

Don't Be A Dave

**A One-Round Shadowrun: Virtual Seattle 2.0 Scenario
VS02-SA09**

by Rich Osterhout

A "satisfied customer" comes back to hire Claudia's runners for another run - Can Dave Runn stay out of trouble for once? This scenario is the third installment of adventures in the Dave Runn Saga, which began with See Dave Runn and Run Dave Runn. It is suggested to play this scenario apart from the first two to account for the passage of time.

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This is a RPGA Network adventure game. A four to five-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 or four 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 of each player character and dividing by 10 (round up). Add to this the Force rating of any conjured Elementals (Hermetic mages may have one (1) Elemental of their Charisma in Force rating which does not figure into this calculation – this is to help offset the Shaman's ability to summon a single spirit at any one time) 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" (round up) to determine the average "Threat Rating" for the scenario.

Example: Player character 1 has a total Karma of 27, PC 2 has 35, PC 3 has 15, PC 4 has 24, and PC 5 is new with only 1 point. PC 2 is a hermetic mage with a Charisma of 5 and 3 Elementals, Force 5, 5, and 3. Since PC 2 has a Charisma of 5, one of the Elementals does not count towards the TR. PC 1 is a rigger with a drone of Pilot rating 3. The TR for this party is therefore:

$$\begin{aligned} \text{PC1+PC2+PC3+PC4+PC5} &= 27+35+15+24+1 \\ \text{Average} &= 102 / 10 = 10 \\ \text{Extras} &= \text{Elementals (5 + 3) + Pilots (3)} = 11 \\ \text{Total} &= 10 + 11 = 21 \text{ and finally,} \\ \text{TR} &= 21 / (5 \text{ PCs, 2 Elementals, 1 Drone}) = 3 \end{aligned}$$

The Threat Rating (TR) 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:

	TR
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!

Administrivia

Lifestyle:

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.

Please consult the current Virtual Seattle information for the effects of Lifestyle on Charisma based rolls and character interaction, hospitalization costs, et cetera.

Initiates:

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

For more information on Initiates and "corporate recruitment" see the latest Virtual Seattle information.

Adventure Summary and Background

David Runn first made his appearance in the first two parts of the Dave Runn Saga: See Dave Runn and Run Dave Runn. During this time, Dave was an accountant for Argus International, one of the larger second tier corporations in Seattle. They were currently working out of Huitzilopochtli Plaza, across from the Aztechnology Pyramid.

In Part One, See Dave Runn, Dave was being framed for embezzlement from the company. The runners had to prove this in order to clear Dave's name. It turned out that David was a fast burner and was resented by a coworker who was supposed to get the vice president position Dave received. Robert Butler, the senior partner in question, framed Runn and was caught in the end.

In Part Two, Run Dave Runn, David has come to the conclusion that there will always be a cloud of suspicion over his head regarding the matter and that a glass ceiling exists now for his career – he just has too many marks against him. First, and foremost, he went outside the corporation to hire shadowrunners to clear his name, rather than using internal security. Granted, this is a Catch-22 situation and he felt there was no one he could trust. Second, he is still supporting his brother, Robert, who also used to work for the company before falling to a BTL addiction. Robert cannot tell fantasy from reality anymore and often confuses others when he is “in character.” External individuals learned of this, and approached Dave with a deal and offer of employment. The runners are then hired to extract David Runn from Argus and deliver him to Shiawase.

Now time has passed. David has once again worked his way up the corporate ladder and is now one of the senior accountants for the entire Seattle office branch of Shiawase. He has access to everything and all financial records of the corporation for this side of the Pacific – public works, hospitals, you name it. If Shiawase owns a bubblegum machine in Puyallup, he knows when someone has put in 1 nuyen for a piece of gum. However, Dave has grown tired and bitter during his stint at Shiawase. He thought things would be different – he thought he'd be treated fairly. Unfortunately, David is not Japanese, nor was he raised and promoted through the Shiawase family of workers and schools and management programs. He therefore still has a glass ceiling above him – this was clearly shown to him when he was passed over for a promotion that would

have sent him back to the main corporate offices in the Far East. Dave has decided that he's had enough. This time, he has decided to do what everyone else is doing – screw “the Man” and get what you can. Dave has basically snapped and done a 180. He began by rerouting some fractional funds from interest bearing accounts, and from there into the bigger, more complicated embezzlement schemes. To date, he has managed to finance two luxury houses and almost two million nuyen in funds from Shiawase accounts.

Now all he has to do is make sure that his tracks are covered before Shiawase begins their accounting overview next week. In order to ensure this, his genius brain came up with the idea of hiring the runners that have helped him out before to clear his name. They worked so well the last time, leaving no stone unturned, that he knows if there are any clues out there to find, the runners will find them. If they don't find any clues that reveal him as the guilty party, then Shiawase probably won't find him out either (or so he believes). If they DO manage to track down the clues, he will ask them how they did it, and then use that information to go back and cover up those trails – oh yes, he'll of course have to kill the runners with another shadowrunner team to cover up those loose ends as well...

Introduction

Tell it to them straight:

You have all agreed to meet with your Johnson at an upscale nightspot in Tacoma, The Palace of China. Medieval Chinese décor greets you as you enter the main restaurant and ask for your table. All of the people in here tonight are obviously young and wealthy – dressed in the latest fashions. You can almost feel a palpable magical sensation that makes your arm hairs stand on end like static electricity. Once you reach your table, you find that your Johnson is already seated and awaiting your arrival with a poo-poo platter. He seems very relieved to see you and greets you warmly.

“Thank you all for coming! I'm glad that I could count on Claudia and her associates.

(If there are any runners present that played the first installments of the series, he adds the following: **“Once again I find myself the victim of someone who wishes to see me destroyed – I am being framed for embezzlement again!”**)

(If no-one played the previous scenarios, David continues: **“Permit me to introduce myself. I am David Runn. My brother Robert and I transferred to Shiawase about two years ago after I was framed for embezzlement – it nearly ruined my career, had it not been for the help of some of your associates in clearing my name and arranging for me to transfer to my new home. Now it seems it’s happening again!”**)

“For the last couple of weeks, I have seen some unusual activity with the financial records of Shiawase. Also, I have been getting some strange vibes from some of my co-workers, as if they know something I don’t. I get the feeling that I’m being set up for something and I’d like your help in tracking down who’s out to get me. I feel that time is short, so try to discover who is trying to frame me within the next three days – anything longer than that and I’m afraid they’ll make their move. I’m using my personal savings, so I’m afraid I can only front you 2,000 nuyen each now, plus an additional 3,000 nuyen upon completion. What do you think?”

Behind the scenes:

From *New Seattle*, 7216, pg 45:

The Palace of China

Soundview Drive West and Brookside Way

For those looking for a trendier nightspot (to do biz or to scope out potential clients / victims / contacts), the Palace of China is a hip club done in a Medieval Chinese theme. It’s popular with the district’s young and wealthy, most of them good corporate citizens out for a night on the town. The club owner, Dustin Kien, is a sorcerer who puts on elaborate illusion shows for his customers.

