

Willing to Sell a Soul

**A One Round Shadowrun 3rd edition
Virtual Seattle Adventure**

By Richard L. Dold

In the heat of the moment, in the middle of conflict, runners are forced to make many difficult decisions. A man's dead body has been taken, so what? There is more to this that meets the eye. Then again, isn't there always.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: 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.

Ref Background

Dr. Chang Sung was the lead researcher in MCT's Seattle's Bio-Mystical Research Facilities. He was working on a way to take Biofiber and weave it into astral armor. The problem he was having, is that currently Biofiber is used in stable constructs where the Biofiber is not moved much, like walls. When he weaves it into armor, like a lined coat, the movements of an average person quickly damages the Biofiber and it rapidly decays. However, Chang Sung was getting close to forming a variant of the Biofiber that could take the abuse a person would put it through when wearing it.

Mr. Yohan Gristov of Saeder-Krupp, had recently gotten word of Dr. Sung's research and found great interest in it. He was putting together a group of Shadowrunners (DOA and his team of runners) to forcefully extract Dr. Sung from MCT's research facilities, along with any data they could grab. This run was to go down approximately a week from now.

Unfortunately, last night Dr. Chang Sung died of a heart attack (completely natural causes). Mr. Gristov quickly called up DOA and told him that the time, date, and objective had been changed. They were now to take the body from the hospital and deliver it to a cave slightly north of Everett. Mr. Gristov has a long time associate that lives there, named Jimbonju, a Shaman of

the Dark King. Mr. Gristov seldom uses Jimbonju because he is afraid of the man, but he is willing to use him this time because of the value of the information to obtain. The other reason he seldom uses Jimbonju is because of the price. Jimbonju deals in two commodities, bodies and souls. Mr. Gristov is willing to give him both (Dr. Sung's), as long as he gets the information he needs first.

Earlier today DOA's team of runners took Dr. Chang Sung's body from the Harborview Hospital parking garage in downtown Seattle. Mrs. Paula Sung, Dr. Sung's wife, was there to pick up the body and accompany it back to his family estates in Japan. It was at this time that DOA's team struck; they wounded and killed several, but Mrs. Sung survived. Mrs. Sung quickly contacted MCT and MCT quickly called Claudia Tyger, to get together a counter team of Shadowrunners to find and retrieve the body of Dr. Chang Sung. Normally, MCT would not use runners for this sort of mission, especially involving a high profile, sensitive matter, but they did not have any available assets to deal with the matter on such short notice.

The story begins with the team meeting outside the Bellevue Hilton, and heading in to meet the Mr. Johnson.

Introduction

You were contacted less than an hour ago by Claudia Tyger, and told that she was putting a team together to respond to a matter of some urgency. She said she would attempt to contact fellow associates that you had worked with before, but that since time was of the essence, she would have to get who ever she could. You are to go to the Bellevue Hilton, room 865, at exactly 11:00 am. You will meet with a Mr. Johnson and proceed from there.

If transportation is an issue for the PC, then Claudia will arrange to have transportation to the hotel provided. Once at the hotel, if the PCs need it, Claudia will loan them the following:

Claudia's modified VW Superkombi III van. This van cannot be modified in any way; she likes it the way it is. The stats are:

Handling	Speed	Body
4/8	35/105	4
Armor	Signature	Autonav
3	2	3

Seating: 4 + 10 Fold Bench Access: 2 Standard, 1 Side, 1 Rear.

Notes: Advanced Passenger Protection System, Anti-theft (9), Secondary Controls, Data Jack Interface(+2 Reaction if driver is jacked in), Remote Control Interface, Rigger Control Interface, Driver-side Integrated Controls (+1 Reaction), Runflat tires + spare (5/3 armor).

Once the runners are together, allow them a few minutes of introduction, then proceed.

Scene 1: Getting the Job

You arrive at room 865 and are welcomed into a plush luxury suite. From this first room, you can easily see five others: bedrooms, offices, or conference rooms. Only two other people are in the room with you. One is a very large corporate bodyguard, and the other is an extremely beautiful woman, even with the puffiness around her eyes. The woman is sitting on a couch with a drink in her hand and a box of tissues before her. Many of the tissues appear to have been used, and tossed to the side. The woman looks up as you enter, tears can still be seen gathering in her eyes. The rather large gentleman steps forward and somewhat awkwardly says, "I am Mr. Johnson and I have need of your services this day."

