forensic Science, Target 4, 3 successes: The character notices fine droplets of blood on one of the dumpsters in the alley. The characters may sample the blood and will be able to identify it as Jon's using a standard med kit and data supplied by Lt. Stralow.

2.9—Clarrisa's Condo

The characters penetrate Clarrisa's condo looking for evidence.

Word on the Street (With Search Warrant)

The doorman stared in disbelief as you entered the exclusive condominium, a warrant and prenote from Lone Star in hand. A security guard took you up to the unit and let you in, remaining at the door, his mouth agape at the thought that Lone Star was actually searching someone's unit in connection with a crime.

Behind the Scenes

If the characters do not contact Stralow with enough evidence to get a search warrant then they will have to somehow gain entrance to the building. Every entrance is under constant surveillance by either camera or live bodies and there are watchers in astral as well.

Clarrisa's condo has an alarm system that will have Lone Star on site in five minutes, go to **2.12 Oops!** if they open fire on Lone Star. The characters can get access codes through a network contact at a cost of 20,000¥ that will allow them access to the building as well as her unit. For an extra 5,000¥, they can get a code that overrides her security system as well.

Anyone with decking skills can break into both systems using Decking against a target number of 5, 4 successes required to succeed. There are two separate tests to be passed, the first is for the building, the second is for the unit. The character will think he succeeded regardless of the actual results on either test, don't tell them, just note the results. On a failure on the first test, they door will not open and armed security will begin arriving within 10 seconds. Go to **2.12 Oops!** only if the characters open fire on the guards, otherwise they will be ejected from the building. On a failure on the second test, they can enter the unit, but the alarm is activated and Lone Star arrives in 5 minutes. Go to **2.12 Oops!** only if the characters open fire on Lone Star.

The place is opulent with oriental rugs set precisely on marble floors, gold trimmed crystal chandeliers in each room, ornamental woodwork and artwork hung on the walls. The front door opens into an entryway with two doors leading from it, one to each side. A small ornate table with a mirror above it is opposite the main door with closet doors on either side of the table. The characters will note a large number of various coats, including furs, in the front closets. If they viewed the tapes from the PBS auction, they will recognize one of the furs as the one she wore there. Anyone who examines it may notice the smell and powder burn marks on the right hand sleeve.

The left hallway leads into a spacious and grand living room overlooking the city. The living room opens out to the right and adjoins first the kitchen and then the dining room. A door from the kitchen leads into a hall that adjoins the right hand door out of the entryway. There are three bedroom doors and a half bath off the hallway.

The first bedroom is a guest room with its own full bath, queen size bed, chest of drawers and armoire. The chest contains spare linens and blankets.

The second bedroom is Angie's and has a twin sized bed, a chest of drawers, its own full bathroom, a dressing table and a desk. The desk has a pocket secretary on it as well as her school work computer. The dressing table has various beauty items and a picture of Jon taped to the mirror. Everything else is pretty much normal items for a 16-year-old girl's bedroom.

The third bedroom is Clarrisa's and is large and lavish with a canopied four-posted king sized bed and an oversized bathroom with whirlpool, separate shower and toilet and bidet. The closet is stocked with haute couture clothing and accessories. A box on the top shelf contains the murder weapon, an Ares Micro 3 flechette gun.

The characters can complete their search of the apartment before Mr. Mann appears. He is hiding in the fire stairs at the near end of the hall and will wait until Lone Star has left before he enters the unit firing. He

will enter the unit silently and begin shooting the characters one by one. If the party leaves a character in the front hallway to guard the door, then they will not be surprised and may yell something before he shoots. Mr. Mann is extremely good and the first shot should otherwise come as a total surprise to whoever is in the unit. Mann will play a game of cat and mouse, shooting and then disappearing around a doorway to avoid any return fire. He will use the Ares Micro 3 in double burst fire mode for 12M damage. The only thing the characters will hear is the sound of the flechettes tearing into the walls and their bodies falling.

