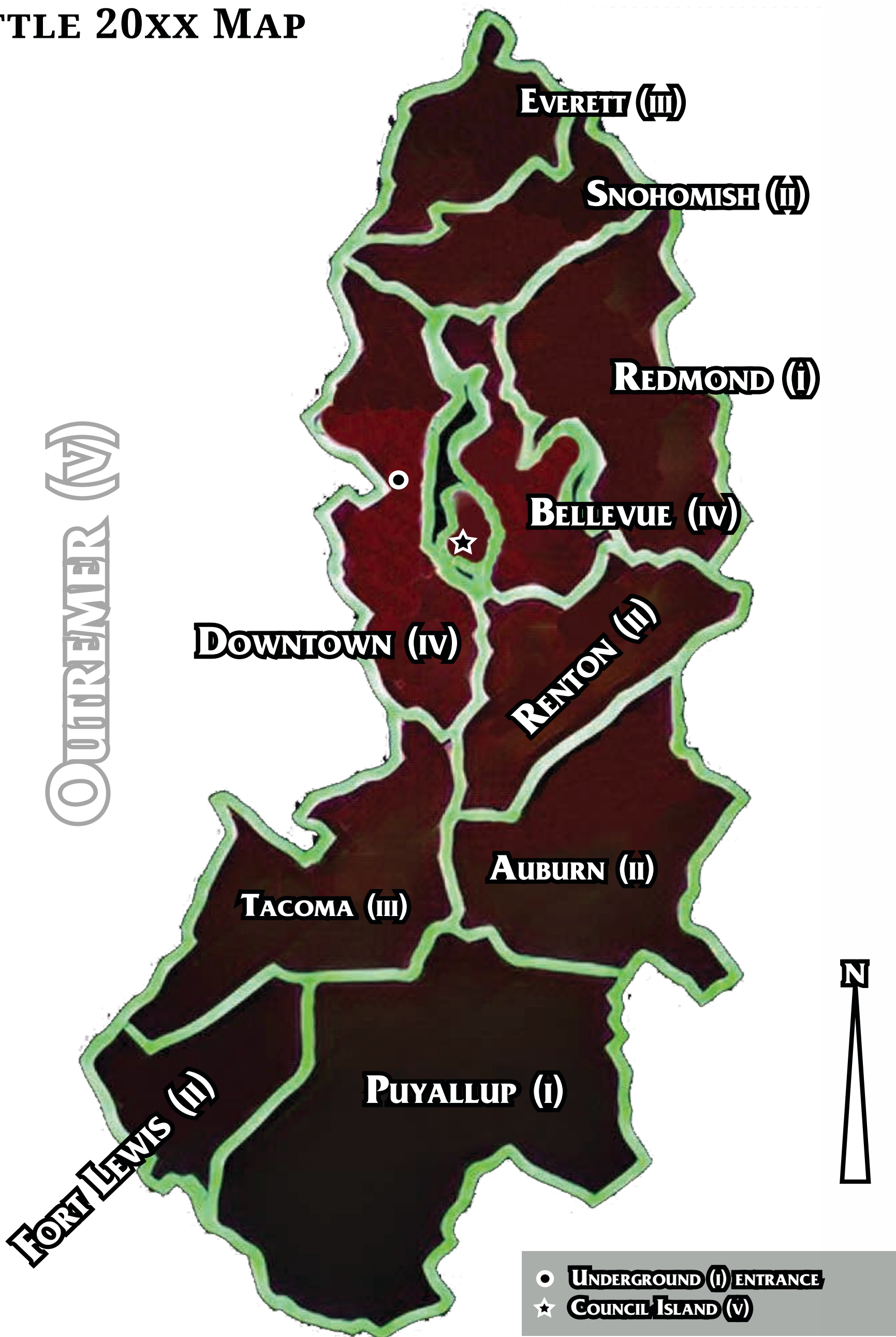


# SEATTLE 20XX MAP



# THE REST OF THE WORLD

## AFRICA

A huge continent dominated by war profiteers and industry supergiants. Civilized areas distant from one another. The people are generally poorer than most, even though many materials are still sourced regularly from the land. African dragons are distinguished by their horns and fur.

## ASIA

A continent characterized by old cultures and technological superiority. Occasionally, a magician will take control of a sprawl using spiritual power, but for the most part it is nuyen that rules supreme. Major powers here include China, Japan, and India. Eastern dragons are distinguished by their feathers and elongated body.

## EUROPE

A war-torn continent brimming with a deep history of strife. The political discontent is evident here, as most citizens born here in the last thirty years were either inducted into prison states or saw their governments overthrown by anarchy. Europe is home to a variety of policlubs and other organizations devoted to the Restoration of Europe. European dragons are distinguished by their heavier appearance and two leathery wings.