Because of the high level of background magic here, David has picked this place to reduce the chances of any of the team members trying to snoop on him astrally. Also, he has paid the owner a large sum of money to ensure that this does not happen, so Kien (a full mage – sorcerer is only a title) summons a watcher to keep an eye on Runn. Should anyone astrally perceive in the restaurant, they can see the small and grotesque form of the naga (snake with a ugly woman’s head) coiled about David’s neck. If anyone begins to cast a spell or otherwise intrude on David’s privacy, the naga watcher will inform Kien, who will

dispatch more hefty servants and will also answer the call himself in order to protect his client’s privacy. There should be no way for the characters to be able to ascertain if Runn is telling the truth or cast any other spells on him at this time.

Once David has given his speech, the runners may ask questions or negotiate for more compensation. For negotiations, David Runn has 8 dice and an Intelligence of 10. He will go as high as 7,500 nuyen per person (500 nuyen per net success). He can present them with a chip copy of the financial records, deed to vacation house (see Player Handout 1), and employee roster with marks and notations next to those who could be framing him (see Player Handout 2). Once they have asked all their questions, Dave will explain that they should not contact him until they have discovered who did it – he’s afraid that any contact might be misconstrued as evidence of guilt.

Debugging:

Once again, it is imperative that the characters not learn that David Runn is lying or trying to hide something from the characters, or that he be followed or tracked. If he is in danger of doing so, have a fight break out in the restaurant to attract attention, and Dave will rabbit out of the back door and jump into a waiting limousine. He will be covered and assisted in his movement by an elemental courtesy of Kien. Kien will then have the maitre d’ inform the runners that Mr. Runn will contact them via telecom or vidphone later on. This will allow him to negotiate without having to worry about spells, etc.

Scene One: The House

Tell it to them straight:

One of the items that David gave you to investigate is the deed to a vacation luxury home. Examining the deed, you notice two things – one, it is made out in David Runn’s name, obviously damaging evidence, and two, the house is located just across the border in Salish lands near Mt. Olympia. Obviously, if someone wanted to frame Dave, a high profile purchase such as this house would be just the thing to do.

Behind the scenes:

David has purchased a luxury vacation home as part of his ruse. He has manipulated the transaction to make it appear as if the property was actually purchased by Anthony Thompson (see Cast of Characters), and then re-issued the title in David Rynn's name – thus making it appear as if Thompson were trying to frame David with the high profile purchase. The house is located in the Salish lands, just outside of Tacoma, in the shadow of Mt Olympia.

Should the runners track down the house in the matrix, they will find the trail put there by David. A Computer (8) or Decking (6) check will reveal that the deed has been altered and was originally purchased under the name Anthony Thompson. A Computer (10) or Decking (8) check with at least three successes will discover the fact that the home was purchased NOT by Thompson, but actually through a corporation, JR Imports, located in the Caribbean League.

Ideally, the runners will wish to go out to the house to investigate further. If the runners have been progressing too quickly to this point, then use the border crossing into Salish lands to slow them down. Otherwise, they will have no problem crossing the border, as long as they don't bring across anything larger than a heavy pistol or other small concealable weapon – explosives will be scented out by K-9 units. Once there, they can choose to pursue different avenues.

- If they want to break into the house, they will have to circumvent a Rating 4 security system (otherwise, security forces will arrive in 1d6+4 minutes. Spank them hard, this house is in an AAA security zone – forces should consist of flying units and initiated mages).

This should strike the runners as odd, considering the relative worth of the property and the surrounding neighborhood. Once inside, they will find only basic furniture. There is no food or dishes or anything in the cabinets or closets – it looks like a model home, with the exception that the furniture does not fit the luxury lifestyle.

Inside the garage, they will find the For Sale sign from Olympia Realty and their telecom number, LTG 27-9945.

- If they talk to the neighbors, and somehow convince them that they should open up to the characters, they will be able to tell the runners that the house was bought about a month ago. It was previously owned by Alexander Stavros, a retired

banker (no further information, pursuing Stavros will lead to red herrings). The home was sold by Olympia Realty.

- Talking to the realtor will be the big payoff for the runners. Bobby Thunderbird (f.k.a. Robert Fielding), a Salish Native American, sold the property to a gentleman named Angus McCloud. McCloud said he was a lawyer representing Anthony Thompson, for whom he was purchasing the property. If asked to describe McCloud (or shown a picture), he will accurately identify David Rynn. Note that due to the nature of the customers he sells to, the runners will either have to negotiate for this information or threaten him. Bobby will be more than happy to help them for a fee of 5,000 nuyen. For an additional 5,000 nuyen, he will show them the sales records which will reflect the purchase made by JR Imports and the subsequent name/record changes to Thompson and then to David Rynn.

Further Investigation:

If the runners wish to investigate further, they may wish to check more into the dealings of JR Imports. As mentioned, JR Imports is a corporation based out of the Caribbean League with their home office in Grenada. If the runners have any contacts in the Caribbean, they can check around and find out that two anglos, possibly brothers, were in the islands a couple of months ago looking at real estate. Word has it that they bought a place on the leeward side of Grenada, overlooking the harbor – very expensive property! Only those with a Caribbean contact will learn this information – anyone else will get the run-around in the islands. No one can give a description – the anglos wore sunglasses and hats and nice white suits which covered their features.

Scene Two: The People

Tell it to them straight:

Another one of the items that David Rynn gave to you was a list of potential employees at Shiawase that he thinks may have a reason to see him get framed with embezzlement. With this list as a starting point, you could probably run down some information and at least try to limit it down to a few choice suspects.

Behind the scenes:

All of the people on this list are Shiawase employees here in Seattle – and all of them have pissed David Runn off at some point or another, hence they get put on “the list”. Dave figures that as long as he’s leaving the company, he might as well screw with whomever he needs to get some revenge on.

The primary target of David’s revenge is Anthony Thompson. Anthony is just like David used to be – young, idealistic, naïve, and a financial genius. The difference is that Thompson was raised by Shiawase, attended Shiawase schools and college, and went through their Corporate Excellence track. At the age of 27, he is already one step below David Runn, and has been selected to accompany the team that has been promoted to the head offices. In addition, Thompson had the misfortune of being the accountant assigned to David’s staff, and found an error that David should have found – one that saved the company thousands of nuyen.

If you were to replay David’s life up to that point, it would look just like Anthony Thompson. That’s what angers David the most, but on the other hand, it gave him the inspiration to try the embezzlement scam.

There exists a problem though. Thompson is the perfect corporate puppet. He hardly ever goes out – all of his needs are provided for by the corporation – everything he needs can be found or done in the Shiawase Towers. The only time that he really moves away from the towers is to go to the nearby park, also owned by the corporation. This is about the only opportunity to capture or question him. Thompson is, of course, totally clueless about the whole thing, and will be scared out of his wits unless the runners are well dressed, have little or no cyberware, and are pretending to be corporate employees. If they look and move and talk like shadowrunners, he’ll try to scream and escape. If the characters can keep him calm or otherwise subdue him, then he can answer questions to the best of his ability. If showed the files from Scene Three, he will be able, after about an hour, to discover that David Runn is trying to set him up, and any information has been altered to make Thompson look like the bad guy. Thompson will offer to help the runners at this point by telling them that he will try to arrange a meeting with a Shiawase human resource specialist (Mr Johnson) later for purchasing the datafiles. It may take a day or two, since Thompson has never done anything like this. Basically, tell the characters that they can try to

cut a deal with Shiawase after they have dealt with David Runn.