Mr. Johnson (the bodyguard for Mrs. Sung) has been told by MTC executives to handle the negotiations with the Shadowrunners. He has never done this sort of thing before and is a little leery of it. However, he will obey as always. He was told when to expect the Shadowrunners, and has been authorized to offer up to 250,000Y (this is total for the group, not per person). Not being a great negotiator, he will start with this amount, but he will not go higher, in fact, he cannot. If the PC's argue over the price, Mrs. Paula Sung will cry some more, and offer 100,000Y more from her personal accounts. She will exclaim that she just wants her husband's body back. Mr. Johnson will try to keep Mrs. Sung from giving her identity away, but will most likely be unsuccessful.

The PC's are being hired to find and recover the body of Dr. Chang Sung. Mr. Johnson and Mrs. Sung can give the PC's the following information:

- Dr. Chang Sung was a leading researcher in bio-mystical research.
- He worked for an MCT Research facility in downtown Seattle.
- He had a heart attack and was rushed to Harborview Hospital where he died at the hospital. It was determined that the death was natural, and no foul play is suspected.

- As they were transferring the body to a vehicle to be taken to a private jet, and back to Japan for burial, they were attacked and Dr. Sung's body was taken.
- This occurred at 8:00 am this morning.
- Mrs. Sung was knocked to the ground and as a gun was put to her head, she heard someone say, "DOA! No, we don't need to kill her, come on chummer, let's go." (This is important for the runners to know, as they will need to start a search on a runner named DOA)
- She was left alive, and her bodyguard quickly got her out of there and contacted someone to get assistance. They told them to go back to the hotel and wait.
- Mr. Johnson was contacted about an hour ago and told to expect the PC's arrival at 11:00 am.

They have little else to tell the runners. They will be open and honest with the runners and tell them everything they can to assist. They just don't know that much. Mrs. Sung's only concern is getting the body of her beloved husband back. She knows nothing of his research or what he was working on, other than it had something to do with magical protection.

Following the Path

At this point, the runners are going to need a little information/research done. If they call Claudia with the information from the job meet, she will begin a search for a runner named DOA. She will also suggest that the runners investigate the hospital garage where the attack took place.

The runners are free to use contacts other than Claudia, but any way they do it, it will take several hours to gather the following information:

- DOA is the leader of a local Shadowrunning team. They are known for extractions and their direct and often brutal approach.
- DOA is a Hobgoblin (an Ork of Arabian decent) and is a jacked Street Samurai.
- Stinger is the magical support for the team and is known to use various poisons. He is a human of Arabian decent.
- Digger is also an Arabian human, and is the rigger of the group. He is known to be DOA's younger brother.
- Mask is the only female of DOA's usual team, and is an Elf of Arabian heritage. Her skills are not as know, but she is known to have a bad BLT addition.

- DOA, Stinger, Digger, and Mack are DOA’s usual team. Sometimes he employs two associates, one directly and one indirectly.
- Byte is a decker that DOA sometimes uses for security and other such Matrix needs. It is not believed that Byte has ever had direct contact with DOA, or any member of his team.
- His other occasional associate—Gerbil—is known to have gone on several runs with DOA and his group. She is believed to be a Rat shaman (this is wrong, she is a Mouse shaman).
- While DOA’s hide outs and hang outs are not known, it is known that Gerbil hangs out near *Wanda’s Witchery* (a bar, see below) at 208th Street & 148th Avenue in Renton, and she might be able to give them a lead on DOA.

If the runners investigate the site of the hospital attack they will be able to find out the following:

- The attack took place on the bottom (3rd) floor of an underground garage.
- There are several bullet holes in the wall from what look to be heavy pistols (Ares Predators)
- There is a blast mark (and blood) in the wall from a shotgun (Enfield AS-7).
- They can find burnt rubber residue from tire tracks that appear to be from a heavy vehicle or van.
- Any observant PC’s may find traces of a black goeey substance on the ground. If they have the means to determine what it is, they will learn that it is scorpion’s venom (5S, causes paralysis if damage is not resisted totally. An antidote patch of rating 5 or higher will negate the paralysis).
- For those more mystically inclined, they can try to pick up the residue of two astral signatures. Stinger’s (Improved Invisibility, and Death Touch if they get enough successes to get the spells) and that of Gerbil’s (Improved Invisibility and Heal if they get enough successes to get the spells)
- A resourceful group may even talk to some of the people around the morgue’s loading/unloading area and find out that two hospital attendants were killed, one is in critical condition, and that two bodyguards were killed. One of the bodyguards was apparently killed by magic, since there were no marks on his body. Apparently, the attackers appeared out of nowhere and took the dead man’s body when they left. Lone Star has been here for several hours, and only left about half an hour ago.
- An *extremely* resourceful group can get a look at the security videotape. Although Lone Star took the original, the hospital kept a backup copy. They will see five black clad figures appear (Improved Invisibility) and attack the people. They will notice

two very unique things. One is that one of the individuals killed a man with a touch, and the second is that the smallest of the figures looks around and is seen to touch one of the shot hospital attendants and his wounds close (this is the one in critical condition. If a Mind Probe spell or other means are used to question him, he will testify that a woman with a “mousy” appearance healed him).