## NORTH AMERICA

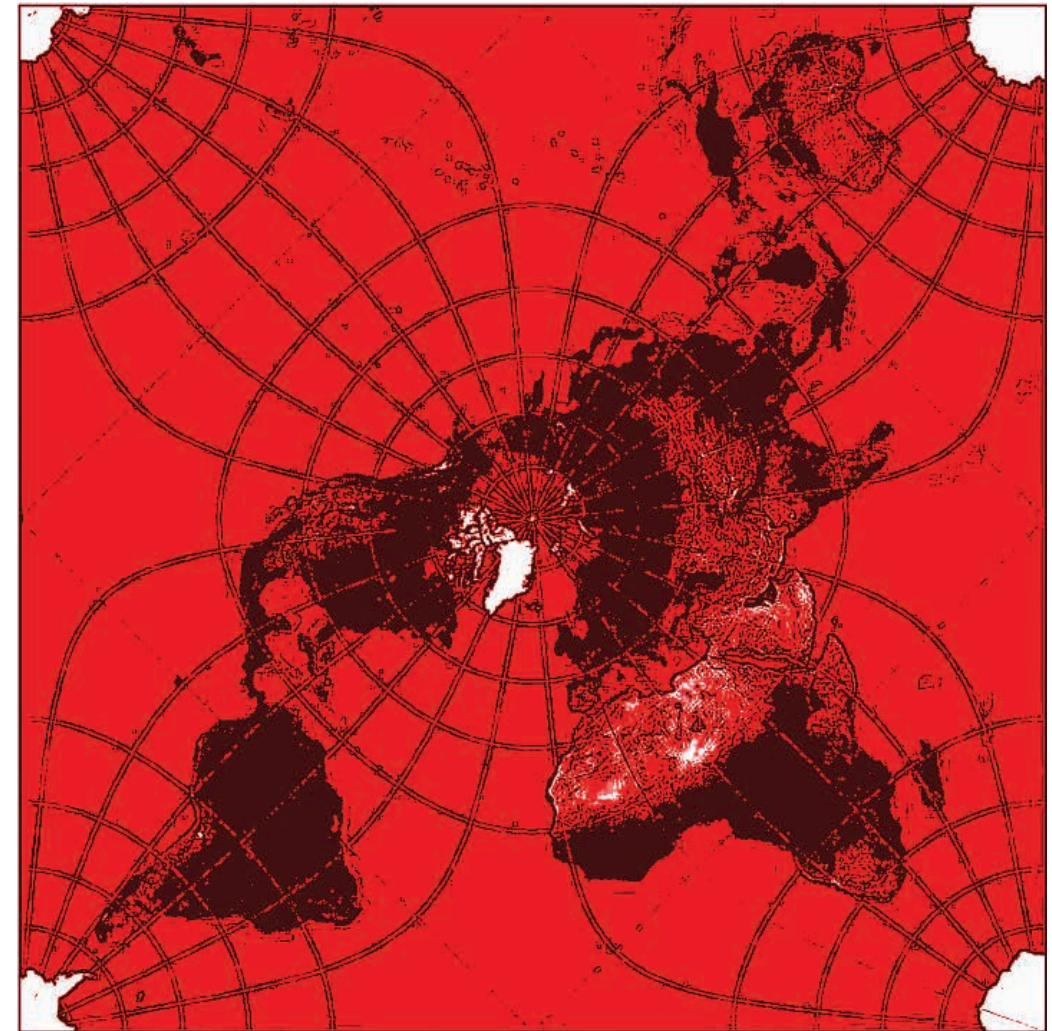
A popular destination for Europeans and Asians seeking a better life. Rarely do they find it. The major powers here are the American Remnant, Canada, and northern Mexico. North American dragons are much like European dragons.

## OCEANIA

Includes Australia, a continent disconnected from all the others by thousands of miles of ocean. The ancestry there includes a variety of shamanic tribes and occult practices, and its people are particularly friendly to those of troubled background. Oceanic dragons are typically distinguished by their aquatic features (such as fins, gills, tentacles, spines, etc.).

## SOUTH & CENTRAL AMERICA

A continent whose commerce is either annexed into the growing Mexican empire or is targeted for acquisition. South American dragons are distinguished by an odd mix of feathers and scales, and elongated bodies with wings and horns.



## A NOTE ABOUT THE WORLD

The world is bizarre to some, a “kitchen sink” setting full of bewildering creatures and entities. However, it’s still meant to approximate some version of Earth—so while there is supernatural power and strange quantum technology, it’s all laid on top of a believable world founded upon reality and verisimilitude.

The world is also based upon our own Earth to give it impact and relevance. This can take very different forms depending on your unique interpretation of the writings you possess. Talk to your group about the presence of any fiction based on the real-world. *What is too familiar about this alternate-Earth? What commonplace supernatural events would we find strange and surprising to see?*

While there are dragons lurking in the boardrooms, in the skies, and under the water—they’ve pretty much already won. The rest of us are cogs in a system designed to provide the scraps from the boardroom table of the Man. *How does the world present a myriad of hidden threats and plots? Why are the average citizens powerless or unwilling to fight back?*

# SEATTLE: VICE PURVEYORS

## FAITH

- ◆ **Dog**, mentor spirit, Gutter Park, Puyallup.
- ◆ **Mother Maya**, the Catholic Church, Auburn.
- ◆ **Ixis**, the Arcology Projects, Redmond Barrens.
- ◆ **Anne Berlin**, Buddhislam Worship Center, Bellevue.
- ◆ **Chief Eagle Clutch**, the Solstice Garden, Council Island.

