

CYBER GENERATION



NAGA CAMPAIGN

Skeletal Closets

1.1 Credit Where Credit is Due

FIRESTORMINK.

**R. TALSORIAN
GAMES, INC.**

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INTRODUCTION

Welcome to our NAGA campaign

Thanks for picking up this NAGA module for our ongoing campaign called Skeletal Closets. This is the first in a 30 module campaign that we've got mapped out that will affect what happens in the CyberGeneration world.

When Vinny, from double exposure (www.dexpo-
sure.com), came up to us and asked us to include
CyberGeneration in NAGA we were thrilled. This
would be a great way to get some stories out for
our adoring fans *cough cough* that we thought
would be cool, but wouldn't really fit into a typical
sourcebook. Well, that was the original idea, it
morphed into something far greater than that and
instead of isolated stories we've got a cohesive
campaign that's going to be a while in resolving
leaving lots of room for strange and cool things to
be happening.

Just a note before hand so you can understand
what we're trying to do. If you see text that is *itali-
cized* then that's text that you should read to your
players. If you see text that's **bolded** then that's
something you as the GM should pay attention to.
If something is both ***italicized and bolded*** then
it's something that the players should be told, and
it's important that they know it.

Plain old boring text? That's just me rambling.

So, take up these pages and get ready to start
digging through people's closets because these
skulls need to be aired.

Jonathan Lavallee
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INTRODUCTION

Welcome to our NAGA campaign

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CHAPTER 1

Now for a beginning this is going to be pretty generic. You should decide if your players are going to be together in a safe house, or still undercover at home. That's the first thing you have to pick. Remember, this is designed to be run at conventions with little to no prep time, if you've got a group of people who have been playing Gen for a while then ignore this and stick to what you've been doing.

Suit this to fit where your players are. If they're at home, or at a safe house, then you can lead off with the *Indoors*. If they're outside, or not in a cohesive group then use the *Outdoors* text. Whatever works best for maximum effect. We're going to give you a few descriptions to fit a few different situations. Pick one that suits you best, or just make a segue up. As long as it leads to the following information.

"This is Elsa Levi with a Net 54 news special report."

They cut to a commercial spot with Elsa's face in the upper left corner while the add blares, "Net 54 news special report brought to you by the makers of ice cold SC Caf, the only cold soycaf you'd want to drink." The commercial ends as Elsa's face takes up the whole screen.

"Earlier today, Net 54 roving crews caught an attempted assassination of Yorinobu Arasaka, the often maligned younger brother of Arasaka American operations president Kei Arasaka, earlier today near the recently renovated New Harbour Mallplex. Yorinobu, the leader of one of the fastest growing defense companies used to run the Steel Dragons a local gang but instead he has used his contacts and compatriots to build a cadre of crack defenders who have been known to take the tough assignments and come out on the other side with little wear and tear. No one knows for sure who was behind this assassination attempt; none of the regular groups have come forwards to claim responsibility for this attack. However, authorities believe it was part of a newer terrorist group who are fighting for

We did What?

Indoors

You and you goboys and girls are all sitting around passing time by trying to find if there is anything on the 500+ channels so wonderfully given to you by the powers that be. As per usual, nothing interesting is on. It's all the same old crap hashed out again and again. You can only see so many survival shows, lawyer shows, sit-coms, and adventurous mutant hunter teams before they all blur into that annoying buzz that is television. All of a sudden the channel that you've stopped on cuts out and is replaced with the sight of Elsa Levi, Net 54's nighttime anchor ...

Outdoors

Someone had to go get some snacks, sucks that you picked the longest straw and had to make the trek with a few of your compatriots, nobody walks the streets alone in Night City even in broad daylight. Thankfully you're on your way back with nothing bad to report other than the soy chips only came in sour cream and onion and not the barbecue that everyone wanted. You turn the corner to walk down the street towards where everyone is when out of nowhere a virtual report pops up taking over all the streets and any billboard space, in case your neck was locked at a 65 degree angle. The face of Elsa Levi, a looker but really into the corpsicle world, begins her newscast ...

the rights of carriers of the Carbon Plague.

Yorinobu Arasaka gave no statement after the attack and the authorities, other than they feel that this new group is a dangerous and idiot group as all those who are victims of this deadly disease die within weeks of contracting the disease as well as are merely placing all those around them in jeopardy. They also state that any terrorist members who wish to put themselves forwards for voluntary quarantine will be treated with the most care that the CDC can give them. To repeat, earlier today there was an assassination attempt on Yorinobu Arasaka accredited to unknown terrorist with a probably slant towards the Carbon Plague carriers. We will update you as soon as we get more information. This is Net 54 news, and remember, if it isn't Net 54 ... it isn't news."

If the players want to cut this off and change the channel let them. This has some information on there as well as a good example of the ISA's propaganda machine. Vidiots should be drooling over this kind of material. The point of this was that it is meant to galvanize this cell into action. However, if they don't feel the need to do something about this then you have a few prods you can use to get them moving.

Prod 1: Edgerunner in the group

This option only works if you have an Edgerunner in the group. **Have he or she roll their Experience with an easy (10) difficulty.** If they succeed then you can give them the following history about Yorinobu Arasaka.

Read this to your Edgerunner if they succeed at their roll:

You remember from the early years when Yorinobu was a hard ass biker gang leader, the Steel Something or others. He was always trying to take on big brother and his old man whenever he had the opportunity, hated them for what they were doing and wanted to see them fall down, hard. He was always dodging as-



sassination squads then, not a lot of love lost in that family or they just took business seriously. Though, you do have to wonder if old habits die hard and now instead of punking it out to get back at his family, he's decided to hit them where it hurts, in their own turf. Just as quickly you wonder if they aren't above sending out another hit squad to take out their wayward. Maybe they should check it out, it could lead to something in the future for the Cabal.