Scene 2: Finding the Rat Shaman??

The runners are free to enter *Wanda’s Witchery*. It is a local hangout for young deckers and young shamans. It is a small restaurant that caters to entertaining both groups (see pg. 97 of the Seattle Sourcebook #7201). Inside, they will be able to find out:

- Gerbil is not a Rat shaman, but is actually a timid Mouse shaman.
- She lives around back in the alley.

Once the runners go to the back alley, describe the following:

As far as alleys go, this one is fairly clean and neat. The boxes are all stacked against the walls, and all the trash is in the dumpster. The ground itself almost looks swept, as there is no broken glass or other bits on the ground.

If any runners looks astrally, they will see a city spirit (Force 2) keeping the alley clean. This is Gerbil’s doing, and if the runners know her astral signature, they will recognize it around the spirit.

The PC’s can find Gerbil’s hidey-hole by moving several of the boxes next to the dumpster. They reveal a small hole that leads to a small room under, but not part of, *Wanda’s Witchery*. By now she has probably heard the runners and is hiding (invisibly) from them. She will only appear/come out for the most convincing/charismatic person. She is extremely shy and timid.

NOTE: Remember Gerbil cannot speak; she must use a *Mind Link* to communicate with the runners. Review her stats and personality in the Cast of Characters.

From Gerbil the runners can find out the following:

- She only works with DOA out of fear. He always seems to find her when she tries to hide and then she is punished severely.
- She tries to save those she can without DOA knowing, by healing them—like the hospital attendant Mask shot.

- They take her sometimes, because she can detect and analyze almost anything, and they also use her ability to summon spirits.
- She will tell them that DOA has a hideout here in Renton. The front of the store is a travel agency that is by appointment only, but that the back is a safe house that DOA had built. She will give them directions to get there from here.
- The safe house has an entrance from the back, but it has a security camera back there. The inside is also soundproof.
- She will beg and plead the runners not to tell DOA who told them the location of the safe house, and will only go with the runners if they physically force her.
- She thinks that DOA, Mask, Digger, and Stinger are at the safe house now.
- DOA is an Ork Street Samurai that is quick, strong, and good with his guns.
- Digger is human, but is DOA's brother. He is also very fast and good with his guns.
- Mask is the only female in the group—she is also a street samurai. She tends to sleep around with each of the guys, whichever will give her BLT chips.
- Stinger is the scariest of the group. He is a Scorpion Shaman adept. He casts few spells, but they are all deadly, or painful.

Scene 3: Busting Down the Doors

Once the runners arrive at the safe house, give them the Player Map for the *Travel Agency Hide Out*. This is what they can tell from the outside. Refer to the DM's Map of the *Travel Agency Hide Out* for a full layout and where each of the NPCs most likely are.

The outside of the Travel Agency is geared towards luxurious trips to the Middle East. The door is locked and a sign on the door says "By Appointment Only". However, no number is provided to make an appointment.

As it happens, DOA and his team are gearing up for another run tonight when the runners arrive, so they are not totally caught unprepared. If the runners are seen or caught on the surveillance equipment, then DOA and his group will be even more ready. Luckily for the runners, even if they do set off the silent alarm, only DOA and his group inside will know, since they don't tend to like Lone Star.

Once inside, DOA is not interested in talking and will shoot first—ask questions later. Only if things are very bleak will any of them surrender. If the runners manage to capture one of the NPCs, they will be able to find out the following things:

NOTE: If this is a veteran table (IE: The average person has more than 5 Karma in the Karma Pool), give each person in DOA's gang, 3 additional Karma.

- They dropped off the body at a cave up north of Everett.
- They just got back about an hour ago.
- They gave the body to this large slow moving, dead-looking Troll, then got the hell out of there. The whole place was real creepy, and smelled of death.

They will find directions to Jimbonju's cave on DOA's Wrist PC. It is actually still up on the screen.

Scene 4: Jimbonju's Cave

The inside of the cave is luminated by hundreds of lit candles. The smell of blood and death is in the air. Skeletons and bones lay scattered around the ground. The only thing standing is a rather large Troll. He does not move. In fact, he almost appears to be dead. A passage leads out of this cave on the opposite side. You can faintly hear chanting coming from that direction.

