

SHADOWRUN MISSIONS



DANIEL MARTIN

MISSION 09.01

STARTED FROM THE BOTTOM



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STARTED FROM THE BOTTOM

FRAGGIN' SEXUAL GODZILLA

Sitting in the mostly empty hotel bar, Keith Patrick Comer sat looking at his watered-down whiskey. Westerners were expected to drink whiskey in Neo-Tokyo and Keith found it best to play along and meet the Japanese stereotypes. He held his breath as he downed the last of it.

"Another, sir?" the waitress asked in stilted English. "Or perhaps a drink from Happy Hour menu?" She's gorgeous, Keith thought, smooth and intoxicating.

"Yes ... uh," Keith glanced at the ARO menu for the "Tiki" drink he saw earlier. "Yes, may I have a Tropical Itch, please?" According to the menu, the recipe came from Three Dots and a Dash, a Tiki-themed bar in Chicago. Bourbon and overproof rum, tangerine and lemon juices, passion fruit purée, simple syrup, falernum, bitters. Keith didn't know what all of those were, but it sounded sweet. Keith liked sweet drinks. He so despised drinking whiskey but could stomach it in a cocktail.

Checking his messages, he saw that his sales manager back in the UCAS was asking how the sales presentation went. That man just doesn't understand how Japanese business works, he thought to himself, frustrated. He was so close to landing this sale. So what if he had to low-ball the bid, the bosses would get it. You take a loss on the first contract to get a foothold, the real money came after you established yourself, i.e. your reputation. A lower contract price meant a lower commission, of course, but a lower commission was better than no commission.

"If I don't land this sale, the company is gonna fire me and get someone else," he muttered. "I'll show them. They think I'm gonna fail, but I'll fraggin' prove it to 'em! Then, it'll be no-quake and late nights with Ando's girls."

"Hrmm, did you say something?" the waitress asked. He shook his head and waved her off.

The Tropical Itch arrived about the same time as his "date." The bar's only patron sitting by himself, she made an educated guess and approached him, hips swaying suggestively. He waved her over as he took his first sip. He was right, it was sweet.

"Are you Mr. Patrick?" she asked. He took a sip from the drink and smiled. It was as sweet as he liked. He looked at the young woman and winked. He liked the way she said "Mister" with a hard e and dropping the r. "Mee-stah." She wasn't as nova-hot as her profile, but no one ever held up to the AR-enhanced images. Still exquisite, he thought. Best of all, the escort service was officially a massage therapy business, so the company medical insurance payed most of the fee, leaving him to cover a fifty nuyen co pay. And a tip. You have to tip them.

"Yes, it's lovely to meet you, Suki. Would you like a drink before we head upstairs?"

She declined and Keith chuckled to himself. Probably already a few drinks in. Or on drugs. A lot of these joytoys were addicts, he thought with a smirk. He patted the baggie of novacoke in his pocket to make sure it was still there. All about self-control. Can't wait to do a few lines of this stuff, turns you into a fraggin' sexual Godzilla.

Man, what a good night this is going to be. Hot, drug-fueled hooker sex tonight and tomorrow he would land the big fat sale he knew he deserved. Things are finally looking up. With that, Keith Patrick Comer took his escort upstairs for what might very well be his last good time in Neo-Tokyo.

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STARTED FROM THE BOTTOM

INTRODUCTION

SRM 09-01: Started from the Bottom is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at <http://www.shadowruntabletop.com/Missions> and includes a guide to creating *Missions* characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 09-01: Started from the Bottom is intended for use with *Shadowrun*, Fifth Edition, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

SRM 09-01: Started from the Bottom consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

- **Scan This** provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.
- **Tell It to Them Straight** is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.
- **Behind the Scenes** covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going

over environmental conditions and other properties of the location as well as providing any descriptions of important items.

- **Pushing the Envelope** looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.
- **Debugging** offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and other suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best *Shadowrun* game you can for your players. *Shadowrun Missions* adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' **Debriefing Logs**. (Make sure that you have enough copies of the **Debriefing Log** for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 09-01: Started from the Bottom* (or any *Shadowrun Missions* adventure).

STEP 1: READ THE ADVENTURE

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.



STARTED FROM THE BOTTOM

STEP 2: TAKE NOTES

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

STEP 3: KNOW THE CHARACTERS

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

STEP 4: DON'T PANIC!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

STEP 5: CHALLENGE THE PLAYERS

Gamemasters should challenge the players, but should not generally overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, not to overwhelm them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition* (SR5). Standard rules such as success tests, glitches, critical successes, and other common mechanics are described in SR5 and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily be comprised of a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups, and include most of the skills and the gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to **Helps and Hindrances** (p. 378, SR5). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

GMs are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the

STARTED FROM THE BOTTOM

players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. *Missions* should be challenging but not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or +4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

Often a combat scene will tell you if it's supposed to be challenging or is simply there to serve as filler or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

A NOTE ON LOOT AND LOOTING

Gamemasters should be careful what they allow players access to, because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those nails). *Shadowrun Missions* operate under the assumption that two players who have run the same *Missions* will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high value looting whenever possible.

NEO-TOKYO, PROGRESS AND TRADITION

Neo-Tokyo is widely considered the business capital of the world. Vast economic wealth fuels cutting edge research and development which have shaped a city that rivals

any other in terms of technological wonder. Robot vendors are more prevalent than flesh-and-blood ones, and drones are used for even the most basic tasks. AR spam often crowds out the meat world completely, catering to a baffling breadth of "moe," the mania that surrounds obsession with anime, aidoru culture, and every single fad that passes through the country.

The newest trends in fashion, business, and technology belie a culture steeped in tradition and old-world ideals. Japanese ethnocentrism is firmly entrenched and makes its appearance routinely in dealings with gaijin or the metahumans that many Japanese still see as a disgrace to their society. Only recently have reforms been enacted to grant human rights to Japan's metahuman population and it will take generations to erase the prejudices that have festered for decades.

Perhaps it is that whole-hearted embrace of tradition that has led the city to insist on employing a metropolitan police force rather than contract a private security firm such as Lone Star. The Neo-Tokyo Metropolitan Police are a source of pride for the citizens. Highly trained and well-equipped, the NTMP is fiercely loyal to the metroplex and the Japanese Imperial State rather than to corporate interests. They make extensive use of drones, and POLNET, their communications and surveillance system, rivals the capability of any megacorporation. Beat cops operate out of beehive-shaped police stations in each ward, and every pair of officers is tailed by a surveillance drone. Mages patrol astrally while watcher spirits observe from crucial vantage points, reporting suspicious magical activity to Awakened dispatchers. When the situation calls for it, high-threat response teams are heavily armed and operate on a policy of "shoot first, then arrest survivors."

In Japan, privately owned firearms are forbidden. Only the police, military, and megacorporate security forces are licensed to carry firearms. Anyone caught with a firearm can expect to be arrested on the spot. Further, guns are harder to acquire. While smugglers and arms dealers do what they can to supply "enthusiasts" with the firepower they want, the obstacles they face are formidable, and the complexity of their methods increases with the size and power of the weapons they mean to import.

STARTED FROM THE BOTTOM

SYSTEMS IN NEO-TOKYO

Rules changes and clarifications to Shadowrun mechanics specific to Neo-Tokyo Missions can be found in the Shadowrun Missions FAQ. Some of the key items are noted here:

NOISE

Due to the intense amount of Matrix traffic and AR spam that pollute the streets of Neo-Toyko, the average level of Noise in the sprawl is 2. Commercial zones and other areas can often suffer from Noise Ratings as high as 5. Assume a Noise Rating of 2 in all locations unless otherwise noted in the scene.

GUN AVAILABILITY

In Neo-Tokyo, the legality classification of all firearms and heavy weapons is changed to Forbidden and licenses cannot be created for them. The exceptions are weapons categorized as firearms that can never be armed with ammunition that causes physical damage. While police, military, and corporate security can be granted special licenses, there are no exceptions for Player Characters.

SOCIAL MODIFIERS

Social norms in Japan are quite different than they are in western cultures. The idea of “face” or *giri* predicates specific behaviors to ensure that there is no dishonor or shame. Shadowrunners who consistently insult the honor of their employers will find themselves

out of work. Refusing to appear before Tanaka-san (the Japanese version of Mr. Johnson) is an insult. It is therefore assumed that all members of the team are present when any offers are made. Payment offered is per person at the table, and anyone who is not present will not receive payment.

Sometimes, a Tanaka-san will fall prey to the prejudices they grew up with. They may refuse to speak to a particular metatype, focusing only on the metatype they are comfortable speaking with (an awkward situation if the slighted metatype is the team’s face). Major NPCs will have their prejudices included in their descriptions. For every prejudice that a character triggers, GMs should impose a -1 dice pool penalty on opposed social rolls, up to -2 per character and no more than a total penalty of -6 for the entire party.

Finally, when negotiating with Tanaka-san, demanding a higher payout is an egregious insult. In Japanese business dealings, the offer is presumed to be the best offer that can possibly be made, and asking for more implies that there is a level of dishonesty at play. Rather than ask for additional payment outright, a suave negotiator placates their employer, subtly bringing up their own concerns by ensuring they understand that their employer has already considered them. This is only a thematic change; the mechanical system for negotiating higher payment is exactly the same. In play, rather than a successful Negotiation Test increasing the initial offer, the GM records the result and Tanaka-san offers the additional amount as a “bonus” for exceeding expectations.

With all the changes enacted over the last decade by Emperor Yasuhito, opportunities are opening for those willing to run one of the most secure sprawls in the world. The streets of Neo-Tokyo are not friendly to amateurs, but for professionals who know how to engage with subtlety and read the perfect moment to fully open the throttle before melting back into obscurity, there is ample nuyen to be gained. In the toughest sprawls, legends are born, and the seat of the empire makes a strong case for being the toughest of them all.

PAPERWORK

After running a *Shadowrun Missions* adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure’s **Debriefing Log** to each

player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (p. 372, SR5).

The second is to make sure that all players have updated their character’s **Mission Calendar**. PCs are allowed to go on one run per week. The calendar is used to track the character’s monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, once an adventure is completed gamemasters should head over to the official Shadowrun forums at <http://forums.shadowruntabletop.com> and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the *Missions* adventure.

STARTED FROM THE BOTTOM

MOSHI MOSHI!

Throughout the Shadowrun Missions Neo-Tokyo arc, there will be plenty of Japanese words, names, and organizations that may seem challenging to pronounce. Before you are overwhelmed by the thought of having to figure out how to say each word you find, remember that Japanese doesn't use the English alphabet, and when you find these transliterations, the best bet is to simply read it like it's spelled. The letter "a" is generally pronounced "ah" as in the word "awesome," the letter "e" is "eh" as in the word "enter," the "i" is a hard "ee" sound as in the word "ink," "o" is a hard "oh" such as "omit," and the letter "u" is an "oo" such as "dude."

WHAT'S IN A NAME?

In Japan, the surname comes before the given name. Thus, Bob Smith would be referenced as Smith Bob. The Japanese do not have middle names. However, when using English or other Western languages, Japanese people often give their name in the Western order, that is given name first and surname last. For the purposes of writing and to minimize confusion between Japanese names and Western names, names will be presented in the Western style except in dialogue or narrative expressly meant to be conveyed to the players, where the name will be presented in whichever method makes the most sense for the voice being used.

WHAT'S IN A TITLE?

Of course, titles like Mr. and Ms. are Western titles and not universally used in Japanese culture. Instead, titles are appended to the surname and are not gender specific. The title "san" is the most common, being a standard translation for Mr., Ms., and Mrs. It is added to the end of the surname with a dash. For example, Mr. Tanaka becomes Tanaka-san (which is the Japanese term for Mr. Johnson).

Sama is the formal version of san and is used when speaking to someone of higher rank or station, or when you wish to accord someone respect. Note that it can also be used ironically.

Both of these titles are applied to Western names in various situations, such as Smith-san. However, in many business circles, especially when dealing with foreigners, Japanese people will use Mr., Mrs., and Ms.

There are other titles as well, offering a range terms that denote relative station, familiarity, or even how cute something is.

WHAT DID YOU SAY?

If you'd like to make use of various Japanese words and slang to bring the setting to life, the following list is intended to give you a very brief start.

Aidoru: Literally "Idol," it refers to the culture of manufacturing young stars and starlets that are admired for their cuteness.

Bosozuki: A street samurai.

Domo Arigato: Thank you.

Gaijin: A foreigner, often used as a derogatory term but is not explicitly so.

Giri: Honor or obligation.

Goi: Cool! Wow! Impressive! Amazing! Derived from old word "sugoi" with the same meaning.

Hai: Yes.

Katagi: A non-Yakuza person, used by Yakuza to refer to outsiders.

Kawaii: Lovable, cute, or adorable.

Kawaruhito: Literally, "changed person," meta-human.

Kobun: Member of a Yakuza clan or gumi.

Konnichiwa: Hello!

Kyodai: "Older-brother" a term of respect from a subordinate Yakuza member to their superior.

Moe: A strong affection towards characters in anime, manga, video games, or pop culture.

Moshi Moshi!: Hello! (usually associated with answering a call on your commlink)

Mushi: Computer glitch.

Nemawashi: Legwork, laying the groundwork.

Omae: Friend.

Oyabun: Head of a Yakuza clan or gumi.

Samurai: Mercenary or muscle for hire. Implies honor code.

Sarariman: A corporate employee. From a mispronunciation of salaryman.

Shatei: "Younger brother" a term used by senior Yakuza members when speaking to their subordinates.

So ka: I understand. I get it. Derived from Japanese.

Yak: Yakuza. Either a clan member or a clan itself.

Tanaka-san: Japanese equivalent of Mr. Johnson.

Yokai: A catch-all word to describe any Awakened critter or spirit.

STARTED FROM THE BOTTOM

Future adventures will be affected by these results. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

MISSION SYNOPSIS

The runners go out onto the mean streets of Neo-Tokyo, picking up work where they can find it. They take a delivery job first, ultimately having to navigate their way through a troll metal concert to make the delivery. Then, their fixer picks up a second job, assisting in an insurance racket by roughing up a business refusing to cooperate. A third job takes them into Sub-Tokyo to find and beat up a group of young ruffians. Finally, they are given their most important task yet: beating up a defenseless sarariman from the UCAS. When all is said and done, the runners will end up with some callused knuckles and a nice stable of contacts.

Note: *SRM 09-01: Started from the Bottom* presumes that this is the first Mission that the player characters are participating in that takes place in Neo-Tokyo. It is fine if this is not the case, but the gamemaster should be aware that much of the narrative follows that presumption and adjust accordingly.

Also, there is a lot happening in this Mission, as it is designed to introduce all the key players for the Season. Don't get bogged down in the first four scenes, as the latter half should take up most of the session.

SCENE I:

RUNNING WHILE DISTRACTED

SCAN THIS

The runners meet with Yoriko Asakura, an Inagawa-kai kyodai operating out of the Kabukicho district of Shinjuku ward. Yoriko needs the team to deliver a package to Ando Daisuke, a rival kyodai with the Mita-gumi who operates out of his nightclub in Rappongi district, Minato ward.

TELL IT TO THEM STRAIGHT

When they told you that finding work in Neo-Tokyo was going to be difficult, you had no idea that you would be spending weeks waiting for your fixer to lay the groundwork. "Nemawashi," he calls it. In the meantime, savings are getting low, and you've been stretching your nuyen everywhere you can. Yesterday, they said they might have something for you and you've been obsessively glancing at your commlink, waiting for the follow-up.

"Chump change," your fixer warned, "but think of it as an investment, one that paves the way for real work."

After what feels like an eternity you see your display indicate an incoming message. You hold your breath, opening the message with a thought. "Okay, you got the gig. Meet Tanaka-san at Hotel Pasha in Kabukicho. Should be a few others there, peers. Some you may know, some you may not. Like I said, this isn't going to pay much, the client is doing me a favor, but she promises that she'll make appropriate recommendations based on how it goes. I have a few other angles I'm trying to work, they should be done deals if tonight goes well. These are low-paying trial jobs, just do good work and be respectful; if all goes well, it should add up to a single real job. And then, hopefully, some repeat business. It's the Yakuza, you gotta start from the bottom."

A wave of relief washes over you. At last, some work. Maybe work that's beneath you, but a chance to show somebody what you're capable of, what you're worth. Then you won't

STARTED FROM THE BOTTOM

have to eat rat from that awful noodle stand near your squat; you can afford soy from that awful noodle stand near your squat. Your fixer sends you the address, a time, and the names of some folks you'll be working with. Hotel Pasha at 8 p.m. Interesting. Looks like you have about three hours before you need to be there.

LOVE HOTELS

Love hotels are short-stay hotels that can be found around the world but have a particular place in Japanese culture. The term is said to originate from "Hotel Love," a hotel built in Osaka in 1968, and implies a business catering primarily to customers seeking privacy for sexual activities. They generally offer pricing for short one to three hour "rests," or kyukei, as well as normal overnight fees. Entrances are generally discreet, and interaction with staff is minimal. Payment is usually automated. Most love hotels have other characteristics that identify them, such as romantic themes or kawaii anime characters

The historic Hotel Pasha at Kabukicho, Shinjuku 2-27-1 is one of Neo-Tokyo's more famous Love Hotels. Located near all the amenities Kabukicho has to offer, but just off the well-beaten path, Hotel Pasha's Persian themes are a favorite for sararimen seeking discreet liaisons but lacking the resources or taste to rent a place at Hotel Atlas, a few blocks down.

- Rumor has it this place is owned by the Yakuza. You better ask permission before conducting any illicit activities on the premises besides those which are intended.
- Oni Sora
- That is not a rumor, Oni-Soras-Rex. Asakura Yoriko, the "owner" of that hotel, is in fact a player in the Inagawa-kai. The good news is whatever chems get your engine running can be scored from the onsite dealers.
- Duke Edward VonBrowinShadow IV
- Also not a rumor—Asakura-sama has a strict "no pimps" policy. Every working boy and girl in Kabukicho is their own private contractor. Escort services have to show that each member of their business works on a voluntary basis.
- The Hostess

Once the runners have arrived at the hotel, read this:

Arriving by your chosen means of conveyance, you find yourself in one of Neo-Tokyo's famous red-light districts. The place is absolutely packed with people and in the short amount of time you've moved from the edges of the district to your destination, it just feels like more are rolling in, a veritable tidal wave of sararimen looking to forget the stresses of the day. Neon signs flicker, and augmented reality is awash in sights and sounds. Practically every ARO entices you to enter one of 3,000 bars, nightclubs, massage parlors, hostess clubs and love hotels. It's plain to see why Kabukicho is called the "Sleepless Town."

Catering to the wage slaves of the various Japanacorps, there aren't many foreigners in the area, and any that wander through without being obviously part of a group of Japanese revelers get more than their fair share of cold stares.

Eventually, you arrive at Hotel Pasha and make your way into the lobby. There is a definite Middle Eastern theme to the décor. Mosaics and entryways framed to appear as the great domed palaces of Persia are your introduction to the hotel. At the end of the lobby, an ARO is your only greeting upon entering, as the hotel is booked via AR for additional privacy. As you consider what to do about that, you realize there are a few others here wondering the same thing.

Give the players a few moments to introduce themselves and describe their runners to the rest of the table, then read this:

With introductions done, you locate the "additional assistance" object and interact with it. The voice of a young woman who sounds like an ork greets you. "Hotel Pasha, how may I be of assistance," she purrs around her tusks. After explaining that you are here to meet Tanaka-san, she directs you to walk through a door to the left that says "private" and to continue to an office.

Entering what appears to be a service area with kitchens and other utilities necessary for running a hotel, you pass a handful of men and women you presume to be Yakuza. The office in question is in the back, door open. As you enter, a young Japanese woman, human and dressed for a corporate boardroom, stands up at her desk. As she bows, her sleeves pull up on her arms revealing tattoos that

STARTED FROM THE BOTTOM

end at her right wrist. Her left hand is cybernetic, a muted black cyberlimb that must extend to at least to her elbow.

“Greetings and thank you for coming. Please be seated. My assistant will return shortly with tea.” She walks into the center of the office, motioning you all to take a seat around a coffee table on one of two sofas. Tanaka-san takes the armchair at the head of the table. She engages in small talk for a few minutes as an attractive ork in a fitted Berwick suit returns with a serving cart. On it is a tray of cups, saucers, and a large teapot. She places a cup on a saucer in front of each of you and pours tea, serving Tanaka-san last. She places the teapot on the table, along with a plate of confectionaries. There are exactly two cookies per person. She asks Tanaka-san if anything else is required, you recognize her voice as that of the woman you were speaking with moments ago over the ARO. “Leave the box on my desk, then you may go. Thank you,” she answers. The ork returns to the cart, takes a box from the bottom shelf, and places it atop the desk. It is a simple gifting box, secured with blue ribbon tied into an intricate bow. Before looking back to Tanaka-san, you notice a silver name plaque centered on the desk, with “Asakura Yoriko”

YORIKO'S ATTITUDE

Yoriko grew up in a brothel and has seen first-hand that women can and will have their hard work exploited. While she does not have a problem with prostitution—what a woman does with her body is her business after all—she does have a problem with exploitative pimps. She despises the idea of forced prostitution. She despises trafficking of women from one place to another to coerce them into prostitution.

Additionally, Yoriko is a militant advocate for equality among the sexes. She has been marginalized in Japanese society her whole life because she was born with the wrong sex organs, and she thinks that's absolute bull-drek. Her normally reserved style of speech will be replaced by faster, harsher dialog if these values are called into question in front of her.

It's this very attitude that has precipitated her need for non-affiliated couriers. A kumi-in with the Mita-gumi, one of Ando Daisuke's kobun, was caught prowling in Kabukicho's red light district, looking for prospects to “work” in Ando's club. Yoriko handled with that situation with extreme prejudice; all that is left rests in that box, neatly tied and ready for delivery.

in katakana. Below that in smaller type it says “Manager.”

Without waiting for her assistant to leave the room, Tanaka-san begins to speak in a slow and deliberate way, quite different from the casual cadence she was using moments ago. “The tea is served, we shall get to the business. I hope to enlist your services for a simple delivery job. You are to take the package on my desk to an associate of mine. It is a local delivery. For this task I will pay you 1,000 nuyen each. Does this sound agreeable?”

Once negotiations are concluded, read this:

“The package is to be delivered to Daisuke Ando. This is a gift I have prepared especially for him; do not open it, do not give it to anyone except him. Ando owns and operates Kurabu Wasureta (Club Forgotten) on the north end of Rappongi. The address is on the box. There is an office on the upper floor, you can find him there most nights. If he is not there you may wait, or return later, but do not leave the box with anyone else. I very much doubt he will open the box in front of you, but if he does, please record his reaction if you can do so subtly. I do so love giving people surprises. Once you are done, notify me on this commcode.” She pushes an ARO business card through augmented reality towards the group. “Then, head to Shibuya Station and a courier will deliver the cred. Thank you.”

BEHIND THE SCENES

The runners receive a text message, comm call, or some other communication from their fixer. After agreeing to the meet, the runners have three hours to prepare or do any needed legwork. Once they arrive at Hotel Pasha, the runners are shown back to an office. There, Yoriko gives them the details of the job and the team may impress upon her their skills and talents (negotiate).

Yoriko offers the team 1,000 nuyen each for the job. She will up the pay by 100 nuyen each per net hit on a Negotiation Test, capped at 5 hits (SR6: Opposed Influence (Negotiations) + Charisma test). Her dice pool is 6.

DEBUGGING

You can modify the fixer's language as appropriate for your runners. If your players know each other, and their runners have run

STARTED FROM THE BOTTOM

together before, the fixer can hire them as a team, or call the face only and say something like “bring the rest of your crew.” Likewise, all the stuff about them being broke could be modified based on the situation your runners find themselves in.

The runners should not open the box, but runners are runners and they may find some method of figuring out what is inside. This is okay and is not going to ruin any ongoing story; in fact, it may give the runners additional insight into what is going on. The box contains a human finger, with a hand-written note that reads “I find your business deplorable, but I have never come into your clubs and messed with your nuyen. The next time I catch one of your dirty pimps on my streets, I’ll box up all eleven fingers.”

The runners may get overly caught up in what to do about Ando Daisuke not being in his office, Yoriko will dismiss these questions with, “I have never known him not to be there. He will be there.” She is quite sure about it.

SCENE 2:

ALL UP IN THE CLUB

SCAN THIS

The runners deliver the package to Ando Daisuke at Club Forgotten in the Roppongi District. Ando offers them additional work in a few days.

TELL IT TO THEM STRAIGHT

You arrive outside Club Forgotten in the north part of Roppongi district. It sits like a jewel amidst the dirtier buildings in its neighborhood. The top level of this four-story building is lined with mirrored glass, but the first three levels have no windows. The only entrances are the double doors on the front, and a side door that opens into an alley between the club and its neighbor to the right. Neon signs in both meat space and AR advertise music, booze, and women. Two Japanese men in slick suits stand in front, managing the line.

As you walk up, the bouncers stop you. You can hear raucous trog metal pouring from the club, even with the doors closed. Yelling over

the noise, one of them says, “I’m sorry the club is closed for a private event tonight.”

Suddenly the music cuts to restful silence. You feel the thump of what sounds like a small explosion from within before a voice in heavily Russian-accented Japanese yells, “T-Shirt cannon, chambered in 40 millimeter!” Several more pops are heard over the emerging screams of the crowd.

Deciding to take a turn at the side door, you walk half a block and turn into a side alley where you find the staff entrance you were told about. Another man in a similar suit guards the door. As you approach, he yells over the music that is loud even here. “I’m sorry, this entrance is for performers and staff only—you will have to walk around the front.”

Once they have entered the club, read this:

Walking into the club, it feels like a warzone. Smoke lingers in a haze over the crowd. You see walls of speakers emblazoned with “this side toward enemy” in a stencil font. Five trolls fill the rest of the medium-sized stage—two shredding on various guitars, one hammering the keys of a synthboard, one threatening to destroy his drum kit. In front of the stage, the largest troll is screaming into a microphone in Russian. The audience, a collection of Japanese sararimen, are going nuts for it. A small mosh pit has formed in the front where suited men slam into each other with alarming force. You see a man in a dark grey suit with French cuffs and modest cufflinks get thrown several feet above the crowd and passed along the top like a beach ball. Flames shoot into the air from the neck of the lead guitarist’s instrument, getting dangerously close to the ceiling.

Looking around, you see one man determined not to enjoy himself, standing watch at an unmarked door. His suit is a match for the men outside, so you take the box and prepare to make your delivery.

Once they enter the management office, read this:

Entering the office upstairs, you see a room fully decorated in the traditional style. Several scrolls hang on the walls, a few bonsai trees sit in key places, and there is a large open fireplace against one wall. A middle-aged man wearing mirrored shades and a kimono, is seated behind the desk.

STARTED FROM THE BOTTOM



Nearby, two men watch the team closely, obviously bodyguards. One is a bald human with tattoos replacing his missing hair. He is dressed simply, in a charcoalgrey robe tied with a black sash. He is physically imposing but his demeanor is calm. The other is a medium-height gaijin in a slick sleeping tiger, his hair is long, stringy, and a little greasy. He can barely mask his contempt as he watches you.

The man behind the desk, presumably Ando, half rises as he greets you. “Hello, I am Daisuke Ando. My staff says you have a delivery for me.”

Once the package has been delivered, read this:

“Thank you. Hmm ... I have an associate who is looking for some outside help for a job. Your fixer has been burning up my commlink about your team

for a few days now. He says you take on more than just deliveries. I think I may be able to get you some work. I will have your fixer reach out to you in a few days with an address for a meeting, if that is amenable to you.”

As the leave the club, read this:

As you hit the bottom of the stairs you see a group of paramedics rolling a man down the staff hallway on a stretcher. His suit is burned, and he is bleeding from several wounds on his head. Smoke is still rising from him, and he is breathing through an oxygen mask. You can see staff putting out a small fire on the right side of the stage with extinguishers. Trolling Thunder are just wrapping up their song. You hear the lead singer say (in awful Japanese) “Thank you, thank you Neo-Tokyo” He switches to heavily Russian-

STARTED FROM THE BOTTOM

accented English. “I hope you like this next song, it’s a killer” And the band drops into the opening guitar salvo of “Soya Is Murder,” the title track of their most recent album. The place goes mental. Fire erupts from the fronts of the speakers, pushing the crowd back several meters. Explosions rock the building. The bass player tosses his guitar around his back on its strap and pulls what appears to be a grenade launcher out from behind a rack of amps. He begins lobbing t-shirts into the crowd with it. Each one takes a person to the ground as it strikes, but the fans don’t seem to care. You see one well-dressed business man get spun around by a t-shirt to the face. He gets up with his nose clearly broken, holding his prize aloft in victory. Thankfully you manage to escape the club uninjured.

CLUB FORGOTTEN

Club Forgotten is located in north Roppongi. Known for electro-pop and dance music and the relatively low cover charge, Club Forgotten is a semi-popular destination for young professionals. The VIP room is super-exclusive. While the club focuses on popular electro-pop and dance, they occasionally cater to other musical tastes. They have been known to book live acts, and have even been a stopping point for smaller touring bands. The club occasionally closes for private parties.

