

Disappearing Act

A One-Round Shadowrun Virtual Seattle Tournament

by Stephen Gabriel

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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 module 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.

1.0 Introduction

The players are contacted by Claudia in the late hours of the work day, around 5 am. She has a Johnson who needs a quick job accomplished; the players have roughly about 12 to 14 hours to do a clean up operation. The players are to meet the Johnson at the U-Store-All just south of the airport.

1.1 Organization

This scenario is organized into separate encounters with each one broken into three parts: Word on the Street, Behind the Scenes, and Footwork. Word on the Street details what the characters will see when they enter the encounter. Behind the Scenes details what is actually going on in the encounter. Footwork outlines what the characters can uncover with some investigation. At the end of the scenario are a number of pages containing NPC statistics as well as game master and player handouts. The following list details the encounters in this scenario.

2.1 Storage Locker: The characters are in the storage locker after Herr Johnson has left.

2.2 Connections: The characters attempt to use contacts to gain information.

2.3 Bosch-Klein Plant: The characters physically drive by the plant.

2.4 Arthur: The characters use the data tap into the system.

2.5 Body Movement: The body of the dead runner is moved by truck to another location.

2.6 Lone Star 8th Precinct: The characters try to get the imprisoned runner out.

2.7 The Pit: The characters visit the missing runners' hang out.

2.8 The Old Place: The characters check out the old hiding place of the runners.

2.9 Ground: The characters find the new hiding place.

2.10 Drop Off: The characters drop off the runners with Herr Johnson.

2.11: Karma: The karma awards based on completion of the module.

2.1 Storage Locker

Word on the Street

Mr. Johnson is waiting for the players in unit 115. The unit is located in the second block of the third row of storage buildings, virtually in the center of the complex. There is no traffic when the players arrive at the site and the gate has been left open. The office is completely empty, and there are no parked vehicles in sight. Unit 115 is rather large and has both a man door and an overhead door. The man door is unlocked and there is no handle on the overhead door.

Inside, the unit measures 20 by 30 feet. A Mitsubishi Nightsky is parked in front of the overhead door. At the far end of the bay sit a small table and a chair, centered under the only working light in the room. An elderly gentleman sits at the table wearing an exquisitely tailored suit. He will greet them, asking them to come forward. The man appears to be in his late 50's or early 60's, stands 5'10" tall and has a strangely athletic build for someone his age. He is smoking old-fashioned tobacco cigarettes; the clouds of smoke trace exotic patterns in the air under the lamp.

He will introduce himself as Herr Johnson (Herr is the German word for Mr.), and his voice has a distinct German accent. Read the following out loud to the players:

"I have run into an embarrassing little situation. I had another team of runners, as you are called, perform a service for me. Unfortunately, a rather overzealous security supervisor caused some major difficulties and I find myself in the position of having to minimize my exposure. I will pay you 200,000¥ to locate the previous team and bring them to this location, alive. I will deduct 20,000¥ for each person that you do not return. You are to erase all traces of

these individuals that you can find. Because of the visibility of this incident, I must request that you be very discrete. I do not wish to hear about large open gun battles or blazing acts of sorcery! Versteh?"

Throughout his little speech, Herr Johnson will continue to puff on the cigarette. On his last sentence, he exhales quite sharply, exhaling a small lick of flame in addition to the smoke. Note: Versteh is the German word for understand.

Herr Johnson will provide them with a chip containing the street names of the runners, a description of the run they were to finish, what went wrong, and a little information on the site. See the **Player Handout**.

Herr Johnson will not front anyone any money for this run; payment will be received upon successful completion of the run. After completing his presentation, he will stand up, nod at the characters and get into the limousine. The overhead door will open and the car will pull out of the bay. After Herr Johnson gets in, the limo will drive away as the overhead door slowly grinds downward.

Any player character who assesses Herr Johnson will see the form of a Great Western Dragon superimposed over his human form. Herr Johnson will be aware of this immediately and will simply give that person a knowing stare and a wry smile. This is probably not something the characters really want to know, after all, it is never a good idea to trust a dragon.