Thompson is telling the truth and any spells, spirits, drugs or other measures the runners take will confirm that he is just a pawn in this whole deal. Obviously, being able to deal with Thompson in this manner can combine Scenes Two and Three and save lots of time in the scenario.

Debugging:

Remember to consult the Cast of Characters section to see important information on Anthony Thompson. If the characters cannot approach him for some reason, then the best that they can do is to work through their contacts to discover that none of the people on the list have come into any large amounts of money or seem to have any problems with Shiawase. Quite the contrary, most of the people DO have something that they wish to HIDE from Shiawase – things that David has learned of and may use as blackmail should they catch onto his plans. Most of the people just have BTL addictions or other minor infractions that would cause them some problems, or at the very least extreme embarrassment, with Shiawase or their families. All signs will eventually lead to the conclusion that the names are a diversionary tactic until David can get out of the country.

Scene Three: The Data

Tell it to them straight:

A piece of data that David was able to give to you was the set of financial records from the last couple of months, showing the suspicious entries and transactions. Perhaps someone with the skills to read such arcane numerology could decrypt the columns of data and shed some meaning or indication of what is going on.

Behind the scenes:

The financial records of Shiawase are another dead giveaway if the runners know what they’re doing. David has given them a chip with a copy of the records on it – they are, of course, doctored in such a way as to look as if David is being framed. This can be determined by a Finance (5) check. If they take the chip to an accountant or other financial expert, a Finance (9) check will indicate that something is not quite right with the datafiles and the financial data contained within them. (The knowledge skill of Finance is a specialization of

Economics; Mathematics may be used for both of these skill checks, but at a +2 to the Target Number).

If the runners deck into Shiawase, a Computer (8) or Decking (6) test will obtain the files matching the ones on the chip. A simple Intelligence (5) test with three or more successes will be enough to notice the difference in the files. This should be enough to convince the runners that David Runn is up to something. Dave is trying to use the old skill of misdirection – he has doctored the files to make it appear that he is embezzling funds from one department or account, while actually doing it from another. The accounts don't balance out or reference each other, so he can make one hand look like someone is trying to frame him, but if someone digs deep enough, they can find the other hand is actually doing the job and mirroring the other! If anyone manages to compare the two sets of data and find the holes, they will likely try to trace the cash flow. In this case, it will lead to a blind account at the same bank used by JR Imports to purchase the house in Olympia.

If the characters should contact Claudia or another decker contact to try to analyze the data, she (or the decker) will recommend that they talk to another decker called Kenshin, who seems to have a rep for analyzing corporate data and getting the most of it. If the characters follow through and decide to contact him, via the matrix, they will find him dressed as a medieval samurai – long red hair bound in the back, a red top and white bottom, elven/Japanese features, and of course, a katana, blade up, in his belt. After looking over the data, he will request a face-to-face meeting – which is very unusual. At the meeting, the characters will identify him as Richard Hokugama if they have researched him off of David's list of suspects – otherwise, he will only introduce himself as a concerned employee of Shiawase, and indicate that he has been authorized to offer a deal to the runners – keep Shiawase in the loop, continue with their investigations and pretend that nothing has happened, and contact him via the matrix again when they are ready to meet with David so that Shiawase can be “invited to the party”. They should realize to take the deal, as they are now exposed due to David's ploy. They will only be paid upon successfully encountering David Runn with the evidence at the runner's meet – no amounts will be discussed, it will simply be mentioned that it is in the team's best interests to accept (the “or else” is heavily implied).

Scene Four: The Plan

Behind the scenes:

This scene covers what to do if the runners should happen to somehow gain entry into the Shiawase Towers and search either David's office or his quarters.

At some point, the runners may begin to suspect David Runn or just wish to follow all possible leads. If they go to either David's office or his apartments, they have a chance of discovering his plane tickets and bank accounts and other incriminating information.

The tickets themselves are for the day after their final meeting with David. They are one-way tickets to Grenada (in the Caribbean League) in the names of Angus and Robert McCloud.

Of course, both his office and his apartments are now in the Shiawase Towers in Tacoma.

From New Seattle, pg 95

6th Avenue South and J Street, Tacoma

Twin towers of steel and mirrored glass, built not long after the Night of Rage, hold the offices of the Shiawase's Seattle branch and oversee the corporation's various operations and subsidiaries in the Pacific Northwest...Security in the towers and other Shiawase facilities has tightened up recently, as Shiawase's been acquiring former Fuchi assets...The towers use laser detection grids and motion sensors for the most part. There are indications that Shiawase is taking a cue from Mitsuhamas and installing more automated defensive systems, though the corp's security measures seem to be much less lethal than the one's MCT favors. Shiawase is going with net-guns and knockout gas, the better to preserve prisoners for interrogation.

Keep this information in mind should the runners attempt an unconventional approach into the towers. Otherwise, the best way in would be to pose as a cleaning crew, maintenance crew, or other ubiquitous service based industry that would need to get into the building. Let them do this with little or no hassle, as long as they have a good background story, the right equipment, and don't try to bring anything more than pistols into the building. Both David's office and his apartments

are easy to find using computerized directories in the lobby, which can also be accessed via the matrix with a Computer (6) or Decking (4) test.

If they decide to go to the office first, then the characters will find some interesting data chips in the top drawer of his desk – David did not expect the runners to check out his office. Under no circumstances will they catch David in his office – if they visit during the day, even to confront him, he will be across town in a business meeting. Should the runners bring their information to anyone in the company, or confront Arnold Thompson while in the building, they will be attacked by security. The datachips show the personal schedules, contact information, and blackmail information that David has collected on each one – the GM may share the Blackmail handout with the players or paraphrase for their benefit.

The team may also want to check out David's apartments while he's at work. Robert will be in the apartments, of course, as he is mentally unstable and cannot perform normal jobs. He currently has been having flashbacks to a BTL chip based on the personality matrix of Connor McCloud (Christopher Lambert) from the 20th century film "Highlander". This BTL is a knockoff of the movie, of course, and therefore the name has been changed/spelled differently to avoid any copyright infringement. Anyone with a Knowledge skill in 20th Century Films, Science Fiction, or other related skill can make a (TN 4) test to be able to converse meaningfully with Robert – otherwise, he will insist that he is immortal, cannot be killed, and is the cousin of Connor McCloud of the Clan McCloud – he is searching for his cousin since the Time of the Gathering is at hand! If they can converse with him, and roleplay their parts correctly, he will tell them that his brother Angus and him are preparing to travel soon to the Gathering, and will show them the airline tickets – two first class tickets from SeaTac to Grenada. He will also tell them of the beautiful house that his brother Angus has purchased for them to live in to start their new lives – being immortal in today's age, they have to move around a lot and change their identities. He cannot remember, however, what his previous identities have been. If any of the characters played in the previous Dave Runn scenarios, he will recognize them as friends, but will not remember knighting anyone or why he knows them. He will only know that they are from his "old village".

If the team decides to wait here for David, or if they try to remove Robert from the apartments, then they will be stopped. David will call in to check on Robert, and Robert will tell him about having friends over – David will immediately hang up and call for security. If they take Robert, then David will call right after they leave the room, and since no one answers the phone, he will call security. In either case, the runners will either be caught in the apartments or in the halls of the towers by Shiawase security forces, overwhelmed and captured (use whatever means necessary – magic, spirits, elementals, etc), and eventually stripped of anything other than clothes and kicked into the streets after getting any information. They will dismiss any charges against any Shiawase employee, since they are obviously scum shadowrunners up to some trick. Note that if they have made any arrangements beforehand through Richard Hokugawa, these arrangements are with Shiawase's special investigations unit and not regular building security. They are on their own.