- › Known for electro-pop and fancy music? Hardly. This place is known for being a purveyor of human flesh. Prostitution, for those of you not following me.
- › The Hostess
- › The reason that VIP is so exclusive is because that is where the real business is conducted. Also those private parties are for people who like the club for the sex-workers, not the music. Politicians, high-ranking Yakuza, etc.
- › Spooks

This scene is anything but a straightforward delivery. The runners arrive and must enter the club, which is closed for a private party. Ando is not expecting the delivery, so they are not on any lists and will have to convince the bouncers, Yakuza who work for Ando, that they need to see the low-level boss. They can enter either through the front or back. As far as making their way past staff, any viable solution will do. Here are some examples if you or your players are stuck:

- Runners can tell the truth, that they have a delivery for Ando Daisuke from Yoriko Asakura. This will probably work if they mention both parties by name and are respectful to the staff. It has the added benefit of being the chip truth.
- They can come up with some con and convince the bouncers it is legit. For example, they might say Ando hired them to deliver the package or that Ando is waiting for the package, and any delay will upset him.
- The runners can sneak in invisibly past the bouncers or cause a distraction and attempt to sneak in using the confusion as cover.
- Some runners may decide to simply use violence and beat the men to a pulp, stepping over their bleeding unconscious bodies. That’s ... a way. Once Ando realizes why they needed to see him, he forgives them but requests that they refrain from harming his men in the future.
- Perhaps they have their Matrix support person deck into the bouncer’s commlink and add themselves to the list.

Modify the dialog in **Tell It to Them Straight** as needed to fit the solution the runners come up with.

Once inside they make their way to the private offices in the back and deliver the package to Ando, who is with his bodyguards, Takeo and Onyx Heart. Ando will offer the runners an additional job. If they have been respectful, he will mention that there is money. If they used violence to gain entry or have been otherwise disrespectful he will offer to let them do him a favor in four days’ time to get on his good side, perhaps saying something like “I’ll use your pay for this favor to pay the medical bills of the bouncer you hospitalized.” The dialog above is assuming the runners came in professionally, without violence. If they beat their way through some bouncers, Ando will not need to ask them if they can handle themselves, it will be obvious.

The runners will receive their pay from Yoriko once they send her a message confirming completion of delivery.

STARTED FROM THE BOTTOM

SHADOWRUN, FIFTH EDITION HOST: CLUB FORGOTTEN HOST

YAKUZA KOBUN

(1 PER RUNNER, HUMAN, PROFESSIONAL RATING 4)

YAKUZA KOBUN

B	A	R	S	W	L	I	C	ESS
4	5	4	4	4	3	4	3	6

Initiative: 8 + 1d6

Condition Monitor: 10

Limits: Physical 5, Mental 5, Social 6

Armor: 8

Skills: Automatics 5, Blades, 5, Intimidation 6, Perception 2, Pistols 4, Unarmed Combat 6

Languages: English 3, Japanese N

Qualities: Toughness

Gear: Actioneer business clothes, contacts or glasses [Rating 3 w/ flare compensation, image link, smartlink], ear buds [Capacity 1, w/ audio enhancement 1], Renraku Sensei commlink [Device Rating 3], subvocal microphone

Weapons:

Colt Government 2066 [Pistol, Acc 6[7], DV 7P, AP -5, SA, RC 3, 14(c), w/ concealed holster, laser sight, 28 rounds of APDS ammo]

Katana [Blade, Acc 7, Reach 1, DV 7P, AP -3]

Unarmed strike [Unarmed Combat, Acc 5, Reach -, DV 4S, AP -]

YAKUZA SECURITY SPIDER

(1, HUMAN, PROFESSIONAL RATING 4)

YAKUZA SECURITY SPIDER

B	A	R	S	W	L	I	C	ESS
2	3	4	3	5	6(7)	5	2	5.3

Physical Initiative: 9 + 1D6

Matrix Initiative: 10 + 3D6

Condition Monitor: 10

Limits: Physical 4, Mental 8, Social 5

Armor: 8

Skills: Cybercombat 6 (Personas +2), Electronic Warfare 5, Electronics skill group 6, Hacking 6, Intimidation 2, Perception 3, Pistols 3 (Semi-Automatics +2)

Languages: English N, Japanese N

Qualities: Bilingual, Codeslinger (Data Spike)

Augmentations: Datajack, Renraku Tsurugi cyberdeck [Device Rating 3, ASDR 6/5/5/3], cerebral booster 1,

Gear: Actioneer business suit, jammer (area) 4, micro-transceiver

Programs: Armor, decryption, hammer

Weapons:

Colt Government 2066 [Semi-Automatic, Acc 6[7], DV 7P, AP -5, SA, RC 3, 14(c), w/ concealed holster, laser sight, 28 rounds of APDS ammo]

Katana [Blade, Acc 7, Reach 1, DV 6P, AP -3]

Unarmed strike [Unarmed Combat, Acc 4, Reach -, DV 3S, AP -]

HOST: CLUB FORGOTTEN HOST

R	A	S	D	F
5	6	5	7	8

Installed IC: Probe, Black IC, Sparky, Killer, Track

Slaved Devices: Cameras, Door locks, Point of Sale/Order processing system, Lights, Refrigeration units, HVAC systems, SIMsense recording systems built into some of the prostitutes.

Sculpting: Visually, the host's VR is extremely erotic; reds and pinks dominate the palette, while hanging drapery creates layers of curtains. Furniture accessories are heavily lacquered for a glossy look. Subtle, it is not. The virtual space is very large, and is a lot more like a strip-club than the physical Club Forgotten. Lighting is dim and the air is laced with the heavy scent of opium, vanilla, peach, and lavender. Due to the nature of the activities one performs in the host (the host sells access to virtual viewing of the private dances the women do in the VIP, in addition to other "services" that can be rendered to someone with a simrig), a sizable portion of visitors use hot-sim rigs for access, a fact the Yakuza exploit to full advantage by scenting the virtual air with code designed to be especially addictive.

Security Procedures: Patrol IC running at all times. On an alert (single anomaly), the Yakuza decker will enter the host and spend a minute looking for intruders. Once alarmed, the host launches IC in this order: Probe, Black IC, Sparky, Killer, and Track. If one of its IC gets bricked, it will use the next Combat Turn to reboot that IC rather than moving on to the next one.

Pay Data: You are able to acquire a single user access code for three months free access to view the host's dancers. Additional services are extra of course. This access code can be retained, or sold for 750 nuyen.

SHADOWRUN, SIXTH WORLD

YAKUZA KOBUN

(1 PER RUNNER, HUMAN, PROFESSIONAL RATING 4)

YAKUZA KOBUN

B	A	R	S	W	L	I	C	ESS
3	4	3	3	3	2	3	2	6

DR	I/ID	AC	CM	MOVE
5	6/1	A1, I2	10	10/15/+1

Skills: Close Combat 4 (Blades +2), Firearms 2 (Light Pistols +2), Influence 3 (Intimidation +2), Perception 2

Qualities: Toughness

Gear: Actioneer business clothes (+2), contacts or glasses [Capacity 3, w/ flare compensation, image link, smartlink], ear buds [Capacity 1, w/ audio enhancement 1], Renraku Sensei commlink [Device Rating 3, D/F 2/0], subvocal microphone

Weapons:

Fichetti Security 600 [Light Pistols, DV 2P, SA, 30(c), Attack Ratings 11/10/7/-/-, w/laser sight]

Katana [Blades, DV 4P, Attack Ratings 13/-/-/-/-]

Unarmed Strike [Close Combat, DV 2S, Attack Ratings 6/-/-/-/-]

STARTED FROM THE BOTTOM

YAKUZA SECURITY SPIDER

(1. HUMAN, PROFESSIONAL RATING 4)

YAKUZA SECURITY SPIDER

B	A	R	S	W	L	I	C	ESS
1	2	3	2	4	5(6)	4	1	3.4
DR		I/ID		AC		CM		MOVE
3		7/1		A1, I2		10		10/15/+1
DR (MATRIX)		I/ID HOT		AC HOT		CM (MATRIX)		
13		12/3		A1, I4		10		

Skills: Cracking 6, Electronics 6, Influence 2 (Yakuza +2), Perception 3, Firearms 1 (Pistols +2)

Qualities: Analytical Mind, Hardening / SINner (Japanese Imperial State)

Augmentations: Cyberjack Rating 3 (D/F 6/5), MCT 360 cyberdeck [Device Rating 3, A/S 6/5], cerebral booster 1,

Gear: Actioneer business clothes (+2), jammer (area) 4, micro-transceiver

Programs: Armor, exploit, fork, hammer, overclock, trace

Weapons:

Fichetti Security 600 [Pistols, DV 2P, SA, 30(c), Attack Ratings 11/10/7/--/--, w/laser sight]

Katana [Blades, DV 4P, Attack Ratings 12/--/--/--]

Unarmed Strike [Close Combat, DV 2S, Attack Ratings 5/--/--/--]

PUSHING THE ENVELOPE

With Trolling Thunder in town playing such an exclusive show, a local Matrix gang has been repeatedly hacking their way onto the list to get into the club. The management is very concerned about crashers and have decided that all the bouncers' datapads will be in wireless off mode, updated nightly as the datapads are charged in the office. The list could still be hacked by a technomancer with skinlink, or a bold decker who can pass the palming check of a lifetime and plug a line into the datapad without getting his hoop kicked.

Need to push it even harder? There is also an HTR team from NeoNET Trans Asia nearby, a standard measure by the megacorporation to capture Trolling Thunder if they try to flee after the show. Any attack on the club by an armed force of shadowrunners may be seen as an extraction attempt.

Things can go especially wrong if Trolling Thunder actually does try to make a break for it.

If that sounds like a good time to you, read this:

As you are leaving the club the band is finishing their second encore song. The music reaches a low

HOST: CLUB FORGOTTEN HOST

HOST: CLUB FORGOTTEN

R	A	S	D	F
5	6	5	7	8

Installed IC: Black IC, killer, marker, sparky, track

Sculpting: The host's sculpting goes beyond suggestive to be explicitly vaginal. The waiting room is red and pink and glossy with hanging drapery blocking off access to viewing rooms that sell virtual dances and other performances empowered with borderline BTL coding for additional intensity.

Host Personas: Staff logged into the Host appear as tangible black shadow clad in the day's coordinated fashionwear. IC omit the digital clothing, but instead have pinpricks of light in their otherwise blank faces. Spiders sculpt their persona to mimic the IC, making them somewhat harder for hackers to pick out.

Outsider Access: The Host is public and open to paying customers, with several present at all hours of the day or night. Some habitually run silent in hopes of going unrecognized by other patrons in such a seedy virtual establishment. Only Mita-gumi personnel have User or higher access in this Host.

Networked Devices: The physical presence of Club Forgotten is controlled by this host. On-site Mita-gumi personnel are logged into the host and use it to secure their Matrix communications.

Attached Hosts: The Mita-gumi maintain an exceptionally private and ridiculously secure Host to administer their operations. It cannot be accessed via the Matrix directly, but there are hidden connections to it in public Mita-gumi hosts like this one.

Security Procedures: Patrol IC running at all times. A Yakuza decker will enter the host at any hint of an anomaly and spend a minute looking for intruders. If an alert is triggered, the host launches IC in this order: track, marker, black IC, sparky, killer. If one of its IC gets bricked, it will use the next Combat Turn to reboot that IC rather than moving on to the next one. If the track IC turns up a location, the Mita-gumi will handle it "in-house" rather than asking the NTMP to respond. Files relating to simsense purchasing and streaming are protected by Encryption Rating 4. Other files relating to security of the host or the physical club have Encryption Rating 6 or higher. Illegal Yakuza business is not conducted in this host.

Pay Data: Access code good for three months of viewing the hosts dancers. Other experiences can be purchased as add-ons on a performance by performance basis. The access code can be kept or sold on the black market for 750 nuyen.

roar so that the front man can be heard speaking over it "Well, that is all for us tonight. Thank you, Neo-Tokyo, you have been fantastic! Now, we gotta run, our ride is here." The music kicks back up, reaching a crescendo. The floor beneath you shakes as a massive pyrotechnics display goes off, blowing a hole in the wall behind the stage. Debris flies in all directions as the band members dive for cover. Ropes drop into the void behind the wall and the band scrambles up, and begins attaching the ropes to climbing gear built into their costumes. They produce weapons from within various pieces of stage gear.

The front and side doors burst open and several fully armored men wearing NeoNET logos pour in. "Everyone down, clear a path!!!"

STARTED FROM THE BOTTOM

Behind the Scenes:

First, keep in mind that this team will definitely overpower low Karma characters in any straightforward conflict. The band planted demolitions in the wall, disguised in the giant banner they had behind them. Setting them off in time with their pyrotechnics, they blew the wall. They have an extraction aircraft hovering low over the venue. They are now attempting a self-extraction to flee their lifetime contract with NeoNET. The corporation does not want that to happen, and the runners are now caught in a crossfire. Many of the concert goers are high on various substances and have suffered significant (but hopefully temporary) hearing loss as a result of

the concert. They will be running around in a panic and generally unresponsive to commands from the NeoNET team or the runners.

It is possible for the runners to gain Trolling Thunder as a contact if they help the band escape. If this is done with overt violence, the security team will engage them and turn them over to the police if they subdue any of the runners. Trolling Thunder takes their 40MM t-shirt cannon with them; the runners cannot rush the stage and pick it up. The airship is wireless and is being directly controlled by Trolling Thunder's official biographer.

Bear in mind that you will probably only have time for this **Pushing the Envelope** if you do not have any time constraints.

TROLLING THUNDER!

An all-troll heavy metal band hailing from the slums of Novosibirsk, Trolling Thunder first appeared on the world stage in 2074 on their "Throwing Up The Horns" tour, tearing a swath across Europe, the Tsimshian Protectorate, the Algonkian-Manitou Council, and through both the U.C.A.S and C.A.S. to moderate acclaim from the slampunk and nuclear fuzz-grunge collective fans of the west. In 2075, the band embarked on their next tour, "No Self Con-Troll." The mayhem continued in 2076 with a world tour, "For Whom the Bell Trolls," showcasing their experimental neo-classic soviet neurofunk doom polka album "Soya is Murder." In 2077, the band once again popped up stateside for a guerilla video campaign and played several small gigs. They vanished into obscurity with rumors about regarding their final video.

The band's current roster consists of front troll Dmitri Kolnikov backed by lead guitarist Maxim Lazovsky, bassist and backing vocalist Anatoly Smirnov, Alexi Mishkinovinov on a monster drumset, and Sergei Andropov on various synths. Their stage manager and special effects choreographer, Grigory Cherenkov receives billing alongside the musicians as well. Every tour has been chronicled by their biographer, Svetlana Tatiava.

- > "Neo-classic Soviet neurofunk doom polka." Fraggin' meaningless word salad, that.
- > Phase
- > Trolling Thunder is mega wiz! Saw them in KC last year; they deployed a fraggin' stage from a fraggin' airship to kick off the show.
- > Tone Loco
- > Yeah, there's a reason they credit the stage manager as a full member of the band.
- > Bloodhound
- > 'Course, the "band" is just a cover for their shadowrunning activities.
- > Phase

STARTED FROM THE BOTTOM

SHADOWRUN, FIFTH EDITION STATS

DIMITRI KOLNIKOV

(MALE TROLL, SHAMANIC MYSTIC ADEPT)

The charismatic illusionist Dimitri Kolnikov is the front man... er... troll and lead vocalist for the band. He's also responsible for most of the lyrics. A master performer, he utilizes his magic to enhance the mood of the current song, whipping the masses into a frenzy while he belts out Russian lyrics in a deep, brooding growl. He absolutely eats up the adoration from his fans and the crazier they get the wilder he becomes.

B	A	R	S	W	L	I	C	EDG	ESS	M
7	3	1 (4)	5	5	2	2	5	5	6	6

Initiative: 3(6) + 4D6

Condition Monitor (P/S): 12 / 11

Limits: Physical 7, Mental 4, Social 8

Armor: 14 (+4 vs electricity and fire)

Active Skills: Con 6 (9) (Fast Talking +2), Conjuring skill group 2, Counterspelling 4, Intimidation 3 (Physical +2), Negotiation 6 (Bargaining +2), Performance 5 (Singing +2), Pistols 3, Spellcasting 6 (Illusion Spells +2)

Knowledge Skills: Songwriting 3

Languages: Czech 1, English 2, German 1, Japanese 1 (Speaking +2), Russian N

Qualities: Exceptional Attribute (Charisma), Inspired (Performance), Mentor Spirit (Seducer, magician powers) / SINner (Corporate SIN: NeoNET)

Initiate Grade: 3

Metamagics: Channeling

Adept Powers: Combat Sense 2, Enhanced Accuracy (Pistols), Improved Ability (Con) 3, Improved Reflexes 3, Improved Sense: Perfect Pitch, Mystic Armor 1, Pain Resistance 1, Voice Control 1

Spells: Chaotic World, Foreboding, Heal, Improved Invisibility, Increase Charisma, Opium Den, Physical Mask (limited), Silence, Sound Barrier, Trid Phantasm, Vehicle Mask (limited)

Gear: Armor jacket [w/ fire resistance 4, nonconductivity 4], centering focus 4, counterspelling focus (Combat spells) 4, fashion gas mask, fetish (Physical Mask), fetish (Vehicle Mask), glasses [Rating 4 w/ flare compensation, vision enhancement 3], Sony Emperor commlink [Device Rating 2], spellcasting focus (Illusion spells) 4, sustaining focus (Illusion spells) 4

Weapons:

Ruger Super Warhawk [Pistol, Acc 6[7], DV 9P, AP -6, SS, RC 3, 6(cy), w/ laser sight, 12 rounds APDS ammo]

Unarmed strike [Unarmed Combat, Acc 7, Reach 1, DV 5S, AP -]

MAXIM LAZOVSKY

(MALE TROLL, PHYSICAL ADEPT)

"Shred" doesn't describe Maxim's guitar playing—the word falls far short. A better term might be "eviscerate." The trolls massive fingers flutter with preternatural dexterity across the frets, the beauty of their dance belied by the distorted runs and echoing wails of the instrument in his hands. Just when you've been drawn in, entranced by the complex aural landscape swirling past, the rush of fire snaps you back to reality

as jets of flame shoot from the modified neck of Maxim's famous "Fireaxe," a double-necked, twelve-string monstrosity.

B	A	R	S	W	L	I	C	EDG	ESS	M
7	4 (6)	3 (4)	6	3	5	3	3	3	6	6

Initiative: 6(7) + 2D6

Condition Monitor (P/S): 12 / 10

Limits: Physical 8, Mental 6, Social 5

Armor: 19 (+4 vs electricity and fire)

Active Skills: Athletics skill group 2, Chemistry 1, Clubs 5 (Batons +2), Computer 1, Demolitions 5 (Plastic Explosives +2), Exotic Ranged Weapon: Flamethrower 1, Firearms skill group 3, Hardware 1, Heavy Weapons 1, Intimidation 5 (Physical +2), Locksmith 1, Palming 5 (Pick-pocket +2), Perception 1, Performance 4 (Guitars +2), Sneaking 1, Throwing Weapons 1

Knowledge Skills: Fire Science 4 (Arson +2), Guitar Ballads 2, Material Science 1, Metallurgy 1, NeoNET 3 (Human Resources +2), Pyrotechnics 3 (Local Ordinances +2)

Languages: English 2, Russian N

Qualities: Adept, Jack of All Trades, Master of None, Mentor Spirit (Thunderbird), Natural Athlete, Perfect Time / SINner (Corporate SIN: NeoNET)

Initiate Grade: 2

Adept Powers: Critical Strike (Clubs), Elemental Weapon (electricity), Improved Physical Attribute (Agility) 2, Improved Reflexes 1, Light Touch 3, Mystic Armor 6, Nimble Fingers

Gear: Armor jacket [w/ fire resistance 4, nonconductivity 4], ear buds [Rating 1 w/ audio enhancement 1], fashion gas mask, goggles [Rating 6, w/ flare compensation, image link, low light vision, vision enhancement 2, vision magnification], guitar extinguisher attachment, hermetically sealed hard shell guitar case, Meta Link commlink [Device Rating 1], micro flare launcher, Transys Avalon commlink [Device Rating 6], various "pyrotechnics"

Weapons:

Shiawase Arms Incinerator "12-String Fireaxe" [Exotic Ranged, Acc 5, DV 12P(fire), AP -5, SS, RC 3, 6(c), w/ custom look, personalized grip]

Micro flare launcher [Exotic Ranged, Acc 3, DV 5P(fire), AP -5, SS, RC 3, 1(ml)]

Extendable baton weapon focus [Baton, Acc 6, Reach 2, DV 9P, AP -, w/ personalized grip, weapon focus 1]

Unarmed strike [Unarmed Combat, Acc 8, Reach 1, DV 6S, AP -]

ANATOLY SMIRNOV

(TROLL MALE, SHAMANIC MYSTIC ADEPT)

All around him is the maelstrom. The magic of Dimitri's lyrics, the insanity of Maxim's guitar playing and Sergei's countermelodies, the bewildering polyrhythms impossibly played by one troll ... it would all escape into the madness of cacophony were it not for the anchor, Anatoly Smirnov and his steady, grooving bass guitar. The troll is the most introspective and still of the band, planted just off center and behind Dimitri. Anatoly's own powerful voice rolls through the crowd in deep, brooding chants or sails over in an uplifting, sustained vibrato all while hammering the strings methodically,



STARTED FROM THE BOTTOM

playing deceptively simple basslines that keep Trolling Thunder just this side of sanity.

B	A	R	S	W	L	I	C	EDG	ESS	M
7 (8)	4	3 (6)	6	5	1	3	4 (7)	4	6	6

Initiative: 6 (9) + 4d6

Condition Monitor (P/S): 12 / 11

Limits: Physical 9, Mental 4, Social 9

Armor: 13 (+4 vs electricity and fire)

Active Skills: Clubs 4 (Batons +2), Con 6 (Fast Talking +2), Counterspelling 6 (Combat Spells +2), Etiquette 2, Heavy Weapons 5 (Grenade Launchers +2), Perception 5, Performance 5 (Singing +2), Spellcasting 6 (Detection Spells +2), Stealth skill group 3

Knowledge Skills: Music Business 3, Music Venues 3, NeoNET 3

Languages: English 1, Russian N

Qualities: Mentor Spirit (Dragonslayer, adept powers), Shamanic Mystic Adept / SINner (Corporate SIN: NeoNET)

Initiate Grade: 2

Adept Powers: Combat Sense 4, Danger Sense 1, Enhanced Accuracy (Heavy Weapons), Improved Physical Attribute (Body) 1, Improved Reflexes 3, Improved Sense (Ultrasound Sensor), Kinesics 1

Spells: Analyze Device, Analyze Magic, Analyze Truth, Area Thought Recognition, Detect Life Extended, Heal, Increase Charisma, Increase Willpower, Influence, Mind Probe, Spatial Sense Extended, Stunball

Gear: Antidote patch 6 (x10), armor jacket [w/ fire resistance 4, non-conductivity 4], aqua fortis (x2), bass guitar, ear buds [Rating 3, w/ audio enhancement 3], fashion gas mask, gamma-scopolamine patch, glasses [Rating 4, w/ flare compensation, image link, low light vision, smartlink], headjammer 6, jammer (directional) 6, lead lined bass guitar case, Metalink commlink [Device Rating 1] (x2), micro flare launcher, narcoject patch, subvocal microphone, sustaining focus (Health spells) 4, tag eraser, tranq patch 10 (x4), Transys Avalon commlink [Device Rating 6], trauma patch (x2)

Weapons:

- ArmTech MGL-12 "T-Shirt Cannon" [Grenade Launcher, Acc 6, DV 10S, AP -4, SA, RC 3, 12(m), w/ custom look, personalized grip]
- Micro flare launcher [Exotic Ranged, Acc 3, DV 5P(fire), AP -5, SS, RC 3, 1(ml)]
- Extendable baton weapon focus [Baton, Acc 6, Reach 2, DV 8P, AP -, w/ personalized grip, weapon focus 1]
- Shock glove [Unarmed Combat, Acc 9, Reach 1, DV 8S(e), AP -5]
- Unarmed strike [Unarmed Combat, Acc 9, Reach 1, DV 6S, AP -]

SERGEI ANDROPOV

(TROLL MALE, PHYSICAL ADEPT)

Classically trained Sergei was far impatient for the likes of Tchaikovsky, Stravinsky, or Prokofiev. He was far more interested in pushing the very limits of sound and with his array of keyboards, synthesizers, and effects processors—from the industry standard Yamaha DPSW 64 to his prized Roland TB-303 (a century-old piece of tech). All of it runs through a flying spaghetti monster of patch cables ultimately slaved to a 32-channel mixing board built to his exacting specifications. It's not all tech, Sergei can hold his own against any concert pianist his age.

B	A	R	S	W	L	I	C	EDG	ESS	M
8	5 (7)	5 (8)	9	2	2	2	3	3	6	6

Initiative: 7 (10) + 4D6

Condition Monitor (P/S): 12 / 9

Limits: Physical 12, Mental 3, Social 5

Armor: 15 (+4 vs electricity and fire)

Active Skills: Athletics skill group 3, Con 1, Escape Artist 1, Etiquette 1, Exotic Ranged Weapon: Grapple Gun 1, Heavy Weapons 5 (Machine Guns +2), Longarms 2, Perception 1, Performance 4 (Music +2), Pilot Aircraft 1, Pilot Ground Craft 6 (Wheeled +2), Sneaking 6, Throwing Weapons 3, Unarmed Combat 6

Knowledge Skills: Spirits 3, Underground Fighting Leagues 2

Languages: English 3, Russian N

Qualities: Adept, Catlike, Mentor Spirit (Shark), Natural Athlete / Sinner (Corporate SIN: NeoNET)

Initiate Grade: 2

Adept Powers: Critical Strike (Unarmed Combat), Elemental Strike (electricity), Enthralling Performance (Performance), Improved Physical Attribute (Agility) 2, Improved Reflexes 3, Improved Sense: Balance Augmenter, Improved Sense (Ultrasound Sensor), Killing Hands, Smashing Blow, Wall Running

Gear: Armor jacket [w/ fire resistance 4, gel packs, nonconductivity 4], autopicker 6, crowbar, chameleon suit [w/ gel packs], disposable syringes (narcoject, x10), ear buds [Rating 3 w/ audio enhancement 3], fashion gas mask, glasses [Rating 4 w/ flare compensation, image link, smartlink, vision magnification], lead-lined synthesizer cases (x6), magemask, maglock passkey 4, micro flare launcher, qi focus (smashing blow, tattoo) 4, guitar extinguisher attachment, hermetically sealed hard shell guitar case, Metalink commlink [Device Rating 1] (x2), micro flare launcher, synthesizers (x6), Transys Avalon commlink [Device Rating 6]

Weapons:

- Grapple gun [Exotic Ranged, Acc 3, DV 7S, AP -2, SS, RC 4, 1(ml)]
- Micro flare launcher [Exotic Ranged, Acc 3, DV 5P(fire), AP -5, SS, RC 3, 1(ml)]
- Throwing knives [Throwing Weapons, Acc 12, DV 10P, AP -1, 6 knives]
- Unarmed strike [Unarmed Combat, Acc 12, Reach 1, DV 10P(e), AP -]

ALEXI MISHKINOVINOV

(TROLL MALE, STREET SAMURAI)

Bands have drummers, sure, but only Trolling Thunder has Alexi Mishkinovinov. No one hears a studio recording of the band and expects a single percussionist to recreate it on the road—most wouldn't even believe it possible. Watching Alexi sitting on the throne, his drumsticks a blur amidst crashing cymbals and vibrating drum heads is enough to convince the strongest skeptics. Intense polyrhythms backed by his powerful double bass mastery frame every track, clean and precise, complex rhythms roaming around the body of each song rather than pounding through it, leading each song through its parts without taking over the track.

