

# Escort Service

**A One-Round Shadowrun: Virtual Seattle 2.0 Scenario**

**by Stephen W. Gabriel**

A data carrier has hired Claudia to provide escort coverage for his entry into Seattle, a simple 4 hour contract. What could go wrong?

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

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

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

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

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

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

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

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

## Tiering and Threat Rating

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

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

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

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

## Adventure Summary and Background

The job is simple, meet the data carrier, Mr. Smith, at the Bremerton shipyard and escort him to the Sheraton in downtown Seattle, where he will be meeting his Johnson. While that doesn't sound too difficult and it will be a very short run (about 3-4 hours, with only an hour or so with Mr. Smith on the ferry), there are those who will make sure it is difficult.

On board the ferry are two other teams, both gunning for Mr. Smith. One group represents Mitsuhama and they would like to see Mr. Smith dead along with anyone with Mr. Smith. The other is from Aztechnology and they would very much like Mr. Smith to share the information in his head. Both teams will try to kill the runners.

To complicate matters, the weather has turned for the worse. When the ferry is about midway across the straight, a downburst strikes near the ship, causing it to capsize and begin sinking. Everyone is now trapped in an upside down ferry that is slowly sinking deeper and deeper into the bay. The characters need to mitigate the damage of the other two teams while finding a way to escape the sinking craft.

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

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

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

## Introduction

***Claudia's call came through at four in the afternoon, the light of the sun barely penetrating the incessant cloud cover as a light rain fell. The forecast called for more rain, no big surprise there. She had a job, a bit of short term escort duty. You are to meet a man named Mr. Smith at the Bremerton Shipyard and bring him across to Seattle, dropping him off at the Sheraton downtown. A simple job for 75 Gs for the team. Claudia has***

***procured a Mitsubishi Nightsky and it will be waiting for you at the lair.***

***You are to meet Mr. Smith in the parking lot of the Bremerton Shipyard at 8:00 and then take the 8:50 ferry to Seattle; the transit time is 60 minutes. Mr. Smith will arrive in another limo and will ask, "What did you put in your tank?" Your reply will be, "There is a tiger in my tank."***

## Scene One – The Meet

The ferries depart Pier 52 from Seattle with a transit time of 1 hour to Bremerton per the attached schedule, see Players Handout #1. The characters can take several different ferry departures depending on when they want to arrive in Bremerton. They will need to determine what they are taking, who is riding where, etc. A little math should reveal to them that this is an awful lot of money for essentially two hours of escort services and that means there is likely to be substantial risk. There are no security points to cross where they are going so any weapons are fair game as long as they aren't displaying them openly. They will have no problem making it to the meet providing they are timely about getting to the ferry.

***The parking lot of Bremerton Shipyard is vacant when you arrive, the yard appearing abandoned with its lights off and lot empty. It is 8:00 PM and no limo. The clock keeps ticking off, 8:15 and then 8:30. At 8:35, another limo pulls into the lot, coming up next to yours. The rear window rolls down and a voice asks quietly, "What did you put in your tank?"***

When the characters provide the right password, the rear door of the limo opens and out steps a street samurai. He will look around for a few seconds and then Mr. Smith steps out. He is very well dressed in a long coat over a rather expensive looking suit. Mr. Smith will get in the character's limousine and tell them to proceed to the ferry. Anyone looking at the other samurai can make an Intelligence check (Target 4, 3 successes) to determine that the man has recently sustained a serious physical wound.

Mr. Smith's last team was ambushed on the way in and he lost one samurai and a mage and the remaining three were injured. This man is hot

property although he'll insist he's just an average businessman.

### **Mr. Smith**

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

Rea. 6 Init. 6+1d6

Combat Pool 9

Skills: Athletics 4, Etiquette (Corp.) 6

Equipment: Armored Vest (3/2), Wrist phone

Cyberware: DataJack, 300 Mp Headware  
Memory, Cranial Bomb

Mr. Smith will cooperate as best as possible with the characters and trust their judgment. He is quiet but polite and will not join in idle chatter. He will want to go into the bathroom once on the ferry to clean up; he's covered in small droplets of blood. Mr. Smith's cranial bomb detonates if he ever surpasses a deadly physical wound or his body drops to 0 from drowning.