## GAMBLING

- ◆ **Spugface's dice game**, Puyallup. Gnarled horns, ugly mug, circles of gnarls.
- ◆ **The Hammer**, boxing, Tacoma docks. Will duel you for the right wager.
- ◆ **Ronnie**, Fantasy Towers casino, Downtown. Will run you a tab for your patronage.
- ◆ **Sea Bass**, drone racing, Everett. Bookie with excellent connections for counterbets.
- ◆ **Madame Penumbra**, Club Penumbra, Downtown. Card and dice games for rich kids.
- ◆ **Krist**, the fight clubs, Redmond Barrens. Wiry, spiky hair, and surprisingly devastating.

## LUXURY/PLEASURE

- ◆ **Ginger**, homeless girl and finder of rare things, Union Square Garage fire escapes.
- ◆ **Kelly Harvey**, Matchstick's, Bellevue. Loud club music, angry patrons, upstairs office.
- ◆ **Remereau's Fine Winery**, Everett. Middle-aged alcoholics, younger winos of poor taste, smokin' hot plastics.
- ◆ **Nanowear**, fine fabrics and tailoring, Tacoma. Distinguished manner, excellent taste, chameleon of personal style.
- ◆ **Joseph Rempel**, Evergreen Kingdom amusement park, Downtown. Dry humor, old.
- ◆ **Chef Wong-Rodriguez**, the Bentwood restaurant, Snohomish. Loudmouth, cheerful but hungry, olive skin.
- ◆ **Maestro Dexter**, Council Garden Theater, Council Island. Cybereyes and old suit.
- ◆ **Ari**, Wunder Dayspa, Downtown. Stylish leggings, giant hairpiece, cyberarm.

## OBLIGATION

- ◆ **Family members** (heritage) or **former connections** (background).
- ◆ **Jake Sutton**, CAS Loyalists, Ork Underground. Stinks of piss, messed up tattoo.
- ◆ **XIII**, a secret society. Trenchcoat, invisibility fields, silence wards.
- ◆ **Vigo**, enforcer for the Vitale family, Renton. Cyberarms, leather jacket, spikes.

## PLEASURE/STUPOR

- ◆ **Marcus Gritsky**, Marcus' Hovel, Renton. Swept red hair, unshaven chin, cut over eye.
- ◆ **Nukit Burgers**, the first of many. Nasally teens, robo-servers, and burger-bots.
- ◆ **Alabaster Maiden**, a nightclub named for Gabriella Dematto, a mage whose magically petrified remains are on display there.
- ◆ **Noggin**, the Big Rhino, tavern, Ork Underground. Drinking contests, street fights, and hilariously vicious insults.
- ◆ **Helene**, Fantasy Towers casino, Downtown. Will hang as long as you will.
- ◆ **Juniper Sung**, the Sealed Cask, winery, Outremer. Secretly a brain in a jar, can only taste through sensory apparatus, private provider of wines, "loves" acid jazz but can only dance the Robot.
- ◆ **Derrick**, arms dealer, Fort Lewis. Gun nut, missing a leg, assistance drones, drinking problem, drugging problem too.
- ◆ **Slug & Dominique**, gossipers, Ork Underground. Purveyors of rumor and homemade alcohol.
- ◆ **Mistress Minx**, The Pink Door, brothel, Tacoma. Hair all the way to the floor, blonde dwarf, never says no to a profitable exchange, heavy drinker.
- ◆ **Sweet Clouds smoke shop**, Auburn. "Best greens in Seattle."
- ◆ **CP-45B**, tourist information drone, the Iron Ferry, Downtown docks. Multiple sensor types, short time since last accident, constantly vandalized and repeats itself.
- ◆ **Max and Sherri**, the Red Rose, Puyallup. "Twins" who can get whatever you want.

## DEVIANT

- ◆ **The holographic barkeep** of a dive bar whose door can never be found in the same place twice. Strange passageways lead to stranger chambers beyond.
- ◆ **Father Cassius III**, New Dawn Church, Renton.
- ◆ **"Roz"**, a free spirit, which moves from body to body at their whim.
- ◆ **Sister Thorn**, wilderness expert, outside bus depots near the edges of Seattle.
- ◆ **Otep**, a provider of surprisingly extreme BTL experiences. Her host, #Pandoras\_Box is invite only.
- ◆ **Puck**, troll black market vendor, Rooftop Bar 405, Snohomish.
- ◆ **Winter**, cultist of a forgotten mentor, living deep in the Ork Underground's waterways. Ornery, split personality, keeps trying to get your real name, tells stories of his lost moose and garden gnomes that follow him around. *Sad, really..*
- ◆ **Traveller**, a rampant AI that once monitored the Seattle grid.

## The Black Pearl of the West

The city of Seattle was established over 1000 years ago (predating the European “dark ages” period) as a settlement of hunters and gatherers on the soggy west coast of North America. It has withstood the upheaval of Mortal Disbelief, an attack by a dragon, terrorist bombings, a plague, a civil war, and legions of tormented spirits. It is a community of survivors.