NOTE: Jimbonju's Cave (both inner and outer) has a background count of 3. This adds 3 to all target numbers for the runners' spellcasting and Astral attempts. However, this subtracts 3 from Jimbonju's target numbers for spellcasting and Astral attempts.

The troll will not move, nor will he attack, unless he is attacked first. If the runners attack the Troll zombie (Z1), he will fight back. However, no other Zombies will come to aid him.

See the Cast of Characters, Scene 4 for stats.

Once the runners continue to the next cavern, proceed:

The Passage opens up into a rather large cavern. Again, it is luminated by thousands of candles. This room appears to be relatively free of the scattered bones that covered the previous one. Standing along the sides of the cavern are more of the dead like creatures. On each side of the cavern there is a dead looking Ork, Human, and Elf. On the far side of the cavern is an altar; an extremely dark skinned individual stands behind the altar chanting. Behind him stand two extremely large, dead looking Trolls. On top of the altar appears to be the body of a middle aged Japanese man. In the middle of the room are four men of European descent. Three of them are obviously muscle, and the fourth is dressed in fine

Tres Chic clothing. As you enter, he turns around and says, "Kill them" with a touch of disdain in his voice.

Only the three corporate guards and Mr. Gristov will attack the PC's. An observant PC will notice that none of the Zombies are moving to attack, and that Jimbonju has stopped chanting and appears to be looking on.

If the PC's attack Jimbonju, the Zombies will attack and the two troll zombies will move forward to protect Jimbonju. If the Troll from the first chamber is still there, it will move to attack from behind. Jimbonju has a reusable anchoring focus, with the Limited Physical Barrier (against Ballistic) spell placed upon it. Any time shots are fired at Jimbonju, his Limited Physical Barrier (against Ballistic) will go up. Also remember the background count of 3 adds to the PC's spellcasting and astral attempts, but subtracts 3 from Jimbonju's spellcasting. The first spell Jimbonju will throw is Foreboding to eliminate any weak willed individuals from the room.

If the runners don't just kill everyone, and have not attacked Jimbonju, then when Mr. Gristov and his men are dealt with Jimbonju will say:

"Why do you disturb my home, you have disrupted great workings this night! I would know the reason for this."

When the runners say they have come for the Japanese man's body (Chang Sung), he will tell them that they may have it, but that he was promised a soul this night, and before they can take the body they must provide an exchange for this one. He can tell the runners the following:

- He was going to ask the soul questions once he had called it back and captured it.
- He does not know which questions yet, as Mr. Gristov had not provided them yet.
- His payment was to be that he got to get the soul and the body at the conclusion of the questioning.
- He will not tell the PC's what he does with the souls, that is simply the price he charges. (He actually questions them for information, then sells the information for favors. He then releases the soul again.)

If Mr. Gristov is still alive, he knows the following:

- He wanted to get information from Chang Sung about a research project he was working on concerning a variant of bio-fiber that was stronger and could be weaved into armor, and protect the person from magical and astral attacks.

- He does not care what happens to the body after he has the information he needs.

It is up to the runners how to deal with Jimbonju; they may attack him to get the body, and this is fine. However, he will accept the body and soul of Mr. Gristov (dead or alive) in exchange for the body of Chang Sung, or any other body, except one of his Zombies. If the PC's try to walk out with the body of Chang Sung, without an exchange, he will attempt to kill them as they are leaving.

Conclusion

Successful conclusion:

With the body returned, Mrs. Sung is extremely pleased. She hands you a credstick with a total of 500,000Y on it. The day is over and what a day it has been. Never thought a dead body could be so much trouble.

Unsuccessful conclusion:

Mrs. Sung is extremely disappointed in your failure, but she takes whatever information about the location of her husband's body that you can give her, and hands you a credstick with 50,000Y on it. She thanks you for you attempt and politely asks if she can be alone now. Never thought a dead body could be so much trouble.