Behind the Scenes

Herr Johnson is a European type Great Dragon who just happens to be linked to Saeder-Krupp. Herr Johnson needs to get operational information from one of the divisions in Seattle named Bosch-Klein, a manufacturer of personal entertainment units. Herr Johnson does not want to go through official channels, so he hired some runners to install a data tap and its associated software into the plant's mainframe.

Things went well until the runners tried to leave after encountering a suspicious guard. One runner was killed, a second was wounded and captured by Lone Star, and the remaining three escaped. Herr Johnson now needs to cover his tracks and wants the characters to do the clean up work. They need to locate the three runners who escaped, recover the body from Bosch-Klein and either get Lone Star to release or turn over the captured runner. In addition, there is information regarding the incident in the Bosch-Klein computer that will need to be erased.

Herr Johnson obviously wants to remain anonymous and will resist any attempts to control his mind, read thoughts, etc. In return, he will make sure whoever tried it is really friendly and gives him all of their magical items. This person will also try to convince the rest of the party to do this out of good

will. Claudia will have this person executed at the end of the adventure, as this type of activity is not permissible.

Footwork

Herr Johnson will provide the following information in addition to the list of names.

The original team was hired to implant "Arthur".

"Arthur" is an electronic backdoor system consisting of a hardware box that is connected to both the computer network and an outside line, and a software package that can be uploaded anywhere in the system.

"Arthur" appears to be active and the runners will be permitted to use it for the next 24 hours. The node is 251-52-49-666, the ID is "Arthur" and the password is "Merlin".

The runners are to do as little damage as possible to Bosch-Klein and its personnel other than erasing any files regarding the runners. If anybody looks at the table, they will find several cigarette butts in the ash trays--Herr Johnson smokes Marlboros.

2.2 Connections

Word on the Street

The characters may work through their listed contacts to locate the following information. Each category is broken out and each piece of information shows the attribute or skill to be tested against along with the required rolls. The characters must have an appropriate contact, such as a bartender for street etiquette, a salary man for corp, or a cop for legal etiquette. Feel free to hand out any information based on the result of good role-playing.

Footwork

Bosch-Klein

Street Etiquette, Target 4, 1 success: Bosch-Klein is a subsidiary of Saeder-Krupp. They make little gadgets like portable trids, Jack-man simsense players, and other consumer stuff.

Street Etiquette, Target 4, 2 successes: Some runners got trounced there last night. One's corpse is still inside and one guy got nabbed by Lone Star. The others went to ground.

Street Etiquette, Target 4, 4 successes: They've got a new head of security named Tana Bryte. She's real good and thorough, and her goons on night time are a couple notches up from the average.

Corp Etiquette, Target 4, 2 successes: Bosch-Klein hasn't been doing so well in the last two quarters and its likely somebody from Saeder-Krupp is going to start nosing around.

Street Etiquette, Target 4, 4 successes: Tana Bryte is an ex-corp wars sergeant, she led a recon team successfully for 8 years before the big guys pulled her out. She's really motivated to act in the best interests of the company-- a really loyal fragger.

Lone Star

Street Etiquette, Target 4, 2 successes: A squad picked up a wounded guy about 2 miles from Bosch-Klein; the guy had laid his motorcycle over and they thought he was drunk at first.

Street Etiquette, Target 4, 3 successes: Lone Star is negotiating extradition to Bosch-Klein for a runner that they picked up. Seems he was in a gun battle with Bosch-Klein guards before Lone Star picked him up. His name is Gutter.

Legal Etiquette, Target 4, 3 successes: The negotiations are being delayed by minor mishaps and misfiled paperwork, mostly on the part of Bosch-Klein. Their lawyers seem slightly inept.

The Runners

Street Etiquette, Target 4, 2 successes: Yeah, I heard they run together, sometimes you can find them in this bar in Renton, uh, I think it's called the Pit.

Street Etiquette, Target 4, 3 successes: Gutter was nailed by Lone Star after some action last night, they've got him posted at the 8th precinct, looks like he'll be extradited to Bosch-Klein.

Street Etiquette, Target 4, 4 successes: I heard they worked out of a basement flat under the drugstore at the corner of Division and First in Renton.

Saeder-Krupp

Street Etiquette, Target 3, 2 successes: A dragon named Lofwyr owns it; he's a real nasty brute, too.