David will be most upset, and will contact the runners and arrange for the meeting that night – proceed to Scene Five (and will then call up the other team immediately, of course – see below).

Scene Five: The Junkyard

Tell it to them straight:

So, you've put the pieces of the puzzle together and discovered who has been embezzling funds from Shiawase. After contacting Dave and asking to arrange a rendezvous, he agrees to meet your team in an abandoned auto junkyard in Fife, one of the seedier neighborhoods in Tacoma.

The junkyard is typical of many low class auto junkyards around the country. Crushed cars and trucks and refrigerators and other large metal objects lay piled in heaps, creating a maze of twisted metal. There are no lights around the junkyard, and crevices exist everywhere where a person might be hiding in the shadows. It is extremely difficult with all the metal to get a clean fix on anything with sensors, and the minimal light for those with enhanced visions plays tricks on the brain from the ragged shapes. In the center of all this is an open area of dust and dirt, maybe 20 meters across – it looks like a place gangs have gathered in the past and done doughnuts with their bikes. An open drumcan appears here and there with lumber and other refuse in

it – obviously the “fireplace” of some street crawler that hasn’t come home yet for the night. You can see David already there waiting for you.

See *The Description* for more information. If the characters get there early or want to check things out, then see the notes as to what occurs – David and his cohorts show up about an hour and a half ahead of schedule, knowing that the runners might show up an hour early. If the runners do show up and stay, David will return in his limo, which will drop him off at the mouth of the junkyard and drive off to return to the Shiawase Towers.

Depending on what the runners have discovered, they will enter this portion of the meeting with their proverbial pants down or they’ll want to check the place out. Use the information in the ***Behind the scenes*** area below for information you can decide to give them. When they finally arrive and face David Runn, you can continue:

“OK, I’m pretty sure I’ve lost anyone that might have been tailing me, and I know that I’m not bugged, so what’s the deal – did you find out who is trying to frame me this time??”

Mistaken Identity

If the runners give him a name: “I **KNEW** it! (person) has been holding a grudge against me ever since I started at Shiawase. I wonder what I ever did to deserve this, unless (she/he) thinks I had something to do with the death of (her/his) brother four years ago. Sure, he worked for Argus doing construction, but his death was due to his own negligence, pure and simple – even the courts determined that! Just because I denied any insurance benefits to the family doesn’t make me his killer, does it?? Well??”

From here you can play things by ear. As the players give David Runn all the data that they found, he will become more and more relieved, and more and more relaxed. When the runners are all done, he will thank them profusely and pay them the balance of the agreed upon amount, plus a bonus of 2,000 nuyen per person.

For Veteran and Elite players, regardless of table rating: In addition, he will give each Veteran or Elite player that wants one a gold identity credstick, Rating 6, that they can use to just plug in a name and background for a false identity. Dave will then excuse the runners and call for his

limo to come and pick him up. Proceed to [Picking Up The Pieces](#).

David Runn is Guilty

If the runners show up and confront David Runn with being guilty: “So, how did you find out?”

David will let the runners tell him all the clues and what they discovered. At various stages, he will cringe and say things like “Oh, I should have thought about that” or “I didn’t even consider that” and so forth. He will continue to prod them for more until he’s convinced they have told him everything, then he will continue.

“Well, it seems that once again Claudia has done a great service for me. Had I not hired you to follow up and find these clues, I would have been caught by Shiawase’s own financial review next week. But thanks to you, I now know what to do to cover my tracks and make my retirement worry free. And that brings us to the balance of your payment...”

I’m sure you understand that it’s nothing personal, but I DO know of one set of loose ends I’ll need to tie up...”

With that, David makes a whirly motion with his hand as he turns to walk away...

The ground trembles and erupts around you as you are suddenly surrounded by earth elementals, blossoming like strange alien flowers as they release black clad figures with face masks and respirators and large automatic weapons onto the ground all around you...

Behind the scenes

David has, of course, set the runners up to take a fall, one way or another. If they are stupid enough to have determined that someone is setting him up, he’ll use the data to strengthen that premise. Higher level tables will have a surprise later on – Beginner tables don’t know any better, and will learn their error later on in future scenarios. For those that manage to pin it on David, he will actually thank them, because now he knows what holes to plug to get away with it – all he has to do now is get rid of the runners that know too much. In this case, he has hired another group of shadowrunners and told them that he is being blackmailed by someone and that the characters have been charged with extracting him, or some other plausible story – he just needs protection. When he gives the signal, the runners

are to attack the characters and help him to escape from the big bad shadowrunners...

Here is how the scene is planned. The anti-runners take up position around the junkyard where David tells them the meet is to take place. The mage of the group was contacted a couple of days ago and told to prepare a number of earth elementals. These elementals are now brought to the junkyard. The anti-runners are given some strange form of hard, coffin-like device which they are told to get into with their weapons and a face mask with respirator. The plan is to enclose them into the shells and have them engulfed by the elementals and have them sink into the ground, each runner in the secure bosom of an earth elemental, which cannot crush the hard casing. The anti-runners are protected from harm and detection since they are underground, and can breathe fine with their own air supply. When the sign is given (or if David is under attack, as watched by using the Clairsentience spell), the mage tells his elementals to rise up, disgorge their pods, and attack targets in this order: other astral spirits/entities, magically active individuals, large metahumans, anything else moving. They are shown the auras of all the team members and David Runn before setup so that they know what NOT to attack. The mage's elemental will be instructed to grab David Runn and aid his escape using the Movement power to get him out of the area and under cover as quickly as possible. He will be taken directly to his private chartered plane at the SeaTac airport, where his brother is already waiting. This elemental has therefore fulfilled his remote, and last, service and will then disappear. This leaves the rest in the ambush, see below.

The Description

Unless the characters astrally project and specifically say that they are going underground, they will not see the earth elementals hiding in waiting. Note that the area has a magical Background Count of 2 (due to the Night of Rage, which happened all through this area), which adds +2 to all magic and astral related TNs, and +1 to all Drain TNs. Sensors cannot pick up the elementals due to the overwhelming amount of interference caused by the metal mass of crushed cars and other junk.

The Ambush

This requires the runners to roll for surprise first, and then see who gets to roll initiative for this first round of combat. The opposing team of runners is professional and will fight as such – they have a reputation to protect as well.

During the surprise round, the elementals are taking their action to disgorge the shells, which split open when the pressure is released like some alien flower blooming in the morning sun, and of course releasing the anti-runner within. If a character is not surprised (succeeded in the surprise test) then he can attack one of the emerging figures with a -2 TN modifier since they are getting out of the pods and orienting themselves.

On the first normal round of combat, everyone on both sides gets to roll for initiative as normal. The anti-runners will fight to the death; they do not stop fighting to negotiate. If they can somehow be stopped, they will at that time listen to parleys. They are professional, but they're not stupid – they can be talked into stopping the slaughter with standard Negotiation rolls. They will also demand something of value from the players – first choice being a magic focus, second being military or hard to get items, third being anything else of value they can get their hands on.