B	A	R	S	W	L	I	C	EDG	ESS
9	4 (5)	3 (4)	5	3	5 (7)	3	2	6	0.18

STARTED FROM THE BOTTOM

Initiative: 6 (7) + 2D6

Condition Monitor (P/S): 13 / 10

Limits: Physical 8, Mental 7, Social 5

Armor: 19 (+4 vs electricity and fire)

Active Skills: Chemistry 1, Clubs 4 (Hammers +2), Con 6 (Fast Talking +2), Electronics skill group 3, Exotic Ranged Weapon: Parashield Dart Pistol 6, First Aid 6 (Trolls +2), Forgery 2 (False IDs +2), Medicine 2 (Trauma Surgery +2), Palming 3, Perception 4 (Visual +2), Performances 4 (Percussion +2), Pilot Ground Craft 1

Knowledge Skills: Acoustics 1, Medical Services 4, Megacorp 3, Pharmacology 3 (Toxins +2), Shadow Clinics 2 (Organlegging +2)

Languages: English 1, Russian N

Qualities: Natural Immunity (narcoject), Toughness / SINner (Corporate SIN: NeoNET)

Augmentations: Cyberears [Rating 1 w/ audio enhancement 3, damper, soundlink], cybereyes [Rating 2, /w flare compensation, image link, low light vision, smartlink, thermographic vision], cyber implanted Parashield Dart Pistol, datajack, dermal plating 4 (betaware), titanium bone lacing (betaware), wired reflexes 1 (betaware), cerebral booster 2, muscle toner 1, platelet factories, tailored pheromones 2

Gear: Armor jacket [w/ fire resistance 4, nonconductivity 4], autopicker 6, climbing gear, drum set, fashion gas mask, glue solvent, glue sprayer, jammer (area) 4, jammer (directional) 6, keycard copier 6, maglock passkey 5, micro flare launcher, miniwelder, sequencer 6, stim patch 6 (x4), Transys Avalon commlink [Device Rating 6], trauma patch (x2)

Weapons:

Parashield Dart Pistol [Exotic Ranged, Acc 5, DV by chemical, AP -, SA, RC 3, 5(c), w/ 10 injection darts (narcoject)]

Micro flare launcher [Exotic Ranged, Acc 3, DV 5P(fire), AP -5, SS, RC 3, 1(ml)]

Warhammer [Hammer, Acc 6, Reach 1, DV 7P, AP -1, w/ personalized grip]

Extendable Maul [Hammer, Acc 4, Reach 3, DV 9P, AP -]

Unarmed strike [Unarmed Combat, Acc 8, Reach 1, DV 8P, AP -]

Knowledge Skills: Street Gangs 2 (Chicago +2), Data Havens 3, Megacorporations 3, NeoNET 4, Police Procedures 1, Security Procedures 1, Special Effects 4

Languages: English 1, Russian N

Qualities: Analytical Mind, Codeslinger (Hack on the Fly), Toughness / SINner (Corporate SIN: NeoNET)

Augmentations: Cyberears [Rating 1 w/ audio enhancement 3, damper, soundlink] (used), cybereyes Rating 3, w/ flare compensation, image link, low light vision, smartlink, thermographic vision, vision enhancement 2, vision magnification] (used), datajack, dermal plating 3, plastic bone lacing, simrig, Transys Avalon commlink [Device Rating 6, used], wired reflexes 1 / cerebral booster 2

Gear: Armor jacket [w/ fire resistance 4, nonconductivity 4], bug scanner 6, commercial explosive 5 (4 kg), explosive foam 6 (6 kg), fashion gas mask, headjammer 6, holoprojector (x3), jammer (directional) 6, magnesium torch, micro flare launcher, printer, shop (Forgery), Sony CIV-720 cyberdeck [Device Rating 4, ASDF 7/6/5/4], tool kit (Cybertechnology), tool kit (Disguise), trid projector, white noise generator 6

Programs: Agent 6 (x4)

Weapons:

Micro flare launcher [Exotic Ranged, Acc 3, DV 5P(fire), AP -5, SS, RC 3, 1(ml)]

Combat axe [Axe, Acc 4, Reach 3, DV 10P, AP -4]

Combat knife [Blade, Acc 6, Reach 1, DV 7P, AP -3]

Stun baton [Club, Acc 4, Reach 2, DV 9S(e), AP -5]

Throwing knives [Aerodynamic, Acc 7, DV 6P, AP -1, 2 knives]

Unarmed strike [Unarmed Combat, Acc 7, Reach 1, DV 6P, AP -]

SVETLANA TATIOVA

(TROLL FEMALE, PHYSICAL ADEPT)

Trolling Thunder's official biographer, Svetlana was on the path to becoming a sociologist or statistical analyst or ... well, she wasn't quite sure. Watching Trolling Thunder perform an arena show, she became interested in the dynamics of fandom relative to objective measurements of skill held against more subjective traits. She managed to set up an interview with Sergei Andropov and the popularity of the segment led to a full-time job offer and a chance to rock out all over the world.

B	A	R	S	W	L	I	C	EDG	ESS	M
8	4	4	6	5	4	5	3 (7)	3	6	3

Initiative: 9 + 1d6

Condition Monitor (P/S): 12 / 11

Limits: Physical 8, Mental 6, Social 9, Astral 9

Armor: 13 (+4 vs electricity and fire)

Active Skills: Assensing 1 (Aura Reading +2), Athletics skill group 1, Blades 1 (Knives +2), Con 1 (Seduction +2), Disguise 1, Etiquette 1 (Street +2), Perception 1 (Visual +2), Performance 1, Pistols 1 (Tasers +2), Tracking 1

Knowledge Skills: History 1 (Sixth World Events +2), Neurobiology 1, Psychology 4, Social Anthropology 6, Statistical Modeling 1, Universities 2

Languages: English 1, Russian N

Qualities: Adept, Analytical Mind, Exceptional Attribute (Intuition), Mentor Spirit (Eagle) / SINner (Corporate SIN: NeoNET)

Initiate Grade: 2

Metamagics: Psychometry

Adept Powers: Astral Perception, Combat Sense 1, Critical Strike (Blades), Enhanced Accuracy (Pistols), Enhanced Perception 3, Im-

GRIGORI CHERENKOV

(TROLL MALE, DECKER)

The stage manager for Trolling Thunder, Grigori takes care of everything before, during, and after the show, never missing a single detail. Power requirements, monitor placement, spacing for the drum set and synth stands ... lightning and fire. All of the fire! A show like Trolling Thunder's always requires pyrotechnic accompaniment, delivered with absolute precision, and Grigori is more than happy to be the one execute that. The band wouldn't trust anyone else.

B	A	R	S	W	L	I	C	EDG	ESS
6	3	2 (3)	5	5	5 (8)	4	1	3	0.1

Initiative: 6 (7) + 2D6

Condition Monitor (P/S): 11 / 12

Limits: Physical 7, Mental 10, Social 4

Armor: 16 (+4 vs electricity and fire)

Active Skills: Arcana 1, Armorer 1, Artisan 6 (Special FX +2), Automotive Mechanic 1, Blades 5 (Axes +2), Cracking skill group 7, Cybertechnology 1, Demolitions 3 (Pyrotechnics +2), Electronics skill group 5, First Aid 1, Forgery 5 (False IDs +2), Heavy Weapons 5 (Assault Cannons +2), Industrial Mechanic 1, Longarms 4 (Shotguns +2), Perception 5 (Visual +2), Throwing Weapons 5 (Aerodynamic +2)



STARTED FROM THE BOTTOM

proved Sense: Perfect Pitch, Improved Sense: Select Sound Filter 6, Linguistics

Gear: Armor jacket [w/ fire resistance 4, gel packs, nonconductivity 4], contacts [Rating 3, w/ flare compensation, image link, smartlink], fashion gas mask, medkit 6, micro flare launcher, micro-camera, simrig

Weapons:

Defiance EX Shocker [Taser, Acc 7, DV 9S(e), AP -5, SS, RC 3, 4(m)]

Micro flare launcher [Exotic Ranged, Acc 3, DV 5P(fire), AP -5, SS, RC 3, 1(ml)]

Combat knife [Knife, Acc 7, Reach 1, DV 9P, AP -3]

Shock glove [Unarmed Combat, Acc 8, Reach 1, DV 8S(e), AP -5]

Unarmed strike [Unarmed Combat, Acc 8, Reach 1, DV 6S, AP -]

Shiawase Cyber-5 cyberdeck [Device Rating 5, ASDR 8/7/6/5 w/ self-destruct, and sim module modified for hot sim] (betaware), wired reflexes 1 (betaware), cerebellum booster 2 (betaware), cerebral booster 3 (betaware), platelet factories (betaware)

Gear: Fuchi Cyber-X7 commlink [Device Rating 7], medkit 3, security armor (light) [w/ chemical seal, fresnel fabric 4, nonconductivity 4], security armor helmet [w/ image link, smartlink, spatial recognizer], stim patch 5 (1 dose)

Weapons:

SCK Model 100 [Automatic, Acc 5[7], DV 8S, AP +1, SA/BF, RC 6, 30(c), w/ folding stock, gas-vent system 3, smartgun system (internal), 60 gel rounds ammo]

Unarmed strike [Unarmed Combat, Acc 6, Reach -, DV 3S, AP -]

NEONET TRANS-ASIA SECURITY TROOPER

(4. HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
6	5 (8)	5 (9)	5 (8)	5	4	4	3	3.05

Initiative: 11 (15) + 3D6

Condition Monitor: 11

Limits: Physical 11, Mental 7, Social 6

Armor: 23 (+4 vs electricity and fire)

Active Skills: Athletics skill group 7, Close Combat skill group 8, Demolitions 7, Firearms skill group 9, Perception 7, Stealth skill group 6

Knowledge Skills: NeoNET 5, Security Procedures 4, Small Unit Tactics 6
Augmentations: Cybereyes [Rating 3, w/ flare compensation, image link, low light vision, smartlink, thermographic vision, vision magnification] (betaware), reaction enhancers 2 (betaware), wired reflexes 2 (deltaware), muscle augmentation 3 (deltaware), muscle toner 3 (deltaware), synthacardium 3 (deltaware)

Gear: Medkit 3, plastic restraints (10), security armor (medium) [w/ chemical seal, fire resistance 4, gel packs, nonconductivity 4], security armor helmet [w/ Fuchi Cyber-X7 commlink [Device Rating 7], micro-transceiver, trodes], stim patch 5 (1 dose)

Weapons:

SCK Model 100 [Automatic, Acc 5[7], DV 8S, AP +1, SA/BF, RC 8, 30(c), w/ folding stock, gas-vent system 3, smartgun system (internal), 60 gel rounds ammo]

Katana [Blade, Acc 8, Reach 1, DV 11P, AP -3, personalized grip]

Unarmed strike [Unarmed Combat, Acc 11, Reach -, DV 8S, AP -]

NEONET TRANS-ASIA SECURITY MAGE

(1. HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS	M
4	3	5	4	6	6	4	4	6	7

Initiative: 9 (13) + 3D6

Condition Monitor: 11

Limits: Physical 6, Mental 8, Social 7, Astral 7

Armor: 18 (+4 vs electricity and fire)

Active Skills: Assensing 5, Astral Combat 6, Conjuring skill group 7, Etiquette 4 (Corporate +2), Leadership 5, Perception 5, Sneaking 4, Sorcery skill group 7

Knowledge Skills: Magic Threats 5, NeoNET 4, Security Procedures 4, Small Unit Tactics 5

Qualities: Mentor Spirit (Wise Warrior), Spirit Whisperer

Initiate Grade: 2

Metamagics: Centering, spell shaping

Spells: Blast, Clout, Combat Sense, Detect Troll, Heal, Hose, Increase Reflexes (sustained, 4 hits, Force 4), Levitate, Mana Static, Water Grenade

Bound Spirits: Spirit of water (Force 8, 4 services)

Gear: Centering focus 3 (tattoo), hermetic reagents (20 drams), psyche (2 doses), security armor (medium) [w/ chemical seal, fire resistance 4, gel packs, nonconductivity 4], security armor helmet [w/ Fuchi Cyber-X7 commlink [Device Rating 7], micro-transceiver, trodes, sustaining focus (Health spells, tattoo) 4

Weapons:

SCK Model 100 [SMG, Acc 5, DV 8S, AP +1, SA/BF, RC 4, 30(c), w/ folding stock, smartgun system (internal), 30 gel rounds ammo]

Unarmed strike [Unarmed Combat, Acc 6, Reach -, DV 4S, AP -]

NEONET TRANS-ASIA SECURITY DECKER

(1. HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
3	5	4 (8)	3	6	5 (8)	6 (8)	3	3.01

Initiative: 10 (16) + 2D6

Matrix Initiative: 12 + 3D6

Condition Monitor: 11

Limits: Physical 6, Mental 10, Social 6

Armor: 18 (+4 vs electricity)

Active Skills: Athletics skill group 3, Cracking skill group 8, Electronics skill group 5, Etiquette 4 (Corporate +2), Firearms skill group 4, Perception 4

Knowledge Skills: Matrix Infrastructure 5, NeoNET 4, Security Procedures 3, Small Unit Tactics 3

Qualities: Codeslinger: Data Spike

Augmentations: Biomonitor (betaware), cybereyes [Rating 2, w/ flare compensation, image link, low light vision, smartlink, and thermographic vision], datajack (betaware), reaction enhancers 2 (betaware),

SPIRIT OF WATER

(1. FORCE 8, BOUND, 4 SERVICES)

B	A	R	S	W	L	I	C	ESS	M
8	9	10	8	8	8	8	8	8	8

Initiative: 18 + 2D6

Astral Initiative: 16 + 3D6

Condition Monitor: 12

Skills: Assensing 8, Astral Combat 8, Exotic Ranged Weapon 8, Perception 8, Unarmed Combat 8

Powers: Accident, astral form, concealment, confusion, elemental attack (water), engulf, immunity to normal weapons, materialization, movement, sapience, search

Weapons:

Elemental attack [Exotic Ranged, Acc 12, DV 16P(water), AP -8]

Engulf [Unarmed Combat, Acc 12, Reach -, DV 16S, AP -8]

Unarmed strike [Unarmed Combat, Acc 12, Reach -, DV 8S, AP -]



STARTED FROM THE BOTTOM

SHADOWRUN, SIXTH WORLD STATS

DIMITRI KOLNIKOV

(MALE TROLL, SHAMANIC MYSTIC ADEPT)

B	A	R	S	W	L	I	C	EDG	ESS	M
7	3	1(2)	5	5	2	2	5	5	6	6

DR	I/ID	AC	CM	MOVE
13	4/2	A1, I3	14 / 11	10/15/+1

Skills: Con 7 (Singing +2), Conjuring 2, Firearms 3, Influence 4, Sorcery 6 (Illusion Spells +2)

Knowledge Skills: Shadow Community, Songwriting

Languages: Czech, English (Specialist), German, Japanese (Specialist), Russian (Native)

Qualities: Aptitude (Con), Built Tough 2 (troll trait), Dermal Deposits (troll trait), Exceptional Attribute (Charisma), Mentor Spirit (Seducer, magician powers), Thermographic Vision (troll trait), SINner (NeoNET)

Initiate Grade: 3

Metamagics: Centering

Adept Powers: Combat Sense 2, Enhanced Accuracy, Improved Ability (Con) 3, Improved Reflexes 1, Improved Sense: Perfect Pitch, Mystic Armor 1, Pain Resistance 1, Voice Control

Spells: Chaos, Heal, Invisibility, Increase Attribute, Physical Mask, Silence, Trid Phantasm

Gear: Armor jacket (+4 w/ electricity resistance 2, fire resistance 2), centering focus 4, counterspelling focus (Combat spells) 4, fashionable gas mask, glasses [Capacity 4, w/ flare compensation, vision enhancement], Sony Emperor commlink [Device Rating 2, D/F 1/1], spellcasting focus (Illusion spells) 4, sustaining focus (Illusion spells) 4

Weapons:

Ruger Super Warhawk [Firearms, DV 5P, SA, 6(cy), Attack Ratings 10/13/10/-/-, w/ laser sight, 6 rounds explosive ammo]

Unarmed strike [Close Combat, DV 2S, Attack Ratings 7/-/-/-]

audio enhancement 1], fashionable gas mask, goggles [Capacity 6 w/ flare compensation, image link, low light vision, vision enhancement, vision magnification], guitar extinguisher attachment, hermetically sealed hard shell guitar case, Meta Link commlink [Device Rating 1, D/F 1/0], micro flare launcher, Transys Avalon commlink [Device Rating 6, D/F 3/1], various "pyrotechnics"

Weapons:

12-String Fireaxe [Flamethrowers, DV 3P(f), SS, 6(c), Attack Ratings 7/7/-/-/- w/ instruments of death modification]

Extendable baton weapon focus 1 [Close Combat, DV 3S, Attack Ratings 11/-/-/-]

Unarmed strike [Close Combat, DV 3S, Attack Ratings 10/-/-/-]

Notes: The 12-String Fireaxe may make spray attacks just like a flamethrower (see p. 117, SR6).

ANATOLY SMIRNOV

(TROLL MALE, SHAMANIC MYSTIC ADEPT)

B	A	R	S	W	L	I	C	EDG	ESS	M
7	4	3	6	5	1	3	4(7)	4	6	6

DR	I/ID	AC	CM	MOVE
12	6/1	A1, I2	14 / 11	10/15/+1

Skills: Close Combat 4, Con 5 (Musical Performance +3), Exotic Weapons 4 (Grenade Launchers +2), Influence 2, Perception 5, Sorcery 6, Stealth 3

Knowledge Skills: Music Business, Music Venues, NeoNET

Languages: English, Russian (Native)

Qualities: Built Tough 2 (troll trait), Dermal Deposits (troll trait), Mentor Spirit (Dragonslayer, adept powers), Thermographic Vision (troll trait) / Corporate SIN (NeoNET)

Initiate Grade: 2

Adept Powers: Enhanced Accuracy, Improved Physical Attribute (Body) 1, Improved Reflexes 3, Vocal Control

Spells: Analyze Device, Analyze Magic, Analyze Truth, Increase Attribute, Mind Probe, Stunball

Gear: Antidote patch 6 (x10), armor jacket (+4 w/ fire resistance 4), bass guitar, earbuds [Capacity 2, w/ audio enhancement, sound link], fashionable gas mask, gamma-scopolamine patch, glasses [Capacity 4, w/ flare compensation, image link, low light vision, smartlink], jammer (directional) 6, lead lined bass guitar case, Meta Link commlink [Device Rating 1, D/F 1/0] (x2), micro flare launcher, narcoject patch, subvocal microphone, sustaining focus (Health spells /w Increase Charisma sustained 4 hits) 4, tag eraser, tranq patch 10 (x4), Transys Avalon commlink [Device Rating 6, D/F 3/1], trauma patch (x2)

Weapons:

ArmTech MGL-12 "T-Shirt Cannon" [Grenade Launchers, DV by grenade, SA, 12(c), -/10/11/8/4, w/ custom look, 12 stun grenades]

Stun Grenade ammunition [DV 10S/8S/6S, blast 15m, w/ status effects: Blinded I, Deafened I, Dazed I]

Extendable baton weapon focus 1 [Close Combat, DV 2S, 15/-/-/-]

Shock glove [Close Combat, DV 4S(e), 13/-/-/-]

Unarmed strike [Close Combat, DV 2S, 12/-/-/-]

MAXIM LAZOVSKY

(MALE TROLL, PHYSICAL ADEPT)

B	A	R	S	W	L	I	C	EDG	ESS	M
7	4(6)	3(4)	6	3	5	3	3	3	6	6

DR	I/ID	AC	CM	MOVE
18	7/2	A1, I3	14 / 10	10/15/+1

Skills: Athletics 2, Close Combat 5, Con 4 (Musical Performance +2), Engineering 2 (Demolitions +2), Electronics 1, Exotic Weapons 1 (Flamethrowers +2), Firearms 3, Perception 1, Stealth 1

Knowledge Skills: Arson, Guitars, Local Ordinances, Metallurgy, NeoNET, Pyrotechnics

Languages: English (Specialist), Russian (Native)

Qualities: Built Tough 2 (troll trait), Catlike, Dermal Deposits (troll trait), Mentor Spirit (Thunderbird), Thermographic Vision (troll trait) / SINner (NeoNET)

Initiate Grade: 2

Adept Powers: Critical Strike 1, Improved Physical Attribute (Agility) 2, Improved Reflexes 1, Mystic Armor 6, Wall Running

Gear: Armor jacket (+4 w/ fire resistance 4), earbuds [Capacity 1 w/

STARTED FROM THE BOTTOM

SERGEI ANDROPOV

(TROLL MALE, PHYSICAL ADEPT)

B	A	R	S	W	L	I	C	EDG	ESS	M
8	5 (7)	5 (8)	9	2	2	2	3	3	6	6

DR	I/ID	AC	CM	MOVE
13	10/3	A1, I4	12 / 9	10/15/+1

Skills: Athletics 3, Close Combat 5, Con 4 (Musical Performance +2), Electronics 4, Exotic Weapons 1 (Grapple Guns +2), Perception 1, Piloting 4, Stealth 4

Knowledge Skills: Classical Piano, Spirits, Synthesizers, Underground Fighting Leagues

Languages: English (Specialist), Russian (Native)

Qualities: Built Tough 2 (troll trait), Catlike, Dermal Deposits (troll trait), Mentor Spirit (Shark), Thermographic Vision (troll trait), SINner (NeoNET)

Initiate Grade: 2

Adept Powers: Critical Strike 2, Improved Physical Attribute (Agility) 2, Improved Reflexes 3, Killing Hands, Wall Running

Gear: Armor jacket (+4 w/ fire resistance 4), autopicker, crowbar, chameleon suit, disposable syringes (narcoject, x10), earbuds [Capacity 2, w/ audio enhancement, sound link], fashionable gas mask, glasses [Capacity 4 w/ flare compensation, image link, smartlink, vision magnification], lead-lined synthesizer cases (x6), magemask, maglock passkey 4, micro flare launcher, guitar extinguisher attachment, hermetically sealed hard shell guitar case), micro flare launcher, synthesizers (x6), Transys Avalon commlink [Device Rating 6, D/F 3/1]

Weapons:

- Grapple gun [Grapple Guns, DV 3S, SS, 1(z), 1/1/1/-/-]
- Throwing knives [Athletics, DV 4P, 10/9/3, 6 knives]
- Unarmed strike [Close Combat, DV 4S, 17/-/-/-/-]

ALEXI MISHKINOVINOV

(TROLL MALE, STREET SAMURAI)

B	A	R	S	W	L	I	C	EDG	ESS
9	4 (5)	3 (4)	5	3	5 (7)	3	2	6	0.76

DR	I/ID	AC	CM	MOVE
21	7/2	A1, I3	15 / 10	10/15/+1

Skills: Biotech 5, Close Combat 4 (Clubs +2), Con 6, Electronics 3, Exotic Weapons 4 (Parashield Dart Pistol +2), Perception 4, Stealth 2, Piloting 1

Knowledge Skills: Acoustics, Medical Services, Megacorps, Organlegging, Pharmacology, Shadow Clinics, Toxins

Languages: English, Russian (Native)

Qualities: Built Tough 2 (troll trait), Dermal Deposits (troll trait), Natural Immunity (narcoject), Thermographic Vision (troll trait), Toughness / SINner (NeoNET)

Augmentations: Cyberears [Rating 2 w/ audio enhancement, damper, soundlink], cybereyes [Rating 3 w/ flare compensation, image link, low light vision, smartlink, thermographic vision], cyber implanted Parashield Dart Pistol, datajack, dermal plating 4 (betaware), titanium bone lacing (betaware), wired reflexes 1 (betaware), cerebral booster 2, muscle toner 1, tailored pheromones 2

Gear: Armor jacket (+4, w/ fire resistance 4), autopicker, climbing gear, drum set, fashionable gas mask, glue solvent, glue sprayer, jammer (area) 4, jammer (directional) 6, keycard copier, maglock passkey 4,

micro flare launcher, miniwelder, sequencer 6, stim patch 6 (x4), Transys Avalon commlink [Device Rating 6, D/F 3/1], trauma patch (x2)

Weapons:

- Parashield Dart Pistol [Parashield Dart Pistols, DV 1P plus chemical, SS, 5(c), 9/10/8/-/- w/ 10 injection darts (narcoject, see p. 122, SR6)]
- War Maul [Clubs, DV 5P, 14/-/-/-/-]
- Unarmed strike [Close Combat, DV 4P, 12/-/-/-/-]

GRIGORI CHERENKOV

(TROLL MALE, DECKER)

B	A	R	S	W	L	I	C	EDG	ESS
6	3	2 (3)	5	5	5 (8)	4	1	3	0.06

DR	I/ID	AC	CM	MOVE
14	7/2	A1, I3	13 / 11	10/15/+1

MATRIX	DR	I/ID	AC	CM
Cold VR	14	12/2	A1, I3	11

Skills: Athletics 5, Biotech 1, Close Combat 5, Cracking 7, Electronics 5, Engineering 1, Perception 4, Stealth 3

Knowledge Skills: Chicago Area, Data Havens, Megacorporations, NeoNET, Police Procedures, Security Procedures, Special Effects, Street Gangs

Languages: English, Russian (Native)

Qualities: Analytical Mind, Built Tough 2 (troll trait), Dermal Deposits (toll trait), Toughness, Thermographic Vision (troll trait) / SINner (NeoNET)

Augmentations: Cyberears [Rating 2, w/ audio enhancement, damper, soundlink] (used), cybereyes [Rating 4, w/ flare compensation, image link, low light vision, smartlink, thermographic vision, vision enhancement, vision magnification] (used), cyberjack [Rating 3 D/F 5(6)/6] (used), dermal plating 3, plastic bone lacing, Renraku Kitsune implanted cyberdeck [Device Rating 4, A/S 7/6] (used), wired reflexes 1, cerebral booster 2

Gear: Armor jacket (+4 w/ electricity resistance 2, fire resistance 2), bug scanner 6, commercial explosive 5 (4 kg), explosive foam 6 (6 kg), fashion gas mask, headjammer 6, holoprojector (x3), jammer (directional) 6, magnesium torch, micro flare launcher, printer, shop (Forgery), tool kit (Cybertechnology), tool kit (Disguise), trid projector, white noise generator 6

Programs: Armor, signal scrubber, toolbox

Weapons:

- Combat axe [Close Combat, DV 5P, 14/-/-/-/-]
- Combat knife [Close Combat, DV 3P, 13/7/-/-/-]
- Stun baton [Close Combat, DV 5S(e), 11/-/-/-/-]
- Throwing knives [Athletics, DV 2P, 10/9/3/-/-, w/ 2 knives]
- Unarmed strike [Close Combat, DV 3P, 9/-/-/-/-]

SVETLANA TATIOVA

(TROLL FEMALE, PHYSICAL ADEPT)

B	A	R	S	W	L	I	C	EDG	ESS	M
8	4	4	6	5	4	5	3 (7)	3	6	3

DR	I/ID	AC	CM	MOVE
13	9/1	A1, I2	14 / 11	10/15/+1

Skills: Astral 1, Athletics 1, Close Combat 1, Con 1, Firearms 1, Influence 1, Outdoors 1, Stealth 1



STARTED FROM THE BOTTOM

Knowledge Skills: History, Neurobiology, Psychology, Sixth World Events, Social Anthropology, Statistical Modeling, Universities

Languages: English, Russian (Native)

Qualities: Analytical Mind, Guts, Mentor Spirit (Eagle), Photographic Memory / Corporate SIN (NeoNET)

Adept Powers: Astral Perception, Combat Sense 1, Critical Strike 1, Enhanced Perception

Gear: Armor jacket (+4, w/ fire resistance 4), contacts [Capacity 3, w/ flare compensation, image link, smartlink], fashionable gas mask, med-kit 6, micro flare launcher, micro-camera, simrig, smartwig [w/ trodes]

Weapons:

Defiance Super Shock [Firearms, DV 65(e), SS, 4(m), 10/6/--/--]

Shock glove [Close Combat, DV 45(e), 11/--/--]

Unarmed strike [Close Combat, DV 3S, 10/--/--]

NEONET TRANS-ASIA SECURITY TROOPER

(4, HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
5	4 (7)	4 (8)	4 (7)	4	3	3	2	3.05

DR	I/ID	AC	CM	MOVE
12	11/3	A1, I4	11	10/15/+1

Skills: Athletics 5, Close Combat 5, Engineering 5 (Demolitions +3), Firearms 5, Perception 5, Stealth 4

Augmentations: Cybereyes [Rating 3 w/ flare compensation, image link, low light vision, smartlink, thermographic vision, vision magnification] (betaware), reaction enhancers 2 (betaware), wired reflexes 2 (deltaware) / muscle augmentation 3 (deltaware), muscle toner 3 (deltaware), synthacardium 3 (deltaware)

Gear: Medkit 3, plastic restraints (10), heavy armor (+5) [w/ chemical seal, electricity resistance, fire resistance 2], security armor helmet (+2) [w/ Transys Avalon commlink [Device Rating 6, D/F 3/1], micro-transceiver, trodes], stim patch 5 (1 dose)

Weapons:

SCK Model 100 [Firearms, DV 3S, SA/BF, 30(c), 12/12/9/--/--, w/ folding stock, smartgun system (internal), 60 gel rounds ammo]

Katana [Close Combat, DV 4P, 17/--/--]

Unarmed strike [Close Combat, DV 2S, 15/--/--]

NEONET TRANS-ASIA SECURITY DECKER

(1, HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	EDG	ESS
3	3	4 (7)	3	4	4 (6)	4	3	2.2	0.06

DR	I/ID	AC	CM	MOVE
10	11/2	A1, I3	10	-

MATRIX	DR	I/ID	AC	CM
Cold VR	13	10/2	A1, I3	11

Skills: Athletics 3, Cracking 6, Electronics 5, Firearms 4, Perception 4

Augmentations: Biomonitor (betaware), cybereyes [Rating 3 w/ flare compensation, image link, low light vision, smartlink, and thermographic vision], Cyberjack [Rating 3, D/F 6/5] (betaware), reaction enhancers 2 (betaware), implanted MCT 360 cyberdeck [Device Rating 3,

A/S 6/5] (betaware), wired reflexes 1 (betaware) / cerebellum booster 2 (betaware), cerebral booster 3 (betaware)

Gear: Security armor (+5 w/ chemical seal, electricity resistance 4), security armor helmet (+2 w/ image link, smartlink, spatial recognizer), stim patch 5 (1 dose)

Programs: Armor, Exploit

Weapons:

SCK Model 100 [Firearms, DV 3S, SA/BF, 30(c), 12/12/9/--/--, w/

folding stock, smartgun system (internal), 60 gel rounds ammo]

Unarmed strike [Close Combat, DV 2S, 11/--/--]

NEONET TRANS-ASIA SECURITY MAGE

(1, HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS	M
3	2	4	3	5	5	3	3	6	7

DR	I/ID	AC	CM	MOVE
10	11/4	A1, I5	11	-

DR	ASTRAL	I/ID	AC	CM
5	10/5	A1, I5	A1, I3	-

Skills: Astral 5, Conjuring 6, Stealth 4, Sorcery 6

Initiate Grade: 2

Metamagics: Centering, spell shaping

Spells: Blast, Increase Reflexes (sustained, 3 hits), Manabolt, Mana Barrier

Spirits: Spirit of water (Force 7, 2 services)

Gear: Centering focus 3, hermetic reagents (20 drams), security armor (+5 w/ chemical seal, fire resistance 2), security armor helmet (+2 w/ Transys Avalon commlink [Device Rating 6, D/F 3/1], micro-transceiver, trodes).