Street Etiquette, Target 4, 3 successes: It's rumored that a bigwig from the Berlin office is nosing around the Seattle offices.

Corp. Etiquette, Target 4, 4 successes: Herr Zalthof has come from the Berlin office to check on Seattle functions.

Zalthof

Corp. Etiquette, Target 4, 4 successes: Zalthof is a trusted right-hand man for Lofwyr himself.

Magical Etiquette, Target 4, 6 successes: Zalthof is the identity commonly used by a greater European wyrm named Feuerstadt.

2.3 Bosch-Klein Plant

Word on the Street

The plant is located on the south side of Seattle in a large industrial park nestled in a valley. The surrounding area consists of empty fields with industrial plants scattered here and there. The Bosch-Klein plant is lost among the crowd. The administrative offices are located in a three-floor building at the front of the lot with the manufacturing buildings are located directly behind. The manufacturing buildings are enclosed within a 10' high fence topped with razor wire that starts at the back of the administrative building. There is a gate next to the administrative building which is controlled from inside the building. The main entrance is in front, flanked by a parking lot for the employees and visitors. There are no trees, bushes, or other buildings within a hundred feet and there are a number of surveillance cameras visible.

Behind the Scenes

The plant's first line of security is the open space around it, its second line is the cameras and fencing and the third line is its guards. The perimeter is constantly monitored and the guards are highly capable. Anyone may park in the lot and enter the building; they have a plant store with most products at about 50% off. The plant store is located to the left of the main entry and human resources is located to the right. The main security office is located behind the receptionist as is Tana Bryte's office.

This place is awake and alive with activity and anyone rolling a 2 or better on an intelligence check will realize that its going to be nearly impossible to do anything here during the day.

Footwork

Anyone who cares to pose as a reporter may speak to a human resources person about job opportunities (they are looking for night shift assembly workers and packagers); a marketing person regarding new products and features (enough to put a hyperactive child to sleep); or the head of security, Ms. Tana Bryte, regarding an incident that occurred here last night.

Tana will simply tell them that the matter is under investigation and that no information will be released

until after the investigation is complete to avoid corrupting evidence.

2.4 Arthur

Word on the Street

If one of the characters is able to deck in, then they may do so directly. Otherwise, they will have to use one of Claudia's deckers.

The entry into the system is child's play using the information given by Herr Johnson. After accessing the node and entering the ID and password, the characters are booted straight to a phantom in the CPU. They may browse any file they want, but any attempts to download, upload, alter or erase a file require a test using decking skill against a target of 8 with 3 successes required to complete the task.

Behind the Scenes

Arthur allows administrative monitoring, but resists uploads and file alterations as well as mass data downloads. The user can only look at very small file segments or browse and capture items related to a specific topic. In reality, the only things of interest are regarding the incident the night before.

Footwork

A search for incidents or disturbances or any of the runners names will bring up the incident reports, hand out **Player Handout #2**. A search on the transport route will result in the map on **Player Handout #3**. A search on the extradition will yield the header to the extradition file. The characters will need to download this (Decking skill plus pool vs. a target of 8, 2 successes required. Once downloaded, they will be able to pick up Gutter from Lone Star (The message is retrieved from the bad address file of the system, Tana has no idea the extradition is complete, they may even want to erase it.)

Incident Report 2037

At 11:01 PM, Officer Alonzo Gonzales noted that three of the cleaning crew were outside the area normally scheduled for cleaning at that time. The three people were found in the east basement stairwell; cleaning was scheduled on the third floor at this time. When questioned, it was determined that they did not possess valid identification and Officer Gonzales requested that they accompany him to the security office. Officer Gonzales was pronounced dead at the scene at 11:05 PM from a laceration to the throat. However, Officer Gonzales sounded a general alarm before dying.

The three members of the cleaning crew proceeded up the east stairwell and engaged Officers Martin and

Falstaff in gunfire. Officers Martin and Falstaff were subdued by the intruders by the use of tasers. One of the intruders was killed, a second was believed to have been wounded based on traces of blood in the east stairwell.

The remaining two intruders exited through the east stair well fire door and ran toward the street where a waiting van picked them up and drove off. Security personnel were unable to identify or follow the van.

The bodies of three regular cleaning crew members were found unconscious with tranq patches attached to them in the back of the cleaning van at the loading dock.