The city is surrounded on all sides by infrastructure put in place by the secret allies of the UCAS government that discourage citizens from visiting the tribal lands beyond. Every square meter is lit by the neon glow of civilization of some kind—built literally on top of each other with towering arcologies, corporate-owned housing developments, and densely packed apartment buildings; dissected by mountainous ridges and dotted with lakes; connected by a myriad of roads, bridges, and elevated maglev tracks.

Seattle is one of the most important cities in the UCAS, since it is located on a protected enclave of territory inside Tribal Council territory and features a massive intersection of megacorporate interests. Visitors from around the world prefer this location for illicit meetings due to the distance from any nearby sanctuaries of corporate control. A stunning array of docking locations and airports permit the megas and syndicates from around the world to meet and engage in commerce for business (probably accompanied by masterminded criminal plots).

Data miners plunder the hidden quantum networks of cyberspace, far beyond the sight of consumer devices, to grapple with massive virtual hosts and deadly intrusion countermeasures to extract their precious stores of paydata—the fuel for the corporate agendas and schemes, the virtual power source of civilization’s growing architecture. All powerful megas are owned by well-connected families, and all of them operate as an international conglomerate. The subsidiaries are owned by the descendants and near-kin of their line. The fortunes to be had in the hidden collection of industry and consumer trends from the data they capture ebb and flow. The cunning and the willing of Seattle do well to get on board with a fixer to position themselves for a strong semi-anonymous reputation in this highly-profitable web of dark enterprise.

Almost everyone that runs in the shadows or doesn’t ends up serving “the Man.” The masses which comprise the black text on financial reports are simply that to the corporate elite—numbers on a line. The ones who decide to carry out missions of illegal intent get called runners: a word meaning “fellow crook,” “unwanted miscreant,” or “potential employee” depending on who you ask.

The potential jobs for runners spans the gamut, but there are two types of crime that people in Seattle tend to think of: white collar and blue collar. These terms carry added meaning in the city from today. Those who prefer white collar crime end up an ally or servant of the conspiracy, or preying upon the corrupted executives and privileged upper management. While those who are willing to get their white collars (and clean hands) dirty can usually be manipulated into destroying themselves or taking the fall when they get close to “retirement.” There is also a demand in the underworld for those willing to perform fringe crimes of strange design, whose plots pass down from the less-popular descendants of the upper class. No matter what though: this benefits one of the factions on the top of the ladders.

To enact the underhanded plots of their elders and superiors, these successors hire trusted henchmen (and henchwomen) called Johnsons to hire teams “off the books” to do their dirty work. Johnsons live by three rules: write it off, take a cut, and forget. These henchman seek out the fixers to act as trusted middlemen between the corporations and the criminal underworld, setting up a meet for them to discuss and arrange the job’s terms for fulfillment and agreed payoff.

## A Brief History of Seattle

Christian calendar years.. BC: Before Christ, AD: After Death.

Mayan eras.. 4W: 4th World, 5W: 5th World, 6W: 6th World

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~3300 BC (5050 4W)    The 4,000-year-old island of Atlantis begins to mysteriously go inert, then crumble and fall into the ocean. Many of those on the mystical island capitol perish as entire swathes of metal and concrete give way. There is a catastrophic death toll, and a mass exodus of the coastline signifies the Fall of Atlantis. Those who stay are drawn into the metaplanes and merge with them, become assimilated, or perish. This marks the approach of the turning of an age of the Great Mother (the name given to Earth in ancient custom). This period is known as the Fourth World.

~3250 BC (5100 4W)    A tribe of Atlantean refugees centers its nomadic people around a stationary hunter-gatherer settlement at the mouth of the bay (the future heart of Seattle). This tribe unites under a leader, chief Salish. Guided by the tradition of avoiding true names of the dead, the new generation agrees to name the tribe after each new chief following his death. The descendants of the Salish tribe grow into a small seaside town over several generations. They honor the Great Mother with a tradition of worship and reverence to the stars.

~3151 BC (start of 5W)    During the cataclysm that marked the start of the Fifth World and end of the Fourth, the far western reaches are spared the worst of the volcanic eruptions and tidal waves that ruined the most of the coastlines to the north and south. The people of the stationary settlement, like almost all of the tribes which survive the loss of their spiritual power, swear eternal fealty to the Salish warchief in exchange for his tribe’s protection from the armies of tormented elementals and other horrors wrought upon the world. The allied settlements do their best to recover and rebuild their homes, and begin the arduous mission of fortifying the area as their new home.

~3000 BC (150 5W)    Many Salishe descendants note that the technologies and arcane knowledge from before the cataclysm no longer work. Children born after this time only experience the genetic expressions of humanity, ceasing the genetic expressions their metahuman lines of ancestry at any age. A new system of education is established, and ancient works of literature are only passed down in ritual and legend to maintain the knowledge and wisdom from the former generations.

~2950 BC (200 5W)    Those whose lifespans were extended prior to the end of the Fourth World die off, marking the beginning of the Fog of Mortal Disbelief.