If a deal was cut between Shiawase/Richard Hokugawa and the characters, then a team of Shiawase corporate security guards will invade the junkyard starting on the second initiative pass. A helicopter will swoop in overhead and announce for everyone to freeze. Seeing the overwhelming force of guards, the anti-runners will immediately drop their weapons and surrender – it should be pointed out to the characters to do the same – if they wish to continue to fight, there are 5 guards for each character – use the Street Samurai archetype in the core rules. They shoot to kill if fired upon, otherwise they capture everyone and round them into piles along one side of the junkyard while the helicopter lands.

Picking Up The Pieces

If they determined Dave Runn was innocent, read the following:

Tell it to them straight:

Well, Dave Runn seems to have the worst luck in the world. People just seem to walk all over him. You're glad that you were able to help him out again and discover who's been trying to frame him. And hey, it doesn't hurt to have a contact that is a senior corporate executive for a megacorp.

Behind the scenes:

For those that don't already have him, list David Runn as a Level 1 Contact, Senior Financial Analyst, Shiawase, Seattle. If the players already have him at Level 1, increase him to a Level 2 Contact. This may change, of course, depending on the presence of any Veteran or Elite players – see below. If this is the case, then David Runn is removed as a contact for all present characters.

For Green/Beginner players, REGARDLESS OF LEVEL OF TABLE, for each player that retained the gold credstick from Scene Five, give them Player Handout #3.

For Veteran players, REGARDLESS OF LEVEL OF TABLE, for each player that retained the gold credstick from Scene Five, give them Player Handout #4.

For Elite players, REGARDLESS OF LEVEL OF TABLE, for each player that retained the gold credstick from Scene Five, give them Player Handout #5.

If they determined Dave Runn was guilty, read the following and modify as appropriate:

Tell it to them straight:

Well, you're still alive and kicking, for the most part. Who would have ever thought that such a timid man could turn like that and become a ruthless cold-hearted criminal? He used you all as pawns, and then decided to eliminate you.

If David Runn managed to escape:

Now the little rat has escaped, and you vow that if you ever meet up with him again, the encounter will end a little different.

If David Runn was killed:

However, the matter has been resolved. Not quite in the way Dave planned – you're still walking, and he's about to take a terminal dirt nap.

If the deal was cut with Richard Hokugawa, then he gets out of the helicopter with a large, well dressed orc security operative – obviously an officer. Richard says:

"Sorry about this mess with Mr. Runn. I assure you that agencies here at Shiawase have noted your activities in this matter and

are thankful for your assistance, willing or not. They understand that certain sacrifices have had to be made, and commend you on your professionalism.

You must also realize that matters such as this can adversely affect profit margins. As such, Shiawase would like to compensate your last few hours of work as official Shiawase business, thereby committing your discretion in this matter and any related data you may have come across. If you agree to these terms, we are prepared to release the access codes to certain numbered accounts in the Caribbean League, graciously set up by Mr. Runn. Your other option is to receive a permanent memory wipe at the hands of our psychological specialists. As for your opponents here, they will be offered some monetary compensation or the "treatment" as well. It is not open for negotiation – what is your answer?"

If they did not cut any deals and dealt with David Runn by themselves, read the following:

No time now for berating yourselves – one of your com units buzzes. The face (and/or voice) of Anthony Thompson grabs your attention.

"Sorry about this mess with Mr. Runn. I assure you that agencies here at Shiawase have noted your activities in this matter and are thankful for your assistance, willing or not. They understand that certain sacrifices have had to be made, and commend you on your professionalism.

You must also realize that matters such as this can adversely affect profit margins. As such, Shiawase would like to compensate your last few hours of work as official Shiawase business, thereby committing your discretion in this matter and any related data you may have come across. If you agree to these terms, we are prepared to release the access codes to certain numbered accounts in the Caribbean League, graciously set up by Mr. Runn. It is not open for negotiation – what is your answer?"

Behind the scenes:

Shiawase has been aware of the team's movements since the beginning. They had their suspicions about David Runn already, and have been trailing him for some time. To his credit, David has been exceptionally clever and had managed to elude their agents and investigations.

Thompson is speaking to a blank video monitor, so that he can keep his composure and professional business demeanor while talking to the shadowrunners. He is also being coached off camera on what to say.

This is not a trick. If they take the deal, the runners will receive the access codes to one of the accounts that David Runn had set up in Grenada – worth 1,000,000 nuyen (to be split by the team – note that this is an exception to the normal scenario award rules)!! They will be thanked and asked to destroy any data they have recovered – they don't care what has been found on any employees or anything else – they assure the runners that the situation is under control.

Oh, and obviously, anyone that had David Runn as a contact has lost him as such.

Debugging:

If the runners decide not to accept the deal, try to impress upon them with Etiquette or Business knowledge skills that if they turn this down, not only will they make nothing on the deal, but Shiawase still has them on record and they can bring them in under force for a brain wipe or they could just kill them and throw them in a dumpster – they know how to handle shadowrunners. They can't afford to let this information go public.

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
Finding proof of David's guilt	1
Finding the house in Grenada	1
David Runn Killed	1
OR	
David Runn Captured	3
Total Karma for objectives	5
Discretionary roleplaying award	0-3 Karma
Total possible Karma	8

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

Treasure Summary

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

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

terminate any arrangements with the character, thus removing him/her from the campaign. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

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

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

Please remember that in Virtual Seattle, the total amount of rewards allowed per character is 100,000 nuyen. This includes any negotiated payments for completing the run plus any other goods, tangible or intangible, which the character decides to keep. If a certain item is valued in excess of 100,000 nuyen, then the character may take that single item, foregoing any other payments or compensation. 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.

Other than the monetary awards found in the Introduction and Picking Up The Pieces, there is NO treasure in this scenario. However, the monetary awards will easily be more than 100,000 nuyen per character – this is an exception to the normal scenario rules and is allowed based on the threat rating of the scenario.

Contacts:

It is possible, if dealt with fairly and generously, to gain Richard Hokugawa as a Level 1 Contact – Corporate Decker, Shiawase (Tokyo, matrix contact only).

If met in person and non-threatening tactics were used to get Bobby Thunderbird to share the information, ie bribes, seduction, etc and not a show of authority, force, or other such means, then the characters might be able to get him as a Level 1 Contact – Real Estate Agent, Luxury Homes, Salish-Shidhe.

Cast of Characters

Robert Runn

Robert is David's brother, and usually stays within their living quarters in the Shiawase Towers. Robert used to work with David when they were with Argus International in New York City. Robert was a computer programmer that specialized in sculpted matrixware. His talent earned the corporation piles of nuyen, which they turned around and rewarded him with. However, Robert let his notoriety get the better of him and spent his money at clubs and high society flings, eventually getting involved with BTL chips. He soon became addicted, and burned his life away – David has been taking care of his brother ever since. Robert is currently enjoying the rush of power that is given from a series of BTLs based on a 20th century film – he believes he is an immortal and will challenge anyone with a sword to a fight where he will try to chop their heads off. His grasp on reality is very weak, so anyone who plays along with his fantasy will be able to deal with him a lot easier – otherwise, he just becomes disoriented and confused. If asked his name, he will respond with "Robert McCloud (of the clan McCloud)". If asked about his brother, David Runn, he knows nothing, but will seem confused...however, if asked about his brother, Angus, he will become excited and tell them that Angus has bought them plane tickets to the "Gathering", somewhere in the Caribbean called Grenada. He can show the characters the tickets if they want to see them.