Karma Awards:

Treating Gerbil well:	1
Defeating DOA's group:	2
Defeating Mr. Gristov:	1
Defeating Jimbonju: OR	2
Cutting a deal w/ Jimbonju:	3
Role-playing:	up to 3
Max Karma Award	10

Cast of Characters – Scene 2

Gerbil

Mouse Shaman Female Human
Age 26

B – 6 React – 3
Q – 3 Init – 1d6
S – 2
C – 6 Ess – 6
I – 4 Magic – 6
W – 6

Combat Pool – 6
Spell Pool – 8
Karma Pool – 1

Skills

Stealth	6	Arabic	2
Conjuring	5	Cityspeak	5
Spirits	7	Safe houses	4
Sorcery	5	Magic Theory	6
Spell Casting	7	Movies	5
Aura Reading	7	Music	3
Etiquette	3		

Spells

Analyze Device	F5	
Analyze Magic	F5	
Diagnose	F5	
Nutrition	F5	
Alter Memory	F5	
Transform	F5	
Clairaudience	F5	
Clairvoyance	F5	
Detect Enemy	F5	
Detect Life	F5	
Mind Link	F5	
Mind Probe	F5	
Cure Disease	F5	
Heal		F5
Improved Invis	F5	
Stealth		F5

Equipment

Cred Stick (5Y)

Description:

Gerbil is about 4'6" tall, with a slender frame and a very shy personality. She has light red hair that cascade down her back. She wears pink overalls and a white blouse underneath.

She has little in the way of possessions, and tends to behave like a shy little girl. The important

thing to remember about Gerbil is that she can't speak. There is nothing physically wrong with her; she just psychologically can't bring herself to speak. Instead, she uses her *Mind Link* spell to speak with people.

Gerbil is afraid of DOA and the rest of his pack, and only helps them because she is afraid of what they will do to her if she does not. DOA has been known in the past to mentally berate her and physically abuse her, along with other things.

Cast of Characters – Scene 3

DOA

Street Samurai
Male Arabian Orc
(Hobgoblin)
Age 28

B – 9 React – 9
Q – 8 Init – 3d6
S – 9
C – 4 Ess – 0.4
I – 3 Magic – n/a
W – 6

Combat Pool – 9
Karma Pool – 27

CyberWare

Smart Link,
Wired Reflex II,
Reflex Trigger,
Retractable Spur, Muscle
Replace III

Skills

Pistols	7
Shotguns	7
Athletics	4
Cyber- Combat	6
Stealth	6
Etiquette	2
Leadership	4
Intimidation	4
Negotiation	3
Car	2
Arabic	4
Japanese	2
Cityspeak	4

Equipment

Secure Jacket
Ares Predator II
Enfield AS-7
Wrist Cell w/Flip
Wrist Computer
Binoculars (LowLight)
Scanner (Rating 7)
Jammer (Rating 7)
MagLock Passkey
(Rating 5)
White Noise Gen
(Rating 7)
Cred Stick (12,000Y)

Description:

DOA is a 6'9" hobgoblin (Arabian Orc), with dark green and brown blotched skin. He has crop cut black hair, and many different piercing and tattoos all over his body. DOA tends to wear camouflage and militaristic type clothes.

DOA was born a human just like his brother Digger. At puberty, DOA changed into the figure he is today. When his body changed, so did his outlook on life. He became bitter and began taking those things people said he could not have. His friends from childhood (Digger, Mask, and Scorpion) saw that by sticking by DOA, they also got what they wanted. Thus they formed a group and began to work the shadows. That was ten years ago.

DOA is a very successful and well-known runner in certain circles of Seattle. He is usually recruited when either extraction or wet work type jobs are needed. He and his crew are very militaristic and direct. Often, their brutality leads to more trouble than their employers expected. While DOA is not known for his smarts, those in his crew do follow him with a fanatical devotion.

Digger

Rigger/Street Samurai
Male Arabian Human
Age 26

B – 6 React – 10
Q – 6 Init – 3d6
S – 3
C – 3 Ess – 0.46
I – 5 Magic – n/a
W – 5

Combat Pool – 9

CyberWare

Smart Link,
Wired Reflex II,
Reflex Trigger,
Data Jack,
Vehicle Control Rig II

Skills

Pistols	6
Stealth	6
Etiquette	6
Car B/R	6
Electronics	6
Motor Boat	4
Rotor Aircraft	5
Car	6
Arabic	5
Japanese	2
Cityspeak	3

Equipment

Secure Jacket
Ares Predator II
Wrist Cell w/Flip
Wrist Computer
Sim Chips - 4
Cred Stick (5,000Y)

Description:

Digger is a 5'10" typical looking male Arabian. He tends to emulate his older brother DOA and follow his lead in most things. Thus he dresses and tries to look just like DOA. His other hobby is cars and that is what led him to become a rigger. He is proficient in electronics, but only in those that directly enhance his car.

Digger is extremely faithful to his brother, and would never betray him. But by the same token, he is interested in living and is more than willing to barter and give away information that will make his life easier, as long as it does not hurt him or his brother.