Prod 2: The Eden Cabal

If no one seems particularly motivated to do anything about this, they need a swift kick in the motivator by someone in the Eden Cabal. Because we like her so much we're going to let you use **Spider Murphy** as your contact with the characters. She's pretty no nonsense, and has developed a smoking habit over the years of stressing out over Rache Bartmoss and now the Eden Cabal.

A couple of hours after the newscast, and doing whatever it is you wanted to do in that time, you get a message encoded right from the Eden Cabal. You open it as soon as you can and this rather attractive, well for an old gal, woman in her mid 40's fill up the v-term screen and start at you:

"What do you think you're doing sitting around? This isn't some sort of cruise you punks are on. Now get up, we've got a job for you. Someone sent a hit after Yorinobu Arasaka and it's being blamed on the Cabal. Last thing we need is that sort of bad opinion spreading. I need you jupes to go uncover who ordered this hit against him, and expose them to the public.

We don't have any solid leads yet, but I do know this- Yorinobu is the naughty boy of the Arasaka family, and more than once they tried to dust him. Might be them, or another security company trying to clear up the playing field a bit so don't be using me a source in non of your homework, got it?

*One more thing before you whine out into the great blue yonder. **Because of this recent 'scene', CorpSec's taken the opportunity to get a bit more frisky than usual, so keep a low profile and don't expect much help.** They'll take any excuse to bring out anything they can against us, and this is a perfect time for another sweep. **They've also got ALMO all over the net making sure that nothing 'critical to national security' gets swapped between the fingers of any Wizard of old cowboy out there.** Ice is flowing fast and hard so be doubly careful on the net, it's harder to hide. So get your behinds out there and maybe we can start something. Oh! And so you don't think I'm not totally without heart ... good luck."*



CHAPTER 2

Feet on the Street

Now you can't have them sit there and expect everything to flow to them. Like any old fashioned detective they've got to go looking for information. Here are some possible places where they can get some information.

One: Yogangs

They've got friends, right? Let them use them. If they use the pre-generated characters then there will be a list of contacts on there that they can get a hold of, if not you can make up some NPC's on the spot. What we'll do is give you a list of yogangs that might have information on what happened. If they don't ask, or have that contact, then you don't have to worry about it. We also have written down the chance that this contact in question will have known about this information. Roll just 1d10 to find out if they know. Don't worry about having the players get all of the boded information, only one or two should get them going.

You can also vary the time it takes for them to get this information, since it's been pretty recent it shouldn't take more than 4 hours to get. It's hot stuff and no one has been around trying to keep things quiet, yet.

Mallbrats, 100%: *There's a creepy guy down at the New Harbour Mall has been meeting some shady people. Screw that, idiot's been meeting shady people forever, they've just been more frequent as of late. It's the latest buzz around circles, they New Harbour people want him out, he cramps their style too much.*

Guardians, 50%: *There was an APB put out for a Jackson Smitts twenty minutes after Yorinobu was almost geeked. Don't know if it's worth looking into, but they know who he is so he probably has at least a criminal SIN.*

Vidiots, 70%: *I was right there at the scene! Dude, got some great footage of this guy in the shadows with a long rifle. Thought he could get away but my camera spied him out good, wanna pic'? It'll cost ya 10 EB. (Picture is of a large Native Man, clean shaven with short cropped black hair).*

Rod, 80%: *So I heard Yorinobu was busy trying to get some of the yogangs in the area to start working with him. Not for him, he had some kind of deal going down where he just wanted to know what the Boys in Black were up to. Straight info for cash deal, I mean guy's got a history of taking nothing from the corps so we figure he's straightedge, you know? Something we can use to take on the machine, one huge cog at a time yo'.*

MegaViolent, 50%: *Hey, yeah. There's this guy working at some sort of CompuHut, can't remember where though, got chased out pretty quickly. Skeezy kinda guy, like a MallBrat mixed with a Squat with a corpse's mental, you know? Made my skin crawl and stuff, which ain't easy. Said he was looking for some muscle to teach someone a lesson, I'm more into random stuff than lessons.*

Speaking of which ... (Megs and friends may attack the PC's or you can make it a bit of a joke to throw them off. Whatever you want, really, just tailor it to the group.)

Any Other Young, 20%: *My bro, he's one of those new Corpsicles, you know the ones not on loan from some crazy corp, and the clean up job was kinda spotty. It helps that he speaks Japanese, they make you learn at least one other language in Corp Cop school, but they weren't as thorough as they should have been, and my bro got in deep by asking why.*

Two: Witnesses

Another area that the PC's might want to sift for information is the site itself. There are a bunch of people on the street -- food vendors, shop owners -- who are witnesses to the shooting that happened not that long ago. There is one problem, not many people saw what went on. It happened quickly and inside a corporate zone so the players are not going to get anything out of these witnesses. If the players decide to do this route let them sit around for a bit and maybe pick up some of the following bits of information. From random people.

- "It was so crazy, with that shot going off, I thought I was in a movie for a second."
- "I wanna talk to my lawyer if you're gonna be asking questions!"
- "I could have sworn I heard an AV taking off."
- "Why are you kids asking this again?"
- **"I know that all the commotion was that way, but the bullet must have come from the other direction."**
- "Well, Betty, she's the new intern at the water cooler -- nothing special and not a brain in her head if you know what I mean, said that she ..."
- **"I saw a man, dark skin, dark hair, real native American fellow, walk out of that building over there with a suitcase. Moved really quick too."**
- **"Every officer was speaking Japanese to each other, perfect English to me though."**