Anthony Thompson

Anthony Thompson is a recent graduate of the Shiawase sponsored business school at Seattle University. He has also completed all the management training programs in record time and has quickly shown himself to be a very professional and proficient accountant. He is a loyal and dedicated member of the Shiawase family. Anthony had just completed his last training course when Shiawase brought David Runn on board. Anthony was assigned to David's team and placed in charge of managing and correlating all accounts for the Seattle and Pacific operations of Shiawase. It was said that David Runn was a genius, and a financial wunderkind, but this could also be said about Anthony. In fact, the only difference between the two of them seemed to be their ages. At 22, Thompson is just like David Runn was during his younger years at Argus International: smart, idealistic, loyal. That is why Thompson was able to discover some "mistakes" (embezzlement) in David Runn's work, saving the corporation almost 500,000 nuyen! David, of course, decided at this time that Anthony was his biggest threat and has decided to frame Thompson for the embezzlement he has been performing.

Other than a Saturday foray to the local Shiawase sponsored park, Thompson does not leave the Shiawase Towers. He does not drink, do drugs, or any other illicit activities.

Bobby Thunderbird / Robert Fielding

Bobby changed his name shortly before the Treaty of Denver was signed so that he could lay claim to what little Native American blood he had – he saw where the proverbial wind was blowing. This allowed him to stay behind in the Salish lands and his original home without being hassled and also entitled him to many business loans and opportunities.

He now makes a very lucrative living selling prime real estate in the Salish lands and arranging for all sorts of paperwork through the Salish government for rich anglos in Seattle and elsewhere that wish to own property in Salish-Shidhe. He is on good terms with most of the locals in the Olympia area and deals with many influential people. He has visited with "Angus McCloud" a few times in the past, starting about six months ago. Angus represented himself as a normal corporate lawyer representing Anthony Thompson, and Bobby is used to dealing with clients in this fashion. He can, for the right amount of persuasion, show the characters the transaction records (bill of sale, etc) for the property, showing the original purchase through JR Imports for Thompson, and subsequently doctoring the records to show the name David Runn. Bobby has the originals on file, as well as the doctored ones that he sent to the Salish government.

David's Blackmail List

Jason Chickatano

This native of Seattle was hired by Shiawase through the Seattle University campus recruitment program. He is a junior accountant on David's team, and was selected to join the team transfer to the home office. David thinks he is an idiot, and has proof that Jason has been using company assets for his own gain – namely, Jason is helping pay off his student loans by selling Amway through a website hosted on some backwater Shiawase systems that he found in a cabinet one day and hooked up without anyone noticing. He is slipping one of the IT guys a kickback to cover the installation and operation of the server. Jason knows that David found out about it, and will therefore not talk to the characters in fear that David will spill the beans – it's a minor offense and will get his hand slapped, but Jason doesn't know that.

Maria Helmsley

Personal Administrative Assistant. She does not like David, and he doesn't like her. He knows that she is dating a male stripper. She knows little, if anything, to incriminate David, but he has made it known to her that he has this information to publicly embarrass her.

Richard Hokugama

A little older than David, Richard also came to Shiawase from another corporation as a "voluntary personnel transfer". He has been selected for the home office team transfer, and David thinks it is just because he is Japanese. David knows that Richard does some shadowrunning on the side as a decker named "Kenshin", based on a famous anime samurai warrior. He is a senior computer data analyst. While not an accountant, should the runners approach him with the file data, he can pull the files at Shiawase and compare them and show where the discrepancies are – he doesn't understand them, he's no accountant, but he can find where files don't add up...

Paul Nagimoto

Paul is the next one that David would target to take the fall for him except for one thing. Paul is becoming a BTL addict, and David has found out, and is trying to help him. Then Paul got this promotion to the head office. Being one of David's contemporaries, this really upset David – why would they pick Paul, who has this problem?? Look what happened to my brother! Paul is a senior accountant, but not a department head. If approached by the characters, he could find the irregularities in the data files, and be able to point to David as the source, and all he'll ask for is some BTL chips...

Anthony Thompson

As described in the Cast of Characters, Thompson has done nothing wrong other than to be assigned to David's team, catch some errors, and remind David of his own naïve self early in his career. That has earned him the most hated position and primary target for David. There is nothing that David really has to blackmail him with, which should make that fact even more suspicious. David just knows that Anthony rarely leaves the Towers, and so it will be hard to reach him. Everything he tells the runners about Thompson is a lie.

Sobay Kawanoke

Sobay is not going to the head office, but instead has been selected to be promoted to the position of Chief Financial Officer here for the Pacific / Seattle operations. This was the other job that David should have gotten, but he feels that the Japanese glass ceiling keeps him from attaining that position – and not the fact that he is seen as a traitor to his old company for being extracted and brought here. The promotion has not been announced yet, but will happen after the financial review next week. David has uncovered that Sobay likes to entertain young blond men. Sobay is currently 56 – his current "boyfriend" is 19. This information would damage not only Sobay's reputation but that of the company as well, and so this is one of the things that they will be paying to keep quiet at the end of the scenario. Obviously, Sobay will be nervous about anyone approaching him on non-company business or talking about personal lives.

NPC: David Runn

For the Record

Real name: David Oscar Runn

Born: May 3, 2027

Race: Human/Caucasian

Other distinguishing features: None

Height: 66" / 168 cm

Weight: 162 lb / 73 kg

Frame: Average

Hair: Brown

Eyes: Green

Magic: None

Gaming Info

Ability Scores

Body	3	Reaction	7
Quickness	4	Initiative	7 + 1D6
Strength	3	Magic	0
Charisma	5(9)	Essence	0.55
Intelligence	10		
Willpower	5		

Dice Pools

Combat Pool 8

Task Pool 1

Karma Pool 6

Implants (Cyber/Bioware)