0 ad (3150 5W) The tribes of the Salish continue to thrive on the coasts, forming more advanced civilizations thanks to their then-ancient claims of ancestral privilege. The other tribes allow the chief to lead them in a collective ruling entity known—a council of tribespeople formed from the warchiefs of the most important among them.

~1500 AD European conquerers locate the Carribean Islands and the eastern coast of North America (over 5,000 kilometers away, roughly 3,000 miles, from the site of future Seattle). They begin to lay claims to lands they call the “New World,” with Britain dubbing each new establishment a colony of the British Empire. The painful ignorance of colonial politics leads to the murder and pestilence of the natives, who are far less technologically-advanced than their conquerers. This leads to local rumors of a “white demon” from the oceans among native Americans, and stories of the death and curses which follow.

1776 AD The colonists of the British Colonies claim their independence from Great Britain, formalizing the American Colonies and establishing a new government under the leadership of military general, George Washington—the first American President.

1780 AD A campaign of organized military action leads to the rapid settlement of more and more American Colonies. Word reaches the shores of future Seattle over 5,000 kilometers away (about 3,000 miles).

1800 AD Concern among tribal leadership grows, and strategies to fight back are developed in an effort to resist the armies of the First President of the American Colonies. The people of the former Salish are making trade agreements in an attempt to convince their greedy invaders to give them purchase in their homelands.

1830 AD The Indian Removal Act is signed by the seventh President, placing government resources behind an order to forcibly relocate the “savage” peoples in the way of American expansion. The populations of several tribes of Native Americans are driven from their ancestral homelands in caravans, resulting in the tragic death of over 15,000. The total number of those removed left only a tenth of their former population behind.

1850 AD The former tribes of the Salish, Duwamish, and Shidhe are duped into signing worthless land contracts by a ruthless American politician. The campaign of murder and deception which follows leads to outrage. After a peace treaty ended conflict, the warchief of the Duwamish demanded all nearby tribes in the Battle of Seattle. The massacre results in the fearful abandonment of the lands allowing the establishment of the American city of Seattle. The advancement of boating and mining technology creates a boom in the city’s success.

1889 AD The area surrounding Seattle is dubbed Washington state, after the First President. Whether intentional or not, this memorialization using the true name of someone with such ill-repute among them is taken as a gesture of disrespect. The area is further developed through the funding of scholarly works and profitable trade operations by the American government. Seattle becomes the primary training ground for all nautical endeavors in western North America.

1890 AD An ancient ritual known as the Great Ghost Dance is executed by a Teton Sioux chief in defense of her homeland against colonial invaders. Unfortunately, the alignment of the metaplanes is not complete and the Fog of Mortal Disbelief leads to its inadequate production of its intended destructive power. This is rumored to have led to the American-Indian massacre at Wounded Knee.

1950 AD The city earns its nickname as the “Jet City” due to the sudden boom in the aerospace industry.

2011 AD (start of 6W) The Sixth World begins, coinciding with the end of the ancient Mayan calendar. This momentous change marks the turning of a great cycle of the Great Mother —ending the ancient slumber of dragons, aligning the mystical metaplanes of existence with the material plane, and a widespread resurgence of spiritual phenomena.

2012 AD “Re-education” camps are established to the further dismay of the mistreated native American people. Daniel Howling Coyote breaks free of one of these camps, freeing the seeds of a revolution to come.

2015 AD Daniel Howling Coyote declares war on the United States for the transgressions against the native American peoples. The use of the Great Ghost Dance results in numerous volcanic eruptions and forces the speedy signing of the Treaties of Denver.

2016 AD The signing of the treaties of Denver establish the unified efforts of the native Americans as the Native American Nations (NAN). The United States cedes roughly 60% of its former territories back to the ancestors of survivors of the colonialization of America. The NAN elects a council of tribal leaders to lead them as was done in ancient times. This council is formalized as the Tribal Council and given a voice in world political venues. It further established the territories of Denver and Seattle separately from the other territories, each once a singular territory free from the jurisdiction of the NAN.

2050 AD Seattle swells to a population of about 4,000,000—establishing itself as a major center of international trade. Datamining becomes a major epidemic.

~2080 AD (70 6W) Present Day

## Cultures

Seattle is a blend of a variety of cultures and ethnic groups, and, as in most cities in North America, exhibits a baffling fusion of international acceptance and deeply-rooted outrage. To give you a convenient touchstone for cultures in this fantasy Earth, they’re compared to various cultures from our world, below. This is not meant to be restrictive or definitive, just a short-hand to help you visualize and understand them. In play, it’s your job to flesh out these sketches in the form of specific people, who each embody, reject, honor, or despise their cultures of origin depending on their own outlook and values.

The most common heritage in Seattle is North America, whose people and cultures resemble the mixture of diverse groups across real-world North America and western Europe. The Salish-Shidhe claim the same heritage as Chief Salish himself and his allies in the ancient settlement of the city, and base titles of nobility on long-held edicts of spiritual dogma.

Second most common are the Europeans, the original conquerors of the sedentary territories of the Treaty of Denver, whose people and cultures resemble those in Canada and eastern Europe. Many are refugees who've come to the city following their displacement due to the NAN's reassignment of land ownership privileges only to those of native American lineage, building up a large population of wage slaves, skilled craftspeople, and other working-class. Some native Americans look down from the former United States as traitors to the Councils and treat them with disdain and a short temper.