The body of the intruder is that of a male elf, 2.0 meters in height, 62 kilograms in weight, shaved head, green eyes, pale skin, dressed in a "Cleaning Lady" uniform. From blood stains on the fingers of his right hand it was deduced that this was the intruder responsible for the death of Officer Gonzales.

Officers were unable to locate any signs of tampering or any surveillance devices.

Security recordings indicate that the dead elf was called Creep and that the two that escaped were called Whip and Gutter. Gutter is described as a male ork, 2.2 meters tall, about 100 kilograms in weight with short black hair, yellow eyes, and mottled gray complexion. Gutter was carrying a taser and an H&K 227S. Whip was described as a female human, 1.5 meters tall, about 50 kilograms in weight with braided red hair, green eyes, and a fair complexion. All three were dressed in the blue coveralls of the Cleaning Lady Co.

Incident Report 2037, Addendum 1

The body of "Creep" will be moved to the Seattle area headquarters of Saeder-Krupp at 2:00 this afternoon pending request of the corporate officers. The reason cited for the transfer was that it was more economical to move the body to the mages for investigation than to have them drive out to Bosch-Klein. The movement will include the body and all personal belongings. The movement has been assigned to a van from the vehicle pool and the body will be escorted by two security personnel and a vehicle pool driver.

Incident Report 2037, Addendum 2

Lone Star has reported apprehension of a male ork matching the description of "Gutter". The ork was picked up by Lone Star officers after laying his motorcycle down on a public street. The officers originally believed the ork to be drunk but found that he had been wounded by a gunshot to the left thigh. The ork was treated at Seattle General Hospital and was then detained based on matching the description of "Gutter". Extradition will be sought pending verification of identity.

Incident Report 2037, Addendum 32

The ork in Lone Star custody has been matched to the description of “Gutter” and the bullet removed from his thigh matches the ballistics of Officer Martin’s weapon. Extradition is in progress.

2.5 Body Movement

Word on the Street

The easiest way to get the body back is to wait while it is in transit from Bosch-Klein to the Saeder-Krupp headquarters and intercept the vehicle. The vehicle is an unarmed and unarmored van with two security guards and a driver. The route typically taken is shown on **Player Handout #3**, which the characters may get access to through “Arthur”.

Behind the Scenes

The two security guards, (see the stats in the **NPC section**), are not expecting anything to happen. After all, who would want to steal a dead body? The driver is just some unfortunate chummer without a brave bone in his body. Anything the players try will force the van to a complete halt and the driver will simply put his hands on the ceiling and refuse to drive. The two guards will jump from the van aggressively unless they see a lot of opposition, then they will drop their guns and surrender.

Footwork

Inside the van are two body bags and a large duffel bag marked “EVIDENCE”. One bag contains Creep, the other contains Alonzo Gonzales, but which is which? The large duffel contains Creeps clothing and equipment. The guards are wearing armored jackets and carrying H&K 227 with standard ammunition. The van is traceable, would be difficult to resell, and would displease Herr Johnson if the van disappeared entirely. However, it could probably be borrowed for a while if need be.

2.6 Lone Star 8th Precinct

Word on the Street

The 8th precinct station is located in southern metropolitan Seattle and looks like most other police stations, an armed bunker. The entrance is sunk into the front of the building and all visitors must pass through sensors just to enter the secure lobby. Inside the lobby is a long row of armored windows with uniformed Lone Star Officers there to serve the public. Most transactions are filed here and they accept most major cred sticks.

Behind the Scenes

Obviously, raiding a police station is not a good idea, however they can get Gutter by one of several ways. The first and easiest way is to get the release information from “Arthur”. The second way is to use a contact inside Lone Star to alter the charges to a misdemeanor and the characters can pay the 5000¥ fine along with about 2000¥ for a bribe and get Gutter out. They can also pay some lawyer about 10000¥ and get a quick release for him with no additional fine. A network assault would be as suicidal as a frontal assault on the station and Lone Star will trace to the location of the decker and come after him.

Once they have Gutter released, they will have to convince him of their intentions. If they can get him to trust them, then he will take them to the hang out, he doesn’t know where the alternate place is. Gutter usually goes into the orkish underground to hide. Key points in convincing Gutter to trust them is a description of Herr Johnson and showing him the corpse of Creep.