Mask

Street Samurai
Female Arabian Elf
Age 28

B - 6 React - 10
Q - 7 Init - 3d6
S - 3
C - 6 Ess - 1.5
I - 4 Magic - n/a
W - 5

Combat Pool - 9

CyberWare

Smart Link,
Wired Reflex II,
Reflex Trigger,
Chip Jack,
KnowSoft Link,
Memory (80 Mp),
Cyber Ears
 Hearing Amplifier
 Recorder
Cyber Eyes
 Thermographic
 Flare Compensator
 Low Light
Voice Modulator

Skills

Pistols 6
Stealth 7
Etiquette 6
Athletics 6
Unarmed 6
Seduction 6
Car 4

Arabic 5
Japanese 4
Cityspeak 3

Equipment

Secure Jacket
Ares Predator II
Wrist Cell w/Flip
Wrist Computer
Sword
BLT Chips - 5
Cred Stick (300Y)

Description:

Mask is an attractive, if not somewhat strung out elven woman. Born an elf at birth, she stands at 6'7" with dark brown hair and a dark Arabian complexion. She is not romantically involved with anyone in the group, however she does sleep with both DOA and Stinger; her only love is her addiction: BTL chips. To get a hold of her beloved chips, she is willing to do almost anything.

Stinger

Scorpion Shaman Adept
Male Arabian Human
Age 29

B - 6 Reac - 5
Q - 6 Init - 1d6
S - 5 +3d6 Spell
C - 2 Ess - 6
I - 4 Magic - 6
W - 6

Combat Pool - 8

Spell Pool - 6

Spells

Increase Reflex III F2
Armor F4
Acid Stream F5
Improve Invis F5
Agony F5
Death Touch F5

Skills

Unarmed Combat 6
Edged Weapon 5
 Khopesh 7
Pistols 5
Ares Pred 7
Stealth 7
Conjuring 6
Aura Reading 5

Arabic 6
Cityspeak 2

Equipment

Secure Jacket
Ares Predator
Khopesh
Wrist Cell w/Flip
Wrist Computer
Cred Stick (6,000Y)
Sustaining Foci
 (Force 4) *Armor*
Sustaining Foci
 (Force 2) *Inc Ref III*

Description:

Stinger, at 5'8" is perhaps the quietest and deadliest of the group. He defers to DOA in most issue, but he is the only one that DOA is not positive he could take. He wears the same camouflage clothing and shares the same Arabian type complexion with every one else, but there is something very dark and disturbing about Stinger.

He has several cages in his room which contain scorpions of various sizes--all are extremely deadly. He coats his weapon with doses of venom that he extracts from these scorpions. Stinger prefers to fight his opponents hand to hand and as a result, most of the spells he has learned, and most of his skills are geared as such. He follows DOA, because in doing so, he gets to use his martial skills and reveal in the adrenaline of the fight. He does not have to worry about the planning and execution of others, just how he is going to kill his next opponent.

Cast of Characters – Scene 4

Jimbonju

Dark King Shaman
Initiate Level 3
Male Rastafarian Elf
Age 38

B – 6 Reac – 3
Q – 3 Init – 1d6
S – 2 (+3d6) Spell
C – 8 Ess – 6
I – 4 Magic – 9
W – 6 (9)

Combat Pool – 6
Spell Pool – 8
Karma Pool - 10

Skills

Conjuring 7
Sorcery 7
Aura Reading 6
Unarmed 7
Biotech 5

Sperethiel 4
Cityspeak 5
Haitian 6

Magic Theory 6
Christianity 6
Anatomy 5
Medicine 5

Spells

Preserve F5
Mana Bolt F5
Increase Will F2
Increase Refl III F2
Armor F5
Limited Physical
Barrier F5
Astral Barrier F5
Foreboding F5
Cripple Limb F5
Death Touch F7
Analyze Truth F5

Equipment

Secure Jacket
Sustaining Focus F2
Medicine Lodge (Voudoun) Rating 10

Description:

Jimbonju is a 6'3" dark brown skinned Elf. His hair is bunched into dreads, and hangs to about the middle of his back. He wears a Rastafarian hat and brown and orange clothes.

He is disinterested in the wants and needs of the living, and is only concerned with what he can do with a body or soul once it has pasted on. Jimbonju follows the path of the Dead King, but has also studied much of the Loa or Voodoo traditions and crafts. Thus he has learned how to make the Zombies. He has also recently learned how to capture and question a person's soul once they have pasted on to the next life. Thus bodies and the rights to their souls are what he bargains for, not money or objects.

Jimbonju is not necessarily a cruel or evil individual. He is just extremely dedicated to his Shamanic path, and most would probably consider him amoral, because of his lack of concern over living people.