Weapons:

SCK Model 100 [Firearms, DV 3S, SA/BF, 30(c), 12/12/9/--/--, w/

folding stock, smartgun system (internal), 60 gel rounds ammo]

Unarmed strike [Close Combat, DV 2S, 11/--/--]

SPIRIT OF WATER

(1, FORCE 8, 4 SERVICES)

B	A	R	S	W	L	I	C	ESS	M
7	8	9	7	7	7	7	7	7	7

DR	I/ID	AC	CM	MOVE
7	16/2	A1, I3	12	-

DR	ASTRAL	I/ID	AC	CM
7	14/3	A1, I4	-	-

Skills: Astral 7, Athletics 7 (Swimming +2), Close Combat 7, Exotic Ranged 7, Perception 7

Powers: Astral form, concealment, confusion, elemental attack (cold), engulf (water), guard, materialization, movement, sapience, search

Weapons:

Astral Strike [Astral, DV 4P, 14/--/--]

Elemental attack [Exotic Ranged, DV 7P(cold), 14/10/6/4/-]

Engulf [Close Combat, DV 9S (and see p. 223, SR6), 16/--/--]

Unarmed strike [Close Combat, DV 2S, 16/--/--]

STARTED FROM THE BOTTOM

DEBUGGING

If the runners for some reason search around the building for secret entrances, there is one present. This has nothing to do with this run, but it may come up in a later run, so it is included here for them to potentially find. It can be found with a visual or tactile Perception + Intuition [Mental] (4) Test (SR6: Perception + Intuition (4) Test) or by finding the door in Club Forgotten's host. The runners will only get the opportunity to make this Perception Test if they specifically state they are searching for a hidden door. The door can only be opened without sounding an alarm via the host. The door leads to a narrow passage that ends in a ladder. Climbing this ladder will take the shadowrunners to Ando's bedroom, conveniently located at the far end of his office.

SCENE 3:

SHADOWS WITHOUT HONOR OR HUMANITY

SCAN THIS

The fixer comes through with another small job and the runners meet with Tetsuya Sakai, an oni kyodai also associated with the Inaga-

TSUBAKI TEA HOUSE

Tsubaki Tea House, Shibuya Jingumae 5-13-2, is located in the middle-class neighborhood of Harajuku, known for its modern, urban culture. Traditionally, a tea house was a small wooden building on one's property for drinking tea. Tsubaki Tea House is more like a western coffee shop/café. You come in and are seated by a host like a restaurant. The menu is all teas and wagashi, Japanese "pastries" made from mochi (a sort of rice paste made into cakes, usually with some manner of filling), azuki bean paste, and fruit.

- > The owner of this place doesn't have it out for metas and is happy to cater to a diverse clientele. They won't go out of their way—don't expect troll-appropriate seating—but they don't force you to use a service entrance. That said, foreigners get all the side-eye normally reserved for non-humans.
- > The Hostess

wa-kai, who hires the runners to mess with a local business. The idea is that they are to behave in a manner that does not lead back to the Yakuza. Go in to break and steal things. Presumably, the goal is to convince the owner that he needs protecting.

TELL IT TO THEM STRAIGHT

The next day, you receive a text message on your commlink. "All right chummers, I got some more work to send your way. One of my honored Yakuza associates is in need of assistance. Please meet with your contact at a tea house, address attached. Ask for Tanaka-san, he will be in a private room no doubt."

Arriving at the address you see a small tea shop on a busy street of businesses. Entering, the door chimes with a real physical bell. An older woman greets you. "Welcome honored guests to Tsubaki Tea House. If you give me just a few minutes, I'll be able to put a few tables together to accommodate your party."

Before she steps away, you mention that you are here to meet with Tanaka-san and she pauses before bowing deeply, "Of course. Please follow me" She turns and shows you back to a private room. She pulls back the sliding rice paper walls to reveal a modest space with a few tables and chairs. Seated at the head of the table is a blue-skinned metahuman, the left half of his face covered in a metallic mask, with horns rising vertically from his temples. He grins as he stands up. He is wearing a short-sleeved, buttoned-up shirt that depicts a warm sunset over a tropical beach with a few palm trees.

Yes, that is a Hawaiian shirt.

As everyone settles in, the oni offers tea and wagashi. Unlike your hotel meeting, the confections are plentiful and varied: three varieties of mochi along with English-style shortbreads and American style chocolate chip cookies. As the plate moves around the table, you take a better look at him. He's definitely not a youngster, closer to middle aged for orks, even this particular metavariant. Now that you have a moment, you see that the mask is actually a plate installed onto his face, a partial cyber-skull. Both of his arms are cybernetic with his left arm having been completely replaced and his right starting from the elbow. Probably the tip of that iceberg.

STARTED FROM THE BOTTOM

The oni wastes no time on pleasantries, stuffing his face with one of the soft rice cakes and talking around it. His voice is a jolly growl. “All right folks, so, I’m Sakai. Kind of a big deal around here. Done some digging and talked to my friends, all a bunch of scum and lowlifes,” he interrupts himself with a guffaw, obviously thinking “scum and lowlifes” is a funny thing to call his friends, “yeah, scum and lowlifes...” His laughter fades and he grunts before he continues.

“*Anyway*, they say you are not completely useless. Perhaps you are ready to move up. So, I got a job offer for you, something that should be fun if you don’t take things too seriously, and it’ll make us all a bit of cred. Me more than you naturally, ha! So, I run insurance for the businesses in my district but there’s this grocery store on the corner of this very block, they feel they can rely on the Metro for protection! Can you believe it?”

He leans in and without actually dropping his volume, speaks conspiratorially, “Now, let me tell you something, I been protecting this neighborhood for a few years and I’ve learned a few things. And one of the few things I’ve learned is that you can’t always count on the police! The kind of folks that’ll rob you blind? They aren’t afraid of the police! But, see, I’ve offered my crew up as sort of augmented security service for many of the neighborhood businesses. We’re not tied up in regulatory nonsense like the fine officers of our police force are, no way! It only takes a few cracked skulls to get the word out. We get results!”

“Now? Well, when folks know we’re looking after your interests ... well not you, I mean ... but a business, well, they tend to leave it the hell alone. And on this block, every single shop or office is on our premium plan. Well, now, except this grocery store. Which might be all right, but see, no one’s ever gonna mess with ’em because of proximity. It’s like being under an umbrella! A security umbrella. So they end up benefiting from our services but they aren’t paying the fees! Hardly fair, hardly fair at all.” He takes a long drink of his tea before continuing.

“So, this is where you come in. They’re, uh, what do you call it? Oh, yeah: Complacent! So I need to really drive home the importance of being on the plan. So, we’re gonna do a bit of stage acting, what do you say to that? You

guys take on the role of some chinpara and go in there and make a mess of things. Just go in there and do ...” he waves his hands dramatically in the air, “... chaos.” He nods at that before continuing. “Take drek, steal any cash script in the register, break a few things, I don’t know, maybe write on the walls.”

He puts another of the mochis in his mouth and then stops chewing before blurting out as if he just remembered something vital. “But don’t hurt anybody. Well, at least not badly. They shouldn’t give you any trouble. I mean, if someone gets in your face, push ’em around, but nothing serious. Don’t break any bones or gouge out their eyes. If you absolutely gotta rough someone up, can’t be nothing more than a few stitches. And only if you have to! These are my neighbors, I don’t want to see them hurt. Just need them to do the neighborly thing, right?”

“Oh, and don’t go presenting yourself as Yakuza. Don’t tell them they need better protection or anything like that. You gotta be subtle. They can’t think I put you up to this.”

“All right, so sounds easy enough, right? In addition to your share of whatever small amount of cash you can get, and don’t count on it being much, I will pay each of you 1,000 nuyen. Meanwhile, I’m gonna watch. I mean, from here. Got this little FlySpy. It’s neat! Anyway, go and apply your skills. When you’re done, meet me around back for your pay. What do you say?”

When they arrive at the store, read this:

The store down the street is visible as you exit the tea house. Tanaka-san’s drone flies around at a reasonable distance. One thing you notice as you approach is that the windows on the doors and walls are not mirrored or tinted, you can see right inside. Stepping inside, you are greeted with a smile by the woman behind the counter, “Hello, how are you folks doing today?” You see an older gentleman, nearing fifty, cleaning the doors of the coolers with a spray bottle and a rag. A younger woman stocks some apples.

BEHIND THE SCENES

Tetsuya Sakai will ensure everyone has tea and cookies. He is Inagawa-kai, “new-school” Yakuza, and does not respect all of the old



STARTED FROM THE BOTTOM

ways—for example, he does not engage in the customary small-talk before getting down to business. One traditional Japanese business style Tetsuya has not given up is the way in which he offers the runners pay. He has brought his best offer to the table and will be offended and shamed if the runners attempt to negotiate price in a western way. In the traditional Japanese way, Tetsuya will hear out any qualifications or justifications the runners make and thank them for this information. He will consider it in his final evaluation of their performance. Naturally any non-Japanese will be given a little more leeway in this, as Tetsuya understands that foreigners do not know how to do things properly. His negotiation pool is 10. He offers a base pay of 1,000 nuyen each but will up the pay by 100 nuyen per net hit on a Negotiation test, maximum 5 hits, provided the job is accomplished. This will be given as a bonus after the job.

The grocery store is a small, family-owned place. The front features four large, clear windows. Inside, produce is for sale along two walls. The third wall is all coolers with beverages, beer, eggs, cheese and juice for sale. The fourth wall is the register and a soda fountain. There is also a case with some premade hot foods for sale under a warming lamp. The center is all your dry goods; ten aisles worth of shelves with many prepackaged foods. The floors are natural wood. The ceiling is an exposed beam type, so

all the wiring for lights and such is visible, zip tied to the metal structure.

The store is owned and operated by Akira Matsui and his wife Riku. Their twenty-two-year-old daughter, Tamako, helps out with the store as well. Akira is suspicious of anyone looking tough, especially foreigners, and is always watching anyone he does not know in the store (he will make a Perception test to look to see if anyone suspicious is armed). Akira is quieter and watches anyone in the store (Perception test to notice shoplifting). Tamako is the warmest and friendliest of the three—her spirit has yet to be crushed by decades of grinding out a living in service to the public. There is 97 nuyen per runner in the register (some people still use cash!).

The runners will get a message on their commlink from Sakai a few minutes after they leave, complimenting them on a job well done and reminding them to collect their pay. When they arrive behind the tea house, he'll be waiting for them. He will make special mention of any particularly funny or stylistic thing that happened. The oni is a prankster and joker at heart, so if someone got power-slammed through a table or someone opened a soda into the cashier's face after shaking it up, he's going to think that was very funny. He'll pay them and let them know he looks forward to working with them again.

MATSUI CORNER GROCERY

Matsui Corner Grocery is a small, family-owned grocery store serving a neighborhood. It's not a large chain or a multi-department supermarket. The store is named for the family that owns it.

SHADOWRUN, FIFTH EDITION

AKIRA, RIKU, AND TAMAKO MATSUI

(HUMAN, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
2	4	3	2	2	2	2	4	6

Initiative: 5 + 1D6

Condition Monitor: 9

Limits: Physical 3, Mental 3, Social 6

Active Skills: Clubs 1, Etiquette 3 (Service +2), Leadership 2, Negotiation 5 (Bathroom for Customers Only! +2) Throwing 1, Unarmed Combat 1

Languages: Japanese N, English 5

Qualities: Group Think / SINner (Japan)

Gear: Metalink commlink [Device Rating 1], Glasses [Capacity 3 w/ image-link, vision enhancement 1, vision magnification]

Weapons:

Bottle (unbroken) [Club, Acc 3, DV 3S, AP -]

Bottle (broken) [Blade, Acc 3, DV 2P, AP -]

Broom [Club, Acc 4, DV 2P, AP +1]

Unarmed strike [Unarmed Combat, Acc 3, Reach -, DV 2S, AP -]

HOST: GROCERY STORE

R	A	S	D	F
3	3	4	5	6

Installed IC: Patrol, Probe, Track

Slaved Devices: Cameras, Door Locks, Point Of Sale System (cash register), Lights, Refrigeration units, HVAC systems,

Sculpting: The host has never been reset from the default, so it looks like a generic store, with grey paint on every surface. Items appear to have the same controls in the Matrix they would in real life. Toggle switches and dimmers for lights, latches for door locks, thermostat for the HVAC, etc.

Security Procedures: Patrol running always. Once host is alerted it launches Probe, then Track. The idea is to mark any invaders and report their physical location to the police. Any crashed IC is relaunched in the order listed above.

Paydata: You find some unaccounted for nuyen due to a payment processing error. You are able to collect those funds and transfer 200 nuyen to yourself.



STARTED FROM THE BOTTOM

MATSUI CORNER GROCERY

Matsui Corner Grocery is a small, family-owned grocery store serving a neighborhood. It's not a large chain or a multi-department supermarket. The store is named for the family that owns it.

SHADOWRUN, SIXTH WORLD

AKIRA, RIKU, AND TAMAKO MATSUI

(HUMAN, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
2	2	2	2	2	2	2	2	6

DR	I/ID	AC	CM	MOVE
2	4/1	A1, I2	9	10/15/+1

Skills: Close Combat 1, Influence 3

Gear: Renraku Sensei commlink [Device Rating 3], glasses [Capacity 1 w/ image link]

Weapons:

- Bottle (unbroken) [Close Combat, DV 3S, 8/3/-/-/-]
- Bottle (broken) [Close Combat, DV 1P, 6/-/-/-/-]
- Broom [Close Combat, DV 3S, 7/-/-/-/-]
- Unarmed strike [Close Combat, DV 2S, 4/-/-/-/-]

HOST: GROCERY STORE

R	A	S	D	F
3	3	4	5	6

Installed IC: Marker, patrol, track

Slaved Devices: Cameras, Door Locks, Point Of Sale System (cash register), Lights, Refrigeration units, HVAC systems,

Sculpting: The host has never been reset from the default, so it looks like a generic store, with grey paint on every surface. Items appear to have the same controls in the Matrix they would in real life. Toggle switches and dimmers for lights, latches for door locks, thermostat for the HVAC, etc.

Host Personas: Outsider access is granted to virtual shoppers. There are usually more patrons shopping for groceries in the virtual storefront than physically present, but barely so. The employees have user access but are rarely are logged into the host. Only the grocery owner, Akira, has Admin privileges. In contrast to the otherwise apathetic host maintenance, the IC personas have quality icons representing lifelike Shiba Inus of cream, sesame, and black coats for patrol, marker, and track IC respectively. The IC's attacks are rendered as typically doggish behavior: patrol sniffs, marker pees, and track tracks.

Networked Devices: The Host runs the security and operations of the grocery store.

Attached Hosts: The Host is officially partnered with delivery services such as FoodDude and iBringUeat. A mischievous hacker has redirected the deli subfunction to the metahuman dating site PorkOrk. The owners haven't noticed yet.

Security Procedures: Patrol running always. Once the host is alerted it launches marker and then track. If track IC discovers a physical location, it is shared with NTMP. None of the employees are savvy enough to defend the host and will simply log out if they are virtually present when the host goes on alert. Non-public files are poorly secured with Encryption rating 2.

Paydata: You find some unaccounted for nuyen due to a payment processing error. You are able to collect those funds and transfer 200 nuyen to yourself.

PUSHING THE ENVELOPE

You could dig out the Splatter Table from Fast Food Fight if you want to increase the annoyance of this scene. If you really want to pump it up, the owner is a retired shadowrunner just trying to live a quiet life of peace. Use the stats below for him instead of the stats above. At the first sign of trouble he activates his wired reflexes and begins kicking hoop. Note that he is skilled in Drunken Boxing. His combat tactics will be defense-based. He will go on full defense and will use his Edge to re-roll failures on Defense tests. Since his is fighting a large group, he will focus first on disarming any runners with guns. Once he has ensured that firearms will not come into play, he will focus his attacks on whichever target appears to be the toughest and try to take that individual down fast, using Edge if needed. His hope is that after seeing the tough guy go

down, the rest of the runners will scatter. He is not fighting to kill, only to stop. He will utilize drunken boxing strikes or hitting people with nearby improvised weapons.

If you utilize retired shadowrunner Akira, Sakai will have known about the man's past. He will have been setting the runners up for a challenge on purpose without telling them, thinking that the ensuing shenanigans will be hilarious to watch. When they return to report what happened, he lets them in on his "prank." If they become angry, he handwaves the issue aside before paying them the cred he promised. If they take it in good stride, he laughs boisterously, "I knew you were gonna enjoy my little joke, omae. I think we'll get along marvelously!" He pays them an additional fifty percent for putting on a good show.

In both cases, he pays them whether they actually got around to causing the requisite chaos or not.

STARTED FROM THE BOTTOM

SHADOWRUN, FIFTH EDITION

AKIRA MATSUI

(RETIRED STREET SAMURAI VERSION)

B	A	R	S	W	L	I	C	EDG	ESS
5	5 (7)	4 (8)	5	5	2	5	3	7	0.59

Initiative: 9 (13) + 4D6

Condition Monitor (P/S): 14 / 11

Limits: Physical 8, Mental 5, Social 4

Armor: 11

Active Skills: Athletics skill group 3, Clubs 7 (Staves +2), Con 3, Etiquette 2 (Professional +2), Negotiation 3 (Bargaining +2), Palming 5, Perception 6, Sneaking 4, Unarmed Combat 9 (Drunken Boxing +2)

Knowledge Skills: Neo-Tokyo Sprawl 4, Runner Tricks 5, Security Pro-

cedures 3, Small Business 4, Yakuza 3

Languages: Japanese N, English N

Qualities: Ambidextrous, Bilingual, Tough as Nails (physical) 3, Aged 1, Dependents 2 (the store), SINner (Japan)

Augmentations: Aluminum bone lacing (betaware), cybereyes [Rating 1 w/ flare compensation, imagelink, low-light vision, vision enhancement 1] (betaware), reaction enhancer 1 (betaware), select sound filter 2 (betaware), spatial recognizer (betaware), wired reflexes 3 (betaware), muscle toner 2 (alphaware), pain editor (alphaware), platelet factories (alphaware)

Gear: Armored vest, Transys Avalon commlink [Device Rating 6]

Drunken Boxing Maneuvers: Called Shot: Disarm, Called Shot: Feint, Full Offense, Two-Headed Snake

Weapons:

Broomstick [Staff, Acc 6, Reach 2, DV 8P, AP -]

Unarmed strike [Unarmed Combat, Acc 8, Reach -, DV 7P, AP -]

SHADOWRUN, SIXTH WORLD

AKIRA MATSUI

(RETIRED STREET SAMURAI VERSION)

B	A	R	S	W	L	I	C	EDG	EDG
5	5 (7)	4 (8)	5	5	2	5	3	7	2.15

DR	I/ID	AC	CM	MOVE
2	4/1	A1, I2	9	10/15/+1

Skills: Athletics 3, Close Combat 7 (Unarmed +3, Staves +2), Con 3, Influence 4, Perception 6, Stealth 4

Knowledge Skills: Neo-Tokyo Sprawl, Runner Tricks, Shadowrunner Community, Security Procedures, Small Business

Qualities: Guts, Indomitable, Toughness / Aged 1, Dependents 2 (the store), SINner (Japanese Imperial State)

Augmentations: Aluminum bone lacing (betaware), cybereyes [Rating 2, w/ flare compensation, imagelink, low-light vision, vision enhancement] (betaware), reaction enhancer 1 (betaware), select sound filter 2 (betaware), spatial recognizer (betaware), wired reflexes 3 (betaware), muscle toner 2 (alphaware), pain editor (alphaware)

Gear: Armor vest (+3), Transys Avalon commlink [Device Rating 6, D/F 3/1]

Weapons:

Broomstick [Staves, DV 2S, 13/-/-/-/-]

Unarmed strike [Unarmed, DV 4P, 13/-/-/-/-]

DEBUGGING

Some of the characters may be reticent to respond physically to an elderly man. If the team starts to back off when the old man tries to stop them from damaging his property, he is encouraged to “teach them a lesson.” A surprise trouncing of runners will teach them not to be ageist.

SCENE 4:

OPENING ARGUMENTS

SCAN THIS

The fixer gives them a third meet, this time with Ryoto Ishikawa, a lawyer whose business centers around protecting the interests of the Mita-gumi. Ryoto employs several children in various capacities. The youngest perform small

errands, while the older and slightly smarter are put to work as couriers, numbers runners, and messengers. Since Ryoto’s kids often move through Sub-Tokyo on errands, they are being harassed by a gang that operates there. The team will need to find the gang and convince them to desist.

TELL IT TO THEM STRAIGHT

Your fixer calls. “Hello, I have another small job for you, but it’s for a very important man, Ishikawa Ryoto, Esquire. He is an attorney for the Mita-gumi. Please arrive at his offices for a meeting at 6 p.m. tonight. Dress in business formal attire; to underdress for a meeting with Ishikawa-san would bring dishonor upon you, and me for recommending you. I’ll attach the address; let me know if you will not be attending.”

Arriving at the address you find a relatively small office building. You enter the lobby, which is open to the public, and has a single, bored guard. There is an ARO directory indicating that the law offices of Ishikawa and

STARTED FROM THE BOTTOM

Takeshi are on the seventh of fifteen floors. You enter the elevator and ascend. Exiting on the seventh floor, you see two main offices at either end of the hall, and four smaller offices in the center of the hall. The attorney's office down the end of the hall to the right as you exit the elevator, behind full-length glass doors. Opening the doors, you notice an immediate change in the level of décor. The desks are all a dark granite topping that appears to be real wood but might just be a high-quality synthetic. The wall sconces are conservative but high-class. All the lighting is soft as opposed to the harsher lighting in the halls, and a smiling receptionist greets you when you enter.

"Welcome to the Law Offices of Ishikawa and Takeshi. Do you have an appointment?" After telling the receptionist you are here to see Ishikawa-san, you are shown into the conference room where a large glass table greets you. In its center is a tray of cookies, tea, and cups. Unfortunately, there are no ork- or troll-sized chairs, only the sort of human-sized furniture from which dwarven feet inelegantly dangle.

After a few moments, a young, sharply dressed human male enters. His hair is perfectly groomed, and he is handsome, despite the long scar down the right side of his face. "Greetings, it is nice to make your acquaintance." He bows to the group and then offers a western-style handshake to any foreigners. "Please be seated. I have what should be a very straightforward job for you. I employ some local youth to perform errands. It helps them stay out of gangs while earning some money after school to assist their families. Some of these young colleagues are being hassled by a gang of toughs. This gang has not listened to reason and so must be taught a lesson. Your task is to impress upon them the severity of discomfort they will experience if they continue with their actions. Of course, even should it be a physical message, it is meant to be a message so please do not cause any irreparable harm. No broken bones, no gunshots, definitely no killing. But make sure they know you held back—they should understand that they are getting off light. When you are done, make sure to let them know that they are not to hassle the children they roughed up this morning any

longer. I can provide you with photos of two of the individuals, as well as three known locations where they can often be found. For this job I will pay you each a fee of 2,000 nuyen. So, are we doing business?"

Once the team agree, read this:

I am sending you a data file here that contains the photos of the two individuals involved in the assault, as well as the three locations I mentioned. You can reach them all easily from the old Azabujuban subway station. The first is the site of this morning's assault and, according to the children, the most likely place for the gang to be. The second location is a food vendor the gang frequents. Finally, the tunnel system entrance that is closest to where they reside is a known hang-out." Ryoto finishes the data transfer with his commlink. He then pulls a cheap, off-brand commlink from his briefcase, removing the packaging and powering it on. "You can send me some type of proof that the punks got the message to this commlink, a still image will suffice, trid footage would be better. Once I have that proof, you will receive the rest of your payment."

As the conversation ends, Ishikawa-san stands and bows. "Thank you for coming in today—," he is interrupted by the door opening and a small child of about eight to ten years of age running in and hugging his leg. "Oji-san!"

Ryoto looks down at the child. "Katsuo-kun, it is good to see you," he says in a familiar friendly tone. Then his tone switches to one of chastisement "I am in a meeting, please do not be so disrespectful. Apologize to my guests, then go find your father and tell him of your actions, and how you will be more careful in the future."

The boy turns to you all and bows. "I apologize for my disrespect." He turns back to Ryoto and bows a second time, "I am sorry to have interrupted your meeting, Oji-san"

Ryoto smiles. "It's all right Katsuo-kun, no harm done. Here, you might as well have a cookie before you leave." The child smiles and selects a cookie from the plate offered by Ryoto. He then leaves the room.

"My apologies. That was the child of my law partner. Wonderful lad. Anyway, you have a lesson of your own to teach, I'll not hold you up." He bows to you and holds the door open for you to leave.

STARTED FROM THE BOTTOM

BEHIND THE SCENES

Ryoto Ishikawa is a Japanese human male, 28 years old, stands 1.78 meters tall. He is mundane, always dressed in a suit and always looks professional. He has trained in karate since a very early age and has tattoos on his back and arms, some of which are martial arts related, most of which are Yakuza related, all of which can be concealed under a suit. The one thing about his professional appearance that indicates he may be a tough guy is a long scar on the right side of his face and neck.

Ryoto Ishikawa is a master negotiator and has a dice pool of 14. He offers 2,000 nuyen base pay, with 100 nuyen per net hit on the Negotiation test. A maximum of 5 hits can be counted. He will give the extra money as a bonus at the end in the traditional way.

The photos came from one of his kids, who has cybereyes as a result of a birth defect that left her blind. She was able to take a few still captures while on the receiving end of some physical violence. The gang members in the photos are young adults similar in age, around sixteen to twenty-two years old. They are dressed very poorly and do not have matching clothes or colors.

If the runners solve the problem with the violence Ryoto is requesting, he will send the payment as agreed once they have sent him proof the job is done. He will throw in an extra 500 nuyen per individual simsense recording they submit. So, if one runner captures a simsense recording, the team receives an extra 500 nuyen to divide up how they see fit. If they submit simsense from two perspectives, they will get 1,000 nuyen to divide up how they see fit. This simsense bonus will not be offered in advance, as it is not something Ryoto knows he wants. If presented with one simsense recording he will ask the runners if they have any more. He will only pay up to 500 nuyen per runner for this. If your runners somehow manage to capture more simsense recordings than there are runners, they cannot gain any additional nuyen with those additional recordings. Ryoto will pass the simsense recordings on to his kids so they can experience what it feels like to kick some bully hoop. If asked at the initial meet if he would like simsense recordings he will think for a moment before

responding, “Yes, I might even see my way to paying extra for them. What a great idea.”

If the runners solve the problem without violence (see **Debugging** if they pursue that avenue) they will still get paid, but the payment will be delayed for one week so Ryoto can verify that his kids are allowed to pass unmo- lested. There will still be a potential simsense bonus in it for them if they scared the bullies so bad they pee themselves or do something else awesome or stylistic. Let the players run with their creativity.

Katsuo Takeshi is nine years old. He is the son of Kitano Takeshi, Ryoto’s law partner. The two of them own and operate the Law Offices of Ishikawa and Takeshi. Katsuo is present here to show that Ryoto has a soft spot for the kids and because he appears in a future run.

DEBUGGING

If the runners get out of line or act unprofes- sional, Ryoto Ishikawa will express his displea- sure. “This kind of attitude may be fine for the lowlifes and foreigners you are used to dealing with, but I do not care for it. I respectfully ask that you keep a civil tongue in my office and practice basic etiquette.” Ryoto will be a little more understanding of foreigners, taking the opportunity to teach them how they should act in an unintentional but still slightly condescend- ing way, as one would a child or a fool.

What if the runners don’t want to beat up a bunch of kids? Some runner teams might be excited at the opportunity to kick some tail. Other runners might feel appalled at this task. If the runners push back, or question why they are being asked to jump right to the violence solution, Ryoto will say the following: “Well, I sent around one of my guys to tell them to desist in this behavior. They seem to have ig- nored him. If you think you can get through to them without violence you are welcome to try. However, I will be very disappointed if my kids come to harm again. I will withhold the final payment for one week from today to make sure my kids are not coming to any fur- ther harm. If they get beaten up again I will expect you to go back and finish the job.” That is to say, if the runners want to get creative and solve the problem without violence, they can do so and still accomplish the mission. But it must be their idea—Ryoto will not suggest it.

STARTED FROM THE BOTTOM

SCENE 5:

VIOLENT OBJECTION

SCAN THIS

The team heads to the locations suggested by Ryoto, finding the gang of youths at the tunnel entrance. Then, they must convince the youth gang to leave Ryoto's wards alone. If the confrontation becomes violent, some of the parents of the youth gang intervene and shortly thereafter, the police arrive to arrest all involved.