Third are the Central Americans, a powerful and wealthy dominion in the south whose people and cultures resemble the diverse groups across South and Central America, the Caribbean Islands, and the "Bible Belt" of the United States. Central Americans claim to have special pull due to their protection by a Great Dragon. They maintain an influential consulate in Seattle and keep a close eye on their share of the black markets for paydata, drugs, and supernatural paraphernalia.

For more on the continents of the Sixth World, see the wealth of published materials by various authors and discuss. Your Sixth World can be very different from the one that is agreed upon in so-called "canon."

## Languages

There are three main languages spoken in the city. Most common is English, which is considered the common tongue. It's the preferred method for nuanced songwriting or iron-clad legal documents.

Second is Navajo, the official tongue of Tribal Council proceedings and land deals. Many native Americans live in Seattle and their broken, accented speech can be heard wherever they're found. The ancient names of the city always followed the name of the current chief, and obeyed a stricture against using the true name's of former leaders.

Third, and most rare of these, is Sperethial, an ancient tongue found in musty old tomes but still spoken among many elves and historians, particularly those from the northern Tribal Lands or former Canadian territory. Many people favor its elaborate expletives (sometimes called "wizard swears" or "pixie blather," depending on who you ask).

## Emerald City or the Needle?

Like every old city, this one has collected many names. The original name was Salish in ancient tribal records, a name taken while chief Salish was in power—but its continued use is forbidden by shamanic law and is sure to get you a disgusted look. Most people default to calling it Seattle, even though it is technically The Provisional Enclave of Seattle. A visitor might call it Pyramid City as a reference to Northwest Complex the monolithic stepped pyramid smack dab in the center of the city (owned by Aztechnology, the most vile of all corporations). Many old timers still call it Emerald City out of nostalgia. These names are interchangeable within the city, and citizens will know what you mean when you use one or the other, depending on their background and preference. Runners in the shadows of Seattle sometimes call the darkened street level of the city "the Needle" for their addiction to the drugs and virtual delights sold in view of the beloved landmark, the Space Needle.

## Banking & Credsticks

The exchange of money in the city is facilitated by the megacorporate-funded banking system, its strict protocols concerning documentation, and the monitoring of banking officials. Transfers of funds may either be documented (requiring authentication first) or undocumented (to maintain the complete anonymity of the payee and recipient).

A credstick is a banking device which facilitates secure banking transfers using NFC technology. The user of a credstick must verify their SIN to complete any attempted transactions. A series of prompts prevent unintended transactions, then funds transfer occurs with a device (like a configured credstick reader, or another comm) that is expecting its signal. A Tier I version includes an added thumbprint reader. A Tier II version includes an added voiceprint reader. A Tier III version includes an added retinal scanner. A Tier IV device includes an added DNA scanner (requiring blood sample).

A properly documented banking transfer is insured against cybercrime, but also becomes subject to SIN review by banking authorities. There is always someone scanning for large amounts of money moving around, whether it be security devices in the city, or a hacker in cyberspace. G-Men and Knights Errant Agents strive to catch would-be money launderers, and are among the first to respond to flagged transactions.

When you use a credstick or other payment device to authenticate a transfer, the payor authenticates it, then the bank immediately transfers the funds to the device for speedier transfer later. Then, the device need only verify the transfer to another user's credstick (or its networked credstick scanner) to complete a transaction.

## Crime & Punishment

Crime and punishment in Seattle hits the poor the hardest. If you get caught doing something illegal, you will be shaken down for **NUYEN**. And if you can't pay, you get harassed, questioned, beaten, or worse. Unfortunately for the disenfranchised, the legal jurisdiction in the city is a mess. Local police departments are basically a thing of the past—the majority of police work is outsourced by the UCAS to various security companies, with preference going to Knights Errant for municipal crime. Most neighborhoods have a variety of different security agencies subcontracted to handle checkpoints, SIN reviews, and the like for businesses.

## Security Review & Fake SINS

Many tasks in the city require you to submit to a SIN review—for example, entering a government office, courthouse, or jail. Even connecting to cyberspace requires a SIN review. When you undergo SIN review, your SIN is inspected for authenticity. When the quality of a fake SIN meets or exceeds that of the SIN review, it passes inspection—unless examined in close detail. The GM uses the tier of the faction reviewing a SIN as a guideline for the quality of their review—it may be higher or lower at their discretion to better describe the nature of the situation.

The public gridlink, the one used most often, performs a quality 0 SIN review (confirming the SIN exists, associating it with anonymized metadata, and little else). If you do not have access to a fake SIN, you can use the acquire asset downtime activity to get a temporary one; see page <?> for details.

A civilian-run business typically performs a quality 1 SIN review (using submitted demographics like birthdate, nationality, etc.).

Security companies perform a quality 2 SIN review (using facial recognition) to thwart amateur impersonations.

Legal proceedings rely on a quality 3 SIN review (using fingerprints, voiceprints, and the like).