Note: Jimbonju has Increase Willpower permanently Quickened and Masked on himself. He also currently has Increase Reflexes III cast on his sustaining focus (which is not masked).

Zombie #1

Force 6
Troll

B - 14 Reac - 4
Q - 2 Init - 1d6
S - 11
C - 6 Ess - 6z
I - 6 Magic - n/a
W - 6

Combat Pool - 7
Attack - 11M Stun

CyberWare
Dermal Plating III

Equipment
Secure Jacket

Zombie #3

Force 6
Troll

B - 11 Reac - 4
Q - 2 Init - 1d6
S - 11
C - 6 Ess - 6z
I - 6 Magic - n/a
W - 6

Combat Pool - 7
Attack - 11M Stun

CyberWare

Equipment
Secure Jacket

Zombie #5

Force 6
Human

B - 9 Reac - 4
Q - 3 Init - 1d6
S - 9
C - 6 Ess - 6z
I - 6 Magic - n/a
W - 6

Combat Pool - 7
Attack - 9M Physical

CyberWare
Cyber Spur

Equipment
Secure Jacket

Zombie #7

Force 6
Elf

B - 8 Reac - 5
Q - 5 Init - 1d6
S - 10
C - 6 Ess - 6z
I - 6 Magic - n/a
W - 6

Combat Pool - 7
Attack - 10M Stun

CyberWare
Muscle Replace III

Equipment
Secure Jacket

Zombie #2

Force 6
Troll

B - 13 Reac - 4
Q - 4 Init - 1d6
S - 13
C - 6 Ess - 6z
I - 6 Magic - n/a
W - 6

Combat Pool - 7
Attack - 8M Physical

CyberWare
Titanium Bones
Muscle Replace II

Equipment
Secure Jacket

Zombie #4

Force 6
Human

B - 9 Reac - 4
Q - 3 Init - 1d6
S - 9
C - 6 Ess - 6z
I - 6 Magic - n/a
W - 6

Combat Pool - 7
Attack - 9M Stun

CyberWare

Equipment
Secure Jacket

Zombie #6

Force 6
Elf

B - 8 Reac - 4
Q - 4 Init - 1d6
S - 9
C - 6 Ess - 6z
I - 6 Magic - n/a
W - 6

Combat Pool - 7
Attack - 9M Stun

CyberWare

Equipment
Secure Jacket

Zombie #8

Force 6
Ork

B - 10 Reac - 5
Q - 3 Init - 1d6
S - 10
C - 6 Ess - 6z
I - 6 Magic - n/a
W - 6

Combat Pool - 7
Attack - 10M Stun

CyberWare

Equipment
Secure Jacket

Zombie #9

Force 6
Ork

B - 13 Reac - 4
Q - 3 Init - 1d6
S - 10
C - 6 Ess - 6z
I - 6 Magic - n/a
W - 6

Combat Pool - 7
Attack - 10M Stun

CyberWare
Dermal Plating III

Equipment
Secure Jacket

Cast of Characters – Scene 4

Mr. Johan Gristov

Corporate Executive
Male Human
Age 34

B – 5 React – 5
Q – 5 Init – 1d6
S – 3
C – 5 Ess – 1.5
I – 6 Magic – n/a
W – 6

Combat Pool – 5

CyberWare

Computer Storage (300 Mp)
Recorder
Data Jack

Skills

Etiquette	6
Negotiation	5
Pistols	4
Athletics	2
Japanese	4
German	6
Cityspeak	2
Corporate Politics	6
Corporate Tactics	3

Equipment

Secure Jacket
Ares Predator
Pocket Secretary
Credstick (12,293Y)

Description:

Mr. Johan Gristov stands at 5'10" and 185 pounds. He is wearing the finest in white corporate type suits, and wears silver reflective shades. His executive cut blond hair finishes off this picture of what all German corporate executives should look like.

While Mr. Gristov keeps himself in good shape, and is quick to have those beneath him eliminate someone, when it comes to doing the dirty work himself, Mr. Gristov is a coward.