### **Street Samurai**

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

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

Combat Pool 9

Karma Pool 5

Skills: Unarmed Combat 6, SMG 8,

Etiquette(Corp.) 2

Equipment: Partial Heavy Armor (6/4), H&K 227S,  
Wrist phone

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

He has taken a Serious wound, -3 to init., +3 to all  
targets.

## **Scene Two – All Aboard!**

It is only a kilometer and a half from the Bremerton Shipyard to Bremerton Car Ferry Pier and the weather continues to deteriorate while they drive. They will just barely make the ferry as the crew begins to close the gates across the lower car ramp. The schedule contains a map of the Kaleetan and Hyak, the ferries that run this route and both have the same layout.

There are six stairways that allow passengers access to the car deck, the lower passenger deck and the upper passenger deck, skyway and galley. The bridge and below decks rooms are not accessible to the guests. There are two bridges, one used for each direction that the ferry sails in. Below decks are the diesel generators in the

center and electric drives and steering controls at each end of the ship.

The cars are arranged in 6 rows with a gap in the rows where the exhaust stacks rise in the center of the ship up to the main funnel. The stairwells are located with one in each corner and one adjacent to each side of the funnel. There are no elevators on this ship. The stairwell doors are water tight, but there is no other protection on the car deck.

There are 18 men on the crew: the Captain, Chief Mate, Quartermaster, two Engineers, Oiler, four able bodied seamen and eight ordinary seamen. None of these are armed or armored. Most of these will die in Scene Five when the downburst sweeps them off the deck or the bridge is flooded when the ship capsizes.

The ship has about 100 cars and 300 passengers on board for this voyage and most of the people have congregated in the passenger decks and some are sampling the fare of the galley. The crew will strongly recommend that everyone go up to the passenger cabins as the seas are getting very rough and it will not be comfortable down here and probably not even safe should the vehicles begin to slide.

Mr. Smith request that they be discrete and not display weapons or use magic, spirits or elementals in ways that would draw attention, like abating the storm or concealing themselves on the ferry. Please remember that the use of magic is strictly controlled and regulated and unlicensed users will draw unwanted attention.

## **Scene Three – The Lower Passenger Deck**

The characters move up and explore the lower passenger deck.

The main passenger deck consists of row after row of cushioned benches bolted to the floors. In the center of the room where the exhaust ducts rise through are the bathrooms for this deck. There are close to two hundred people lounging around on this deck, either singly or in small groups. Have the characters make Intelligence checks against a target of 4, three successes required to spot a Mitsuhamma team member. A *Detect Enemies* spell will immediately detect all four of them. There are four on this deck and they

will quietly watch the characters and Mr. Smith, following them up or down as need be. The Mitsuhamas team has orders to kill Mr. Smith and all of his associates so anyone seen entering the deck with Mr. Smith will be targeted if things go down, however, they know that they are not strong enough to take out the party head on.

If the characters go up and out on the sky deck or back down to the car deck then the Mitsuhamas people will follow and attack, their first target being Mr. Smith if he is available. If Mr. Smith ever enters the bathroom alone, then they will try to go in and kill him. See the NPC sections for the Mitsuhamas personnel based on the experience level of the party.

If the characters opt to remain in the limo for the trip, the Mitsuhamas team will come down looking for them about 15 minutes into the voyage.

## Scene Four – The Upper Deck

The characters go to the upper deck. The upper deck has padded benches fore and aft, and the galley in the center, and booth style tables with bolted down benches around the galley. This deck is not as long as the deck below having a sky deck at either end. The sky decks are just open deck areas where people can watch the scenery slide by.

There are about 100 people scattered around this area, many of them in the area of the galley and no one out on either sky deck due to darkness and rain. Among the passengers are three people from Aztechnology. Have the characters roll Intelligence tests, target 4, 3 successes required to locate the Aztechnology goons. A *Detect Enemies* spell will immediately detect two of them; the third one is masking himself. They are aware of the characters guarding Mr. Smith and would prefer to have some time alone with him, but are also aware that the team is probably more powerful than them and don't want to risk a battle with so many witnesses. They are not aware of the Mitsuhamas team at this time, but are more cautious and Mitsuhamas will have a first crack at the team or Mr. Smith before Aztechnology steps in. If the Mitsuhamas team has already been eliminated, then they will step in and try and grab Mr. Smith if he enters the bathroom alone, goes out on the sky deck or returns to the car deck.