Footwork

There is not much to learn here unless they go in totally dumb and talk to a Lone Star Officer. The Officer at the window will be able to tell them that Gutter is up for extradition to Bosch-Klein and that they are just waiting for a pick up. He will also let drop that Lone Star is a business and operates on profits, so the characters could contact a local attorney and get him sprung for 8-10000¥. Sorry, they can’t release him without proper paperwork and the desk people aren’t going to take bribe money, too many cameras watching them.

2.7 The Pit

Word on the Street

The Pit appears to be a derelict bar located at the edge of the Barrens in the basement of an old four-floor walk up. Old neon beer signs light up the windows, their black backings barring any view of the inside, their constant buzz and crackle adding to the generally rundown atmosphere of the place. Inside the place smells of stale beer, bad wine and yesterdays cigarettes. Surprisingly, the clientele seems to be rather clean, mostly “businessmen”, some human, some not. The bartender sizes the characters up as they enter and so do most of the rest of the crowd. The bulges of weapons and armor are very obvious.

Behind the Scenes

The Pit is a sort of freelancers bar where runners who are not normally connected with a group or a fixer can go to make contacts and get work. The place is full

of mostly street samurai and this will be very obvious to the characters. There are several people who know the runners in question and they will be willing to deal some information based on the offer.

Footwork

Bartender: I know dem folks, dey comes in here all da time. Vic knose dem better. Maybe you should talk to Vic. (The bartender will motion to a large troll languishing in a booth.)

Vic(speaks with a British accent): Right, I know the blokes, heard they had a rough break last night. Who did you say you work for? If the characters answer they work for the same person, Vic will ask, “What does he smoke?” If the characters looked around the storage locker, they will know he smokes Marlboro’s. Vic will tell them that they have a hangout two blocks south under the old druggist (pharmacy).

Slim Willie (A very skinny elf with a southern twang): Well if y’all wanna know where they stay then y’all better start talking money. Willie will sell the same info for about 500¥.

2.8 The Old Place

Word on the Street

The old pharmacy sits vacant, its windows covered with corrugated steel welded to the window frames. The neighborhood is generally quiet, a few people walking around, some kids playing baseball with a stick and a golf ball in the street. Nobody appears to take notice when the characters enter the building. The apartment in question is accessed by the stairs at the front entrance and is located in the basement. The door is locked and it sounds quiet inside.

Behind the Scenes

Inside the apartment are three bounty hunters bent on making some money off the mistakes of the runners. They will mistake the characters as the people they are after and they are just as happy to take in corpses as live people. See the stats for Bounty Hunters in the **NPC section**. All three will be concealed in the main room of the apartment where the entrance is visible. They will let at least two people in before they jump up and start firing.

In the apartment there is a young girl looking frightened. The girl will try and flee, but she’s only eight and will be easy to catch. This is Glowboy’s daughter, Sara, she’s just trying to find her daddy. If they talk nicely to her, she may tell them about the other place, if they’re really sweet, she will show them. Alternately, a good shaman could summon a spirit and

use Sara as a link to find Glowboy, although this would definitely tip off Glowboy about company being on the way. The target number to find Glowboy is 5 using the force of the spirit with a seek time of 2 hours divided by the number of successes.

The bounty hunter mage is not in the room so anyone who scouts astrally will notice the ambush without difficulty.

Footwork

The bounty hunters aren’t up for dealing with words, they would rather deal with bullets. They do have nice equipment and some spare creds on them.

2.9 Ground

Word on the Street

The runners have gone to ground in Benz’s secondary garage, a two-car unit in an alley about 3 miles from their normal hang out. The building is a free standing concrete block structure with metal overhead doors and a side entrance. All of the windows have been covered and the lock on the side door is definitely above average. The area is similar to the other neighborhood and nobody seems to care about the characters’ activities.

Behind the Scenes

The runners will be waiting for trouble if a shaman used a spirit to find them, otherwise they will be a little surprised that someone found them. If Glowboy sees Sara with the party or they mention that they have her with them, Glowboy will step out with his hands clear of his body and ask to negotiate. The runners will be untrusting of the characters and will require proof that they are on their side. Once it is plain that they are not a threat, the characters will be allowed into the garage to decide what needs to be done next.