Quality 4+ SIN reviews are typically only required for things like documented birth, citizenship, marriage, real estate, and imprisonment.

Should the quality of a fake SIN ever be called into question, the GM will make a fortune roll to see if unpleasant consequences manifest (including search, interrogation, or detainment before you can leave the premises).

### Search & Seizure

Anyone is subject to search at pretty much any time. The citizens have little right to personal liberty, even in the other regions of the UCAS, let alone the isolated city of Seattle. Citizens in Seattle have few rights, and those with fake SINs have exactly none. Failure to submit to an impromptu search can result in the use of police force (and likely brutality), while security of other kinds are prone to use their own judgment to choose a response—instead of the laws in the city.

### Security & Licenses

When security realize you carry an item that is illegal (restricted, or forbidden), you must have a license for it to avoid the item's confiscation. Sometimes they won't let you bring things into secured areas at all. If an item gets confiscated, they take it and keep it until they've decided what to do with it. Security in the underworld are more likely to simply give it back when you leave. A fake license might be prepared in advance using available tools and subterfuge supplies (a standard item)—so remember you can call for a flashback for that if you need to.

### Dispatch, Officers, Drones, & Agents

The electronic dispatch system in Seattle transmits a signal whenever a capital crime (murder, rape, treason, etc.) is reported in the city. The signal may only be received by those near the report of the crime, and by Knights Errant security agents, whose comms are interfaced with the dispatch system. A security officer or surveillance drone leaves a field office and travels to the district where the crime scene may be found, getting closer and gathering more evidence with each passing minute. It's the responsibility of the agents to apprehend any suspects and deliver them to the field office for processing, where they are detained before they can escape custody.

Officers are reluctant to go to low-security areas or low-Tier districts without an Agent with them (and the GM should make a fortune roll to see how long it takes them to respond).

Security agents wear bulletproof trenchcoats and implant their comms, both to keep them safe from easy theft and to maintain constant interface with fellow security personnel and drones. The Chief Metahuman Resources Officer of the agency in question appoints these hand-chosen agents—many of whom have suffered much at the hands of criminals.

A criminal case for an unsolved capital crime remains open until solved. Murder investigations gets special treatment in an effort to quickly find and arrest the killer(s). It takes between one and three days for the initial rush of the investigation to die down—thereafter, the agents are placed on new assignments and the case is left unsolved. Agents continue to lament their unsolved cases long after their assignment to new cases, investigating them between work shifts until they've lost interest or the case is finally closed to their satisfaction. Some closed cases are reopened by agents—typical when the three days haven't passed, or when details do not result in the arrest of all those involved.

### Tribal Lands

It is permissible to leave the city, but it is highly discouraged for the SINless to do it. For one, you can only re-enter with a valid SIN and appropriate paperwork. It is a capital crime to do so otherwise. Plus, the authority of the Tribal Council reigns supreme once you leave the protected enclave of Seattle. The north and south boundaries are clearly marked by patrols of surveillance and authentication drones patrolling between neon-lit posts in the ground. Many teenagers will take rides along a sharp ridge to get a view of the Space Needle building and the either side of the bay, quite near these borders. No one really goes any further though, unless highly paid to do so.

The lands beyond are important historical points to the Native Americans, possibly burial grounds and points of ancient worship—so the treatment of intruders will be extra harsh, and the crew will not have their reputation to protect them there (take 0d for any fortune roll made while detained outside the city, including the reconditioning roll).

Long Distance Travel

Sometimes you need to travel a long way to prepare for a run. All forms of public transportation use security checkpoints and track the movement of people by their SIN, make traveling without one (or with a fake or burnt one) while using these methods a good way to get arrested.

For travel up a few hundred kilometers (or about 150 miles), the cost and time to get there is handwaved. If you need to go further than that, use the chart below to find the distance you need to go and look up the minimum tier of asset required to get there the same day. Routes and destinations that are hazardous take longer, making them more expensive—and some trips will be outside your means without special preparations. Using your own vehicle reduces the minimum tier of asset required to get there by 1, which covers basic travel costs like fuel and maintenance. Travel by foot isn’t feasible without a transport plan, except for short distances (the rate is generally no more than 40 kilometers, or 25 miles, per full day of walking for a healthy adult).

During the acquisition of an appropriate quality method of travel, you also “set aside” the time required to get there—so when you use it you don’t need to spend another downtime action.

If the PCs undertake a journey through the Barrens or another dangerous zone, then make a fortune roll to see how dangerous a journey is. Take 1d for each dangerous zone traveled through. Adjust the number of dice down for safer routes (quality guides, friendly factions in zones, etc.) or up for more dangerous routes (ghouls, hacker syndicates, enemy factions, etc.).

Critical: A hazard strikes without warning. An ambush drops into the middle of the party, guns blazing. The party’s comms are intercepted and valuable paydata is compromised.

6: A hazard strikes but there is time to react. Suddenly a PC is caught in magical webs and bathed in fire. A ganger ambush is revealed by the crack of gunfire. A Halloween patrol demands “protection” tax.

4/5: A hazard protects something of value. A scientist and their team are under attack by a group of gangers. A group of homeless vagrants are spotted picking over an abandoned vehicle.