Below is a map of the site where the shoot-

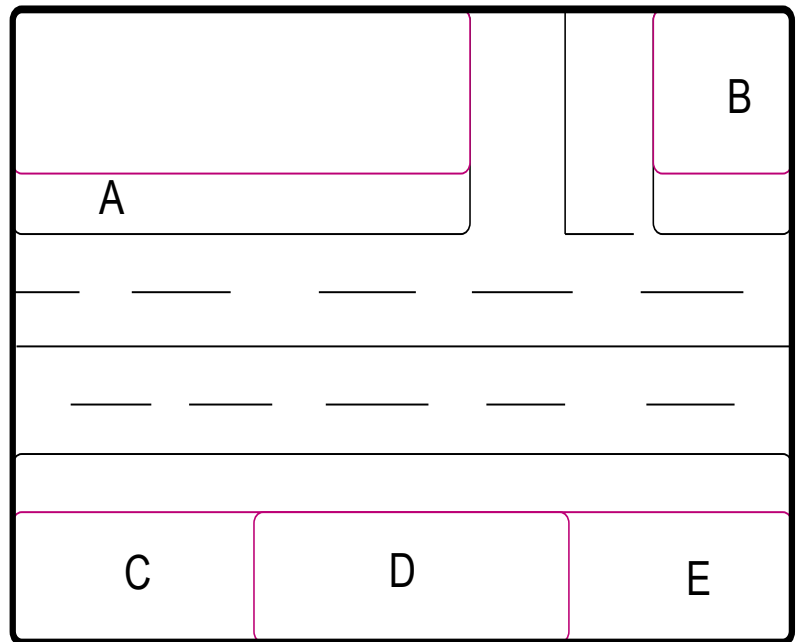
ing took place. Here's a breakdown of what went where.

A: *This is where the bullet landed, the hole in the cement visible to the naked eye. You can still see the old CorpSec security tape torn and hanging from the side of the building. Everyone is giving this spot a lot of space.*

B: *This is the building from across the way that someone might mention. Only read this description if you've handed out the fact that the bullet probably came from here or one of your players figures it out.*

You see the tall business center from across the street has a few opened windows in the early August heat. It's the perfect spot for the bullet to have come from and you're sure that the Corp Goons would have thought of it too.

C: *This is Megan's Flower Shop. This storefront has a large glass window, perfect for seeing what happened during the shooting.*



D: *Cool's Convenience: This Convenience store doubles as a eatery serving the best in pre-packaged food this side of Night City. Not many people here, but the clerk always has a clear line of sight to the street, safety precautions after all.*

E: *First Bank of Militech: A bank with heavily shaded windows. Not much would get through here, either bullets or sight.*

Ideally, your players will want to search the different buildings. We're not going to give you maps for the because that's where they should get their random bits of information.

If they search B, then you can read them this description:

You see a basic office interior, and it keeps with the same theme



no matter what floor you check out. Though there is one floor, the 6th, that seems to be in a greater state of disarray than the others. Almost as if someone has been through here already and tried to make it look normal again.

Now if the characters check the 6th floor any more then you should have them make get a clue rolls. If they roll a Difficult (20) Get a Clue or an Average (15) Scrounge check they can find a business card in the bathroom, it's got "black job" written on the back. The business card for Roger Barbett, business machine consultant for Sourcing in the New Harbour Mall.

Three: The Net

Your characters can attempt to run the net but AIMO is out in force. There is a 50% chance that the players will run into one, even if they aren't doing anything suspicious. At this point in time there's really nothing for them to find unless they feel like taking a crack at CorpSec's datafort with all this crazy security running around.

If they do, feel free to let them have it. Any one crazy enough to try should get spanked really, really hard.

CHAPTER 2

behind Door Number ...

Option One: Meet the barbett

The scene is set in the New Harbour Mall, if the players have gone through one of the two paths (or basically asked anyone) then they should have gotten the information they need. If they only got one or two pieces then you can supply them in here. There is one small problem there are three different tech shops all located in different parts of the mall. You can give them this information if one of your players is smart enough to check the directory.

The three stores are:

Techno Hut – Level 1 – East End

Sourcing – Level 3 – West End

Virtual Video – Level 5 – North End

Barbett works at Sourcing which we've also highlighted above. Now, unless the players managed to get the business card they're going to have to go searching each of these locations. When they leave one store to go to another store hit them with a random encounter in the mall. We've provided a few for you below.

1. **Mallbrats:** You're on their turf, and you're new. That means fresh meat, be prepared to be looked at because of your clothes, or your hair style, and if they find you lacking you'll hear whispers up and down the mall about how stupid and lame the characters are. Also a few Mallers will try to sell the players some defected gear, or swipe what they have on them. This shouldn't be all at once, just enough to keep the players on a kind of edge.

2. **Guardians:** If the players are new to the mall they're going to be raising flags for those who are looking for trouble. Doubly so if you've got any Goths, GoGangers or Mega-Violents in your group. They may shadow the group, again making for the paranoia, and spring on them if they do something suspicious. Or they can confront the characters outright and have them demand to know what they're doing here.

3. **ArcoRunners:** They need the players help in cleaning out their passages. Mall Security has decided to deal with a few of their tunnels and passageways by leaving a few of their own traps for the Arco's to deal with. Do you have time to help them clear out what could possibly be dangerous traps? Or are you going to annoy a group of yongangers looking for help.

Note, these are examples. If you want to come up with your own encounters as they try to find the right electronics store then go right ahead, but these are the ones we felt would



work best.

When your players finally make it into Sourcing, read them the following text.

You walk into Sourcing: Elec-tronique Bou-tique and see a somewhat over-weight, balding man with two large wet spots underneath his armpits even though the whole Mallplex is air conditioned in the august heat. He notices the group of you walking towards his store. You look like you're browsing, looking for that one piece of tech you need to finish your homework and he pointedly ignores you.

CAN I RUN THE NET NOW?

Yes, now's a good time to be running the net. Now you have some sort of lead into this place and the computer is right there. While the rest of the players are keeping Barbett busy he can run the computer, or they can wait until later and try to get some of the information off of the computer. There's only a few white IC programs, detection and the like, since there's nothing incredibly sensitive on this computer. It does do the payroll, but with no connection to the main office they don't feel the need to layer the ice.

The net of the computer is a huge computer chip with the circuits being the different areas. Most of them should just be games and stuff people do on their breaks. There is one room that has all the important information and in there the player will find Barbett's home address and phone number.

Barbett is an old fixer who wasn't good during the Cyberpunk era and has sunk to a position of customer service representative at the local Sourcing Electronics Boutique. It galls him that there are some juves who are his immediate superiors and because of that he doesn't respond well to anyone under the age of twenty asking him questions. He's gruff, terse and uncaring.