Unfortunately, the Bounty Hunters haven’t given up yet. But, unfortunately for the bounty hunters, they’ve underestimated how many people are in the garage. This time, though, the bounty hunters have a mage with them. They will attack once the characters begin emerging from the garage. There are two bounty hunters stationed two garages away in both directions. The mage is off to the left as the characters face the alley and he will begin with a powerbolt to the most powerful looking character of the first three in the alley. The others will then spring from cover and begin firing.

Footwork

The Bounty Hunters were awful nice enough to leave such nice equipment just lying around. The runners are aware that they are working for a dragon

under the employ of Saeder-Krupp. They're not too sad about the loss of Creep, his name says it all.

- +1 to any character that comes up with an idea that gets the team out of a tough spot.
- +1 to any character for outstanding role-playing ability that obviated the need for a roll.

2.10 Drop Off

Word on the Street

Herr Johnson is waiting as you arrive, he surveys the runners to make sure all is okay. He will be genuinely pleased if all five runners are accounted for. Herr Johnson will then express what a pleasure it was doing business with the characters and he will toss a credstick to them. He will then get in his limo and drive off, instructing the runners to follow him and bidding the characters good bye.

If the characters engaged in combat with and killed any of the Bosch-Klein personnel then he will chide them for their carelessness and inability to follow instructions. Herr Johnson could care less about the Bounty Hunters.

Herr Johnson will pay the sum of 200000¥ minus 20000¥ for each runner not accounted for and for each Bosch-Klein personnel killed or wounded.

2.11: Karma

The maximum karma award to any character for this scenario is 12 points (7 to 10 would be average). The karma award is split into Group Karma and Individual Karma. Group Karma is based on the group's completion of the mission and Individual Karma is based on outstanding performance by individual characters.

Good Karma

The total of this category is awarded as a base and is given to each character. Any member of Tyger's Tail magical group must subtract 1 from the Karma awarded.

- +1 for survival.
- +1 for no unnecessary killing, this includes not killing the bounty hunters in **Encounter 2.8**.
- +1 for each runner returned to Herr Johnson for a total of up to 5.
- +1 if the characters erased the reports and extradition papers from "Arthur"
- +1 if the characters do not kill or injure any Bosch-Klein personnel.

Individual Karma

- +1 to any character that exhibited extreme bravery at their own expense (such as diving in front of someone to take a bullet).

3.00 NPCs

Bosch-Klein Security Guard/Lone Star Cops

Bod 4

Qui 4

Str 4

Cha 4

Int 4

Wil 4

Init 4+1d6

Threat 4

Gear: H&K MP5, Armor Jacket(5/3)

Skills: H&K MP5(7), Unarmed Combat(7), Athletics(4)

Bounty Hunters

Bod 5

Qui 4

Str 6

Cha 2

Int 3

Wil 4

Initiative 5+2d6

Threat 5

Gear: AK-97, Heavy Armor(6/4), Black coveralls, radio headset with encrypt 6, stun baton.

Cyberware: Wired Reflexes 1, Cybereyes with lowlight, Smart Link

Skills: Firearms(7), Armed Combat(8), Athletics(3), Stealth(4)

Bounty Hunter Mage

Bod 2(4)

Qui 4

Str 2

Cha 2

Int 5

Will 5

Magic 5(7)

Initiative 4+2d6

Threat 6

Gear: Heavy Armor(6/4), Black coveralls, radio headset with encrypt 6, Power Focus 2, Spell Lock(Increased Reflexes 1), Spell Lock(Armor 4 successes)

Skills: Sorcery(7), Conjuring(4)

Spells: Manaball(4), Manabolt(4), Powerbolt(4), Stunbolt(4), Armor(4), Increase Reaction(2), Detect Enemies(3)

3.10 Players Handout #1

Name: Benz

Race: Dwarf

Sex: Female

Description: height of 1.3 meters, weight of 71 kilograms, dark brown hair, brown eyes, dark skin, dressed in military issue jumpsuit and baseball cap

Believed to be a rigger.