Footwork

Front Hall

Intelligence, target 4, 2 successes: If the characters viewed the tapes of the PBS auction then they identify the fur coat that she was wearing at it. Reduce the target number and number of successes by one each for the following test.

Intelligence, target 4, 4 successes or Forensic or other evidence gathering skill, target 4, 3 successes: The character notes powder burn marks and the faint smell of burned cordite on the right hand sleeve of the coat. A tag in the pocket indicates that the fur was cleaned on the Friday before the incident.

Angie's Room

Intelligence, target 4, 2 successes: The character finds Jon's picture on her mirror.

Intelligence, target 4, 3 successes: The character finds Angie's pocket secretary.

Intelligence, target 4, 4 successes or Decking, target 4, 2 successes: The characters locate her diary inside the pocket secretary and overcome the password. They find a large number of entries regarding Angie fighting with her mother about Jon, how she disapproves of him, how Angie needs to shape up and dump this loser, how he is a nobody and never will be anybody, how he is going nowhere, about the evils of associating with metahumans, etc.

Clarrisa's Room

Intelligence, target 4, 2 successes: The characters locate Clarrisa's diary datastick (small digital recorder the size of a lipstick case).

Intelligence, target 4, 3 successes: The characters find an Ares Micro 3 box in the closet. The gun has been fired recently and not cleaned.

Intelligence, target 4, 4 successes or Decking, target 4, 2 successes: The characters break into her diary and find entries regarding her dislike of Angie's boyfriend Jon and an entry regarding Angie being

with Doctor Franks at the chalet for an attitude adjustment.

2.10—The Chalet

The characters go to Clarrisa's chalet to rescue Angie from getting "adjusted". The characters must have a way into the Native American territories in order to get here.

Word on the Street

The A-frame style chalet sits at the top of a ridge, a road leading up to its back, the plate glass windows of its front having an unobstructed view of the valley below. A single van is parked behind the chalet.

Behind the Scenes

The chalet has an open floor plan on the first floor with a kitchen, bathroom and laundry room in the rear and a dining area between the kitchen and the living room. Stairs in the kitchen lead up to the second floor where there are four bedrooms with a bathroom between the two bedrooms on each side. The two front bedrooms overlook the living room, the two back bedrooms overlook the parking area behind the chalet. A door leads into the kitchen from the parking area and a double door leads out of the living room on to the front balcony. It is about 12' from the balcony to the ground outside the front of the chalet.

Angie is upstairs in one of the front bedrooms with the doctor. Doctor Franks is a psychiatrist who specializes in reprogramming people who have been in cults or whose personality differs significantly with their parents. He works for big bucks because what he does is illegal. The doctor is just preparing Angie and will require a couple of weeks to break her. He is in the room with her and will grab her and hold her hostage with a hold out pistol when the characters enter the room. He will request that they allow him to leave with her and not follow him or he will kill the girl.

There are two toughs downstairs just in case something should happen. They have pulled all of the curtains so they are not visible from outside the house. The van is a standard propane powered van, nothing special about it. The toughs are monitoring activities outside the chalet with fiber optic linked cameras (target 12 to locate from outside the house) and will know when the characters approach. They will position themselves opposite each other in the center of the chalet and wait to ambush whoever enters. They will wait until two people are visible and then the first will quick rise, fire and duck. When the second one hears the return fire, he will rise, open fire and duck back as

well. They will continue this pattern until they or the characters are dead. This will put the characters in a deadly crossfire. The toughs will use three round bursts, 9S damage, with APDS ammunition (halve defender's ballistic armor rating). The toughs have smartlinked Uzi III's with 3 points of recoil compensation. The toughs are under cover so visibility modifiers apply.

2.11—Payday

Little Italy

The characters get paid for the investigation job providing they have given Lt. Stralow sufficient information to arrest Clarrisa.