*The following encounters are for veteran and elite teams, and should be run as soon as the characters move Mr. Smith up to the upper passenger deck. For Veteran teams, the Aztec shaman will go into the bathroom and call up a hearth spirit and then attempt to use that to get access to Mr. Smith by concealing himself and Mr. Smith from the characters. For Experienced teams, he will already have the hearth spirit summoned as well as a greater sea spirit that is following the ship. If they can get control of Mr. Smith, they will try to get him overboard and take him away.*

If the characters decide to remain down in the limo after the Mitsuhamas attack, the Aztechnology goons will come looking for them. They will attack shortly after the Mitsuhamas team is finished.

## Scene Five – Downburst

One half hour into the trip, the ship is struck by a weather phenomenon known as a downburst or white squall. It involves a downward rush of cold air from 10,000 meters or higher and results in sudden rain, an extremely intense blast of wind (around 130-200 kph) and severe seas. These storms last literally 1 to 2 minutes and can strike out of virtually clear skies. Check out the movie **White Squall** if you want to see what it's like.

In this incident, the center of the blast is less than one half a kilometer from the ferry. The ship rises up and heels sharply to starboard on the first wave and then is slammed over as it is exposed to the full brunt of a 200 kph blast of wind. The ship begins to roll and then capsizes, the cars on the car deck first sliding and then falling onto what was once the ceiling. The passenger cabins begin to flood rapidly through now cracked windows and the ship begins to sink. The downburst lasts about two minutes.

Anyone on the sky decks or walking on the car deck is washed overboard and is in the sea. Roll an Athletics check, target number 4, two successes required to reach the surface and roll two more checks at a target number of 4, two successes required to stay afloat and alive until the squall ends. Reduce the target numbers by 2 if the person has a life preserver on or other buoyancy device. Make rolls for Mr. Smith and give the characters opportunity to save him if he needs it.

Anyone in a car on the car deck must first exit the car. They will need to make a Willpower test at a target number of 4, 3 successes needed, to avoid panicking and wait for the car to fill with water enough to get out. If they fail, they will add 2 to the target number on the next roll. Once out of the car, they need to make Athletics checks, as above.

Anyone on the upper passenger deck will have to get out through one of the six stairways as it floods rapidly. Alternatively, they can remain and wait for the level to flood enough that they can open one of the sky deck or boarding ramp doors and then swim out to the surface using the same tests as though they were in a car on the car deck.

Only the fore and aft stairwells have flights running up to the bridge deck and those can be used to move up past the lower passenger deck and the car deck (the ship is upside down, all the stairs now end at the ceiling rather than the floor).

The central stair wells do not have flights running above this level so anyone using these will have to wait until the upper deck is completely flooded to get out. All character will have to make an Athletics skill check, target number 4, 2 successes or they slip and fall. Roll a second check, if they fail again, the character is washed back down the stairwell, forcing everyone behind them to make a check as well. Make rolls for Mr. Smith and give the characters the opportunity to save him if he needs it.

Anyone on the lower passenger deck will have to escape the same way as the upper passenger deck except that they do not have sky deck doors to exit through.

There are two inflatable life rafts at each stairwell door on each level, each capable of holding 12 people. In addition, there are life preservers located in racks under all of the outboard benches.

During the panic, the characters will be attacked by either Mitsuhamas or Aztechnology, depending on which deck they are on and whether or not they've taken care of the team already. This will happen only if the characters are on either of the passenger decks.

## Scene Six – Into the Hull

The characters have climbed the stair way up to the car deck and find that the doors will not open on that deck. The four outer stairwells also climb

an additional flight higher, up to the hull doors. These doors can be easily opened, admitting the characters into the hull. Inside, everything is upside down, naturally.

If the characters are in the center stairwells, they will have to swim back down and either exit the ship or move to an end stairwell and come back up and enter the hull. They will need to make two Athletics skill checks, Target 4, 2 successes to swim down and exit the ship and return to the surface. Failure means they begin to drown. They will lose one block of stun damage per round until they are unconscious and will then lose one point of Body until they have none left and are dead. If they have any Body left, they can be hauled out by another character (Athletics, Target 4, 3 successes) and revived (Biotech, Target 4, 1 success to return all lost Body and reduce stun by 1 box per two additional successes). If they have a life preserver, the first roll is normal; the second has the target number reduced by two. Make rolls for Mr. Smith and give the characters the opportunity to save him if he needs it.