TELL IT TO THEM STRAIGHT

Arriving at the Azabujuban subway station, you can see that barricades and fencing meant to discourage free passage back and forth between the city streets and Sub-Tokyo. However, a large stormwater intake drain provides access to the tunnels below. The drain has a small trickle of water going into it and looks as though it would have to be raining harder than you have ever seen it rain to need a drain this big. The grating is hinged, and the hasp that holds the padlock has been torn free of the concrete opening.

Once they enter the drain, read this:

Entering the drain, you find a mostly dark shaft. The drain drops downward at a steep thirty-degree angle. Someone has carved stairs into the left side. You make your way downward and soon find yourself in total darkness as you reach flat ground again. The shaft you entered from joins four others in a forty-meter square space. The outside five meters of the room have a concrete floor with the rest of the floor being a large drain. Water flows in from three of the tunnels and drops into the center drain.

You can see that a fourth tunnel does not rise to the surface but rather continues level. It appears to have been knocked out of an existing wall. Most of the debris left behind by the wall is still here but has been moved to the sides. This hole gives way to a tunnel stretching out in either direction, with rail tracks down the center. You press onward toward your next waypoint. After 100 meters you begin seeing signs of occupancy. Trash piles, discarded

food packaging, human waste, and faint light up ahead. At about 300 meters, you see your first homeless person, living in an improvised structure made of discarded wood, plastic sheeting, and some other materials. Some appear abandoned, other have light from small cooking fires, or battery-powered flashlights. You see more and more structures like these until at 500 meters you begin to see brighter light up ahead. At about 550 meters from the entrance of the tunnel you arrive at your first waypoint, the sight of this morning's assault.

Once the runners have finished exploring the site of the assault, read this:

You continue to your next waypoint. Stepping out of the subway tunnel, you arrive at what must have once been a station platform. A mess of metahumanity has crammed itself inside the open area. Lights are strung up indicating they must be pirating electricity from somewhere. There are electric cooking units preparing food, mostly meat; you can see a food vendor selling bowls of the stuff. Hanging around his tent are dozens of dead rats, hung from hooks by their tails. You also see a booth selling used electronics, a lot of older tech, many with cosmetic damage, but still functional. So this is what happens to all the commlinks stolen from café tables and the pockets of unsuspecting tourists.

You move through the large station, toward the opposite end. A particular vendor cart appears to be rather popular, and you find a man selling microwaved ramen cups at a reasonable price. Each cup depicts a bright orange, anime-style shrimp holding up a chicken, cow, pig, or fish under the words Niku-Terajima. He has several cases of them stacked up behind him.

Give the runners time to explore and talk to people before moving to the next spot:

You move out the station and through another kilometer of tunnel before making a right turn down an electrical tunnel. A few more twists and turns bring you back to a surface exit. Another drainage pipe. You ascend some well-traveled stairs, finally popping out in an alley. Halfway down the block, you can see a small group of teenagers milling about. Hopefully your search has ended and you can get to the business of terrifying children.

STARTED FROM THE BOTTOM

SUB-TOKYO

Hoy, chummers. New to Neo-Tokyo and thinking of living on the streets somewhere until you can build up some cred? Think again. The local police force keep the above ground areas clear of the homeless, forcing them all to “move along.” Well they all have to “move along” to somewhere, and that “where” is Sub-Tokyo.

Below the surface of Neo-Tokyo is a maze of tunnels. Some serve much-needed functions, carrying utility cables, plumbing, and the like. Some are forgotten and abandoned voids left when buildings were constructed. Other disused bits of underground infrastructure make up the remaining portions of the tunnels. Many of the tunnels are parts of the abandoned and “sealed” subway system (all the trains moved above ground after the Yokohama quake in '61).

This labyrinth is currently home to the shunned citizens of Neo-Tokyo. People the surface dwellers would rather forget. They don't want to confront the fact that there are thousands of people, a whole community, down there, albeit one working mostly on the barter system.

- › The homeless also carry heavy burdens of shame in Neo-Tokyo's work-fueled lifestyle, and the surface Tokyo-ites would rather forget the homeless exist than help alleviate the problem. They have been shoved out of every place they could find to sleep, so they have come underground.
- › Phase
- › Keep in mind many of the homeless that live in these tunnels are “working homeless.” People who have jobs but are either transitionally homeless or do not make enough to be able to afford a place to live due to a number of factors. Many of them will have a gym membership so they can shower before work. They will do their laundry at the laundromat. They do not fit the traditional “hobo” stereotype many have in their heads.
- › The Hostess
- › Good point, Hostess. The megas in Japan are not known to pay the best wages, especially to blue-collar factory workers and grunt laborers. You add some student debt and a kid or two into the situation, and I can understand not being able to make ends meet.
- › Spooks

BEHIND THE SCENES

The first few paragraphs funnel the runners through a brief tour of Sub-Tokyo. Only after leaving will they encounter the youths. This is hopefully the route your runners choose to take, as it is the “scenic route” that exposes them to the Sub-Tokyo slum. If the runners choose to go straight to the third location, modify the text you read aloud accordingly. Additionally, be sure to give the runners a chance to do things at each stop. While the results of all of their searching is a foregone conclusion (the gang is topside), there is no reason for them to feel like this is a cutscene. If they want to talk to people or flash pictures around and ask about the targets, please roleplay out how that encounter could go.

Also, keep in mind that many parts of Sub-Tokyo are in near total darkness and will suffer up to a -6 to all visual Perception tests unless they can light their way. A flashlight or low light/thermographic vision will get them down to -3 and both will mitigate the modifier to a -1 (SR6: Runners cannot gain or spend edge on Perception (Visual) tests unless they have thermographic vision or the combination of low-light vision and a light source). If they do not have lighting, modify the text that follows to describe them fumbling around in the darkness.

If the runners canvass the residents of Sub-Tokyo, roll an Etiquette + Charisma [Social] Teamwork Test (SR6: Influence + Charisma Test). The base threshold for the test is equal to the number of runners. The residents of Sub-Tokyo are generally resentful of anyone who has it better than they do and more willing to talk to people who they believe are more like them. To represent this, add +1 to the threshold for every member that has a Middle or higher lifestyle as their default and -1 for each member that has a Squatter or lower lifestyle as their default. Further, add +1 for each runner wearing gear with the custom fit feature or that provides a bonus to the character's Social limit (SR6: Any runner of Middle or higher lifestyle, or wearing clean and fashionable clothing, cannot gain Edge on this test).

Apply the net hits as a dice pool modifier to an Edge test that each character that is part of the Teamwork test can make. Based on hits



STARTED FROM THE BOTTOM

generated on that test, that runner spoke to someone that ...

- 0 ... knows the gang and likes them. Will report to the gang that the runners are looking for them.
- 1 ... does not know anything
- 2 ... does not know anything
- 3 ... knows the gang and actively dislikes them but has not seen them recently.
- 4 ... knows of the gang and is neutral in feeling toward them. Has seen them leaving the area headed topside, but will require a bribe, or intimidation to tell the runners anything.
- 5 ... knows the gang and actively dislikes them. Will freely tell the runners of their whereabouts.

The runners eventually find the gang in a more run-down neighborhood, but this is not the barrens—typical police response to violence in Sub-Toyko is 1D6 x 10 minutes, equivalent to a security level 3 or C Zone. There are twice as many youth gangers as there are runners. Additionally, a koborokuru script kiddie provides Matrix support for their activities.

Nearby, getting some takeout at the café, are the parents of some of these gangers. When they see a group of adults beating up their “children” (some of the gang members are as young as sixteen), they respond, assisted by friends and co-workers against the team. After the second Combat Turn, four police officers who were enjoying their break inside the café will also come out to arrest everyone for fighting. Read the debugging for more info, but an arrest here is not a mission-ending affair and provides an opportunity for the players to experience law enforcement in Neo-Tokyo firsthand.

Other methods to resolving the issue include bribing them to stop bullying Ryoto’s young wards or intimidating them without resorting immediately to violence. For the former, the youths will agree for 1,000 nuyen, which can be bargained through an opposed Negotiation + Charisma [Social] test. The runners make the test at –3 to their dice pool since the youths are suspicious and on their home turf. (SR6: Opposed Influence (Street) + Charisma test. The ganger youths should gain the circumstantial

edge for being on their home turf and/or outnumbering the runners). Each net hit reduces the amount by 100 nuyen, to a minimum of 300 nuyen.

If they intimidate the youths, make an opposed Intimidation + Charisma [Social] test with a dice pool modifier of –6 due to the suspicious nature of the youths, their feelings towards the runners’ desired result, and their numbers. The youths roll as a team with a final dice pool of 11 and no limit (SR6: Influence (Street) + Charisma test opposed by 11 dice. The gangers’ numbers and being on their home turf is such a psychological advantage that they will automatically gain the circumstantial edge, and the runners cannot spend any edge on the test.) A single net hit results in success and the youths will agree to leave the other kids alone. A single net hit results in them begrudgingly agreeing but “only cause those kids aren’t worth our time, anyway.” They slowly amble away and one of them kicks a resting vagrant to reassert his dominance in the area. Additional hits accrue compiling results:

1. They back off slowly at first and then one breaks, running ahead and prompting the rest to flee as well.
2. One or two of the gangers start crying and apologizing, lagging behind the others before joining them.
3. The one that seems to be in charge pulls out 45 nuyen, crying, “This is all I have left, but tell them I am sorry and we will leave them alone from now on!”
4. Half of the youth gangers break and flee at a full sprint before the runners even finish the threat.
5. The toughest, biggest looking one, will urinate in his pants.
6. Two or three of them will urinate themselves in fear.
7. A few of them will begin selling out the others. “It was all Kato’s idea, I wanted to leave them alone but he made us.”
8. They will *all* fork over all the nuyen they have on them (a total of 320 nuyen), crying, “Just take it back, they can have it back!”
9. They will beg for forgiveness, swearing that they will mess with anybody ever



STARTED FROM THE BOTTOM

again. They will thank the runners profusely for sparing their lives and will back away bowing repeatedly for several meters before running away. They will comically fall all over each other attempting to flee.

If your runners come up with their own creative solution that you think is reasonable, run with it. A decker or technomancer could fake some cybercrimes coming from the youth decker or forge security camera footage that “proves” the entire gang committed a crime. If they want to use Leadership to get the gang to enlist in the Japanese Imperial Army, so much the better. Be sure to apply relevant modifiers.

SHADOWRUN, FIFTH EDITION STATS

YOUTH GANGER

(2 PER RUNNER, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
3	4	3 (4)	3	3	2	3	3	6

Initiative: 6 (7) + 2D6

Condition Monitor: 10

Limits: Physical 4 (5), Mental 4, Social 5

Armor: 6

Skills: Blades 4, Clubs 3, Etiquette 3 (Street +2), Intimidation 4, Pistols 4, Unarmed Combat 3

Qualities: Toughness

Gear: Armor clothing, cram (1 dose), Renraku Aguchi commlink [Device Rating 1]

Weapons:

Club [Blade, Acc 4, Reach 1, DV 6P, AP -]

Combat knife [Blade, Acc 6, Reach 2, DV 5P, AP -3]

Unarmed strike [Unarmed Combat, Acc 5, Reach -, DV 3S, AP -]

Note: Stats take into account being under the effects of a dose of cram.

YOUTH GANG 'DECKER'

(1, KOBOROKURU, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
3	2	2	3	4	6	5	2	5.88

Physical Initiative: 7 + 1D\$6

Matrix Initiative: 8 + 3D6

Condition Monitor: 10

Limits: Physical 4, Mental 7, Social 5

Armor: 6

Skills: Athletics skill group 2, Blades 4, Con 3 (Fast Talking +2), Electronic Warfare 1, Electronics skill group 3, Hacking 4 (vs. Devices +2), Palming 4 (Pilfering +2), Perception 4, Sneaking 4, Survival 3, Unarmed Combat 2

Qualities: Codeslinger (Hack on the Fly), Data Anomaly / Bad Luck / Celerity / Unusual Hair (Koborokuru)

Augmentations: Datajack (used)

Gear: AR gloves, armor clothing, MCT-3500 commlink [Device Rating 3, ASDF -/2/3/3, hot sim module, stealth dongle w/ increased Sleaze], monocle [Rating 1 w/ image link]

Weapons:

Combat knife [Blade, Acc 6, Reach 2, DV 5P, AP -3]

Unarmed strike [Unarmed Combat, Acc 4, Reach -, DV 3S, AP -]

ORK PARENT

(1 PER RUNNER, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
8	5	3 (4)	8	3	2	3	2	6

Initiative: 6 (7) + 2D6

Condition Monitor: 12

Limits: Physical 9 (10), Mental 4, Social 5

Armor: 9

Skills: Athletics skill group 2, Blades 4, Clubs 4, Con 4, Electronics skill group 2, Influence skill group 1, Unarmed Combat 4, Perception 5, Sneaking 2, Unarmed Combat 4

Languages: Japanese N, Orzet N,

Qualities: Bi-Lingual, Magic Resistance 3 / Addiction (psychological, mild: cram), Dependants (family) 2, SINner (Japan)

Gear: AR gloves, contacts [Rating 1 w/ imagelink], cram (1 dose), earbuds 1, Meta Link commlink [Device Rating 1], Rapid Transit

Weapons:

Bottle (unbroken) [Club, Acc 3, Reach -, DV 9S, AP -]

Bottle (broken) [Blades, Acc 3, Reach -, DV 8P, AP -]

Chain [Club, Acc 3, Reach 2, DV 9P, AP -]

Sledgehammer [Club, Acc 3, Reach 2, DV 12P, AP -]

Unarmed strike [Unarmed Combat, Acc 3, Reach -, DV 8S, AP -]

Note: Stats take into account being under the effects of a dose of cram.

HUMAN PARENT

(1 PER RUNNER, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
4	4	3 (4)	4	3	4	3	3	6

Initiative: 6 (7) + 2D6

Condition Monitor: 10

Limits: Physical 5, Mental 3, Social 4

Armor: 9

Skills: Athletics skill group 2, Blades 4, Clubs 4, Con 4, Electronics skill group 2, Influence skill group 1, Unarmed Combat 4, Perception 5, Sneaking 2, Unarmed Combat 4

Qualities: Blandness, Magic Resistance 1, Toughness / Addiction (psychological, mild: cram), Dependents (family), SINner (Japan)

Gear: AR gloves, contacts [Rating 1, w/ image link], cram (1 dose), earbuds 1, Meta Link commlink [Device Rating 1], Rapid Transit

Weapons:

Bottle (unbroken) [Club, Acc 3, Reach -, DV 5S, AP -]

Bottle (broken) [Blades, Acc 3, Reach -, DV 4P, AP -]

Chain [Club, Acc 3, Reach 2, DV 5P, AP -]

Sledge hammer [Club, Acc 3, Reach 2, DV 8P, AP -]

Unarmed strike [Unarmed Combat, Acc 3, Reach -, DV 4S, AP -]

Note: Stats take into account being under the effects of a dose of cram.

STARTED FROM THE BOTTOM

SUB-TOKYO RESIDENTS

(AS MANY AS NECESSARY, PROFESSIONAL RATING 0)

B	A	R	S	W	L	I	C	ESS
2	4	3	2	2	2	2	4	6

Initiative: 5 + 1D6

Condition Monitor: 9

Limits: Physical 3, Mental 3, Social 6

Armor: 0

Active Skills: Blades 1, Clubs 2, Etiquette 3 (Street +2), Negotiation 2, Unarmed Combat 1

Gear: Sony Angel commlink [Device Rating 1]

Weapons:

Hammer [Club, Acc 4, Reach -, DV 3P, AP -1]

Knife [Blade, Acc 5, Reach -, DV 3P, AP -1]

Unarmed strike [Unarmed Combat, Acc 3, Reach -, DV 2S, AP -]

NTMP PATROL OFFICER

(4, HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	3	4	3	3	2	3	3	6

Initiative: 7 (8) + 3D6

Condition Monitor: 10

Limits: Physical 5, Mental 4, Social 5

Armor: 12

Active Skills: Athletics skill group 3, Close Combat skill group 4, Perception 3, Pistols 4

Knowledge Skills: Law Enforcement 4, Local Crime 3

Languages: Japanese N, English 2

Gear: Armor jacket, Renraku Sensei commlink [Device Rating 3], sunglasses (Rating 2 w/ image link, smartlink), jazz (2 doses)

Weapons:

Yamaha Pulsar [Pistol, Acc 5, DV 7S(e), AP -5, SA, RC 0, 4m]

Katana [Blade, Acc 7, Reach 1, DV 6P, AP -3]

Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]

Unarmed strike [Unarmed Combat, Acc 5, Reach -, DV 3S, AP -]

NTMP HONDA ARTEMIS

(POLICE CAR)

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
4/2	3	3 (4)	9	6	1 (3)	3	4

Upgrades: Acceleration enhancement 1, anti-theft system 1, dash and emergency light bars, drone rack (landing, medium - Renraku LEBD-2), gridlink, gridlink override, passenger protection system 5, personal armor 4, pilot enhancement 3, ram plate, rigger interface, run flat tires, searchlight, siren

Programs: Clearsight 3, maneuvering 3

Sensors: Camera [Rating 3 w/ low light vision, vision enhancement 2], MAD scanner, radio signal scanner

Weapons:

None

RENRAKU LEBD-2

(ROTO-DRONE)

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
4	2	1	3	9	4	4	0

Upgrades: Rigger interface, weapon mount (mini)

Programs: Clearsight 4, skillset: legal codes 4, smartsoft, targeting: Yamaha Pulsar 4

Sensors: Camera [Rating 4, w/ low light vision, vision enhancement 2], MAD scanner, motion sensor, ultrasound

Weapons:

Yamaha Pulsar [Pistol, Acc 5, DV 7S(e), AP -5, SA, RC -, 4(m)]

SHADOWRUN, SIXTH WORLD STATS

YOUTH GANGER

(2 PER RUNNER, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
2	2	2 (3)	2	2	2	2	2	6

DR	I/ID	AC	CM	MOVE
3	5/3	A1, I4	9	10/15/+1

Skills: Athletics 4, Close Combat 3, Influence 3 (Street +2)

Qualities: Home Ground (gang turf), Toughness

Gear: Jazz (1 dose), Meta Link commlink [Device Rating 1, D/F 1/0], synthleather jacket (+1)

Weapons:

Bike chain [Close Combat, DV 2S, 7/-/-/-/-]

Unarmed strike [Close Combat, DV 2S, 5/-/-/-/-]

Note: Stats above already include effects of Jazz.

SUB-TOKYO RESIDENTS

(AS MANY AS NECESSARY, PROFESSIONAL RATING 0)

B	A	R	S	W	L	I	C	ESS
3	2	3	3 (5)	2 (4)	2	2	2	6

DR	I/ID	AC	CM	MOVE
3	5/2	A1, I3	10	10/15/+1

Skills: Athletics 3, Close Combat 2, Influence 3 (Street +2), Perception 0 (2)

Qualities: (High Pain Tolerance), Home Ground (Abandoned Subway Tunnels)

Gear: Meta Link commlink [Device Rating 1, D/F 1/0], Nitro (1 dose)

Weapons:

Hammer or knife or something [Close Combat, DV 2P, 11/-/-/-/-]

Unarmed strike [Close Combat, DV 2S, 8/-/-/-/-]

Note: Stats above already include effects of Nitro.

STARTED FROM THE BOTTOM

NTMP PATROL OFFICER

(4, HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
3	3	3 (4)	3	3	2	3	2	6

DR	I/ID	AC	CM	MOVE
7	7/3	A1, I4	10	10/15/+1

Skills: Athletics 1, Biotech 1, Close Combat 4, Con 1, Electronics 1, Firearms 4, Influence 2, Perception 3, Piloting 2

Gear: Armor jacket (+4), Renraku Sensei commlink [Device Rating 3, D/F 2/0], metal handcuffs, sunglasses (Rating 2 w/ image link, smartlink), jazz inhalers (2)

Weapons:

Yamaha Pulsar II [Firearms, DV 4S(e), 4(m), 9/9/-/-/-]

Yamaha Pulsar II [Close Combat, DV 4S(e), 9/-/-/-/-]

Katana [Close Combat, DV 4P, 13/-/-/-/-]

Unarmed strike [Close Combat, DV 2S, 7/-/-/-/-]

Notes: Above stats already reflect the effect of jazz.

NTMP HONDA ARTEMIS

(POLICE CAR)

HAND	ACC	INT	TOP SPEED	BOD	ARM	PILOT	SENS	SEATS
4/5	15	20	175	10	6	3	3	4

DR(AP)	I/ID(AP)	AC(AP)	CM
+6 (9)	-(6/4)	-(A1, I5)	13

DR(M)	CM(M)	RATING
3	10	3

Programs: Clearsight 3, maneuvering 3

Sensors: Camera [Capacity 3 w/ low light vision, vision enhancement], MAD scanner, radio signal scanner

RENRAKU LEBD-2

(ROTO-DRONE)

HAND	ACC	INT	TOP SPEED	BOD	ARM	PILOT	SENS	SEATS
3	20	30	160	5	6	4	4	N/A

DR(AP)	I/ID(AP)	AC(AP)	CM
+6 (9)	-(8/4)	-(A1, I5)	11

DR(M)	CM(M)	RATING
4	10	4

Programs: Clearsight 4, targeting: Yamaha Pulsar 4

Sensors: Camera [Capacity 4 w/ low light vision, vision enhancement], MAD scanner, motion sensor, ultrasound

Weapons:

Yamaha Pulsar I [Targeting, DV 4S(e), 4(m), 9/9/-/-/-]

PUSHING THE ENVELOPE

Double the number of parents. The police wait to intervene until some of the runners are knocked out of the fight, or the runners are winning.

DEBUGGING

Keep in mind the children will not fight to the death—they will turn and run if more than a few of them go down. They will also stop fighting if they subdue their targets. If your team turns and runs, the kids will not chase them, at least not very far (but the loss of face will haunt them forever).

If you pushed the envelope and your team is getting its hoop kicked you can have the police arrive and break things up. The runners will still get arrested for fighting and be arraigned the next morning. If they attempt to resist the arrest, an HTR team will be called in.

If runners have a Medium or lower lifestyle, Ryoto Ishikawa will offer to be their attorney for no charge. In a meeting with the prosecutor he will make a solid argument that the runners

were defending themselves honorably against a violent youth gang, all of whom have prior convictions. The runners will end up having to plead guilty to a misdemeanor of “causing a disturbance contrary to the public interest” and pay a 500 nuyen fine for that, as well as 25 percent of all fines that are applicable from the fines table in the Missions FAQ. Ryoto will let them keep the 300 nuyen, but will not give them the rest of their pay, the fines are to be paid by the runners immediately. They will still get Ryoto as a contact. He will apologize for his role in their shame. He should have anticipated the possibility the kids would have adult backup of their own.

If runners have a High lifestyle and do not want to call Ryoto, they can afford their own attorney who will get them the same deal Ryoto does. This attorney charges 1,000 nuyen.

If runners have a Luxury lifestyle and do not want to call Ryoto, their attorney on retainer can get them the same deal that Ryoto does. Additionally, the main fine is waived completely, and all additional fines are dropped to only ten percent of their value.

STARTED FROM THE BOTTOM

If runners have an attorney as a contact, they can choose to use that attorney. That attorney will charge 1,000 nuyen. This rate is decreased by 100 nuyen per point of Loyalty. The cost is considered part of their lifestyle expenditures if they have a Luxury lifestyle. The attorney gets them the same deal as Ryoto.

If any runner chooses not to accept the plea deal their attorney or Ryoto gets for them, they are counseled that it would be unwise to refuse it and given one more chance to accept. If they persist, any runner refusing the plea is convicted at trial of felony assault on a minor, as well as some lesser charges (see FAQ, apply any and all fines that could be levied). They receive a Criminal SIN if they are a SINer already and a 2,000 nuyen fine. If they have a fake SIN at Rating 3 or less that they used when arrested, they receive a criminal SIN and the fake SIN is discovered and burned; the runner must pay an additional (1,000 nuyen x SIN rating) fine. If the runners have a Rating 4 or higher fake SIN, then a criminal SIN is issued to that fake SIN, providing a fake criminal SIN, the runner does not receive the SINner (Criminal) quality in this case.

SCENE 6:

WE WILL REBUILD

SCAN THIS

The runners are hired by Shingen Kotaki to lean on a construction contractor. A skyscraper is being stripped and re-skinned to allow for more modern technology—the building is being fitted with modern solar glass, and the original steel joints are being refit with newer earthquake standards (after the major quakes a few years ago, even buildings that survived have had tighter restrictions put in place, which means this building must retrofit or be torn down). While a decision has not yet been made, Mazzarone Construction has the winning bid. Mazzarone Construction is taking a loss on this job to win the business, hoping to do more construction in Japan in the future. Shingen is hiring the runners to lean on the salesmen from Mazzarone Construction to convince him that it is in his best interest to withdraw his bid or reevaluate his “loss lead-

er” strategy; believing the Monobe Corporation will win in a straight up fight.

TELL IT TO THEM STRAIGHT

Your commlink alerts you of an incoming message. “Greetings. A mutual acquaintance to whom you made a delivery gave me your contact info. He said I could count on you to perform a task for me. Please meet me at the attached address in four hours, dress professionally. You may ask for Tanaka-san.” As promised, an address is attached. Looking it up on your mapsoft you find it to be a nondescript office building.

You arrive at the address, finding that it is an office building with temporary rental offices. A receptionist greets you. “Hello, may I direct you to an office, or are you here to inquire about a space rental?” After asking for Tanaka-san, she lights up an ARO path for you to follow. You arrive in a small conference room with an attached office. The door is open and, as you approach, you can hear a man speaking in Japanese, “—his finger? Well, what about the rest of him? Uh huh. Yeah. That’s quite a slap in the face, I don’t think Ando will take it without slapping back.” He laughs nervously and you take the opportunity to knock on the door and the man inside looks up and nods. “Oh, I have guests, we will speak more later.”

The man beckons you in. He’s Japanese and in his mid-20s. His suit looks expensive, but also like he sleeps in it. His hair is mussed and a cowlick demands your attention. “Please come in and be seated. The job I have for you today is more challenging than the usual courier work and beatings you may be used to. It will require finesse, in the sense that the beating is the message, but I think you have what it takes. There is a construction contract that is reviewing bids currently. A foreign company has put forward a bid that undercuts all of the Japanese companies. The foreign company is bidding at a loss, hoping to make up for their failure to turn a profit on this job with future contracts from the building’s owners. This is deceitful and dishonorable. The salesmen for the foreign company is in need of a reminder that despite the Emperor inviting outside competition, they are not welcome here if they are not going to conduct business honorably. What say you, do you think you can send this



STARTED FROM THE BOTTOM

message? I can pay you 3,000 nuyen each for your services. Half now, half on confirmation the job was done right.”

After the team accepts the job, read this:

“Wonderful, the salesman is staying at the New Tobu Hotel downtown. He is supposed to deliver his sales presentation tomorrow at 10 am. I need you to tell him that Mazzarone Construction is only welcome here if it plays fairly. Beat him up so badly that he will be in the hospital and will miss his meeting in the morning, this way even if he does not get the message, he will lose this contract. I do not know which room he is in, so you will need to do a little research. His name is Keith Patrick Comer. Remember, be sure to remind him that his corporation is only welcome on these shores if it plays fairly with the native corps.” Your commlink chirps with an incoming transfer of 1,000 nuyen. “You will receive the rest once I can confirm the sales presentation was not delivered.”

BEHIND THE SCENES

Shingen Kotaki has a negotiation dice pool of 11. He offers the 1,500 nuyen up front and 1,500 nuyen on completion with an additional 250 nuyen per net hit, capped at 4, added to the final payout. If the runners directly ask Shingen if they need to perform nemawashi with anyone or if any Yakuza control that turf, he will not hide the information from them. He will say the following “The hotel is in the territory of Egawa Noboru. You will need to pay him a visit and get permission to operate on his turf. He does not have any interest in this hotel, or Mazzarone Construction, so this meeting should be a formality. He will ask you who you are meeting, and where. Once it is clear he has no financial interest he should stop asking questions. He may ask for a small favor in return. Here is the address where he can be found.” And he will give the runners the address for the gambling den.

DEBUGGING

This scene should be fairly straightforward. Any additional nuyen earned in negotiation is added to the final payment.

SCENE 7:

NEMAWASHI

SCAN THIS

Mazzarone Construction’s salesman is staying in a hotel located in the territory of Noboru Egawa and, if they are wise, they contact him to procure his blessings to operate on his turf. The runners meet up with Noboru at his usual hangout and after some discussion, he gives them leave to do their work.

TELL IT TO THEM STRAIGHT

You head to an address you have heard Egawa-sama can be found. Taking a few minutes to scope the place out it appears to be a private club of some sort. Well-dressed business suits approach a door, and a doorman lets them in after checking a list. There is no line like a nightclub. You also don’t hear any music, and the place has no sign.

You approach the door and barely get a word out before the doorman stop you. “We are closed.”

Once the runners are past the doorman, read this:

Entering the main room, you see tables operating games of chance. To the right you can see several tables where roulette, dice, and different variations of poker are being played. In the center of the room is a section for mahjong. Far to the right people are gambling on games of rock-paper-scissors. There is a bracket system set up for 32 players in what appears to be a tournament. A rock-paper-scissors tournament with the top prize set at 10,000 nuyen.

Standing at the far edge of the room on a raised platform is an impeccably dressed man nearing middle age. Flanking him is a bored-looking, blonde elf in a conservative blouse and skirt and a greasy toad of a man in a black longcoat.