Cyberware

Memory - 300Mp

Datajack

Math SPU 3

+6 Complementary Math Skill tests

Bioware

Tailored Pheromones 2, cultured

Cerebral Booster 2

+4 to all social skill tests

Skills

Language

English 12/6

German 2/1

Japanese 4/2

Sperethiel 1/1

Aztlan 1/1

Active

Etiquette 6

Negotiation 8

Leadership 4

Commercial 6

Computer 4

Knowledge

Mathematics 4

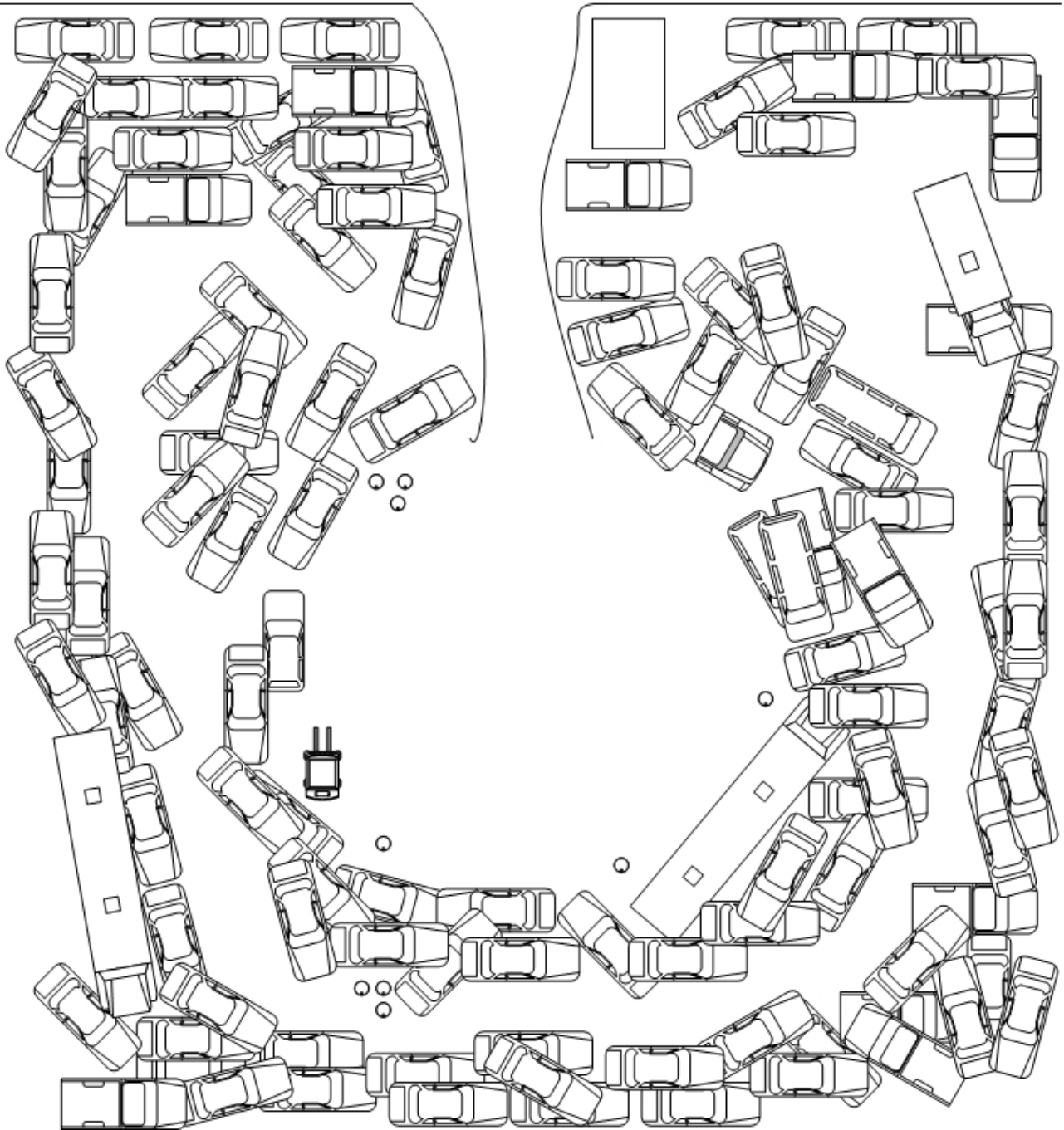
Finance 9

Management Theory 4

Economics 6

Sociology 3

Junkyard Encounter: Map



Junkyard Encounter: Shadowrunners

Combat Specialist (4)

B 5 Q 5 S 4 I 5 C 3 W 4 R 5 INIT 5 + 1d6 / 9 + 3d6

Pools: Combat 7 Karma 3

Cyber/Bio: Wired Reflexes 2, Aluminum Bone Lacing, Smartgun II Link, Cybereyes (Thermographic, Flare Compensation, Rangefinder)

Skills: SMG 6, Shotgun 6

Gear: Form fitting body armor, Rating 4, with Armored Jacket, Total Armor 6/3. HK-227 smart variant, APDS rounds (7M, SA/BF, RC2) OR Franchi SPAS-22 smart variant shotgun with APDS slugs (10S, SA/BF, RC2)

Commander/Adept

B 4 Q 6 S 5 I 6 C 5 W 5 R 10 INIT 10 + 3d6

Magic: 8 / Physical Adept; Initiate 2

Pools: Combat 8 Karma 8

Skills: Small Unit Tactics 8, SMG 6

Spells/Powers: Masking / Improved Reflexes 2, Magic Resistance 4, Thermographic Vision, Flare Compensation, Hearing Damper

Gear: Form fitting body armor, Rating 4, with Armored Jacket, Total Armor 6/3. HK-227 smart variant, APDS rounds (7M, SA/BF, RC2)

Mage

B 3 Q 4 S 3 I 6 C 4 W 6 R 5 INIT 5 + 1d6

Magic: 9 / Grade 4 Initiate Hermetic Mage

Pools: Combat 8 Spell 7 Karma 9

Skills: Conjuring 6, Sorcery 9, SMG 3, Stealth 6

Spells/Powers: Masking, Quickening, Anchoring, Shielding / Manabolt 6, Clairvoyance 4, Treat 5, Chaotic World 6, Trid Phantasm 5, Stealth 6, Lightning Bolt 6

Gear: Form fitting body armor, Rating 4, with Armored Jacket, Total Armor 6/3. HK-227 smart variant, APDS rounds (7M, SA/BF, RC2)

Earth Elementals (6)