If the players want to get anything out of him it will take either a Difficult (20) Good Guy roll, or a N. Impossible (30) Fearless Leader roll. If you manage to pull one or the other, or even both, all he'll say is that some guy named Tanaka hired him to get someone to do a job. The only other thing he'll say is that he got some guy by the name of Jackson to do the job. He won't say what job it was, or anything else that will obviously incriminate him, and the players should be able to tell he isn't telling them the whole truth. If they don't automatically assume that he's lying to them, which shouldn't really be in doubt, you can give them the hint with an Average (15) Get A Clue roll.

Option One - A: barbett's Place

If they get the information from the Net, or from another source (such as the yoganngs that have harassed them) they can conceivably make it to Barbett's apartment while he's still at work. Or, if they follow him they can try to corner him or wait until he leaves for work tomorrow in order to ransack his place.

This is a good place for the GM to play up the yogangs that the PC's have run into in the mall. If you think they haven't been subtle enough, start sending Mall Security, which also happens to be CorpSec. Interesting how that works.

Here's the breakdown of Barbett's Apartment.

A: *You see a grimy door with the number 1815 above a card lock located next to the door.*

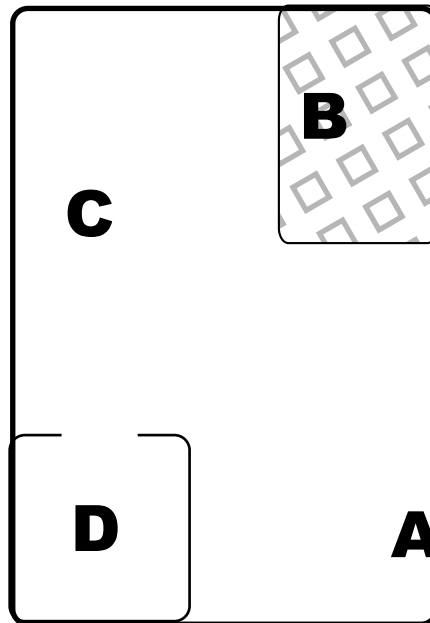
The front door to the apartment is locked with a simple card lock, a wizard or anyone with a smart decryptor can get in.

When the players get inside the apartment read the following description:

You wonder why the guy even bothered with the card lock. There's nothing here but junk a SMASH addict already has.

b: *The Kitchenette looks like it could use a good heavy duty industrial cleaner. Empty, half eaten pre-packs litter what little counterspace there is and the mould growing and some of the soy product is making anyone who comes near it slightly ill.*

C: *There is a desk and a blow up materess taking up the little space Barbett had left. There's a V-Term on the desk which has seen better days and a few pieces of crumpled up paper lying about.*



If the players look at the paper: **Two numbers written on a crumpled piece of paper on top of the desk.**



The first one is Tanaka's number, the second one is Jackson's number. Depending on what number they call they can go different ways to the same place.

If they make a V. Difficult Get A Clue (25): *You find a dirty gun underneath the airmatress. It's a medium autopistol (AR 5) and it is loaded. It has one clip and 5 bullets in the clip.*

EARLY ARRIVAL

Barbett may come home early because he hates his job. He'll find any excuse to get out of there, including made up ones. In fact there's a 50% chance that he'll find some reason to leave and go home, if the players take too long or ponder over what to do with the clue you can have him pop in and demand what the hell the characters are doing in his house. If he can he'll try to get to the autopistol underneath his mattress, if that fails or if the characters end up putting him at a huge disadvantage he'll run this speech by the players.

"Look, okay, fine ... the guy you're looking for is either Jackson or Tanaka. One of them ordered the hit, the other guy was the one who pulled the trigger. Jackson lives with his family just North of the the combat zone, along Jameson Avenue, and I have no idea how to get ahold of Tanaka, he got a hold of me."

If the players don't push much more, they'll not get another peep out of him. If they have some way to put a huge threat down immediately on him, like the autopistol, a big burley megaviolent threatening to castrate him, or a rad with a whole bunch of new dirt and the ability to use it, they'll get this extra tid bit of screaming from him.

"Okay, okay! Stop pushing! Tanaka's got an e-mail address. It's tanaka@RSakeStudios.com, he's got a drop box at The F1op House, Big Boy on Campus. That's it, I swear!"

This is really all he knows. The players can push for more, but nothing will come out. Other than a whine, whimper or cry of pain depending on how you push.

Option 2: Jackson

Jackson and his family, which is his nomad family so it's got quite

a lot more than his two kids, have taken over an abandoned building. There is a group of 4 Tribals guarding the door and while one is busy running up to inform the family the other

three will do their best to keep the players at the door until further information comes up.

TALKING TO JACKSON

Jackson is a large Native American man who has seen a lot go down, he hasn't totally given up on trying to fight the corps but he's still very much living in the past. If he finds out that the characters are from the Eden Cabal he acts just as suspicious as if they were corps, he only trust them slightly more than any authority figure.

Describe this to the players:

You walk up to the 5th floor of a 6 story building, the smell of old urine and smoke damage fill your lungs a you realize this place has been lying empty for a while save for the occasional wino with a crowbar he hadn't hawked yet for booze. You hear the sounds of a few people wandering around, not many, and a baby cry out for food. You enter a room and there's this Native American man sitting with his back turned slightly towards you and his gaze is kept towards the street. He has his hand on a large rifle and he doesn't look too concerned about the group of you standing there.

He takes a drag off of his cigar and asks, "So, what do you punks want?"

If the players approach the door menacingly, or ask too many dumb questions (Hey, does the guy who tried to shoot an Arasaka live here? counts as a dumb question) they're going to get a rude surprise as there is gun shots fired at them from an upper story window. This isn't a shoot to kill scenario, more of a make 'em dance feel.

If the players approach respectfully (yeah right) or carefully they may actually get up and get a chance to talk to Jackson. This is of course after the Tribals have gone through their questioning of the characters.