Corp Guard (3)

Human Male

B – 8 React – 10
Q – 6 Init – 3d6
S – 6
C – 2 Ess – 1.5
I – 5 Magic – n/a
W – 5

Combat Pool – 8

CyberWare

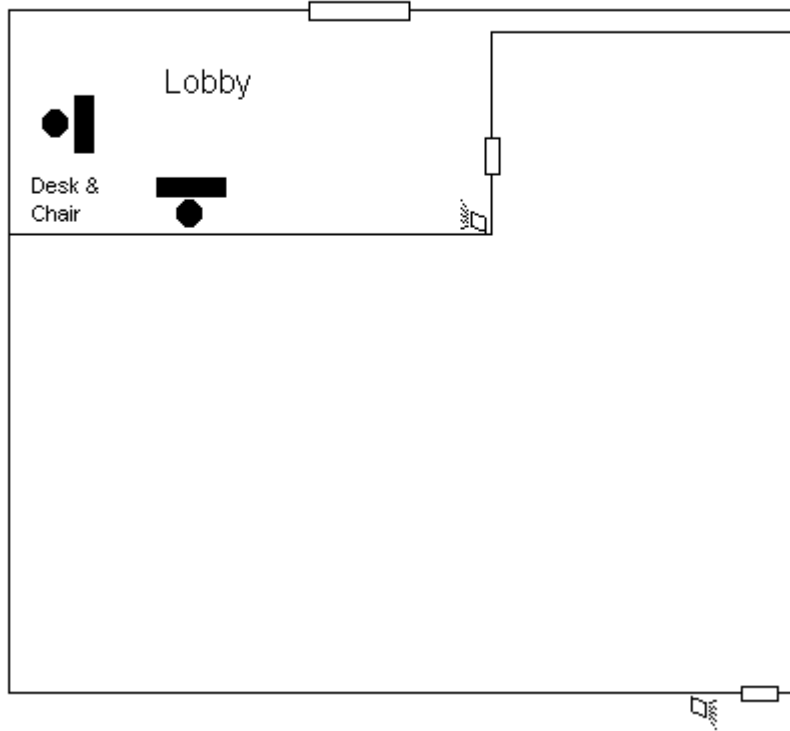
Increase Reflexes II
Dermal Plating II
Reflex Trigger
Smartgun Link


Equipment

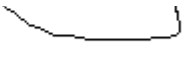
Secure Jacket
Ares Predator II
Credstick (4,000Y)

Player's Map

Travel Agency Hide Out



 = Moving Cameras

 Reusable Spell Anchor -
Limited Physical Barrier
(Against Ballistics)

J = Jimbonju

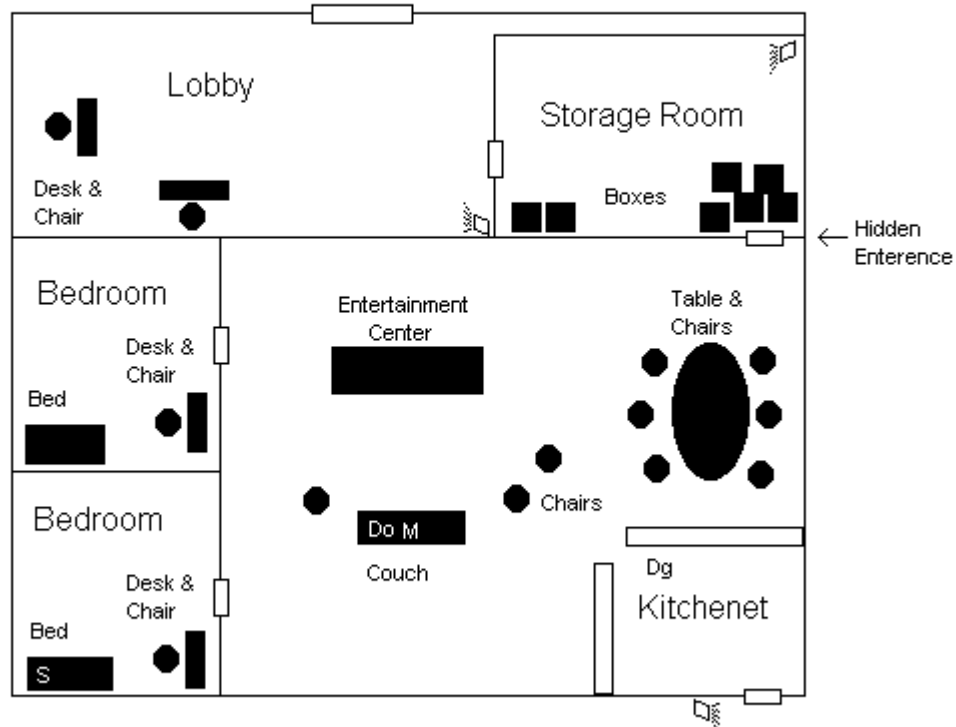
G = Mr. Yohan Gristov


Zx = Zombies

Xx = Corporate Security Guards

DM's Map

Travel Agency Hide Out



 = Moving Cameras that are played on the Entertainment system.

Do = Doa
Dg = Digger

M = Mask
S = Stinger