Name: Creep

Race: Elf

Sex: Male

Description: height of 2.0 meters, weight of 62 kilograms, shaved head, green eyes, pale skin, dressed in black leathers adorned with safety pins and chains

Known to be a physical adept.

Name: Glowboy

Race: Human

Sex: Male

Description: height of 1.8 meters, weight of 53 kilograms, long black hair, brown eyes, tanned skin, dressed in trenchcoat, T-shirt and jeans

Known to be a mage.

Name: Gutter

Race: Ork

Sex: Male

Description: height of 2.2 meters, weight of 107 kilograms, short black hair, yellow eyes, mottled gray skin, dressed in black military fatigues and a red beret

Believed to be a Street Samurai

Name: Whip

Race: Human

Sex: Female

Description: height of 1.6 meters, weight of 47 kilograms, long red hair, green eyes, pale skin, dressed in close fitting black suit with armored inserts.

Believed to be a Street Samurai

Players Handout #2

Incident Report 2037

At 11:01 PM, Officer Alonzo Gonzales noted that three cleaning crew were outside the area normally scheduled for cleaning at that time. The three people were found in the east basement stairwell, cleaning was scheduled on the third floor at this time. When questioned, it was determined that they did not possess valid identification and Officer Gonzales requested that they accompany him to the security office. Officer Gonzales was pronounced dead at the scene at 11:05 PM from a laceration to the throat. Officer Gonzales sounded a general alarm before dying.

The three cleaning crew went up the east stairwell and engaged Officers Martin and Falstaff in gunfire. Officers Martin and Falstaff were subdued by the intruders by the use of tasers and a neural whip. One of the intruders was killed, a second was believed to have been wounded based on traces of blood in the east stairwell.

The remaining two intruders exited through the east stair well fire door and ran toward the street where a waiting van picked them up and drove off. Security personnel were unable to identify or follow the van.

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The body of the intruder is that of a male elf, 2.0 meters in height, 62 kilograms in weight, shaved head, green eyes, pale skin, dressed in black leathers adorned with safety pins and chains. From blood stains on the fingers of his right hand it was deduced that this was the intruder responsible for the death of Officer Gonzales.

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Security recordings indicate that the dead elf was called Creep and that the two that escaped

were called Whip and Gutter. Gutter is described as a male ork, 2.2 meters tall, about 100 kilograms in weight with short black hair, yellow eyes, and mottled gray complexion. Gutter was carrying a taser and an H&K 227S. Whip was described as a female human, 1.5 meters tall, about 50 kilograms in weight with braided red hair, green eyes, and a fair complexion. All three were dressed in the blue coveralls of the Cleaning Lady Co.

Incident Report 2037, Addendum 1

The body of “Creep” will be moved to the Seattle area headquarters of Saeder-Krupp at 2:00 this afternoon pending request of the corporate officers. The reason cited for the transfer was that it was more economical to move the body to the mages for investigation than to have them drive out to Bosch-Klein. The movement will include the body and all personal belongings. The movement has been assigned to a van from the vehicle pool and the body will be escorted by two security personnel and a vehicle pool driver.