Don Dom is waiting for them at the Little Italy in Puyallup, the same hostess is there and so are the mafia goons. He welcomes you with a big smile and hugs and kisses the cheeks of everyone. "Sit down, have some food, nothing's too good for my friends. Maria will take care of you; I've got to run. Family business, you understand. Here's to a job well done." Don Dom sets a credstick for 100,000¥ on the table and bids everyone goodbye. Maria begins taking orders.

Seattle Memorial Hospital

The characters get paid for recovering Angie and delivering her to Seattle Memorial Hospital.

Frank is waiting at the entrance to the emergency room and looks truly relieved to see his daughter. He gives her a big hug, whispers a few words to her and then turns her over to a doctor for a thorough examination. He turns to the characters, "Thank you very much for giving me back my daughter. I know its not much, but here's the price we agreed on." He hands over an unmarked credstick for 100,000¥. Frank turns to go in and be with his daughter, stops and says, "If I can be of help in the future, give me a call."

All of the characters gain a Level 1 Contact: Corporate Suit, who can give them information regarding corporate politics and happenings.

Lone Star

The characters get paid for turning evidence over to Lt. Stralow.

Lt. Stralow is waiting in Denny Park, under the Space Needle. He is accompanied by a young man with long tousled hair and a three-day-old beard. Both are wearing tan trench coats with business style suits underneath. Lt. Stralow introduces the other man as

Max and will note that Max is a mage. He will ask the characters to give the evidence to Max and to tell them what they found and where they found it. Max has a *detect truth* spell up and will nod in agreement providing they tell the truth. Lt. Stralow hands over the agreed upon sum. If the characters have Doctor Franks with them, Lt. Stralow will give them the reward, take him by the arm and escort him out.

2.12—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.

Behind the Scenes

A standard patrol car will arrive within one minute with two regular Lone Star officers. An additional patrol car arrives every 30 seconds after this, each with two Lone Star officers.

If the characters display any weapons heavier than a submachine gun or use magic, then the officers will call in a rapid response team consisting of a Stallion Helicopter, nine cybered Lone Star Officers and a Lone Star Combat Mage. The first team will arrive one minute after the call and a second rapid response team will arrive one minute afterwards.

Lone Star will arrest everyone who surrenders if they all do so at the same time, otherwise they will happily kill the entire party. Either way, the characters are out of Virtual Seattle and the judge should have the players destroy their character sheets.

The routine for security at the condo is the same except that the cybered officers arrive in the next combat round.

If the characters attempt to talk before shooting, then roleplay out the situation. If they mention anything about a murder investigation or Lt. Stralow, then the cops will call it in and confirm it. Stralow will give them a tongue lashing but smooth over the problems providing nobody has been hurt.

The End

3.0—Karma

This section covers the karma awards for both the team and the individuals. The karma is broken into four specific categories. Take the appropriate amount for

each category and add them together to get the total team karma, each player receives this plus any individual karma they each may earn. All members of the Tyger's Tail must give up one point of karma for being a member of the group.

1. Survival	2
2. No killing	3
or	
Killed only Mr. Mann or the Toughs	2
or	
Killed the Doctor and/or the above	1
or	
Killed anyone other than the above	0
3. Located murder scene and evidence	1
plus	
Located murder weapon	1
plus	
Turned evidence over to Lone Star	1
4. Rescued Angie from the chalet	2

Award a player one point of individual karma for a completely selfless act (blocking a bullet for somebody), an idea or action that totally defeats an encounter, an action that causes everyone at the table to laugh, or roleplaying so well that you wonder if they are really in touch with reality. A player may receive more than one point of individual karma.

3.1—Nuyen

This section covers what the team can earn. Total all the applicable amounts and give the sum to the players to split between themselves anyway they want.

1. Gave Lone Star information on murder.	100,000¥
2. Turned evidence over to Lt. Stralow	
- Hard evidence from the murder scene	10,000¥
- Murder weapon found in condo	20,000¥
- Submitted to Affidavit by Truth	20,000¥
3. Rescued Angie	100,000¥
4. Turned the Doctor in alive	50,000¥

3.2 NPCs

This section contains information on the NPCs that the characters may run up against in this run.