Examples: "So, what brings a bunch of concrete dwellers out here? Poluting or rumbling?"

"I think I might of heard of Jackson, what do you sleezy mud suckers want with someone like that?"

"So, who sent you?"

"Hey, cute chicka/chicko looking for something better than those steel humpers you've got next to you?"

Jackson will not give the players anything unless they give him something in return. This is what he'll take in exchange for information:

- Any foodstuff the players may have on them.

- A promise that they'll try to take Tanaka down.

- Any good gear they may have on them.

- Any offer to help them scrounge for anything they need.

An offer of any of these will get Jackson to talk to them, he may not trust the Cabal but the immediate needs of his family come first,

that's why he took the assassination job in the first place even though it went against his better judgement.



If he talks:

"Look, there's this guy named Barbett who hired me for the hit. He kept bragging about this guy named Tanaka who saw something in him, blah, blah, blah. Whatever. The real guy you want is Tanaka and I did some legwork on him. Turns out he works for the old Dragon. I got confirmation after the shot, I had to deal with an Arasaka hit squad, pegged two of 'em and ran off I did. Anyway, found out where he lived but security was too tight for someone like me walking in so if you wanna deal with him that's fine by me. He's over in a 're-acquired' part of the combat zone. It's about 2 clicks south of the Casino. New high rise, new research facility in room 2301, the hollyhock logo all over. Now get out of here 'punks I've got a family to take care of."

CHAPTER 3

The Man with the Plan

If the players came straight from Barbett's place then they can find Tanaka's address and apartment number (2301) from his phone number and e-mail address. If the players come from Jackson they'll hopefully have gotten the info they need from him.

Description of building:

Tanaka's building looks decidedly out of place. It's a tall steel and glass highrise new and pristine surrounded by a pit of broken buildings and half demolished structures. The high concrete wall surrounding the building has a front gate that is open in defiance of the surroundings.

The building's lobby has that "we just built this" smell mixed with the bright shininess of something that has just been put together. There is a consierge on duty sitting at her desk watching what are probably camera feeds, while two people seem to be working on the elevator.

The consierge will ask what the characters are doing there, they can give Tanaka's name (he hasn't left any instructions on not letting people up) and if they can give the right apartment number (again, 2301) then she'll let them through. She should be not too suspicious, this is just an Arasaka subsidiary so the average Joe doesn't know who's actually running the show. Heck, most of the employees don't know who they're really working for.

Two ways to get up, the stairs or the elevator.

Elevator:

You walk up to see two men currently working on the elevator. There is a virtual sign that floats all around them with the words "OUT OF SERVICE: ETA 30 minutes" scrolling through it.

Now, if the players want to wait for the elevator they can. **If they do then Tanaka will show up and probably go up the elevator with the players.** They probably won't know it's him, they don't have a picture after all, until they both try to go for the same door.

Stairs:

If the players decide to take the stairs, it is 23 floors after all so they might not, make them tired when they get up there. Well, those with low Jockstuff will be the one's breathing heavily. Here's a chart to help determine how much time they have depending on the group's Jockstuff and Move. Something to keep in mind while they case the joint.

Time left over after climb	
Avg.	Time remaining
1-2	10 min
3-4	15 min
5-6	18 min
7-8	22 min
8+	25 min

The legend for the map to Tanaka's place is strangely on the other page, with the map.



A: *The door is locked with another card lock. This time even a smart decryptor won't work on this lock. To get this lock to open will require a V. Difficult (25) Thiefstuff, a Difficult (20) Suburban Ninja, or you can just break it to set off silent alarms. Whatever works for your group.*

When you manage to get it open you see a dimly lit foyer that has a few pairs of shoes and a coat rack with a few ragged coats.

B: *This is what you're assuming is Tanaka's bedroom. It's got a small mattress with a single dresser. There are assorted images on the clothing receptacle, most of them are of a young Japanese male with different people. There's nothing but work clothes and a few ratty t-shirts in the drawers.*

C: *A rather large kitchen is found inside this apartment. There isn't much in it, a few unopened pre-packs (Yon-Gon Savoury Soy Loaf and Ichiban Sushied rice and stuff) which are still good but otherwise this is rather unremarkable.*

D: *There is a V-Term projecting from the largest blank wall. On it is playing news coverage of the assassination attempt on Net 54 News 24 hour service, but it's muted. There's a desk with an opened V-Term with a long of Kanji on it. Besides that there is an old fashioned paper rolodex.*

Reading Japanese requires a V. Difficult (25) Schoolin' check. Or a Wizard could get the V-Term to translate it with an Average (15) Arcane check. If they can manage to read what's typed you can read them this:

You finally get a grasp on what's being said and you begin to read the following e-mail that's still on Tanaka's computer.

Tanaka-san,

Do not be alarmed over the failure of your objective. We did not expect it to succeed. What troubles us is your inability to make sure that any loose threads are burned from the suit. Any further failure on your part will result in an immediate demotion and expulsion from your current residences back to the barracks for low paid employees.