The hull is divided up into five areas. The fore and aft rooms are labeled #1 and #2 engine rooms and contain the large electric engines that power the ship as well as the smaller steering screws that guide the ship into the pier. The main central room has two large diesel engines connected to two large generators, the bilge pumps and power conditioning and storage equipment. Both engineers are in this room and are critically injured from being bounced around all the pipes. The areas between the Generator room and Engine rooms are fuel storage rooms. All walls in here are 12 mm steel plate (Barrier rating 12) so bullets will not penetrate. Each area is separated from the next by a bulkhead with watertight doors.

Once inside the hull, the characters are safe. The water will rise until it is just short of the hull door when the overturned ship reaches equilibrium. The characters just have to sit and wait for rescue, which arrives in about 15 minutes. Meanwhile, if either the Aztechnology or Mitsuhamas team is alive, then it attacks the characters in an attempt to kill them and either seize or kill Mr. Smith. Only one of the two will attack them in here, GMs choice.

When the rescue team arrives, they will instruct anyone inside to seal all four hatches to stairwells and then will cut a hole through the hull and help people out and onto another ferry. They will check

everyone for injuries and those who are injured will be treated or taken to a hospital. If the hole is cut without sealing the hatches, then there will be a rush of air and the ship will sink.

## Scene Seven – Rescue at Sea

The characters are floating on the surface of the water among the debris of the ferry. As fast as it came, the storm abates and they find themselves in gently lapping seas.

If either the Aztechnology or the Mitsuhamas team is still alive (they automatically survive the ship wreck) then they will attack the characters immediately. All target numbers are at +6 due to reduced visibility and instability. Anyone with the Athletics specialization of Swimming or Diving, or the Underwater Combat skill will only have a modifier of +4 for firearms or ranged attacks and +2 for unarmed combat. Only one of the two teams will attack, GMs choice.

DocWagon will respond to anyone with a contract who is injured in five minutes, pulling them from the water and taking them to the designated hospital.

Ten minutes after the storm abates, a Coast Guard helicopter will arrive and pick up anyone who is not in a life raft or on top of the overturned hull of the ferry. Five minutes after this, several Coast Guard boats and a ferry arrive and pick up survivors. Anyone who is injured will be treated and those requiring hospitalization will be taken to a hospital.

It is still 6 miles to Seattle and unlikely that the characters will make it in a raft without assistance. A sea spirit or water elemental can get them there in about 10 minutes.

## Scene Eight – All Ashore

The characters make shore, either by Coast Guard helicopter, boat, the other ferry, raft, swimming or whatever. The piers in the area are full of camera crews from the local news stations, watching and waiting and seeking to butt into the private lives of the victims of this horrible tragedy. If the characters land by their own conveyance, then they can land at a separate pier and avoid the whole fiasco. If they land at Pier 52, they will have to run the gauntlet of reporters looking for the story. It is a pressing crowd with the glaring lights

of the cameras and mikes coming from every direction.

Have the characters make several Intelligence checks just to make them worry as they work through the crowd and get a taxi or other ride to the Sheraton.

If any character was noticed by Aztechnology and doubles were rolled during the pre-game check, then they will be waiting at the pier. Two paramedics will attempt to separate that character from the party and are in fact attempting to kidnap the character. They will break off the attempt if a fight breaks out although they will defend themselves. Use the Mitsuhamas street samurai for this encounter.

## Scene Nine – Welcoming Party

This scene is to be used in the case where a party has used magic to route around the downburst. Such magic requires a great deal of power and that kind of power does not go unnoticed.

When the characters leave Pier 52 or however they arrive, they come to a roadblock. Aztechnology and Lone Star have set this up, Aztechnology claiming that the magic was a result of one of their employees who had unlawfully left the company and Lone Star is just cooperating with them. The boys from Aztechnology know the spirit or Elemental that eliminated the storm and can pick out the mage or shaman who summoned it and would like to recruit them in a most emphatic way. There are 6 mundane Lone Star cops, four physical adepts and two shamans. They want the one character and that character alone and while Lone Star isn't willing to pursue, the Aztechnology personnel will. They will attempt to negotiate first. It's a definite case of kill or be captured for the mage, the others, including Mr. Smith, will be cast aside with complete disinterest. This team is not aware of what the other Aztechnology team was doing.

## Picking Up The Pieces

Read the following if the characters got Mr. Smith to the Sheraton alive.