STARTED FROM THE BOTTOM

ROCK PAPER SCISSORS

Rock-Paper-Scissors is a popular game in Neo-Tokyo's gambling dens. Most games require a best two out of three to advance. This means to get the top prize in a 32-bracket, contestants must win a minimum of ten throws and can lose no more than five.

Much like a boxing match or some other sports tournament, side bets are also taken by the house or made by the punters themselves. Odds are constantly being adjusted for each player and wagers stop seconds before each throw. Most gambling dens will make more on the side wagers than on the actual profit from the tournament.

In this particular tournament each player buys their spot for 500 nuyen. 10,000 nuyen is the top prize, with the second place getting 3,000 nuyen. The two semifinalists who do not advance get their 500 nuyen back. Everyone else loses.

- > This has got to be the dumbest thing anyone has ever bet on. That said, I am the master of Rock-Paper-Scissors. I always beat my Uncle Mav. I should go to Neo-Tokyo—I could clean up!
- > The Kyoto Kid
- > I would be careful, Kid. Amateurs often think they are the best at something until they run into someone who does it professionally. You remember that guy that challenged me to a duel?
- > Maverick.
- > Chummers, I was in Neo-Tokyo once and came across such a tournament. I made it to the quarterfinals. It was a lower-cost tournament, and I knew I was not going to win; but it was worth the 150 nuyen just so I could say I participated in a Rock-Paper-Scissors tournament for money.
[edited by moderator]
- > Duke Edward VonBrowinShadow IV
- > Duke Shadow, this will be your last warning about letting every post devolve into stories of your frat days. We get it, you peaked in college. No one cares.
- > Bull

BETTING ON ROCK, PAPER, SCISSORS

If the runners get hung up on this Rock-Paper-Scissors tournament and want to participate, the game is full, and all slots are spoken for. If they wish to make side bets on the outcome of throws, they may.

The side bets are on what a specific Punter is going to throw (not on if they win the throw) and you can only bet on one match at a time. Maximum bet at this location is 100 nuyen for first timers, which the runners are. Have the player pick "Rock," "Paper," or "Scissors," and then roll a D6 (or two if different runners are betting on both punters between them). Translate the roll as 1-2 is rock, 3-4 paper, and 5-6 for scissors. If they guessed correctly, they double their money, otherwise they lose it. After a few rounds of this they should discover that it's not profitable and lose interest.

If any runner has a "gambling" knowledge skill reward them with an Edge point (right skill at the right time) and allow them to know that without intimate knowledge of how a particular thrower plays, they are making a 3:1 bet with odds in favor of the house, which is poor odds for a simple bet.

If the runners are super excited about this and would really rather spend the evening playing Rock Paper Scissors instead of *Shadowrun*, they can buy another player out of the tournament for double the entry fee or find some other creative solution to get someone else out. Keep in mind if you are playing at a convention with a 3.5 hour or 4-hour timeslot, you will probably not have time for this. However, if this is a home game with some flexibility in the time, feel free to run with this and have a good time.

This tournament is a best two out of three throws elimination bracket. This means they will need to beat four other punters to get to the final, where they will play their fifth and final game. To simulate the game, have the player simply play Rock Paper Scissors with the other players at the table. The player must win two out of three throws to advance to the next round. If they fail to advance, they are eliminated from the tournament and lose their entry fee. Otherwise, move to another player to play against.

Between rounds, they can make a Judge Intentions (4), Psychology + Logic [Mental] (4), or Gambling + Intuition [Mental] (3) Test (**SR6**: Judge Intentions (4) Test, which gains a free Edge point if the runner has Psychology or Gambling Knowledge Skill). This represents watching their next potential opponent. Success on this test results in some minor insight into their opponent, which translates mechanically into a single re-throw on that round.

STARTED FROM THE BOTTOM

BEHIND THE SCENES

The runners have arrived outside a gambling den. The doorman has a list, and only people on the list get in—at least that is how it is supposed to go. A Con + Charisma [Social] (4) test (SR6: Con + Charisma (4) Test) will get the runners in if they come up with a good story. They could also have a decker or technomancer add their names to the list. The doorman's commlink is a Renraku Sensei [Device Rating 3]. If they name drop Noboru or Shingen, the doorman will say "I'll see if anyone by that name works here." Before calling back to Noboru, he tells the doorman to let them in. If the runners get past the doorman with dishonesty, they will have to approach Noboru cold on the gambling floor.

No matter where they find him, he will have his two trusted bodyguards with him, Hato and Ban-ken. Hato is a deaf mage, a female Japanese elf with blonde hair and hazel eyes. Ban-ken is a dark-eyed human in the middle of his years, wearing all black. His skin is dry and cracked, his eyes uneven across his face, and his nose is a bulbous lump unthinkingly shoved into the middle of his face.

NEMA-WHAT!?

Nemawashi is an informal process of quietly laying the foundation for some proposed change or project by talking to the people concerned, gathering support and feedback, and so forth. In the context of the Yakuza criminal organization, "Performing Nemawashi" means to go to the other leader that oversees a specific area of turf and ask for permission to operate in the area. It is customary for the leader to require a small favor or job to be performed prior to granting this permission. The size of the favor or job that you will be asked to do as part of nemawashi will reflect the scope of the thing you are seeking permission to do.

Some examples: If you need to operate on the turf of someone for a year while performing a complicated long-con or scam, you may be asked to pay a portion of the proceeds, or they may require you to utilize your social skills to convince someone to see something his way. If you are seeking permission to come on to the turf for one night only to steal an object, you may be given a much cheaper simpler task, like "on your way to your destination stop and deliver this item to so-and-so." You may be asked to perform no favor or task at all and simply remember the leader's good will for your future business dealings.

Noboru will ask them first where they are going, and then who they are seeing. If they came in without subterfuge or violence, this will satisfy him. If the runners were not forthcoming with the doorman about why they are here, he will press for a little more information and will want to know why they are meeting this man. He won't need all the details—"We are beating him up to send a message" will suffice. He will ask them to leave him some contact information, should he ever need similar work performed in the future.

DEBUGGING

If the players are not familiar with the concept, it may not occur to them that they need to do this. However, their characters might have a clue. Any native-born Japanese with a Japanese culture knowledge skill or any character with a Yakuza knowledge skill will simply know this. Otherwise, a Japanese culture + Intuition [Mental] (2) Test means they know the concept. Any foreign runners with no prior knowledge of Japanese culture can make an Etiquette + Charisma [Social] (4) Test (SR6: Any Japanese culture knowledge skill allows a non-native Japanese runner to roll a Memory test. Two hits on this test results in the runner realizing the relevance of Nemawashi.). Feel free to substitute any relevant knowledge skills. If they never realize they should meet with him or don't care to, they simply do not have an opportunity to meet him.

SCENE 8:

THE BEATING OF KEITH COMER

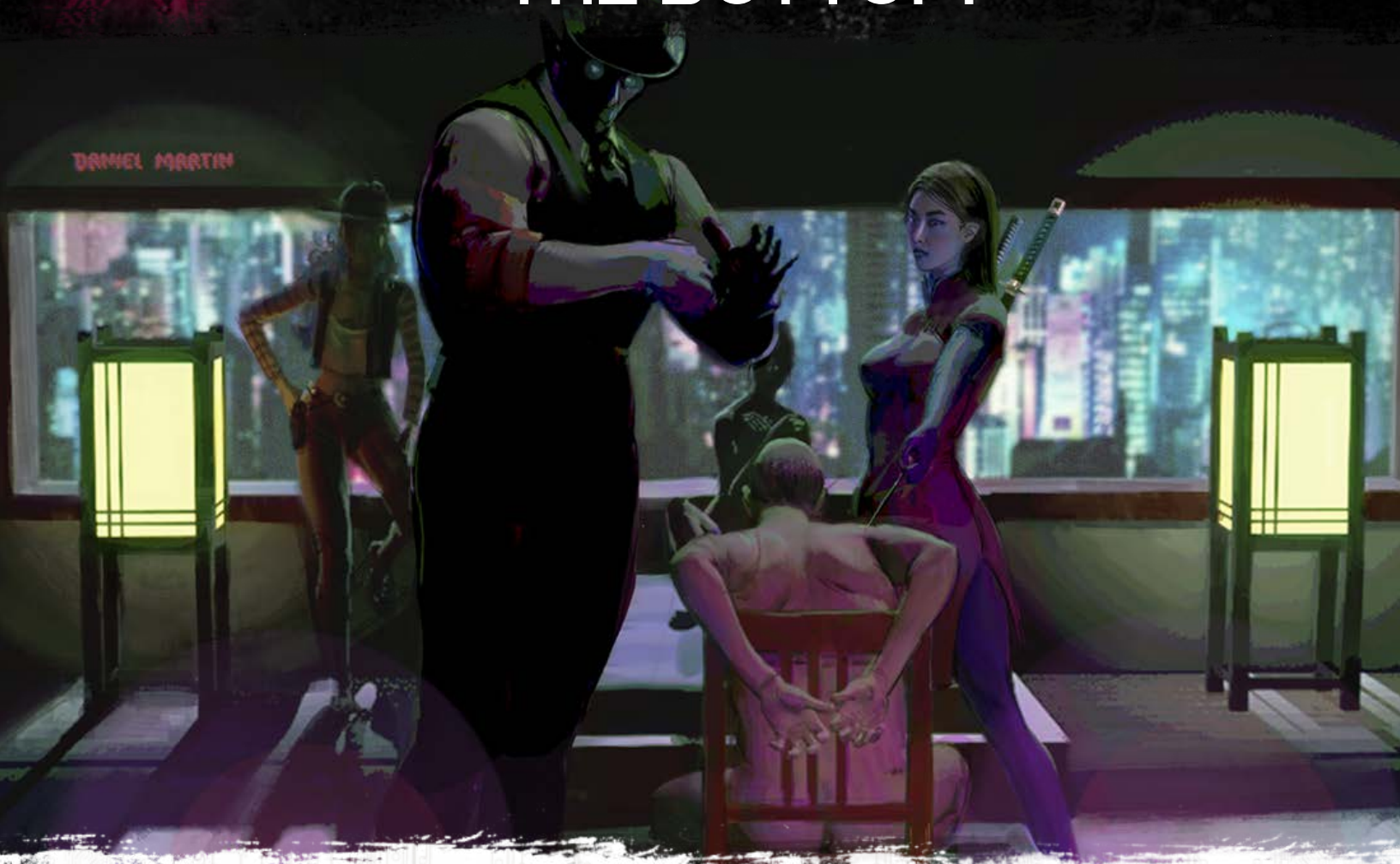
SCAN THIS

In this scene, the runners beat the drek out of some foreigner.

TELL IT TO THEM STRAIGHT

The New Tobu Hotel is a fancy place in Shibuya ward, just north of Shibuya Station. It is a 42-story tall skyscraper. The top two floors feature opulent restaurants. With rooms be-

STARTED FROM THE BOTTOM



tween 300 to 800 nuyen per night, it's not a place for your average choob.

Once they enter the room:

The suite features a small entryway that the front door opens into. To the left is a coat closet; to the right is a bathroom with a toilet, bidet, sink, and a small vanity. Looking through the entryway, you see a conference room. It has a four-person table in the center, and full-length windows out the back of the room. Some cabinets with a countertop along the right side with a wall-mounted trid set for presentations, then a set of French doors leading into the bedroom. The bedroom features two queen-size beds, and another trid set, and a small sitting area. The bedroom has full-length windows on two walls. To the right as you walk through the bedroom door is a sizable closet. Adjacent to that is the doorway to the master bathroom. Entering the master bathroom, you see a beautifully decorated

space. A dark tile floor is somehow warm to the touch and finely laid with only the tiniest gap for grout. To the right is a separate room with a toilet and bidet. To the left is a set of sinks in a natural stone countertop with a giant mirror above—no, not just a mirror, a mirrored window; if the lights are on, you can see your reflection, with the lights off, you gaze out at Neo-Tokyo. Ahead on the right is a stand-up shower encased in glass, and to the left is a gorgeous jetted Jacuzzi tub. Above the tub is a window that goes all the way to the ceiling giving the bather a sky-high view of Neo-Tokyo.

BEHIND THE SCENES

Walking into the hotel wearing obvious armor or bristling with weapons will result in an immediate security response. Wearing high-fashion armor with a single visible blade will not attract attention. This is a nice place,

STARTED FROM THE BOTTOM

THE NEW TOBU HOTEL (SHIBUYA UDAGAWACHO 3-1)

Delivering “Omotenashi” to world travelers at our home. (Omotenashi is a Japanese word describing the subjugation of oneself in service to a guest, without being servile. Anticipation of needs is at its core.)

The design concept at The New Tobu Hotel is modern Japanese. The emphasis is on comfort and intimacy, with a calming sense of peace and quiet. We look forward to welcoming you to one of our 820 rooms. Choose from eleven room types, each with a breakfast as our compliment. Also on offer are six different restaurants, a cigar lounge, meeting rooms, a gym, and a spa/salon. We hope to see you soon.

THE NEW TOBU HOTEL IS 42 STORIES TALL:

- **42nd floor:** Le Restaurant Nid D’oiseaux (French restaurant)
- **41st floor:** Esperienza Culinaria Pinnacle (Italian restaurant)
- **10th-40th floors:** Guest Rooms
- **9th floor:** Gym, meeting rooms
- **8th floor:** Event space
- **7th floor:** Reception Lobby, bar, cigar lounge, three restaurants, skyways to adjacent buildings.
- **1st floor:** Main entrance
- **B1-B3:** Basement Car Park

THE SUITE ROOM TYPE FEATURES:

- **Bedroom:** two full beds, a small sitting area, walk-in closet, floor-to-ceiling windows forming two sides of the room.
- **Master Bathroom:** accessible off the bedroom is a bathroom with dual sinks, a separate WC, separate shower room, and a Jacuzzi tub.
- **Meeting Room:** a four person work/conference table and side work/serving tables, floor-to-ceiling windows on one wall.
- **Guest bathroom:** a small WC for your work guests.
- **Entry way:** This small receiving space features a coat closet and luggage storage and flows naturally into the meeting area.

If the runners wish to purchase a room, have the player with the lowest Edge roll that attribute. If they get a hit, there are only Penthouse Suites available for 800 nuyen a night; these are on floors 39 and 40 only. 2 hits makes a few double queens available at 400 nuyen a night on the 35th floor. 3 hits will have a suite available on the 38th floor down the hall from Keith’s room; the suite is 600 nuyen a night.

and as such it will not be as friendly to trolls and orks. While those metatypes are not specifically unwelcome at the hotel, the attitudes of the staff will be more suspicious and generally less helpful to tasked individuals.

Runners have a few obvious ways to find out which room Mr. Comer is staying in. They can con the staff into releasing the information, perhaps using a false delivery or a fictional meeting as pretense. Pulling off something like this will require the runner to succeed in a Con + Charisma [Social] (5) Test, as this hotel trains its desk staff on how to spot a con (SR6: Con + Charisma (5) Test). They can hack the hotel’s systems and acquire the data that way; see the sidebar for some ideas about how. They can present a spirit with a picture of Keith Comer and have it search the building for him and report back. Any other solution the runners come up with is fine; it is not important how they find Keith Patrick Comer, only that they kick his hoop.

Wirelessly hacking the hotel’s systems will be very difficult for all but the most optimized deckers, as they will be facing off against 15 dice. Most deckers will need to find a slaved device that is a lower rating to plug a data-cable into to use its vulnerability to bypass some of the host’s security (SR6: The host serves as the master of the entire hotel network). The Matrix security in the hotel is very good, but there are always holes. Here are some examples:

- The parking garages have cameras on all the entrances and elevator lobbies. These cameras are Rating 3 and could be a potential avenue if your team can stop the camera from spotting the decker. Accessing the interior of the camera requires Hardware + Logic [Mental] (3) Test (SR6: Engineering (Hardware) + Logic (3) Test).
- The parking pay stations are slaved to the host but sit just outside the elevator lobbies. Only the top half is visible through the windows that see from the elevator lobby out into the garage. If a person can pass a Sneaking + Agility [Physical] (3) Test (SR6: Stealth (Sneaking) + Agility (3) Test) they can get to this and plug a universal data cable into the front of it without being on camera.

STARTED FROM THE BOTTOM

- The elevator control panel inside the elevator has an exposed datajack. The cameras in the elevator look directly at the controls and elevator door, but if multiple individuals are in the elevator they can conceal the fact that person is plugging in a universal data cable with their bodies. This will be a teamwork Sneaking + Agility [Physical] (3) Test (SR6: Stealth (Sneaking) + Agility (3) Test). Any guest on the elevator will require the same test with a threshold of 6, otherwise they will notice the suspicious activity and report it to security.
- The stairwells have wide angle cameras above each door. These cameras do have exposed datajacks and require Hardware + Logic [Mental] (3) Test (SR6: Engineering (Hardware) + Logic (3) Test).

The runners will learn that Keith has a suite on the thirty-eighth floor. The building is forty-two stories tall. The hotel is open to the public, so getting in is easy. They have unrestricted access to the public areas on the basement floor, first floor, seventh floor (restaurants, hotel bar); and the forty-first and forty-second floors where the five-star restaurants are. The elevators and stairwell doors will not open

BREAKING DREK

In case your runners are the kick-the-door-down type or want to defenestrate someone, here are the barrier ratings of various surfaces throughout this hotel:

- Stairwell doors: Structure 8, Armor 12.
SR6: Structure 11.
- Hotel room front door: Structure 6, Armor 8.
SR6: Structure 9
- Hotel room windows: Structure 4, Armor 6.
SR6: Structure 9
- Hotel room walls: Structure 8, Armor 12.
SR6: Structure 9
- Hotel floors/Ceilings: Structure 10, Armor 16.
SR6: Structure 11
- Hotel room interior doors: Structure 2, Armor 4.
SR6: Structure 5

For shooting through or destroying barriers, see p. 197, SR5 or p. 112, SR6.

onto the guest floors without scanning a staff keycard or the keycard of a guest registered on that floor. The elevator and stairwell doors have Rating 3 maglocks with Rating 4 keycard readers. If the team decked the host and grabbed the paydata, they can encode a housekeeping keycard to use to get through these doors. Otherwise they will need to find some other way. The elevators also have Rating 3 cameras in them that are slaved to the host.

Security patrols consist of two-man teams. They will start at the top floor and walk the halls, transitioning to the next floor by walking down the stairwell. Once they reach the bottom they will ascend to the top via the elevator and start again. This patrol takes 2.5 to 3 hours to complete, there are 6 teams doing this at once resulting in a patrol through a given area of the hotel every thirty minutes. A security sergeant is present on every other team. A few teams remain in the security office on the fifth floor, ready to respond to any incident, and to provide on-demand guest service.

Once outside room 3810 on the thirty-eighth floor, the runners have one final obstacle: another door lock. The door lock is a Rating 4 maglock with a Rating 4 keycard reader and Rating 3 anti-tamper circuits. If the team decked the host and grabbed the paydata, they can encode a housekeeping keycard to use to get through this door. Otherwise they will need to find some other way in such as pretending to be room service, hotel security, or a delivery. Perhaps they can command a spirit to manifest on the other side of the door and open it from the inside. They can of course always kick the door in or punch a hole in it. This will make noise, and other guests will call security.

When the runners enter the suite, Keith is enjoying the company of a prostitute. If the runners enter quietly, they can surprise him. Inside the bedroom they must contend with the formidable human that is Keith Comer. Just kidding—he is a chump made of flab and skin. A human punching bag without the fortitude to mount any resistance besides screaming and calling security.

If the runners enter loudly, Keith should make a Surprise Test for the first combat turn and will use his first available initiative pass to contact hotel security before trying to hide in the shower.

STARTED FROM THE BOTTOM

If Keith is face-to-face with the runners, he will spend all of his actions attempting to run away. He will hide behind objects, push furniture into their path, and even shove the sex worker at them if given the opportunity. If the team is unable to subdue Keith and calm the sex worker within 2 Combat Turns, the noise results in neighbors calling security. Gunshots will have security called on the next initiative pass.

If called, security arrives in 2D6 Combat Turns, with a team consisting of the head of security and one security guard per runner. If the team has two or more Awakened runners, include the security mage and bound spirit of air. If gunshots are reported, security will call police prior to arrival. If the runners appear to be obvious criminals, they will form a perimeter covering the exit door from the hallway with their tasers or pistols. They will have partial cover behind potted plants and décor items on their first action after being

alerted to danger. They have trained for this and will get 6 hits on a Small Unit Tactics Teamwork Test to setup a crossfire maneuver by blocking off the hallway on both sides of the room. The sergeant uses his first point of edge on this test. This grants every member of the team a +3 to attacks as long as they remain in the crossfire position and the sergeant uses a free action each Combat Turn to instruct them to remain in position. They each take a dose of jazz on their second action, as well as declaring full defense if they have enough remaining initiative. If they get a third action, they will hold it waiting for runners to emerge, except one guard who will issue an audible warning: “Put down any weapons and lay down on the floor to wait for police. Do not add to your shame by resisting.”

Police are nearby in this nicer neighborhood. They will arrive at the room within two minutes of being called, regardless of what the reported crime is.

SHADOWRUN, FIFTH EDITION STATS

KEITH PATRICK COMER

(MALE HUMAN, BUSINESS EXECUTIVE)

B	A	R	S	W	L	I	C	EDG	ESS
2	4	3 (4)	2	2	2	2	4 (5)	4	5.6

Initiative: 5 (6) + 1D6

Condition Monitor (P/S): 9 / 9

Limits: Physical 3 (4), Mental 3, Social 6 (7)

Armor: 0

Active Skills: Con 3 (Fast Talking +2), Engineering skill group 2, Etiquette 3, Engineering Industrial 3, Negotiation 3 (Contracts +2), Perception 2 (3), Running 3

Knowledge Skills: Building Design 3, Construction 3, Neo-Tokyo Business 0 (3), Neo-Tokyo Sprawl 0 (3), Sprawl Life 1 (Hoboken NJ +2)

Languages: English N, Japanese 4, French 2

Qualities: Blandness, Low Pain Tolerance / SINner (National UCAS)

Augmentations: Datajack, skilljack 3

Gear: Actioneer business clothes, Erika Elite commlink [Device Rating 4], glasses [Rating 3 w/ image link, vision enhancement 1, vision magnification], novacoke (5 doses)

Weapons:

Champagne bottle [Club, Acc 3, DV 3S, AP -]

Unarmed strike [Unarmed Combat, Acc 4, Reach -, DV 2S, AP -]

Note: Keith is under the effects of novacoke, reflected in his stats above. The amount listed in gear is what remains. If Keith attacks anyone with the champagne, the bottle does not break—another failure.

ESCORT

(1, FEMALE HUMAN, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
3	4	3 (4)	3	4	2	4	6 (7)	5.5

Initiative: 7 (8) + 1D6

Condition Monitor: 10

Limits: Physical 4 (5), Mental 4, Social 8 (9)

Armor: 0

Active Skills: Athletics skill group 3, Blades 2, Clubs 2 (Batons +2), Con 4 (Seduction +2), Etiquette 3 (Street +2), Negotiation 2 (Bargaining +2), Perception 2, Performance 5, Unarmed Combat 2

Languages: Japanese N, English 3, Chinese 1, Korean 2

Qualities: Too Pretty to Hit

Augmentations: Smart articulation

Gear: Armor clothing, AR nails, bliss (3 doses), contacts [Rating 3, w/ image link, low light vision, polychromic lens], smartwig [w/ trode net], Sony Emperor commlink [Device Rating 2]

Weapons:

Extendable baton [Baton, Acc 5, Reach 1, DV 5P, AP -]

Shoe [Thrown, Acc 5, DV 3S, AP -]

Unarmed Strike [Unarmed, Acc 4, Reach -, DV 3S, AP -]

HOTEL TABU HEAD OF SECURITY

(1, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
5	6	4 (5)	5	4	3	5	3	6	4

STARTED FROM THE BOTTOM

Initiative: 9 (18) + 3D6

Condition Monitor: 11

Limits: Physical 7, Mental 5, Social 8

Armor: 12

Active Skills: Athletics Group 3, Etiquette 3 (Professional +2), Leadership 4, Perception 5, Pistols 3 (Tasers +2), Sneaking 3, Unarmed Combat 6

Knowledge Skills: Hotel Gossip 4, Magic Threats 3, Security Procedures 5, Small Unit Tactics 3

Languages: English 4 (Speaking +2), Japanese N

Qualities: Adept

Adept Powers: Adept Accident, Adrenaline Boost 4, Combat Sense 2, Killing Hands, Penetrating Strike 4

Gear: Erica Elite commlink [Device Rating 4], flashlight, jazz (2 doses), micro-transceiver, plastic restraints (10), qi focus (penetrating strike 4, tattooed) 4, Zoé Executive Suite

Weapons:

Yamaha Pulsar [Taser, Acc 5, DV 75(e), AP -5, SA, RC 3, 4(m)]

Unarmed strike [Unarmed Combat, Acc 7, Reach -, DV 5P, AP -4]

Note: Stats include bonuses from the Adrenaline Boost adept power and a dose of jazz.

HOTEL TABU SECURITY

(1 PER RUNNER, HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
5	6	4 (5)	4	4	3	4	3	6

Initiative: 8 (9) + 3D6

Condition Monitor: 10

Limits: Physical 6 (7), Mental 5, Social 8

Armor: 12

Active Skills: Close Combat Group 3, Intimidation 3, Perception 4, Pistols 4 (Tasers +2)

Knowledge Skills: Hotel Gossip 2, Security Procedures 3

Languages: English 2 (Speaking +2), Japanese N

Qualities: Toughness

Gear: Erica Elite commlink [Device Rating 4], flashlight, jazz (1 dose), micro-transceiver, Zoé Executive Suite (lightly worn)

Weapons:

Yamaha Pulsar [Taser, Acc 5, DV 75(e), AP -5, SA, RC 0, 4(m)]

Extendable baton [Club, Acc 5, DV 6P, Reach 1, AP -]

Unarmed strike [Unarmed Combat, Acc 6, Reach -, DV 4S, AP -]

Note: Stats include bonuses from a dose of jazz.

HOTEL SECURITY MAGE

(1, HUMAN, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
2	4	3	2	5	5	5	3	6	6

Physical Initiative: 8 (12) + 3D6

Astral Initiative: 10 + 3D6

Condition Monitor: 11

Limits: Physical 3, Mental 7, Social 8, Astral 8

Armor: 12

Active Skills: Assensing 3, Astral Combat 3, Binding 5, Perception 3, Pistols 3, Sorcery skill group 6, Summoning 6

Qualities: Hermetic Magician

Spells: Armor, Clout, Combat Sense (sustained, 3 net hits, Force 4), Heal, Increase Reflexes (sustained, 4 net hits, Force 4), Mana Bolt, Stunbolt, Stunball

Bound Spirits: Spirit of air (Force 6, 3 services)

Gear: Contacts [Rating 2, w/ image link, vision enhancement 1], reagents (10 drams), Renraku Sensei commlink [Device Rating 3], sustaining focus (Health spells, belt) 4, Zoé Executive Suite

Weapons:

Yamaha Pulsar [Pistols, Acc 5, DV 75(e), AP -5, SA, RC 0, 4(m)]

Unarmed strike [Unarmed Combat, Acc 3, Reach -, DV 2S, AP -]

SPIRIT OF AIR

(1, FORCE 6, BOUND, 3 SERVICES)

B	A	R	S	W	L	I	C	ESS	M
4	9	10	3	6	6	6	6	6	6

Physical Initiative: 16 + 2D6

Astral Initiative: 12 + 3D6

Condition Monitor: 11

Skills: Assensing 6, Astral Combat 6, Perception 6, Running 6, Unarmed Combat 6

Powers: Accident, astral form, concealment, confusion, engulf, fear, guard, materialization, movement, sapience, search

Weapons:

Engulf [Unarmed Combat, DV 12S, AP -6]

Unarmed strike [Unarmed Combat, Acc 7, Reach -, DV 3S, AP -]

HOST: THE NEW TOBU HOTEL

R	A	S	D	F
6	6	7	8	9

Installed IC: Probe, Scramble, Track, Jammer, Marker, and Crash

Slaved Devices: Cameras, door locks (employee, guest, and public areas), elevator controls, guest registration system, HVAC systems, lights.

Sculpting: In VR, the host is meticulously designed to look exactly like the hotel as far as dimensions and physical space go. However, the décor is of the Edo Period, approximately 1600-1868. The exterior walls are laid stone, ceilings are of a curving pitch, interior walls are movable panels of wood and rice paper, and the floors are tatami mats. All visible light sources are on, a hanging lamp of paper stretched over bamboo frames; their brightness is adjusted by rotating the candle-holding base. All functions are controlled by the physical object that would have controlled them in the Edo period. HVAC is controlled by adding or removing wood from the Irori, a sunken hearth in the floor of the room. For features that were not common in that era, such as door locks, elevators, room service ordering systems, the bamboo versions of modern control systems manifest as needed. Employee controls are much less meticulous, tending to be the standard sculpting from the vendor simply uploaded into the host. So the keycard-issuing system looks as it does anywhere else. In AR, all controls are simply floating miniature ARO versions of what a modern physical control would be. Lazy sculpting? Perhaps. A bit cliché? Yes, but bamboo stuff is what western tourists have come to expect, and anticipating the needs and desires of its guests is how the New Tobu hotel operates.