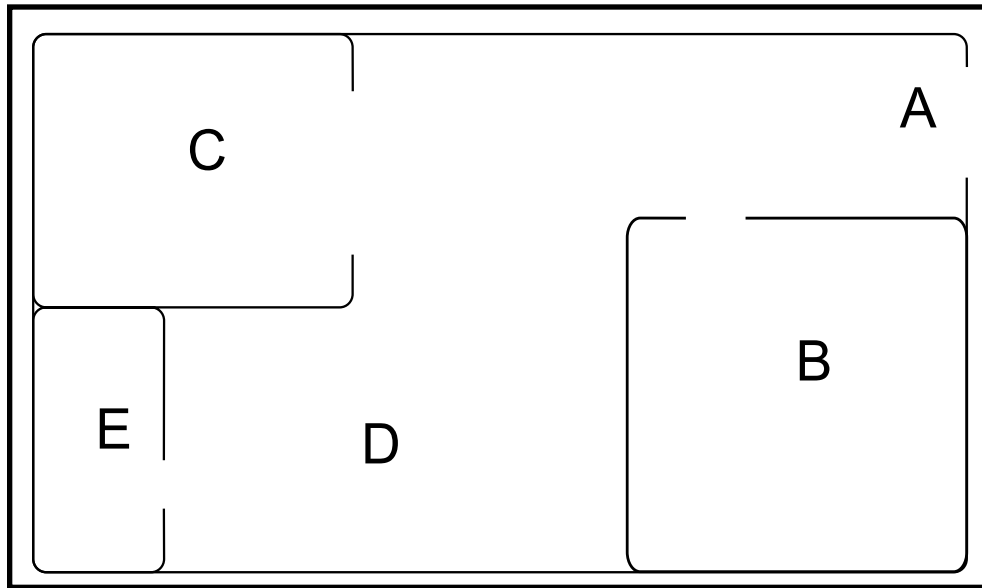
**Takashi-sensei
Office 701
Security Chief
RSake Studios**

There is another file found on Tanaka's desk-top.

E: *The Bathroom is a standard bachelor bathroom. Somewhat unclean, sparse with shaving cream and a razor in the corner. The shower actually has soap.*

Tanaka Arrives

If the players take too long then Tanaka can show up and surprise the players. Depending on how they entered the apartment they can get him in different Tanaka styles. If they managed to sneak in they get the surprised



Tanaka, ready for the jump to be dropped right on him. However, if the players bashed their way in then they've got armed and ready Tanaka who's been expecting his "demotion" who will then be surprised to find a bunch of punks in his apartment and ready for the jump to be dropped on him.

If the players show up with Tanaka, accidentally most likely, then they can try to get him to let them in so they can talk with a Difficult (20) Little Angel roll. If not, they can always go back to the old stand by of force. However, the quieter they do things the better.

Once inside with Tanaka the players can try to get him to talk. He knows that if he messes up any more he's going to be a witness that will need some silencing. If the players promise to help him get out of his situation he'll tell the players everything they need to know about Yorinobu's assassination and Takashi, the person assigned to organize the assassination.

If treated nicely read this speech:

"I am in great danger here.

If they threaten him he'll actually be harder to convince than without. He knows that his living quarters are being monitored 24 hours a day. If he puts up a good front he'll have something to go back to his superiors with to show his loyalty.

If the players place nice they have 5 minutes to get Tanaka out of his apartment before security arrives to "secure" the situation. Use the template at the end of the module for the guards that show up. Their main mission is to secure Tanaka, stopping people is secondary so the guards are more likely only take a few shot at them.

If they don't save Tanaka

Many things happen if they don't save Tanaka. One is that any information he had on his computer will be wiped in 20 minutes, so all those enterprising wizards will have to do their best to grab what info they can from his computer.

Tanaka from his apartment and bring him to a safe house (which he'll insist upon), he'll be dead within an hour and all the required data will be purged from the system. It really comes down to their approach: Teams that are more 'in your face' will have the option of doing things that way- more dangerous, but more exciting. Teams that are less intrusive will have a safer go of it.

ARASAKA:

Once the juves have found some sort of connection to the Arasaka shooting and this research facility, it should be obvious that the security knows something's up. If they manage to get on one of the tours (an incredibly easy feat for anyone with a v-term, nevermind a wizard), they can get access to the building, with a guided tour. If they go that route, it'd be daytime and although security would be there, they wouldn't expect much from a pack of kids with an 'aunt' or 'uncle', or they could just blend in with a school tour. Harder to get to Takahashi's office, but a pair of young juves playing hide and seek, or a young couple sneaking off for some 'alone' time would make for some interesting little angel checks.

CHAPTER 4

File Times

Hopefully by this point in time the characters have a sense that they should probably return to Tanaka's Arasaka facility since there's a connection between that facility and the assassination attempt on Yorinobu Arasaka.

Now instead of the living building that's attached to the office building, the juves are gonna hit the office building to try and scam the files that they need to maybe shed some light on what happened with the assassination attempt.

The map for the facility is on the next page and the breakdown of what goes on inside the office starts here and continues onto the next page. There will be two descriptions, one for any attempt to get in during the day or an attempt during the evening.

FLOOR 1

a: Main entrance to the office section.

DAY: You walk past the tinted polymer glass doors and see the security desk and see 4 lightly armed security guards, all with CORPSEC written large in front on their shirts that you assume are armoured. The security officer at the desk smiles warmly and asks,

"Anything I can help you with today?"

NIGHT: The doors are locked with a passkey (ThiefStuff 20, Suburban Ninja 25). Inside the security desk has no one present, but the security cameras in both corners can see easily in his place. **There is a 60% chance of a security officer noticing the characters on an untampered camera (6 or lower on a D10).**

BOTH: The second door, the entrance to the foyer of the building is locked and only opened by a button on the back of the security desk.

b: Security Room

This is where the off duty guards stay, as well as the head of the security detail who is monitoring all the security screens.

The door here require a security card to access either door. Attempting to try to break into this room however is harder (ThiefStuff 25, Suburban Ninja 30), but it still can be done if you have the proper equipment.

DAY: There are 8 security guards here. 2 watching the screen and the rest of them on call in case of an emergency.

NIGHT: There are at least 4 security guards here at all times. Two monitoring the screens, two waiting to go

on their rounds.

Inside the room there is one bench, that faces the doors, where they can see all those who enter the room and

as well as the bank of screens across the wall.

If they haven't met Takashi, now would be a good moment to have him in this room if, for some reason, they decide to break in.

C: Bathrooms

The bathrooms are gendered, and there is a small window for each room. The stalls are made of thin aluminum, so they don't provide any sort of protection against any bullets.

There are two cameras in the girls washroom, the guys washroom has none.

DAY: There is a good chance that if you use the girls washroom that you're being spied on. This makes for a greater chance of recognition if the players are caught later. It makes it hard to sneak in from this side.