Lone Star Officer

Bod: 4
Qui: 4
Str: 4
Cha: 3
Int: 3
Wil: 3
Ess: 6
Initiative: 3+1d6
Combat Pool: 5
Firearms: 5
Unarmed Combat: 4
Officers are wearing partial heavy armor (6/4) and carrying Ares Predators (conceal 5, ammo 15c, Mode SA, damage 9M, cost 450¥). If fired at or attacked the officers will immediately call in a Rapid Response team.

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
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
Spell Pool: 5
Sorcery: 6
The mage has Stunball 6, Manabolt 6 with a +2 spell focus, and Powerbolt 6 with a +2 spell focus. He will remain in the helicopter and target any visible mage.

Dr. Franks Toughs

Bod: 6(8)
Qui: 5(7)
Str: 6(8)
Cha: 2
Int: 5
Wil: 6
Ess: 0
Initiative: 10+3d6
Combat Pool: 9
Uzi III: 8
Cyber weapons (spurs): 5(7)
The toughs have cybereyes with low light, thermal, and flare comp, smartlinks, and retractable Dikoted spurs (9S). They are wearing partial heavy armor (6/4) and carrying Uzi III's (conceal 5, ammo 24c, mode BF, damage 6M, cost 600¥) with APDS ammo (use one half armor value). The Uzi III's have 3 points of recoil compensation, 1 from the stock and 2 from a Gas Vent 2. Both will shoot to kill.

Dr. Franks

Bod: 3
 Qui: 6
 Str: 4
 Cha: 5
 Int: 6
 Wil: 6
 Ess: 6
 Initiative: 6+1d6
 Combat Pool: 9
 Firearms: 4
 Unarmed Combat: 4

Dr. Franks is a psychiatrist who likes to warp people's brains. He is carrying a Walther Palm pistol (conceal 9, ammo 2b, mode SS, damage 4L, cost 200¥) and is unarmed.

Mr. Mann

Bod: 6
 Qui: 6
 Str: 6
 Cha: 4
 Int: 6
 Wil: 6
 Ess: 0
 Initiative: 12+3d6
 Combat Pool: 10
 Ares Micro 3: 8

Mr. Mann has cybereyes with low light, thermal, Emag 3, and flare comp. He also has a Smartlink and Wired Reflexes 3. He is wearing a Secure Long Coat (4/2) and carrying an Ares Micro 3 flechette pistol (See attached description).

ARES Micro 3 Flechette Pistol

Conceal 7
Ammo 50
Mode SA/BF/2BF
Damage 6L
Weight 2
Avail. 10/7 days
Cost 1,600¥
St. Index 2
Legal 3-G
Recoil Comp. 1

The Micro 3 is a three barreled 3mm caseless flechette machine pistol with 150 flechette magazine. The weapon has extremely light recoil due to the small caliber and usually is only felt when firing in double burst mode. The gun is not capable of full automatic fire due to heat build up. The weapon incorporates integral sound and flash suppression as well as a laser sight and integral smartlink which automatically shuts off the laser when activated. The Micro 3 is purported to be favored by high level assassins and government and corporate covert operations teams.

For game purposes, three flechettes are a round of ammunition. A single shot is one full rotation of the barrels and fires three flechettes, using one round of ammo (6L damage). Burst fire consists of 3 full rotations, firing nine flechettes, using three rounds of ammo (9M damage). Double burst fire consists of 6 full rotations, firing eighteen flechettes, using six rounds of ammo (12M damage). Double burst fire is a complex action. The recoil of the weapon is extremely light, resulting in a +1 modifier in burst fire mode and +2 modifier in double burst fire mode not counting built in recoil compensation. The gun is equipped with one point of recoil compensation in the form of anti-shock grips. The flechettes follow the standard rules for flechette rounds, increase damage level by one against unarmored opponents or use ballistic or twice impact, whichever is higher, against armored opponents. The Micro 3 cannot accept any additional attachments and uses the range categories for a heavy pistol.