*You leave Mr. Smith at the lobby of the Sheraton and Claudia's van pulls up behind you. The door opens and Claudia says, "Hop in, Chummers. You look like a bunch of drowned rats!" The trip back to the lair is uneventful and Claudia orders Chinese food as everyone dries off. When everyone is seated and eating, she drops a credstick on the table. "Its payday and Mr. Smith thinks you did a great job!"*

The credstick is for 150,000 nuyen, a nice bonus for only a few hours of work.

Read the following if Mr. Smith does not survive.

*"That was one drek of a storm out there and worse yet, you lost the Johnson. Sorry chummers, no pay today."*

### The End

## Karma Award Summary

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

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

	Karma
Delivered Mr. Smith alive	2
Saved some of the other passengers	1
Killed no one	1

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

**Total possible Karma      7**

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

## Treasure Summary

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

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

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

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

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



by a Tyger Team, although the overall limit of 100,000 nuyen per player character still applies and items taken by a Tyger Team count towards that limit.

The characters are on an escort mission so looting isn't really an option and there is really nothing to loot in this scenario. The pay is 150,000 nuyen for the team for success, nothing for failure.

# Appendix 1: NPCs

## Beginner Experience Level

### Mitsuhamama

The team consists of three street samurai and a combat mage. The combat mage is in charge and calls the shots and will back off if two of his men go down. He knows the characters are more powerful than him and will wait to strike until he feels he has an advantage.

### Street Samurai

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

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

Combat Pool 8

Skills: Unarmed Combat 4, Pistol 6,

Etiquette(Corp.) 2

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

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

### Combat Mage

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

Rea. 5 Init 5+3d6

Combat Pool 7

Spell Pool 5(7)

Karma Pool 5

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

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

Spells: Manabolt 5, Stunball 6, Improved Invisibility 3, Treat Wounds 4

### Aztechnology

The team consists of two adepts and a shaman. The shaman is in charge and calls the shots and will not back off until he is wounded and both adepts are down. He knows he can't make a head on attack and survive and will strike at his best opportunity.

### Troll Adepts

B 11(12) Q 4 S 10 C 1 I 4 W 4 M 6

Rea. 4(6) Init. 6+2d6

Combat Pool 6

Skills: Unarmed Combat 6(8), Athletics 4, Stealth 1

Equipment: Armored Long Coat (4/2), Forearm Guards (-/1)

Adept Abilities: Improved Reflexes 1, Distance Strike, Killing Hands Mod., Improved ability in Unarmed Combat 2.

Total mods: Armor (4/3), Fist (+1 reach, 10M, range 6m)

### Shark Shaman

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

Rea. 6 Init. 6+3d6

Combat Pool 9

Spell Pool 6(8)

Karma Pool 5

Skills: Sorcery 6, Conjuring 5, Athletics 3, Stealth 3

Equipment: Armored Long Coat (4/2), Power Focus 2, Spell Sustaining Focus (Inc. Reflexes +2)  
Totem: +2 combat and detection spells, +2 for sea spirits, may go berserk

Spells: Inc. Reflexes 4, Powerbolt 6, Manabolt 6, Detect Enemy 4, Detect Individual 4

# Appendix 1: NPCs

## Veteran Experience Level

### Mitsuhamas

The team consists of three street samurai and a combat mage. The combat mage is in charge and calls the shots and will back off if two of his men go down. He knows the characters are more powerful than him and will wait to strike until he feels he has an advantage.

### Street Samurai

B 6 Q 6(8) S 6(8) C 2 I 6 W 5  
Rea. 7(11) Init. 11+3d6  
Combat Pool 9  
Karma Pool 5  
Skills: Unarmed Combat 6, Pistol 8, Etiquette(Corp.) 2  
Equipment: Secure Long Coat(4/2), Ares Predator II(9M), Wrist phone  
Cyberware: Wired Reflexes 2, Cybereyes(low light, thermal, flare comp.), Smartlink, Muscle Augmentation 2

### Combat Mage

B 2 Q 4(6) S 2 C 5 I 6(8) W 6(8) M 8  
Rea. 7 Init 7+4d6  
Combat Pool 11  
Spell Pool 8(12)  
Karma Pool 10  
Skills: Sorcery 6, Etiquette(Corp) 4, Negotiation 3  
Equipment: Power Focus 4, Armored Vest (3/2), Power Focus 4, Spell Sustaining Focus Armor(10 successes)  
Spells: Manabolt 6, Stunball 6, Improved Invisibility 6, Treat Wounds 6, Levitate 6  
Quickened spells: Improved Qui, Int, Wil at +2; Improved Rea +4; all are force 5 spells.  
Elementals: Fire(Force 6) – 2 ea., Earth(Force 4) – 2 ea., Air(Force 4) – 1 ea.