D: Foyer

A large open space room done in the black marble that most large corporations tend to favour. It gives them that sleek, powerful, better than you look that they try to exude. Great large pillars hold up the extended roof, it seems to go up at least two floors. There is a desk at the far end next to the bank of 4 elevators.

In order to work the elevators you need to use the desk. You have to input the floor that you wish to use and then an elevator comes down and takes you to that floor.

E: Security Desk

There are two security desks in the building, which may seem odd but when you consider that one is for outside entrances and one is for interior entrances. The living quarters are connected through I and so, in case someone attempts to walk through the lesser guarded entrance.

Standard procedure is you tell the security officer what floor you wish to enter, show a proper pass key and then they call the elevator for you.

DAY: There will be a security guard at the desk and unless you have the

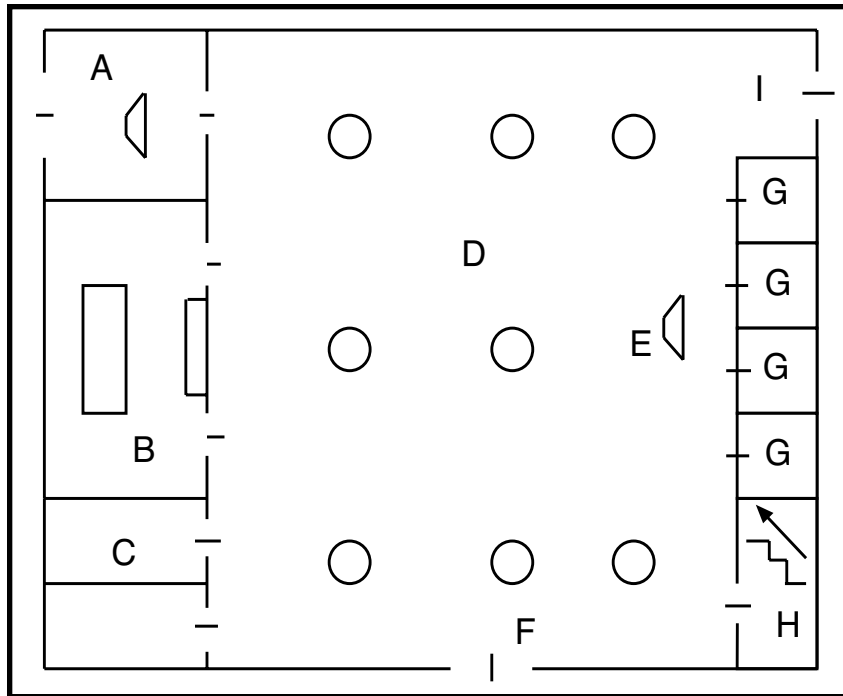
proper passkey. Without it they will send you back to your room, or back outside and getting past the front security guard will be worse after they get reprimanded for letting the players in.

It is a V-Term so a wizard could activate it remotely, they just would have to make sure that the security officer wasn't looking since it would be rather visible to whoever was at the console.

NIGHT: No one is there, and the desk is open as long as the PC's can turn it on, wait for the system to boot up and then activate the elevators without the security guards catching them.

F: Emergency Exit

The emergency exit open out onto the parking lot. They are alarmed at all times, and even



floor 1

though most employees know that someone tries to sneak in at least once or twice a week.

G: Elevators

These are the elevators for the office section of the building.

The smooth steel doors open into smooth steel shafts. These doors are polished to the point where they reflect the floor around them and if it wasn't for the fact that they visibly go up, it would be hard to believe that doors were actually there.

DAY: All four of the elevators are in constant use during the day. There is a security guard at the desk and at both ends of the elevator

bank. Inside there is an emergency switch that allows emergency access to floor control within the elevator. However, accessing this emergency control gives a warning signal to the security desk.

NIGHT: There is no one around the doors and the elevators do not open unless the V-term at the security desk.

H: Stairwell

There are fifteen floors on the office tower. The stairwell goes up to the top floor, including the roof.

DAY: During the day the only security features in the stairwell are the security cameras.

NIGHT: There are no security features on the first floor of the stairwell. They want to let people inside so they can trap them. On all the additional levels there is a virtual "fingerprint" covering the door. As soon as someone enters, after 5 seconds a security door slams shut and an alarm is sounded. Any security agent gets a virtual message of when and where the breach occurred. Once they receive this message all security teams are supposed to make their way immediately to the location in question.

I: Entrance to the Living Quarters

Tucked away behind the elevators is the entrance to the living area of the complex. It only opens with a correct living quarter's passkey, and then depending on the level of passkey a security detail will meet them. Too low and it requires a search.

Floor 7

There are six floors below this floor that are 100% similar to this floor layout. Floors in buildings tend to repeat themselves and this one is no exception. Floor 7 is where Takashi's office is located so we're focusing on this floor.

If the players decide that they are going to do a floor by floor search, either because they don't have Takashi's office number, or they think this is some kind of dungeon crawl here's a run down of what offices are on what floor.

Floor 3: Public Relations

Floor 4: Marketing

Floor 5: Visual Graphic and Advertising

Floor 6: Concert packaging and promotion

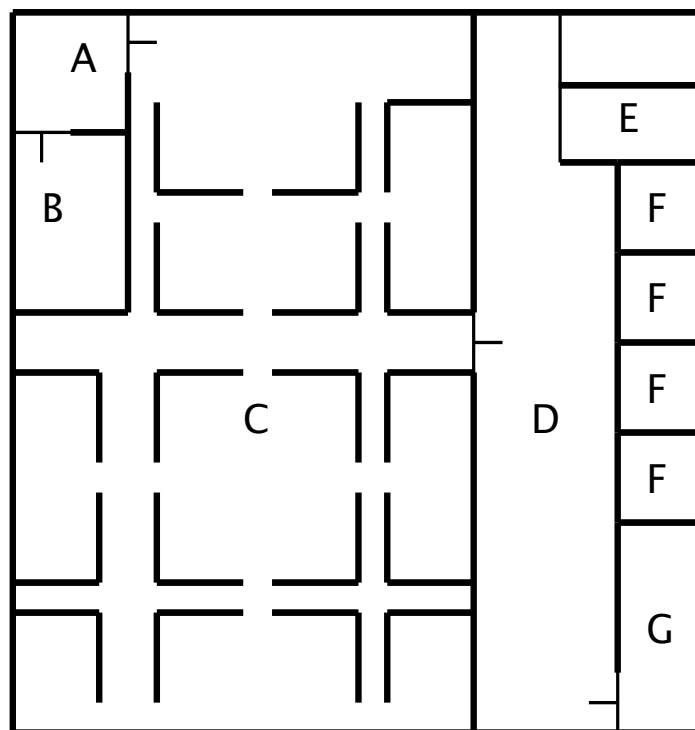
Again, we'll explain what happens during the day or the night.