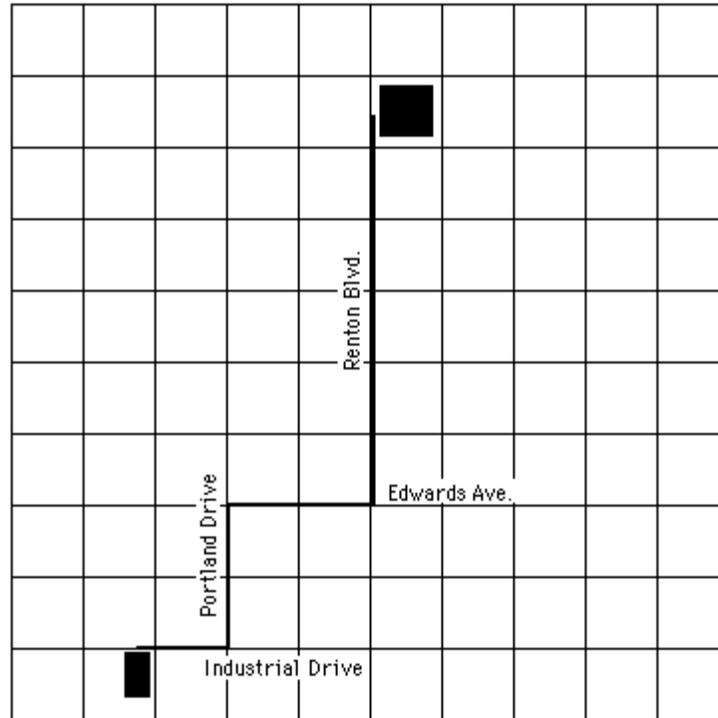
Incident Report 2037, Addendum 2

Lone Star has reported apprehension of a male ork matching the description of “Gutter”. The ork was picked up by Lone Star officers after laying his motorcycle down on a public street. The officers originally believed the ork to be drunk but found that he had been wounded by a gunshot to the left thigh. The ork was treated at Seattle General Hospital and was then detained based on matching the description of “Gutter”. Extradition will be sought based on verification of identity.

Incident Report 2037, Addendum 2

The ork in Lone Star custody has been matched to the description of “Gutter” and the bullet removed from his thigh matches the ballistics of Officer Martin’s weapon. Extradition is in process.

Players Handout #3



Courier Route Instructions

From: Bosch-Klein Industrial Complex

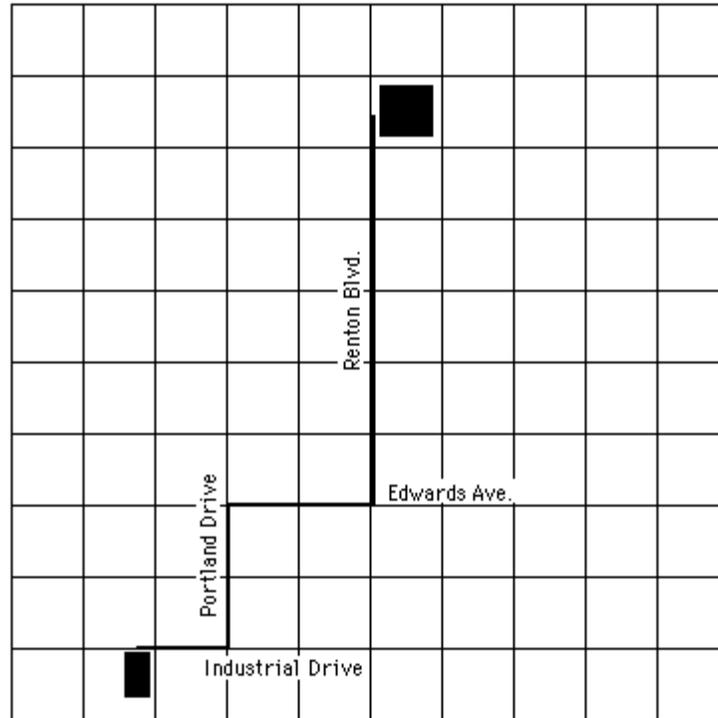
To: Saeder-Krupp Seattle Headquarters

Purpose: Conveyance of Evidence in support of Incident Report 2037

Instructions

1. Exit Bosch-Klein Industrial Complex turning right on to Industrial Drive.
2. Turn left at the intersection with Portland Drive.
3. Turn right at the intersection of Edwards Ave.
4. Turn left at the intersection of Renton Blvd.
5. Turn right into underground parking access of Saeder-Krupp Tower.

Game Master's Handout #3



This key details the streets of the route in case the characters decide to check them out for ambushing the van.

1. Industrial drive is an industrial truck route with two lanes of traffic and one lane of parking in each direction. The streets are wide open with all of the buildings set back from the street. There are no cars parked on the street despite the parking zones.

2. Portland Drive is a residential and commercial street with two lanes of traffic and parking in each direction. The streets are heavily travelled and parked solid on both sides. There are Lone Star vehicles on the streets spaced every couple of blocks.

3. Edwards Avenue is a residential side street with one lane of traffic and parking in each direction. The street is narrow enough that one car would have to pull to the side in order for another to pass it. A group of kids is playing ball in the street. Obviously the best point for an ambush.

4. Renton Blvd has three lanes of traffic with parking in each direction and a central island that is 4 meters wide.