### Aztechnology

The team consists of two adepts and a shaman. The shaman is in charge and calls the shots and will not back off until he is wounded and both adepts are down. He knows he can't make a head on attack and survive and will strike at his best opportunity.

### Troll Adepts

B 11(12) Q 5 S 10 C 1 I 5 W 6 M 8  
Rea. 5(9) Init. 9+3d6  
Combat Pool 8  
Karma Pool 5  
Skills: Unarmed Combat 6(10), Athletics 4, Stealth 1  
Equipment: Armored Long Coat (4/2), Forearm Guards (-/1)  
Adept Abilities: Improved Reflexes 2, Distance Strike, Killing Hands Mod., Improved ability in Unarmed Combat 4.  
Total mods: Armor (4/3), Fist (+1 reach, 10M, range 8m)

### Shark Shaman

B 2 Q 6 S 2 C 5(8) I 6(8) W 6(8) M 10  
Rea. 6 Init. 6+3d6  
Combat Pool 9  
Spell Pool 8(12)  
Karma Pool 10  
Skills: Sorcery 6, Conjuring 5, Athletics 3, Stealth 3  
Equipment: Armored Long Coat (4/2), Power Focus 4, Spell Sustaining Focus (Inc. Reflexes +2)  
Totem: +2 combat and detection spells, +2 for sea spirits, may go berserk  
Spells: Inc. Reflexes 4, Inc. Cha +3 (4), Inc. Int+2 (4), Inc. Wil+2 (4), Powerbolt 8, Manabolt 8, Manaball 6, Detect Enemy 6, Detect Individual 6, Clairaudience 4, Clairvoyance 4

# Appendix 1: NPCs

## Elite Experience Level

### Mitsuhamas

The team consists of three street samurai and a combat mage. The combat mage is in charge and calls the shots and will back off if two of his men go down. He knows the characters are more powerful than him and will wait to strike until he feels he has an advantage.

#### Street Samurai

B 6(8) Q 6(8) S 6(8) C 2 I 6 W 5  
Rea. 7(11) Init. 11+3d6  
Combat Pool 9  
Karma Pool 10  
Skills: Unarmed Combat 6, Pistol 8, Etiquette(Corp.) 2  
Equipment: Secure Long Coat(4/2), Secure Ultra Vest(3/2), Ares Predator II(9M), Wrist phone  
Cyberware: Wired Reflexes 2, Cybereyes(low light, thermal, flare comp.), Smartlink, Muscle Augmentation 2, Dermal Plating 2

#### Combat Mage

B 2 Q 4(8) S 2 C 5 I 6(10) W 6(10) M 12  
Rea. 9 Init 9+4d6  
Combat Pool 14  
Spell Pool 10(14)  
Karma Pool 20  
Skills: Sorcery 10, Conjuring 8, Etiquette(Corp) 4, Negotiation 3  
Equipment: Power Focus 4, Armored Vest, Power Focus 4, Spell Sustaining Focus Armor(14 successes)  
Spells: Manabolt 8, Stunball 8, Improved Invisibility 6, Treat Wounds 6, Levitate 6  
Quickened spells: Improved Qui, Int, Wil at +4; Improved Rea +4; all are force 8 spells.  
Elementals: Fire(Force 8) – 2 ea., Earth(Force 8) – 2 ea., Air(Force 6) – 1 ea.

(For Aztechnology, next column)

#### Great Form Sea Spirit

B 12 Q 8 S 8 C 8 I 8 W 8 F 8  
Rea. 7 Init. 28+1d6 (Astral)/17+1d6 (Phys.)  
Attacks: 8S(Stun)  
Powers: Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search, Reach +1

### Aztechnology

The team consists of two adepts and a shaman. The shaman is in charge and calls the shots and will not back off until he is wounded and both adepts are down. He knows he can't make a head on attack and survive and will strike at his best opportunity.