Security Procedures: Patrol IC running at all times. Once alarmed, the host launches IC in this order: Probe, Scramble, Track, Jammer, Marker, and Crash. The system will always reboot Probe and Scramble if they are crashed before continuing down the line. The hotel uses "white" IC, basing its Matrix security protocol on severing an intruders connections via scramble or tracing the intruder and reporting them to the authorities.

Pay Data: You snag a set of housekeeping codes that can be encoded on a keycard. This will allow the holder of that keycard unfettered access to any guest room in the hotel. You must sell quickly, because the codes are only good for the rest of the week. You are able to flip this info for 500 nuyen. If this keycard is used to gain entry to Keith's room, and security is alerted, it is burned and cannot be sold, as the hotel will change all the housekeeping keycard codes as a precaution.

STARTED FROM THE BOTTOM

SHADOWRUN, SIXTH WORLD STATS

KEITH PATRICK COMER

(MALE HUMAN, BUSINESS EXECUTIVE)

Keith is a rather unremarkable human male in his late thirties. His father died when he was a teen, and his mother wasn't able to provide comfortably for the two of them. Therefore, he has spent his entire adult life trying to become financially successful, the only way he can imagine measuring self-worth. He is very comfortable with lying, if that gets him what he wants, and that makes him a natural salesman for smaller quick sales. Unfortunately, it makes him not so good at larger sales that require relationship building. Keith is not good at real relationships; he is good at telling people what they want to hear.

Keith is a lower level executive at Mazzarone Construction, a New Jersey-based construction company. He has managed to land himself a sweet sales gig but has yet to land even one sale since coming to Japan almost a year ago. At this point, he's somewhat desperate and has decided to severely underbid a potential contract to secure it.

B	A	R	S	W	L	I	C	EDG	ESS
2	4	3 (4)	2	2	2	2	4 (5)	4	5.6

DR	I/ID	AC	CM	MOVE
2	6/1	A1, I2	9 / 9	10/15/+1

Skills: Athletics 2, Close Combat 1, Con 3, Electronics 1 (Computers +2), Engineering 2 (Industrial +2), Influence 4, Perception 3

Knowledge Skills: Building Design, Construction, Hoboken Area, Neo-Tokyo Business (knowsoft), Neo-Tokyo Sprawl (knowsoft), Sales

Languages: English (Native), Japanese (Expert), French

Qualities: Blandness / Low Pain Tolerance, SINner (UCAS)

Augmentations: Datajack, skilljack 3

Gear: Actioneer business clothes (not worn), Erika Elite commlink [Device Rating 4 D/F 2/1], glasses [Capacity 3, w/ image link, vision enhancement, vision magnification], knowsoft (Neo-Tokyo Business) 3, knowsoft (Neo-Tokyo Sprawl) 3, novacoke (5 doses)

Weapons:

Champagne bottle [Close Combat, DV 2P, 6/-/-/-/-]

Unarmed strike [Close Combat, DV 2S, 6/-/-/-/-]

Note: Keith is under the effects of novacoke, reflected in his stats above. The amount listed in gear is what remains. If Keith attacks anyone with the champagne, the bottle does not break; he's a complete failure.

ESCORT

(1, FEMALE HUMAN, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
2	3 (4)	2 (1)	2	3 (2)	2	3	4	5.8

DR	I/ID	AC	CM	MOVE
2	4/1	A1, I2	8	10/15/+1

Skills: Athletics 3, Close Combat 2, Con 4 (Seduction +2), Influence 3 (Street +2), Perception 2

Qualities: (High Pain Tolerance), Too Pretty to Hit

Augmentations: Smart articulation

Gear: Armor clothing (not worn), AR nails, bliss (3 doses), contacts [Capacity 3 w/ image link, low light vision, polychromic lens], smartwig [w/ trode net], faux-fur lined metal manacles, Sony Emperor commlink [Device Rating 2, D/F 1/1]

Weapons:

Extendable riding crop [Close Combat DV 2S, 7/-/-/-/-]

Spiky Shoe [Athletics, DV 2S, 5/3/-/-/-, w/ 2 ammo]

Unarmed strike [Close Combat, DV 2S, 3/-/-/-/-]

Note: Stats above already factor in the effect of bliss.

HOTEL TABU SECURITY LIEUTENANT

(ADEPT, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
4	5	3 (4)	4	3	2	4	2	6	4

DR	I/ID	AC	CM	MOVE
11	16/3	A1, I4	14	10/15/+1

Skills: Athletics 3, Close Combat 5, Firearms 3 (Tasers +2), Influence 3, Stealth 3

Adept Powers: Adrenaline Boost 4, (Critical Strike 4), Combat Sense 2, Killing Hands, Mystic Armor 4, Vocal Control

Gear: Armor vest (+3), Erica Elite commlink [Device Rating 4, D/F 2/1], flashlight, jazz (2 doses), micro-transceiver, plastic restraints (10), qi focus (Critical Strike 4, silk obi) 4

Weapons:

Yamaha Pulsar I [Tasers, DV 4S(e), 4(m), 9/9/-/-/-]

Unarmed strike [Close Combat, DV 6P, 8/-/-/-/-]

Note: Stats include bonuses from the Adrenaline Boost adept power and a dose of jazz.

HOTEL TABU SECURITY

(1 PER RUNNER, HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	3	3 (4)	3	3	2	2	2	6

DR	I/ID	AC	CM	MOVE
7	6/3	A1, I4	10	10/15/+1

Skills: Athletics 3, Close Combat 3, Firearms 3 (Tasers +2), Perception 4

Qualities: Toughness

Gear: Armor vest (+3), Erica Elite commlink [Device Rating 4, D/F 2/1], flashlight, jazz (1 dose), micro-transceiver

Weapons:

Yamaha Pulsar I [Tasers, DV 4S(e), 4(m), 9/9/-/-/-]

Extendable baton [Close Combat, DV 2S, 8/-/-/-/-]

Unarmed strike [Close Combat, DV 2S, 6/-/-/-/-]

Note: Stats include bonuses from a dose of jazz.

STARTED FROM THE BOTTOM

HOTEL SECURITY MAGE

(1, HUMAN, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
1	3	2	1	4	4	4	2	6	6

DR	I/ID	AC	CM	MOVE
4	8/3	A1, I4	9	10/15/+1

ASTRAL DR	ASTRAL I/ID	ASTRAL AC
4	10/4	A1, I5

Skills: Astral 3, Conjuring 5, Firearms 3, Perception 3, Sorcery 5

Qualities: Focused Concentration 2

Spells: Armor, Clout, Combat Sense (sustained, 4 hits), Heal, Increase Reflexes (sustained, 2 hits), Manabolt, Stunbolt, Stunball

Bound Spirits: Spirits of air (Force 3, 3 services) x4

Gear: Armor vest (+3), contacts [Capacity 2 w/ image link, vision enhancement], reagents (10 drams), Renraku Sensei commlink [Device Rating 3, D/F 2/0], spirit focus [spirits of air, Force 4]

Weapons:

Yamaha Pulsar I [Tasers, DV 45(e), 4(m), 9/9/-/-/-]

Astral Strike [Astral, DV 2P, 10/-/-/-/-]

Unarmed strike [Close Combat, DV 2S, 6/-/-/-/-]

SPIRITS OF AIR

(4, FORCE 3, 3 SERVICES EACH)

B	A	R	S	W	L	I	C	ESS	M
1	6	7	1	3	3	3	3	3	3

DR	I/ID	AC	CM	MOVE
1 (4)	10/2	A1, I3	9	10/15/+1

ASTRAL DR	ASTRAL I/ID	ASTRAL AC
3	6/3	A1, I4

Skills: Astral 3, Athletics 3, Close Combat 3, Exotic Ranged 3, Perception 3

Powers: Accident, astral form, concealment, confusion, engulf (air), guard, materialization, movement, sapience, search

Weapons:

Engulf [Close Combat, DV 5S (and see pg. 223, SR6), 10/-/-/-/-]

Astral Strike [Astral, DV 2P, 6/-/-/-/-]

Floofy Swoosh [Close Combat, DV 2S, 10/-/-/-/-]

HOST: THE NEW TOBU HOTEL

R	A	S	D	F
6	6	7	8	9

Installed IC: Crash, marker, patrol, scramble, track

Sculpting: In VR, the host is meticulously designed to look exactly like the hotel as far as dimensions and physical space go. However, the décor is of the Edo Period, approximately 1600-1868. The exterior walls are laid stone, ceilings are of a curving pitch, interior walls are movable panels of wood and rice paper, and the floors are tatami mats. All visible light sources are on, a hanging lamp of paper stretched over bamboo frames; their brightness adjusted by rotating the candle holding base. All functions are controlled by the physical object that would have controlled them in the Edo period. HVAC is controlled by adding or removing wood from the Irori, a sunken hearth in the floor of the room. For features that were not common in that era, such as door locks, elevators, room service ordering systems, the bamboo versions of modern control systems manifest as needed. Employee controls are much less meticulous, tending to be the standard sculpting from the vendor simply uploaded into the host. So the keycard issuing system looks as it does anywhere else. In AR, all controls are simply floating miniature ARO versions of what a modern physical control would be. Lazy sculpting? Perhaps. A bit cliché? Yes, but bamboo stuff is what western tourists have come to expect, and anticipating the needs and desires of its guests is how the New Tobu hotel operates.

Host Personas: The hotel's dozens of employees on duty are all logged into the host both for protection from nuisance hacking, and so that supervisors can keep tabs on and issue tasks to their underlings.

Outsider Access: The host is open to and welcoming of traffic from the general public, particularly in its reservation subsystem. Additionally, guests are given special User-level access to the host during their stay as part of the check-in process. There can be hundreds of guests in the host any given moment.

Networked Devices: Entire building, except tenant businesses.

Attached Hosts: The hotel is partnered with the Neo-Tokyo Convention and Visitor's Center, allowing guests from around the globe to virtually visit and even have their Personas interact with physically present guests.

Security Procedures: Patrol IC running at all times. One Standard Security Spider patrolling at all times. Once alarmed, the host launches IC in this order: probe, scramble, track, marker, and crash. The system will prioritize probe and scramble if they are crashed before continuing down the line. A second Security Spider will arrive 3 + 1D6 Combat Turns after the alarm is triggered. All files that are not meant for Guests' eyes are protected by Encryption Rating 4.

Pay Data: Housekeeping keycard data that can be used in the manner of a keycard copier (pg. 278, SR6) to generate legitimate passkeys that work inside the hotel. The codes perish within one week or when NTMP investigates Keith's attack. If they are not used to gain entry to Keith's room, the paydata isn't immediately burned and can be sold for 500 nuyen on the black market.

STARTED FROM THE BOTTOM

SCENE 9:

A LITTLE RESPECT

SCAN THIS

Quite simply, the team gets paid.

TELL IT TO THEM STRAIGHT

Having completed the required task, you wait for Tanaka-san to contact you. A day passes, but you get the expected call with a request to meet at Club Forgotten. Hopefully, the place recovered from the events earlier in the week.

Daisuke-sama must have let his guys know you were coming, as soon as you stroll up, they hold the door open for you, ushering you inside. The difference between the club tonight and the trollpocalypse before is night and day. Instead of smoke, fire, screaming guitars, and flailing metalheads, the place is bathed in a cool, ultraviolet glow, lasers spinning intricate patterns while strobes flicker to the steady pulse of pure techno. On stage, a single DJ works the soundsystem while the club kids dance to the beat.

Looking around, you notice there is actually a staircase leading to a mezzanine on what would be the third floor. A man pulls a chain aside, letting you passed a sign that reads “VIP,” and you ascend. The balcony overlooking the rest of the club is filled with money and glamor. At the far corner, sitting with several young women, is Ando himself, in a snazzy suit but the same mirrored shades. Sitting across from him, bereft of any feminine attention, is Tanaka-san.

Seeing you, Ando grins and beckons you over. As you approach, he gently pushes a girl from his lap and shoos them all away, playfully slapping one on the behind. The giggle as the move past you and then you’re at the Yakuza boss’s table.

“Good job,” Ando says, then looks pointedly to Tanaka-san.

You think Tanaka-san is wearing the same suit from the night he hired you. Or he has someone wrinkle his clothes the same way, for him. “Yes, all went as desired,” he says, running a hand through his hair. “The bid has been removed.”

He smiles, tentatively and then ... awkwardness happens, as he looks uncertainly at you, then back at Ando.

Even with the shades on, you can see the older man roll his eyes. “Pay them, Kotaki-san, that is why they’re here.”

The younger man’s face lights up with the revelation and he digs into a pocket and reveals a credstick for each of you. “Hai!” he nods. “As promised. Perhaps we shall call on you again.”

“Yes,” Ando affirms, “perhaps we shall. But for tonight, please enjoy our hospitality.” He sweeps his arm widely, gesturing towards the club, filled with vice as only the Yakuza can facilitate.

A little recognition at last. Things are starting to look up.

PICKING UP THE PIECES

NUYEN

- 1,000¥ each + 100¥ per net hit, for a maximum of 1,500¥, if the successfully deliver Yoriko’s package to Ando.
- 1,000¥ each + 100¥ per net hit, for a maximum of 1,500¥, if they successfully deliver Sakai’s “message” to Matsui grocery. Add another 50 percent if the retired street samurai version of Akira was used and “took the joke” well.
- 2,000¥ each + 100¥ per net hit, for a maximum of 2,500¥, if they convince the youth gang to stop bothering Ryoto’s “kids.”
- 500¥ per simsense recording provided to Ryoto, up to one recording per runner.
- 3,000¥ each + 250¥ per net hit, for a maximum of 4,000¥, for teaching Keith Comer “proper business manners.”

KARMA

- 1 Karma – Completing the delivery
- 1 Karma – Intimidated a grocery store without causing irreparable harm to anyone.



STARTED FROM THE BOTTOM

- 1 Karma – Convinced the youth gang to leave Ryoto’s kids alone
- 1 Karma – Dealt with Keith Comer
- 1 Karma – Surviving the Adventure
- 2 Karma – Overall Adventure Challenge

GAMEMASTER REWARD

When running this adventure, you may choose to count the Missions as “played” for their personal *Shadowrun Missions* character. You must choose to do this the first time you run this Mission only, and take the optional results to match those the team you gamemastered for earned. You may not choose to wait for a “better” attempt to choose your rewards. You’re on the honor system here, so please don’t skew the adventure to help the players gain extra rewards just so that you can get better results.

You will earn a flat amount of Karma and nuyen, regardless of how well (or poorly) the players do, listed below. For other missions results and rewards that you track on the Debriefing Log (Objectives completed, reputation and contacts earned, etc.), take the average results of the group you’re gamemastering for. So if four out of six players earned a point of notoriety, you will earn one as well. If only two players out of five earn a +1 Loyalty with Yoriko, you would not get that +1 Loyalty. Along those lines.

Karma Earned: 7

Nuyen Earned: 8,500¥

REPUTATION

SHADOWRUN, FIFTH EDITION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, SR5). Besides the scenario specific gains listed below, gamemasters should consider the characters actions throughout the game and award additional points as appropriate. If a player earns Public Awareness or Notoriety, don’t be afraid to give them extra points.

- +1 Street Cred if the team was paid for all four tasks
- +1 Street Cred if the runners get in and out of the Hotel without alerting security

- +1 Street Cred for all members of the team if they think to visit Noboru Egawa before operating in his territory
- +1 Notoriety for any runner who uses physical violence to enter Club Forgotten or the gambling den
- +1 Notoriety for any runner who gets arrested
- +1 Notoriety for each instance of killing anyone directly involved in the tasks given by the four Tanaka-sans
- +1 Public Awareness if the team has any runners get arrested

SHADOWRUN, SIXTH WORLD

During the adventure, runners may perform actions that will add to their Reputation and Heat (p. 232, SR6). Besides the scenario specific gains listed below, gamemasters should consider the characters actions throughout the game and award additional points as appropriate.

- –1 Reputation for any runner who uses physical violence to enter Club Forgotten or the gambling den
- –1 Heat Modifier if the runners get in and out of the Hotel without alerting security
- –1 Heat Modifier if the runners visit Noboru Egawa before operating in his territory
- +1 Heat Modifier for failing to visit Noboru Egawa before operating in his territory
- +1 Heat Modifier for each instance of killing anyone directly involved in the tasks given by the four Tanaka-sans
- +2 Heat Modifier if the team has any runners get arrested

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1, and should be given the **Contact Sheet** included with this Mission. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).



STARTED FROM THE BOTTOM

Characters might interact with NPCs not specified by the Mission, and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

- +1 Loyalty with Yoriko Asakura (Connection Rating 3) if they successfully deliver the package to Ando
- +1 Loyalty with Tetsuya Sakai (Connection Rating 3) if they deliver his message to Matsui Grocery
- +1 Loyalty with Ryoto Ishikawa (Connection Rating 3) for convincing the youth gang to stop bothering Ryoto’s “kids.”
- +1 Loyalty with Ando Daisuke (Connection Rating 4) if they successfully deal with Keith Comer.
- +1 Loyalty with Shingen Kotaki (Connection Rating 3) if they successfully deal with Keith Comer.
- +1 Loyalty with Noboru Egawa (Connection Rating 4) for proper *nemawashi* before working in his territory.

LEGWORK

When a PC gets in touch with a contact, make an unopposed Connection + Connection test for the contact. The results of this test determine how many ranks of information the contact knows about the question. If the relevance of the subject is a specialty of the contact, they get +3 to this test. The player then makes an unopposed Charisma + Etiquette + Loyalty test, the results of which determine how many ranks of information the contact is willing to divulge for free, up to the max ranks of information they know. If the contact knows more, they will require a payment of 500¥-(Loyalty x 100¥, minimum 100¥) per rank of information they still know.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (1 hour)) test. Additional information will be available at a cost of 1,000¥ – (Loyalty x 100¥, minimum 200¥).

A **Matrix Search** action (p. 241, SR5) may also be utilized to gather information from the following charts, using the appropriate thresholds and search times.

AKIRA MATSUI

Contacts to Ask, or Knowledge Skills to Use: Neighborhood residents, business owners, social media

Contacts	Matrix Search	Information
0	0	Who?
1	1	He and his wife own that grocery store in the neighborhood right?
3	–	That guy may be a grocer now ... but he has a violent past. Not Yakuza, but something.
5	–	His street name was Kira Ando (“Ando the killer” or “Killer Ando” in English) He used to be a shadowrunner back in the 2050s. He was a street samurai of some not. He played it smart, made a big payday, and got out while he was still young enough to enjoy the money. Got married, had a few kids, bought a business. Probably sold most of his cyber to afford that place.
6	–	Ando matches the description of a runner from the 2050s named Kira Ando (“Ando the killer” or “Killer Ando” in English). He either retired or died. He was a street samurai.
7	–	He did not, in fact, sell any of his cyber. I saw him use force, one time—only once. A gang came in and was causing some problems. They broke a few items, and Ando asked them to leave. They continued being disrespectful to Ando’s face, daring him to do something. They even spat on him. The man did nothing. It was not until one of them insulted the virtue of his wife or daughter—I can’t remember which—that Ando kicked into gear. His whole body jerked, like on the trid shows, when wired



STARTED FROM THE BOTTOM

reflexes come on; and he moved faster than I have ever seen anyone move. In about five seconds, three of those gangers were on the floor, and the one that had insulted Riku (that was the wife) was being held in a one-armed choke and a chicken wing armhold. Akira walked the ganger awkwardly toward the counter while his three buddies held their junk—or their stomachs, whichever Ando had hit. He forced the lad to apologize for his disrespect. Once that task was done, Ando let him go and apologized for getting rough with them. He then thanked them for coming in and gave them a short-case of beer for their trouble. Not only is he tough as nails, but he made sure they left with something, so they would not lose face in front of their gang friends. Smart. If not, they might have come back to settle the score.

ANDO DAISUKE

Contacts to Ask, or Knowledge Skills to Use: Fixers, Law Enforcement, Shadowrunners, Yakuza

Contacts	Matrix Search	Information
—	0	You find no information
0	—	No idea ... Is he a weather reporter?
1	3	Is that the guy that owns the big dance club in Roppongi?
2	—	Yeah, he's one of the Mita-gumi bosses.
3	—	I hear he's poised to move up the ranks if he doesn't muck something up in the next few months.
4	—	He runs his prostitution business out of that club. Ever been to the top level? That's for his special clients!
5	—	The guy rarely leaves his office, mostly has everything he needs brought to him directly.
6	—	He's got a couple of bodyguards, real heavies. Rumor has it, they're both Awakened.

KEITH PATRICK COMER

Contacts to Ask, or Knowledge Skills to Use: Business Suits, Construction Executives

Contacts	Matrix Search	Information
0	0	Was that a serial killer who stalked women on college campuses in the 1980s? Cause that dude has a serial killer name.
1	1	An employee of Mazzarone Construction, he works out of their New Jersey corporate headquarters. His title is "Head of Sales - Asia"
2	3	Keith Comer has a fancy-sounding title, but it is because he is the only salesmen operating on the company's behalf in Asia.
3	—	Keith needs to make a sale. He has been taking meeting after meeting, making bid after bid, and has yet to make a single sale in Japan.
4	6	Looking over Keith's social media posts over the last few months, you notice a steady decrease in the number of meetings he posts about. He is also posting less and less pictures of himself out enjoying Neo-Tokyo.
5	—	Keith has been talking up this deal to the leadership back home. If he doesn't close on this thing, they are probably going to fire him.

KURABU WASURETA

(CLUB FORGOTTEN)

Contacts to Ask, or Knowledge Skills to Use: Club-goers, musicians, Yakuza members

Contacts	Matrix Search	Information
0	0	I think I've heard of it, but I can't remember.
1	1	It's a club in central Edogawa. It's mostly electro-pop and dance, but sometimes they do special shows catering to other musical tastes. I hear Airi Momoi is playing there soon.
2	3	It is owned and run by Daisuke Ando, some sort of Yak crime boss.
3	—	It's weird, but even though it's a club you can't score any drugs or BTLs there. It's like the club goes out of its way to disappear the dealers that even get into the neighborhood.



STARTED FROM THE BOTTOM

4 6 I once went to the Concrete Dreams reunion tour when they played Club Forgotten. I bumped into some government bureaucrat from the Mayor's Office who was buying everyone drinks. Nice guy, big smile, receding hairline, had two guys with suits and shades following him everywhere.

5 - There is an entrance around the side that goes to a private stair up to the Yak boss' office. If you want to see him, bring a gift. I hear he likes traditional wall scrolls.

INAGAWA-KAI

Contacts to Ask, or Knowledge Skills to Use: Fixers, Law Enforcement, Shadowrunners, Yakuza

Contacts	Matrix Search	Information
0	0	Some kind of new ramen flavor?
1	1	They are Yakuza, right?
2	3	Relatively new on the scene, they're the new school of Yakuza. They let Metahumans into their ranks, a thing traditionally not done.
3	-	The Inagawa-kai are deadly, fearless, and out to prove that a meta can play Yakuza just as well as anyone.
4	6	The Inagawa-kai are into protection rackets and street-level sokaiya.
5	-	Rumor has it most of the higher-ranking members are trained ninja. They frequently use ninja against their enemies.

KATSUO TAKESHI

Contacts to Ask, or Knowledge Skills to Use: Grade School Teachers, Parents, Yakuza

Contacts	Matrix Search	Information
0	0	How the frag would I know who some kid is? What are you implying?
1	1	Takeshi Katsuo is the son of Takeshi Kitano.
3	-	He wants a kitten for his birthday.
4	6	He is somewhat active on social media. His favorite things are cartoons and respecting his elders according to his MeFeed profile.
5	-	He wants to get a solid colored

cat, probably black, put perhaps some other color. He wants to name it either "Patches" or "Spot," because he thinks that would be funny.

TAKESHI KITANO

Contacts to Ask, or Knowledge Skills to Use: Law Enforcement, Officers of the court, Yakuza

Contacts	Matrix Search	Information
0	0	Takeshi Kitano is a Japanese comedian, television personality, director, actor, author, and screenwriter. He had a super cool game show. This was back before the Awakening, mind you. Why do you ask? Oh, wrong Takeshi Kitano? Well how was I supposed to know? He is licensed by the Japanese State to practice law. He is a partner in a law firm called the Law Offices of Ishikawa and Takeshi. The firm specializes in criminal defense, and contract law.
1	1	Takeshi and his partner met in law school. Takeshi's specialization is contract law. Most of his legal work is setting up corporations, trusts, and other types of contracts. He is not in court much, but when he is, it is either to represent the party he represented in a contract they believe the other party has violated, or to defend a party being sued for an alleged violation. Every once in a while, he will be asked to provide expert testimony in court to make a determination on the meaning of a contract that is in question.
3	-	He is somewhat active on social media. He seems to be quite into comedy movies.
4	6	Kitano has decided to buy his son a kitten for his birthday.
5	-	

MATSUI FAMILY

Contacts to Ask, or Knowledge Skills to Use: Neighborhood residents, business owners, social media

Contacts	Matrix Search	Information
0	0	How the frag would I know who some random family is?



STARTED FROM THE BOTTOM

- 1 - The Matsui Family that own the grocery store? They are nice. I just moved here from Chiba and could not find any place to get Alphabits breakfast cereal, so now they special order it for me.
- 2 You find the following review: "Good selection of food for such a small place. Many local and foreign beers available. The staff is friendly and helpful. We are lucky to have such a place in our neighborhood. -Kentaro the Oni"
- 3 - Many of the neighborhood boys have a crush on Tomako.
- 4 6 Akira is a tough man, he has repelled many a shoplifter, and defended the store during the looting after the earthquakes.
- 5 7 Riku is Akira's wife. She is the brains behind the store. If it were not for her attention to detail the place would not stay stocked, and the books would not be balanced.
- 6 - The family has a son as well. He goblized and was sent to Yomi. When the quarantine ended, he did not come home. He is presumed dead. It broke the family's heart. He would be nearly twenty-five now.

MITA-GUMI

Contacts to Ask, or Knowledge Skills to Use: Fixers, Law Enforcement, Shadowrunners, Yakuza

Contacts	Matrix Search	Information
0	0	Some kind of new ramen flavor?
1	1	They are Yakuza, right?
2	3	The largest and oldest organized crime syndicate in Neo-Tokyo, the Mita-gumi has suffered considerable setbacks in the last few years.
3	-	As a member of the Watada-rengo, the Mita-gumi are reasserting themselves on the streets of Neo-Tokyo, recruiting new members to replace those lost in the Yakuza War and seeking new opportunities to expand.
4	6	The Mita-gumi puts a legitimate face on everything from quasi-legal forms of prostitution operating under the fronts of massage parlors, bath houses, online dating services, strip clubs, and the

- 5 - like to repackaging and selling cheap optoelectronics. They also front investment bankers in order to engage in loansharking and use sokaiya to blackmail smaller corporations.
- For over a hundred and fifty years, some incarnation of the Mita-gumi (not always under that name) has been present in Tokyo.

NEW TOBU HOTEL

Contacts to Ask, or Knowledge Skills to Use: Employment Recruiters, Security Executives, Travelers,

Contacts	Matrix Search	Information
0	0	Have you ever seen the floor guides in the lifts? Nothing listed on floors 2-6. What are they hiding in there eh? Some secret black-ops corp dreck? A high-end brothel? I don't know man, but whatever it is, they keep it a secret.
1	1	(The runner learns only what is in the sidebar in Scene 8: The Beating of Keith Comer, p. XX)
2	-	Floors 2-6 are where the hotel conducts its behind the scenes business. The laundry, employee areas, additional kitchens for room service, maintenance, storage, security, and all the other things needed to run a 42-story building are located here.
3	4	The original seventeen-story Tobu hotel fell down in the quake of '61. The new structure took almost four years to build and nearly broke the parent company. But the results were worth it. A forty-two-story luxury palace that is one of Neo-Tokyo's pinnacles of hospitality.
4	5	The hotel is currently looking to hire a new head of security with magical experience.
5	-	This hotel does not have security in equal measure to its finery and relies far too heavily on its contract with the police. Most hotels this fancy would have wards, spirits, and astral mages on watch. The hotel has none of that, yet. Word in the security community is that they are recruiting hard and are ready to step up the level of magical security they provide to their guests.



STARTED FROM THE BOTTOM

6 – The hotel revamped much of its electronic and Matrix security in the last few years. They re-program staff keycards monthly as a precaution, have 24/7 security spider patrols, and have a shiny new Rating 6 host.

Contacts to Ask, or Knowledge Skills to Use: Shadowrunners, Yakuza, Law enforcement, anyone else connected to the shadows.

Contacts	Matrix Search	Information
2	3	The hotel is in Yakuza turf.
3	4	The hotel is in the turf of Egawa Noboru, anyone working his turf needs to ask his permission or risk making him look bad. You do not want to make the Yakuza look bad.

ONYX HEART

Contacts to Ask, or Knowledge Skills to Use: Street Level Contact, Yakuza Contact, Shadow Contact

Contacts	Matrix Search	Information
0	0	Wow, so brooding. I feel the despair. I can't possibly go on.
2	–	A street operative who tossed out most of his morals and views the remainder with grim pragmatism.
4	–	He's been on retainer for Daisuke Ando for a couple of years now.
6	–	He can blast you as good as any wiz-kid, but he prefers to work magic in more creative ways.