B 8 Q 2 (x2) S 6 I 4 C 4 W 4 R 2 INIT 12 + 1d6 / 24 + 1d6 astral

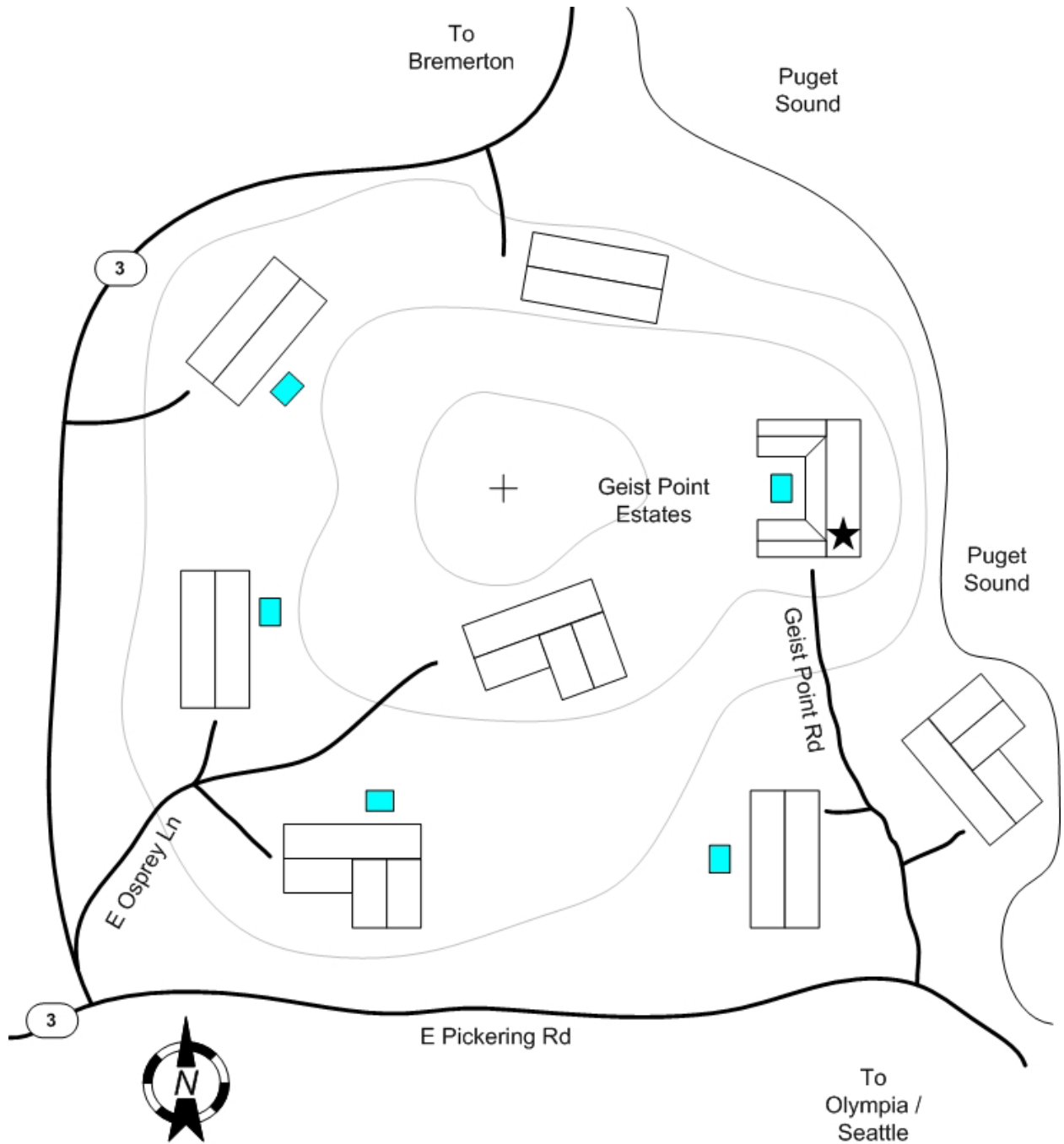
Magic: Force 4

Pools: Combat 12

Spells/Powers: 8S +1 Reach, Engulf, Materialization, Movement

Notes: 3 Services each at the beginning of combat. Note that 1 of them will immediately try to assist taking David Runn to the airport. For a Beginner Table, only 2 of the elementals will have services left at the beginning of combat.

Player Handout #1: Map of Salish Vacation Home



Player Handout #2: David's List of Suspects

The following people have expressed hatred or negative feelings for me. I don't know why – I'm a nice guy, but they all seem to think I'm out to get them. They may be trying to frame me first to get rid of me!

Jason Chickatano

This native of Seattle was hired by Shiawase through the Seattle University campus recruitment program. He is a junior accountant on my team. He seems like a hidden talent, and I don't know what he's capable of yet.

Maria Helmsley

Personal Administrative Assistant. She daily scowls at me. I won't even drink any coffee she brings me – I think she spits in it!!

Richard Hokugama

A little older than me, Richard also came to Shiawase from another corporation as a "voluntary personnel transfer". He may resent me because I'm a department head and he isn't. Just another data processor that was once with Renraku before the shutdown. He knows a lot about computers, so he might be able to modify the data files. I would be careful around him!

Paul Nagimoto

Paul is one of the ones I suspect the most. He is one of my contemporaries -- a senior accountant, but not a department head. He might have the knowledge to frame me, and with Anthony Thompson leaving, Paul would be next in line for my job.

Anthony Thompson

Anthony is my first and primary suspect. He is a young and brash accountant and obviously resents me for my genius and success. He is also anti-social, never spending time with any of his coworkers or friends outside of the Towers. I find that to be highly suspicious. He has also been called back to the home offices, based on a personnel report I did on him a few months ago, so he is probably setting me up before he gets called back to Japan – maybe he thinks if I'm framed, they'll forget anything in the report.

Sobay Kawanoke

Sobay is up for promotion to the position of Chief Financial Officer here for the Pacific / Seattle operations. This is also the job that I am competing for! He is a good accountant, and it's possible he may be having me framed so that he can get the job.

(the datafile also has physical descriptions and photos of each of the individuals for identification purposes).

Player Handout #3: Beginner Player Gold Credstick

You take your credstick home and think of all the things you'll be able to do with a Gold credstick...

Sweet fantasies fill your dreams, until the sensation of icy numbness spreads throughout your body. You awaken to see blurry black clad figures moving about you as you lie on the bed, totally helpless. One of the figures whispers "that's one more to charge to Mr. Runn's bill". Your last thought is that you have made a terrible mistake...

You awaken a few hours later, by your reckoning. You find that the poison or whatever it was that was injected into your body did not quite take hold – you should be dead. Instead, you have taken a Deadly physical wound and are barely able to remain conscious. Check for the results of the Deadly wound. This includes damage to cyberware. If you are magically active, you must check for magic loss.

This is the ultimate price for failure in the Shadows. You have left David Runn to get away with embezzlement, and he has taken steps to ensure that you never bother him again... you were a loose end, and he can't afford to have the risk that you might pose with the information you have. Luckily, however, you have lived through this "lesson".

By the time you inform Shiawase of David's duplicity, he is gone. David Runn has left no trace or indication of his final destination – he and his brother have left Seattle for good. He is no longer considered a contact – the credstick was a fake – nothing but a simple homing beacon. Shiawase will, however, pay you 10,000 nuyen for any information you uncovered while investigating this matter.

Player Handout #4: Veteran Player Gold Credstick

You take your credstick home and think of all the things you'll be able to do with a Gold credstick...

Sweet fantasies fill your dreams, until the sensation of icy numbness spreads throughout your body. You awaken to see blurry black clad figures moving about you as you lie on the bed, totally helpless. One of the figures whispers "that's one more to charge to Mr. Runn's bill". Your last thought is that you have made a terrible mistake...

You awaken a few hours later, by your reckoning. You find that the poison or whatever it was that was injected into your body did not quite take hold – you should be dead. Instead, you have taken a Deadly physical wound and are barely able to remain conscious. Check for the results of the Deadly wound with a +2 modifier, as if you had used a trauma patch. This includes damage to cyberware. If you are magically active, you must check for magic loss twice.

This is the ultimate price for failure in the Shadows. You have left David Runn to get away with embezzlement, and he has taken steps to ensure that you never bother him again... you were a loose end, and he can't afford to have the risk that you might pose with the information you have. Luckily, however, you have lived through this "lesson".

By the time you inform Shiawase of David's duplicity, he is gone. David Runn has left no trace or indication of his final destination – he and his brother have left Seattle for good. He is no longer considered a contact – the credstick was a fake – nothing but a simple homing beacon. Shiawase will, however, pay you 10,000 nuyen for any information you uncovered while investigating this matter.

Player Handout #4: Elite Player Gold Credstick

You take your credstick home and think of all the things you'll be able to do with a Gold credstick...

Sweet fantasies fill your dreams, until the sensation of icy numbness spreads throughout your body. You awaken to see blurry black clad figures moving about you as you lie on the bed, totally helpless. One of the figures whispers "that's one more to charge to Mr. Runn's bill". Your last thought is that you have made a terrible mistake...and the realization that the credstick was a fake – nothing but a simple homing beacon...

You are dead.

This is the ultimate price for failure in the Shadows. You have left David Runn to get away with embezzlement, and he has taken steps to ensure that you never bother him again...you were a loose end, and he can't afford to have the risk that you might pose with the information you have.