#### Troll Adepts

B 11(12) Q 5 S 10 C 1 I 5 W 6 M 12  
Rea. 5(11) Init. 11+4d6  
Combat Pool 8  
Karma Pool 10  
Skills: Unarmed Combat 6(12), Athletics 4, Stealth 1  
Equipment: Armored Long Coat (4/2), Forearm Guards (-/1)  
Adept Abilities: Improved Reflexes 3, Distance Strike, Killing Hands Ser., Improved ability in Unarmed Combat 6.  
Total mods: Armor (4/3), Fist (+1 reach, 10M, range 12m)

#### Shark Shaman

B 2 Q 6(10) S 2 C 6(10) I 6(10) W 6(10) M 14  
Rea. 10 Init. 10+4d6  
Combat Pool 15  
Spell Pool 11(15)  
Karma Pool 25  
Skills: Sorcery 9, Conjuring 8, Athletics 3, Stealth 3, Chanting 6  
Equipment: Armored Long Coat (4/2), Power Focus 4, Spell Sustaining Focus (Inc. Reflexes +3), Spell Sustaining Focus(Armor, 10 successes), Spirit Focus (Sea, R 4)  
Totem: +2 combat and detection spells, +2 for sea spirits, may go berserk  
Spells: Inc. Reflexes 4, Inc. Cha +4 (4), Inc. Int+4 (4), Inc. Wil+4 (4), Inc. Qui+4 (4), Powerbolt 9, Manabolt 9, Manaball 8, Detect Enemy 6, Detect Individual 6, Clairaudience 6, Clairvoyance 6  
Initiate Abilities: Masking, Quickening, Centering(Chanting), Shielding, Invoking

# Appendix 1: NPCs

## Elite Experience Level

### Lone Star

B 3 Q 3 S 3 C 3 I 3 W 3  
Rea. 3 Init. 3+1d6  
Combat Pool 4  
Skills: Unarmed Combat 3, Pistol 4  
Equipment: Armored Vest (3/2), Ruger Super Warhawk

### Troll Adepts

B 11(12) Q 5 S 10 C 1 I 5 W 6 M 12  
Rea. 5(11) Init. 11+4d6  
Combat Pool 8  
Karma Pool 10  
Skills: Unarmed Combat 6(12), Athletics 4, Stealth 1  
Equipment: Armored Long Coat (4/2), Forearm Guards (-1)  
Adept Abilities: Improved Reflexes 3, Distance Strike, Killing Hands Ser., Improved ability in Unarmed Combat 6.  
Total mods: Armor (4/3), Fist (+1 reach, 10M, range 12m)

### Shark Shaman #1

B 2 Q 6 S 2 C 5(8) I 6(8) W 6(8) M 10  
Rea. 6 Init. 6+3d6  
Combat Pool 9  
Spell Pool 8(12)  
Karma Pool 10  
Skills: Sorcery 6, Conjuring 5, Athletics 3, Stealth 3  
Equipment: Armored Long Coat (4/2), Power Focus 4, Spell Sustaining Focus (Inc. Reflexes +2)  
Totem: +2 combat and detection spells, +2 for sea spirits, may go berserk  
Spells: Inc. Reflexes 4, Inc. Cha +3 (4), Inc. Int+2 (4), Inc. Wil+2 (4), Powerbolt 8, Manabolt 8, Manaball 6, Detect Enemy 6, Detect Individual 6, Clairaudiance 4, Clairvoyance 4

### Shark Shaman #2

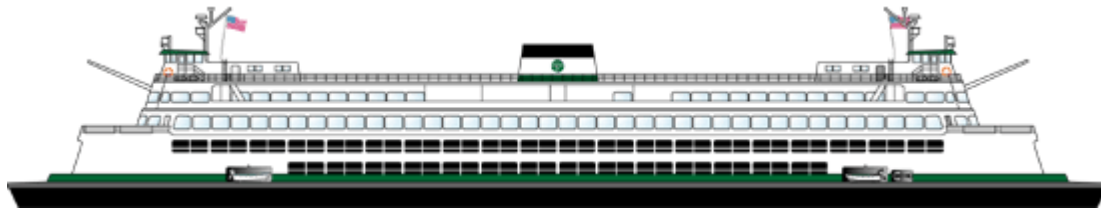
B 2 Q 6(10) S 2 C 6(10) I 6(10) W 6(10) M 14  
Rea. 10 Init. 10+4d6  
Combat Pool 15  
Spell Pool 11(15)  
Karma Pool 25  
Skills: Sorcery 9, Conjuring 8, Athletics 3, Stealth 3, Chanting 6  
Equipment: Armored Long Coat (4/2), Power Focus 4, Spell Sustaining Focus (Inc. Reflexes +3), Spell Sustaining Focus(Armor, 10 successes), Spirit Focus (Sea, R 4)  
Totem: +2 combat and detection spells, +2 for sea spirits, may go berserk  
Spells: Inc. Reflexes 4, Inc. Cha +4 (4), Inc. Int+4 (4), Inc. Wil+4 (4), Inc. Qui+4 (4), Powerbolt 9, Manabolt 9, Manaball 8, Detect Enemy 6, Detect Individual 6, Clairaudiance 6, Clairvoyance 6  
Initiate Abilities: Masking, Quickening, Centering(Chanting), Shielding, Invoking