TAKEO

Contacts to Ask, or Knowledge Skills to Use: Street Level Contact, Yakuza Contact, Shadow Contact

Contacts	Matrix Search	Information
0	0	You might as well be asking me to tell you what I know about "John."
3	–	I think that's the adept pulling bodyguard duty for Daisuke Ando.
4	–	Don't let that old mystic kung-fu master vibe fool you—when it's time to throw down, I hear he hits the 'kaze hard before he hits you hard.
6	–	Dude is serious about his duty. You wanna take out his ward, you are going to have to deal with him.

WATADA-RENGO

Contacts to Ask, or Knowledge Skills to Use: Fixers, Law Enforcement, Shadowrunners, Yakuza

Contacts	Matrix Search	Information
0	0	Wasn't that an old flatvid about a lizard?
1	1	They are Yakuza, right?
2	3	As an umbrella organization, the Watada-rengo's territory is the sum of territories claimed by its members. Watada-rengo leaves the defense, expansion, and policing of its territory to its member groups, unless a member asks for assistance. But asking for assistance in this fashion, as with asking for assistance in settling a dispute, means losing face.
3	–	The structure of a rengo changes according to who sits at the head of the table. The Watada-rengo is so well respected amongst the gumi because virtually nothing about the fundamental way they do business has changed since it was created well over a century ago. By definition, that makes them old school.
4	6	The Watada-rengo does not engage in any particular legal, quasi-legal, or criminal operations as a group, but its existence aids and abets many such operations among its members. In particular, the Watada-rengo is complicit in attempts to streamline international smuggling on several fronts.
5	–	The Watada-Rengo led the way in the great purges that ejected Korean blood from the Yakuza in the early twenty-first century. They're still rabid about ethnic purity, or at least they were. With the recent addition on the Inagawa-kai, there could be change on the horizon.

STARTED FROM THE BOTTOM

YORIKO ASAKURA

Contacts to Ask, or Knowledge Skills to Use: Fixers, Law Enforcement, Shadowrunners, Yakuza

Contacts	Matrix Search	Information
–	0	You find a ton of hits! So much info. And pictures. Asakura Yoriko is an adult film star. She makes films in Chiba.
0	–	Oh, the adult film star? Yeah. She's nimble.
1	1	Asakura-san runs a small hotel, the Hotel Pasha, in Neo-Tokyo.
2	3	She has a criminal record with a few drug convictions, including one distribution charge. She is a known Yakuza affiliate.
3	–	She is the daughter of a sex-worker and a client. She started dealing drugs in college.
–	4	Asakura Yoriko is listed on the alumni page of the state university system. Says she has a four-year degree in Magical Theory.
4	5	Yoriko is a mage aspected in Sorcery and deadly with a katana.

CAST OF SHADOWS

SHADOWRUN, FIFTH EDITION

ANDO DAISUKE

(HUMAN MALE, MITA-GUMI KYODAI)

Extremely loyal to the Mita-gumi and his shateigashira, Ando is a fervent traditionalist. Underestimated by many due to his age and unwillingness to abandon the man he swore an oath to serve, he is slated to take his master's place when the old shateigashira retires with the oyabun's blessing. Operating out of Club Forgotten, Ando is involved in prostitution and human trafficking, but an incident with his own daughter has soured him on narcotics and BTLs. Consequently, he doesn't allow his kobun to sell narcotics.

B	A	R	S	W	L	I	C	EDG	ESS
5	2	3	3	6	6	5	4	3	3.6

Initiative: 9+2D6

Condition Monitor: 11

Limits: Physical 5, Mental 8, Social 6

Armor: 11 (Berwick Suit, Bone Lacing, Orthoskin)

Skills: Automotive Mechanics 2, Blades 4, Con 6, Demolitions 2, Etiquette 7, Forgery 3, Industrial Mechanic 1, Intimidation 3, Leadership 5, Negotiation 7, Pilot: Aircraft 2, Pilot: Ground 5, Pilot: Watercraft 2, Pistols (Revolvers) 7 (+2), Running 2, Sneaking 4, Unarmed Combat 2

Knowledge Skills: Administration 6, Business 4, Corporations 3, Economics 9, Neo-Tokyo 5, Smuggler Routes 5, Smuggler Safehouses 5, Yakuza 7

Qualities: First Impression, Made Man, Aged

Augmentations: Bone Lacing (Aluminum, Alphaware), Datajack, Orthoskin rating 3, Reakt (+2 to Defense Tests), Synaptic Acceleration

Gear: Fuchi Cyber X-7 commlink DR 7

Weapons:

Ruger Super Warhawk [Heavy Pistol, Acc 6, DV 9P, AP -6, Modes: SS, RC 2, Ammo 6(cy), w/ custom look, personalized grip, quick draw holster]

Note: Ando Daisuke is biased against non-humans, females, and characters that behave with non-conservative manners (gamemaster discretion).

NOBORU EGAWA

(HUMAN MALE, INAGAWA-KAI KYODAI)

One of the Inagawa-kai kyodai poised to take over the duties of the shateigashira for the southern portions of the kai's territory, Noboru is a calculating man with a web of contacts and informants, leading to his being dubbed "The Spider." With an eye toward the future, Noboru is a progressive, and that shows in his dealings with others. The strengths and opportunities of

STARTED FROM THE BOTTOM

the future are squandered by strict traditionalists who refuse to evolve, and Noboru believes that the Inagawa-kai is destined to rise over the other Yakuza organizations because they will have adapted where others failed.

B	A	R	S	W	L	I	C	EDG	ESS	M
3	3	5	3	4	4	5	6	4	6	5

Initiative: 9 + 1D6

Condition Monitor (P/S): 10 / 10

Limits: Physical 5, Mental 6, Social 7 (8)

Armor: 14 (+4 vs electricity)

Active Skills: Blades 5 (Swords +2), Con 5, Etiquette 7 (Yakuza +2), Intimidation 7, Leadership 6, Negotiation 7, Perception 6, Running 3, Unarmed Combat 4

Knowledge Skills: Accounting 4 (Cooking Books +2), Information Brokers 4, Neo-Tokyo Sprawl 3 (Escape Routes +2), Pachinko 4, Yakuza 5 (Inagawa-kai +2)

Languages: English 5, Japanese N

Qualities: Adept, First Impression, Made Man / Driven (advancement of the Inagawa-kai)

Adept Powers: Authoritative Tone 2, Cool Resolve 1, Danger Sense 1, Kinetics 3, Magic Sense, Motion Sense, Nerve Strike

Alchemical Preparations: Heal [Potency 4 Force 7] (x2)

Maneuvers: Iajutsu, Multiple Opponent Defense (Friends in Melee), Two-Weapon Style Attack

Gear: Fuchi Cyber-X7 commlink [Device Rating 7], Zoé Executive Suite [w/ nonconductivity 4], Zoé Second Skin

Weapons:

Katana [Sword, Acc 8, Reach 1, DV 6P, AP -3, w/ personalized grip, weapon focus 2]

Tanto [Blade, Acc 8, Reach -, DV 6P, AP -1, w/ personalized grip]
Unarmed strike [Unarmed Combat, Acc 5, Reach -, DV 3S, AP -]

Note: Noboru does not have any biases that he allows to affect his negotiations.

RYOTO ISHIKAWA

(HUMAN MALE, MITA-GUMI LAWYER)

A lawyer for the Mita-Gumi, he provides both legal counsel and services to members of the gumi who run afoul of the law. Operating out of his law office in Minato, Ryoto also spends time volunteering at local children's hospitals and orphanages. He uses this time to scout out promising individuals for the Mita-gumi, reasoning that a life with the Yakuza is better than a dead-end on the streets.

B	A	R	S	W	L	I	C	EDG	ESS
5	4	5 (8)	4	5	5	4	5	5	3.07

Initiative: 12 + 2D6

Condition Monitor (P/S): 12 / 11

Limits: Physical 7, Mental 10, Social 7

Armor: 10

Active Skills: Athletics skill group 2, Computer 2, Con 5, Influence skill group 5, Intimidation 6, Perception 4, Pilot: Ground 2, Pistols 4, Unarmed Combat 7 (Karate +2)

Knowledge Skills: Corporations 5, Law 7 (Criminal Defense +2), Yakuza 5

Languages: Chinese 1, English 1, Japanese N, Russian 1

Qualities: College Education, Made Man, Photographic Memory, Speed Reading, SINner (Japan), Social Appearance Anxiety 2

Maneuvers: Counterstrike, Kick Attack, Kip up, Sweep, Yielding Force (Counterstrike)

Augmentations: Boosted reflexes (alphaware), datajack (betaware), synthetic cyberarm: right [Agility 6, Strength 9, cyberarm slide, enhanced armor 1] (betaware) / mnemonic enhancer (alphaware) 3 / Reakt (+2 to Defense Tests)

Gear: Berwick Suit, contacts [Rating 3, w/ flare compensation, image link, vision magnification], earbuds [Rating 3, w/ audio enhancement 2, select sound filter 1], long haul (2 doses), Transys Avalon commlink [Device Rating 6], white noise generator (6)

Weapons:

Colt New Model Revolver [Pistol, Acc 7, DV 5P, AP -4, SA, RC 4, 5(c), w/ personalized grip, speed loader, 10 rounds APDS ammo]

Unarmed Strike [Unarmed Combat, Acc 7, Reach -, DV 9P, AP -]

Notes: Ryoto has attained the fourth dan black belt in Wado-ryu Karate. When attacked in hand-to-hand combat, he prefers to take an Interrupt Action (-7 to Initiative Score) to use his Counterstrike maneuver, allowing him to oppose a standard Attack Test (melee) with an Unarmed Combat (Karate) + reaction [Physical] Test. He enjoys a +1 dice pool modifier to this test. If he achieves more hits than the attacker, he takes no damage and instead applies his standard unarmed DV + net hits to the attacker. Ryoto is biased against characters that behave with non-conservative manners (gamemaster discretion).

SHINGEN KOTAKI

(HUMAN MALE, MITA-GUMI ACCOUNTANT)

Distant relative to the Mita-Gumi oyabun, Shingen's family has always had deep Yakuza ties. This granted him great privilege but came with the constant pressures of giri, his obligations to the family and keeping face. Tradition contributed to his belief that he was fated to serve the gumi, but the frightening events of the Mita-Watada war pushed him to becoming a shingiinn, or Yakuza accountant. With the deaths of so many people he has known, Shingen has become guarded—some say paranoid. He prefers to meet through proxies, and his thinking has become more self-centered; recent activities are meant to improve his life, rather than serve the interests of the gumi.

B	A	R	S	W	L	I	C	EDG	ESS
2	2	3	2	4	6(8)	4	3	3	5.41

Initiative: 7 + 1D6

Condition Monitor: 9 / 10

Limits: Physical 3, Mental 11, Social 6

Armor: 12 (Executive Suite)

Active Skills: Blades 3, Con 5, Etiquette 3, Forgery 5, Negotiation 3, Palming 4, Perception 3, Pistols 3, Sneaking 4

Knowledge Skills: Accounting 8 (Cooking Books +2), Business 7, Organized Crime 7



STARTED FROM THE BOTTOM

Languages: Chinese 3, English 5, Japanese (Native)

Qualities: Analytical Mind, College Education, Innocuous, Made Man, Master Debater, Disheveled, Paranoia, SINner: Japan

Augmentations: Datajack (betaware), cerebral booster 2 (betaware), mnemonic enhancer 3 (alphaware)

Gear: Fuchi Cyber-X7 (device rating 7 commlink), Executive Suite, Cereprax (1 dose), concealed holster

Weapons:

Beretta 201T [Light Pistol, Acc 6, DV 6P, AP -, SA/BF, RC 3, Ammo 21(c), w/ folding stock and 21 rounds of regular ammo]
Katana [Sword, Acc 7, Reach 1, DV 5P, AP -3]

Note: Shingen is biased against non-humans, foreigners, and characters that behave with non-conservative manners (gamemaster discretion).

TETSUYA SAKAI

(ONI MALE, INAGAWA-KAI KYODAI)

A blue-skinned oni with several cybernetic limb replacements, Sakai is a boisterous and kyodai in the Inagawa-Kai. Despite his affable demeanor, his temper can be quickly eroded, leading to violent outbursts that end poorly for the source of his ire. Sakai mostly runs protection and is often out with his crew collecting insurance payments from the various businesses in his territory. The oni in his Hawaiian shirt, cargo shorts, and beach shoes is a common sight on the streets of Harajuku.

B	A	R	S	W	L	I	C	EDG	ESS
7	6	3(5)	5	4	2	2	5	4	0.65

Initiative: 5(7) + 3D6

Condition Monitor: 14 / 10

Limits: Physical 8, Mental 4, Social 6

Armor: 17 (Armor Vest, Ballistic Mask, Cyberware)

Active Skills: Intimidation 4, Negotiation 4, Perception 3, Running 2, Sneaking 3, Unarmed Combat 6(7) (Subduing Combat +2)

Knowledge Skills: Neo-Tokyo Sprawl 2 (Shinjuku +2), Pranks 4, Yakuza 4

Languages: English 1, Japanese (Native)

Qualities: Agile Defender, Better to be Feared than Loved, Biocompatibility (Cyberware), Made Man, Alpha Junkie, Impassive, SINner (Japan), Striking Skin Pigmentation (Powder Blue)

Augmentations: Cyberarm (obvious), left arm (main) with 3 cyberfingers (fingerlighter, glasscutter, finger pistol), Agility 10, Strength 8, Enhanced Armor +2; lower cyberarm (obvious), right arm (off) with Agility 6, Strength 5, Enhanced Armor +2; lower cyberleg (obvious), left leg with cyber shotgun: Cavalier Falchion, Agility 6, Strength 5, Enhanced Armor +2; cyberskull, partial with Sensor rating 4 (Ultrasound); cybereyes rating 2 with flare compensation, image link, low-light Vision, smartlink, thermographic vision; damper; wired reflexes 2)

Gear: Pulse Wave commlink (DR6), armor vest (worn under his Hawaiian Shirt), ballistic mask, 2 doses of jazz

Weapons:

Finger Pistol [Light Pistol, Acc 5, DV 8P, AP -1, SS, RC 4, Ammo 1(m), w/ smartgun system, internal]

Fist [Unarmed Strike, Acc 8, Reach -, DV 8P, AP -]

Knee (Special) [Unarmed Strike, Acc 8, Reach -, DV 13P, AP -4, Ammo 8(m), if Sakai has an opponent held in a grapple, he may choose to attack with a knee strike, triggering the cybershotgun (this is the

only way he can use this weapon), count the current net hits of the maintained grapple as the net hits for the attack for the purposes of determining damage.]

Note: Tetsuya has biases against humans. He sometimes finds characters that behave with non-conservative manners (gamemaster discretion) enjoyable, which may provide a bonus to any Social tests made against him.

YORIKO ASAKURA

(HUMAN FEMALE, INAGAWA-KAI KYODAI)

An ambitious member of the Inagawa-kai, Yoriko is an aspected spellcaster who grew up on the streets. An ambitious and vindictive woman, she attained her position as the kyodai for her crew by killing the old kyodai when he drew his sword and threatened to sell her to the Mita-gumi. Her obvious cyberarm is not only a personal reminder but serves to prove that she will ruthlessly work to make the Inagawa-kai the dominant organization in Neo-Tokyo's narcotics trade.

B	A	R	S	W	L	I	C	EDG	ESS	M
3	4	2	3	6	4	3	3	5	5	6

Initiative: 5 (9) + 3D6

Condition Monitor (P/S): 11 / 11

Limits: Physical 4, Mental 8, Social 8, Astral 8

Armor: 17 (+4 vs electricity)

Active Skills: Arcana 3, Assensing 3, Athletics skill group 1, Blades 6 (Swords +2), Chemistry 3 (Biochemistry +2), Influence skill group 3, Intimidation 4, Perception 4 (Visual +2), Pilot Ground Craft 2, Pistols 3, Sneaking 3, Sorcery skill group 7, Unarmed Combat 6 (Cyber-Implants +2)

Knowledge Skills: Magical Security 3, Magical Theory 2, Neo-Tokyo Gangs 4, Neo Tokyo Sprawl 2, Yakuza 3

Languages: Chinese 3, English N, Japanese N, Korean 3, Russian 2, Spanish 1

Qualities: Aspected Hermetic Magician, Bilingual, Made Man, Driven (vs. Human Trafficking), Poor Self-Control: Vindictive, SINner (Criminal: NTMP)

Initiate Grade: 2

Metamagics: Quickening, spell shaping

Spells: Blast, Combat Sense (limited), Deflection (quickened, 4 net hits, Force 4, 1 Karma), Heal, Improved Invisibility, Increase Reflexes (limited) (quickened, 4 net hits, Force 4, 1 Karma), Manaball, Manabolt, Opium Den

Augmentations: Cyberarm (obvious, right Agility 8, Strength 7, biomonitor, enhanced armor 3, hand razors, internal airtank 1, reloading slide) (alphaware), mnemonic enhancer 2

Gear: Ballistic mask, fetish (Combat Sense), fetish (Increase Reflexes), jazz (2 doses), psyche (2 doses), reagents (15 drams), Renraku Sensei commlink [Device Rating 3], sustaining focus (Detection spells, tattooed) 3, sustaining focus (Illusion spells, tattooed) 3, Zoé Executive Suite [w/ nonconductivity 4], Zoé Second Skin

Weapons:

Ares Light Fire 70 [Pistol, Acc 7, DV 6P, AP -, SA, RC 4, 16(c), w/ silencer]

Katana [Sword, Acc 7, Reach 1, DV 10P, AP -3, weapon focus 1]

Hand Razors [Cyber-Implant, Acc 4, Reach -, DV 8P, AP -3]

Unarmed Strike [Unarmed Combat, Acc 4, Reach -, DV 7P, AP -]

Note: Yoriko has biases against foreigners.



STARTED FROM THE BOTTOM

SHADOWRUN, SIXTH WORLD

ANDO DAISUKE

(HUMAN MALE, MITA-GUMI KYODAI)

B	A	R	S	W	L	I	C	EDG	ESS
5	2	3	3	6	6	5	4	3	3.55

DR	I/ID	AC	CM	MOVE
12	9/2	A1, I3	11 / 11	10/15/+1

Skills: Athletics 2, Close Combat 2 (Blades +2), Con 5, Electronics 2, Engineering 1 (Demolitions +2), Firearms 5 (Heavy Pistols +2), Influence 5 (Negotiation +3, Etiquette +2), Perception 4, Stealth 4, Piloting 2

Knowledge Skills: Administration, Business, Corporations, Economics, Neo-Tokyo, Smuggler Routes, Smuggler Safehouses, Yakuza

Languages: English (Expert), Japanese (Native)

Qualities: First Impression, Made Man / Aged, SINner (Japanese Imperial State)

Augmentations: Aluminum bone lacing (alphaware), datajack / orthoskin 3 / Reakt (+2 to Defense Tests), synaptic acceleration

Gear: Transys Avalon commlink [Device Rating 6, D/F 3/1], kimono (lined coat, +3)

Weapons:

Ruger Super Warhawk [Heavy Pistols, DV 4P, SA, 6 (cy), 8/11/8/-/-, w/ custom look]

Katana [Blades, DV 4P, 13/-/-/-/-]

Unarmed Strike [Close Combat, DV 4P, 8/-/-/-/-]

NOBORU EGAWA

(HUMAN MALE, INAGAWA-KAI KYODAI)

B	A	R	S	W	L	I	C	EDG	ESS	M
3	3	5	3	4	4	5	6	4	6	5

DR	I/ID	AC	CM	MOVE
5	9/1	A1, I2	10 / 10	10/15/+1

Skills: Athletics 3, Close Combat 5 (Blades +2), Con 5, Electronics 1 (Computers +2), Influence (Yakuza +2), Perception 6

Knowledge Skills: Accounting, Cooking Books, Information Brokers, Neo-Tokyo Sprawl, Pachinko, Yakuza

Languages: English (Expert), Japanese (Native)

Qualities: Adept, First Impression, Made Man / Driven (advancement of the Inagawa-kai), SINner (Japanese Imperial State)

Adept Powers: Authoritative Tone 2, Cool Resolve 1, Danger Sense 1, Kinetics 3, Magic Sense, Motion Sense, Nerve Strike

Alchemical Preparations: Heal [Potency 4 Force 7] (x2)

Gear: Actioneer business clothes (+2) [w/ electricity resistance 4], Transys Avalon commlink [Device Rating 6, D/F 3/1]

Weapons:

Katana [Blades, DV 4P (Weapon Focus 2), 13/-/-/-/-]

Unarmed strike [Close Combat, DV 2S, 8/-/-/-/-]

Note: Noboru does not have any biases that he allows to affect his negotiations.

RYOTO ISHIKAWA

(HUMAN MALE, MITA-GUMI LAWYER)

B	A	R	S	W	L	I	C	EDG	ESS
5	4	5 (8)	4	5	5	4	5	5	3.07

DR	I/ID	AC	CM	MOVE
8	12/2	A1, I3	12/11	10/15/+1

Skills: Athletics 2, Close Combat 7 (Karate +3), Con 5, Electronics 3, Influence 5 (Intimidation +3), Perception 2, Pilot 1 (Ground +2), Firearms 2 (Hold-outs +2)

Knowledge Skills: Corporations, Corrupt Judges, Criminal Precedents, Law, Oratory, Yakuza

Languages: English, Japanese (Native), Mandarin, Russian

Qualities: Photographic Memory, SINner (Japanese Imperial State)

Augmentations: Boosted reflexes (alphaware), datajack (betaware), synthetic cyberarm: right [Agility 6, Strength 9, cyberarm slide, enhanced armor 1] (betaware), mnemonic enhancer (alphaware) 3, reakt (+2 to Defense Tests)

Gear: Actioneer business clothing (+2), contacts [Capacity 3, w/ flare compensation, image link, vision magnification], earbuds [Capacity 3, w/ audio enhancement, select sound filter 1], long haul (2 doses), Transys Avalon commlink [Device Rating 6, D/F 3/1], white noise generator (6)

Weapons:

Walther Palm Pistol [Hold-out, DV 1P(fl), SS/BF, 6(b), 13/8/-/-/-, w/ flechette ammo]

Unarmed strike [Karate, DV 2S, 12/-/-/-/-]

Notes: Ryoto has attained the fourth dan black belt in Wado-ryu Karate. When attacked in hand to hand combat, he favors using the Wrest Edge action (pg. 48, SR6). Ryoto is biased against characters that behave with non-conservative manners (gamemaster discretion).

SHINGEN KOTAKI

(HUMAN MALE, MITA-GUMI ACCOUNTANT)

B	A	R	S	W	L	I	C	EDG	ESS
2	2	3	2	4	6(8)	4	3	3	5.41

DR	I/ID	AC	CM	MOVE
4	7/1	A1, I1	9 / 10	10/15/+1

Skills: Close Combat 1 (Blades +2), Electronics 1 (Computers +2), Firearms 1 (Light Pistols +2), Influence 3, Sneaking 3 (Forgery +2), Perception

Active Skills: Blades 3, Con 5, Etiquette 3, Forgery 5, Negotiation 3, Palming 4, Perception 3, Pistols 3, Sneaking 4

Knowledge Skills: Accounting, Accounting Fraud, Business, Organized Crime

Languages: English (Expert), Japanese (Native), Mandarin (Specialist)

Qualities: Analytical Mind, Blandness, College Education, Made Man, SINner (Japanese Imperial State)

Augmentations: Datajack (betaware), cerebral booster 2 (betaware), mnemonic enhancer 3 (alphaware)

Gear: Armor clothing (+2), Novacoke (1 dose), Transys Avalon commlink [Device Rating 6, D/F 3/1]

Weapons:

Beretta 201T [Light Pistols, DV 2P, SA/FA, 21(c), 9/8/6/-/-, w/ concealed holster]

Katana [Blades, DV 4P, 12/-/-/-/-]

Unarmed strike [Close Combat, DV 2S, 5/-/-/-/-]



STARTED FROM THE BOTTOM

TETSUYA SAKAI

(ONI MALE, INAGAWA-KAI KYODAI)

B	A	R	S	W	L	I	C	EDG	ESS
7	6	3 (5)	5	4	2	2	5	4	0.55

DR	I/ID	AC	CM	MOVE
18	7/3	A1, I3	16 / 10	10/15/+1

Skills: Athletics 2, Close Combat 4 (5) (Unarmed +2), Con 5, Influence 4, Perception 3, Stealth 3

Knowledge Skills: Neo-Tokyo Sprawl, Pranks, Shinjuku, Yakuza

Languages: English, Japanese (Native)

Qualities: Agile Defender, Built Tough 1 (ork trait), Biocompatibility (cyberware), Low-light Vision (ork trait), Made Man, SINner (Japanese Imperial State, Criminal), Striking Skin Pigmentation (powder blue)

Augmentations: Cybereyes [Rating 3, w/ flare compensation, image link, low light vision, smartlink, thermographic vision], damper, cyberarm (obvious, left, Agility 10, Strength 8, biomonitor, enhanced armor 2, fingerlighter cyberfinger, finger pistol cyberfinger, glasscutter cyberfinger, spurs) (alphaware), cyberleg (obvious, left, Agility 6, Strength 5, cyber shotgun (Cavalier Falchion), enhanced armor 2), cyberarm (obvious, lower right, Agility 6, Strength 5, enhanced armor 2, internal air tank 1, snakefingers) (alphaware), cyberskull (obvious, partial, Pulse Wave implanted commlink [Device Rating 6, D/F 3/1], ultrasound sensor 4) (betaware), reflex recorder: Unarmed Combat (betaware), titanium bone lacing (alphaware), wired reflexes 2 (alphaware)

Gear: Armor vest (+3), ballistic mask, jazz (2 doses), open-toed sandals, wardrobe of Hawaiian shirts

Weapons:

- Cavalier Falchion [See note, DV 6P, 8(m), 10/-/-/-/-]
- Finger pistol [Agility -1, DV 2P, SS, 1(m), 12/7/-/-/-]
- Spurs [Unarmed, DV 3P, 12/-/-/-/-]
- Unarmed strike [Unarmed Combat, DV 4P, 13/-/-/-/-]

YORIKO ASAKURA

(HUMAN FEMALE, INAGAWA-KAI KYODAI)

B	A	R	S	W	L	I	C	EDG	ESS	M
3	4	2 (6)	3	6	4	3	3	5	5	6

DR	I/ID	AC	CM	MOVE
12	9/3	A1, I4	11 / 11	10/15/+1

Skills: Astral 3, Athletics 1, Biotech 2, Close Combat 6 (Blades +3, Unarmed +2), Firearms 3, Influence 3, Perception 4 (Visual +2), Piloting 2, Sorcery 7, Stealth 3

Knowledge Skills: Drugs, Magical Security, Magical Theory, Neo-Tokyo Gangs, Neo Tokyo Sprawl, Yakuza

Languages: English (Native), Japanese (Native), Korean (Specialist), Mandarin (Specialist), Russian, Spanish

Qualities: Bilingual, Driven (vs. Human Trafficking), Poor Self-Control: Vindictive, SINner (Japanese Imperial State, Criminal)

Initiate Grade: 2

Metamagics: Quickening, spell shaping

Spells: Armor (quickened 4 net hits, 1 Karma), Blast, Combat Sense, Confusion, Heal, Improved Invisibility, Increase Reflexes (quickened, 4 net hits, 1 Karma), Manaball, Manabolt

Augmentations: Cyberarm (obvious, right, Agility 8, Strength 7, biomonitor, enhanced armor 3, hand razors, internal airtank 1, reloading slide) (alphaware), mnemonic enhancer 2

Gear: Actioneer business clothes (+2 w/ electricity resistance 4), jazz (2 doses), psyche (2 doses), reagents (15 drams), Renraku Sensei commlink [Device Rating 3], sustaining focus (Detection spells, tattooed) 3, sustaining focus (Illusion spells, tattooed) 3

Weapons:

- Ares Light Fire 70 [Firearms, DV 2P, SA 16(c), 10/7/6/-/-, w/ silencer]
- Katana [Blades, DV 4P, weapon focus 1, 13/-/-/-/-]
- Hand Razors [Unarmed, DV 2P, 9/-/-/-/-]
- Unarmed strike [Unarmed, DV 2S, 9/-/-/-/-]

Note: Yoriko has biases against foreigners.

SHADOWRUN MISSIONS DEBRIEFING LOG

PLAYER:

CHARACTER:

LOCATION:

DATE:

SYNOPSIS

SRM 09-01: Started from the Bottom

Tour the Neo-Tokyo sprawl with jobs ranging from keeping a troll mental concert safe, shaking down a business, taming some young punks, and intimidating a sarariman.

MISSION RESULTS

- Completed the delivery
- Intimidated grocery store without causing irreparable harm.
- Convinced youth gang to leave Ryoto's kids alone.
- Dealt with Keith Comer
- Survived the adventure

TEAM MEMBERS

ADVANCEMENT

CHARACTER IMPROVEMENT

KARMA COST

KARMA

Previous Available:

Earned:

Spent:

Remaining Available:

New Career Total:

REPUTATION

Street Cred:

Notoriety:

Public Aware:

CONTACTS, SPECIAL ITEMS GAINED OR LOST, NOTES

- Yoriko Asakura
- Tetsuya Sakai
- Ryoto Ishikawa
- Ando Daisuke
- Shingen Kotaki
- Noboru Egawa

NUYEN

Previous Available:

Earned:

Spent:

Remaining:

GM APPROVAL

GM's Name

GM's Signature