J: This is the secretarial office for Takashi. There are a lot of virtual terms all over the place.

DAY: The room is a standard, sterile office space. A cheery secretary sits in front of a desk with the latest v-term active in front of her. She's currently typing something that the players can't see, unless they employ devious means. Along the walls there are virtual filing cabinets that are in the boring old fashioned style, really early 2ks. You'd think with all the virtual technology available they'd be a bit more creative.

The virtual file cabinets are large storage containers that hold and access any files that have been inputted in them. However, in order to access them you have to input the correct vocal code as well as a virtual keypad code. If both are correct then the chosen file is accessed.

Floor 7



There is a door that opens up into Takashi's office. His name is on a physical plaque pasted on his door.

NIGHT: The darkened room seems blank except for a desk.

The characters can find and activate the V-cards that are all over the room. It requires an difficult GetA-Clue roll to find them. All you need to activate them is press them.

b: **DAY:** Welcome to Takashi's Office. Front door is behind you, polished desk in front of you, a couple of photographs on the desk, an active V term, some more of those virtual file cabinets and a very angry Takashi behind the desk. He stands up, looking rather angrily, pulling a heavy pistol from under his desk. Enjoy your flight!

As you can tell, Takashi wasn't expecting a whole pile of juves walking into his office. He won't take too kindly to it, hopefully they can talk their way out of it.

NIGHT: Welcome to Takashi's Office. Front door behind you, polished desk in front of you. The lights are off, and there is a rather large red light blinking in the upper corner. There are a few pictures of family on the desk. Other than that, the room is rather blank.

Okay, there is a security camera in this room, but it is not linked to the security system. It runs on a closed circuit loop and is stored on his v-term in this office.

Now, for the finding of things:

1. The V-Term computer is located inside the desk. There is a button that opens up the desk to show the v-card. Finding it requires an AVERAGE GetAClue roll.

On the computer there are a lot of files that are somewhat incriminating, however they are all in Japanese however. Unless someone can read Japanese (DIFFICULT Schoolin' roll) the files are going to be rather difficult to determine if they are usable.

If they manage to get some files you can give them a few random files. Some sort of payroll files, a few family photos. A file named NKG227 as well as a file named YAA227. These are all in Japanese so they won't know, unless they've got someone who can read it, what's in them. Make sure that they get a few other files as well, random places and people. Another file on the players would make for a bit of spooky intrigue.

2. There is a gun somewhere. This is a little harder to find since it's not under the desk, but in a hidden slot behind one of the drawers. Finding this takes a V. DIFFICULT GetAClue roll. If they do find it, it's a heavy pistol (DC 5) with 10 bullets in it.

There's nothing else to really find in this office of any importance. The pictures are of his family, wife and small son, they're playing at a park and the background is full of green.

Ⓛ: Open area

Normally this is just an open area, but following normal corporate procedure they have filled it with mobile walls to make up cubicles. This has become the cubicle farm, watch out for the zombie patties they really make a stink.

Ⓚ: The Hallway

This is a standard hallway with the standard low pile carpet that hurts your feet if you walk for too long on it. The door into the security office requires a passkey at all times to get in.



ⓔ: Washrooms

Gendered washrooms are on every floor. Unlike the bottom ones, there are no small windows to get in. However, like the first floor washrooms there is a camera inside the girl's washroom.

ⓕ: Elevators

The bank of elevators. The button sends you only back down to the first floor, there is no other option other than the emergency screen, which again sends a message down to the security desk.

ⓖ: Stairwell

Same set of stairs as before, there is an alarm that is only activated at night, it's the same alarm mentioned on the first floor.

Segue

What were on those

So now what happens? Well, ideally the PC's can get in and out with the minimum of fuss and muss. The chances of this happening are honestly very slim.

What we're going to do is ask people to send in what happened when they ran this game and we'll put it in here. Send any stories and information you've done from this adventure to editor@firestorm-ink.com, add your name and city and we'll keep adding to this section.

Once they get out they're going to need a few places to go. Here are some suggestions of places they could head over to.

1. **Safe House:** If they have their own meeting place then this is probably the first and best place for them to go.

2. **Cabal Safe House:** If they don't have a safe house and don't want to go home, which is a good plan, they can use their cabal contacts to get themselves a temporary safe house.

3. **Go Home:** Well, if they want to they can go home. This might be something that they might do if things tend to go well on the mission end. They might think it's safe to go home if they think they got off easy. Nothing says, utter fear and paranoia than a visit from a darksuit on your own front door.

4. **A Friend's House:** If they don't want to go home, and don't have a safe house they can impose on their friends. This will make the PC's really popular when a few Arasaka Corp-sec agents show up at the door.

What's on the Files?

The files that the characters stole will take some time to decode and to decrypt. Once they are put through this is what is on them.

YAA227: This file contains some information on payments made to one Barbett for "Acquisition services." There is nothing in here that actually links Takashi with the assassination attempt. Well, anything concrete at any rate.

NKG227: This file is the largest file Takashi had. Inside was a bunch of schematics detailing what looks like cybernetic arms and legs. A DIFFICULT Schoolin' roll will tell them that this is similar, but not exact, to reverse engineering documents.