# Player Handout 1

## Seattle/Bremerton Ferry Schedule



### M/V Hyak and Kaleetan



**Length:** 115 m  
**Beam:** 22 m  
**Draft:** 6 m  
**Max. Passengers:** 2500  
**Max. Vehicles:** 160  
**Car Deck Clearance:** 5 m

**Engines:** 4  
**Horsepower:** 8,000  
**Speed in Knots:** 17  
**Propulsion:** Diesel Electric (DC)  
**Gross/Net Tonnage:** 2704/1214

#### Leave Seattle – Pier 52

Daily – 60 min. sailing

5:10am H	1:20pm H	8:50pm H
6:30am K	2:35pm K	10:00pm K
7:40am H	4:00pm H	11:10pm H
9:00am K	5:10pm K	1:30am K
10:20am H	6:30pm H	
11:40am K	7:40pm K	

#### Leave Bremerton

Daily – 60 min. sailing

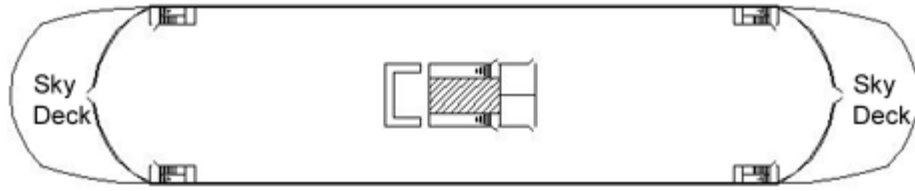
5:15am K	1:00pm K	8:50pm K
6:25am H	2:35pm H	10:00pm H
7:45am K	3:50pm K	12:20am K
9:00am H	5:10pm H	
10:20am K	6:20pm K	
11:40am H	7:40pm H	

#### Fares (One Way):

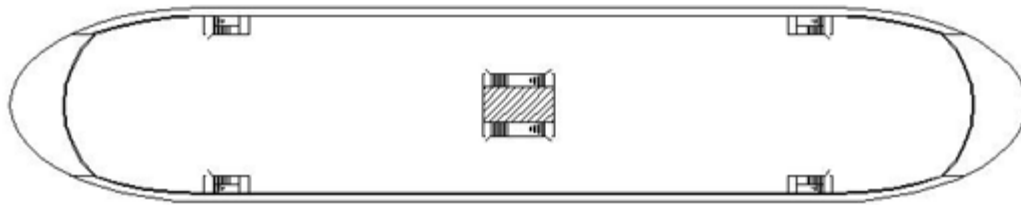
Passenger: 20 nuyen per person  
 Motorcycles: 25 nuyen plus passenger fee  
 Cars through light trucks: 50 nuyen  
 Delivery vans and commercial trucks: 100 nuyen  
 Semi-trucks, road haulers, tandem trailers: not allowed

**Player Handout 1 (cont'd)**

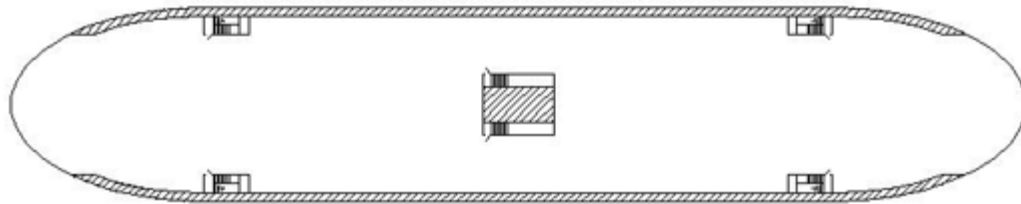
Upper Passenger Deck



Lower Passenger Deck



Car Deck



Hull Deck