1-3: No dangers arise or some small advantage is gained. You come into possession of paydata you can quickly sell for **1 NUYEN**. A surprise offer grants a faster arrival or just the right tool.

The GM then decides in which zone the encounter happens. After things are resolved, if the players press on, cut to the destination.

| Distance   | Distance (imperial units) | Minimum Tier |
|------------|---------------------------|--------------|
| ~500 km    | ~300 miles                | I            |
| ~1,000 km  | ~600 miles                | II           |
| ~2,500 km  | ~1,500 miles              | III          |
| ~5,000 km  | ~3,000 miles              | IV           |
| ~10,000 km | ~6,200 miles              | V            |
| ~20,000 km | ~12,500 miles             | VI           |

Travel by Cab or Bus (Tier I)

|                     |                       |
|---------------------|-----------------------|
| Security & Safety I | Criminal Influence IV |
|---------------------|-----------------------|

Risks: Cabs and buses are typically (but not always) self-driving and airborne. These shared rides consolidate passenger routes to maximize efficiency. The biggest risk on city buses is from other passengers and cargo. Authorities with chemsniffers and scanners are frequently employed to monitor major pickup and drop off points for intercity ground travel.

Travel by Boat (Tier II)

|                      |                        |
|----------------------|------------------------|
| Security & Safety II | Criminal Influence III |
|----------------------|------------------------|

Risks: Ports of call between two destinations tend to be few and far between. It’s quite easy to arrange an illegitimate drop off point or passenger, but it might not be where you want.

Travel by Maglev (Tier III)

|                       |                       |
|-----------------------|-----------------------|
| Security & Safety III | Criminal Influence II |
|-----------------------|-----------------------|

Risks: Chemsniffers tend to catch any amount of explosives aboard the train, and make sure to double-check cargo compartments. However, ammunition tends to get through security fairly easily. Most metroplexes are connected are tied into the rail network, and only a few small settlements are left to watch idly as the trains go by.

Travel by Plane (Tier IV)

|                      |                      |
|----------------------|----------------------|
| Security & Safety IV | Criminal Influence I |
|----------------------|----------------------|

Risks: When you travel via airport, you avoid hazardous zones and do not face the same threats as you would with travel on ground. Traveling through an airport with a fake or wanted SIN is typically the subject of a run (it’s only attempted without a good plan by the foolhardy or crazy), and the payoff for it is avoiding issues with your SIN between you and your destination. Passengers and goods traveling on planes are meticulously inspected before loading, so most smart travelers bring as little as possible with them.

## Corporations

The control of Seattle's wealth of paydata is passed around by the collective of the ten largest corporations—known for making financial decisions that impact the global economy, politics, and more. From the private boardrooms of Mitsuhamas to the incense-treated temples of Aztechnology, when there is a plot needing realization, there is always a fixer willing to play their part and get paid too. Long live the Corporate Court.

All of the Big Ten have a presence in Seattle, but none is headquartered there. The following megas are the ones most concerned with the illegal datatrade in Seattle:

Mitsuhamas (VI) is the second largest megacorporation, headquartered in Switzerland. They are best known for their market share of the computers and robotics industries, as well as their efficient forays into heavy machinery and emergent goods.

Wuxing (V) is the largest Chinese mega, but is only eighth largest in the world. It is best known for their stakes in global banking, shipping, and their involvement with the Pacific Prosperity Group—dedicated to the opposition of the Japanese megas over the world markets in Asia. As a new addition to the Big Ten, many point to a rumored deal between this mega and Aztechnology. Some theorize they might also have managed to hold their position on the Court through the use of eastern philosophy as a basis for magic and strict adherence to tradition. The truth (and the longevity of their reign on the Court) remains to be seen.

Renraku (VI) is the fourth largest megacorporation, headquartered in Japan—but known to be heavily invested in data storage and computer technology and highly concerned with what is happening in Seattle. They maintain their position through their diversity in product lines to meet the growing needs of a virtual world, and the employment of brutal Red Samurai—humans specially trained as martial artists and military operatives—armed with swords, rocket launchers, and at least one mage to assist their unsubtle enforcement operations.

Aztechnology (VI) is the corporation best known for their magical goods and consumer products. They deal in everything from consumer goods to industrial chemicals, trideo-games to corporate war supplies. They're #3 and they've got their fingers in more pies than just about any other mega, and their public relations campaigns are second to none. Which is good, because they're also all about blood magic and evil conspiracies. Their cutthroat methods to achieve their goals have led to their feared reputation, and held status as the number three megacorp. Their ownership is unknown, a tightly-held corporate secret, but they manage to use public funding in places like Seattle to support its stranglehold on the food and other consumer markets. HQ in Aztlan.

## Syndicates

The corporate overlords and wealthy elite of the city collude and scheme to keep the glass ceiling over the lower class, furthering their slavery to the almighty **NUYEN** and prey on their hopelessness and addictions to the bountiful pleasures of cyberspace and automation. However, they aren't immune to the efforts of a skilled crew of runners. The heads of criminal syndicates manage to break free of the virtual chains imprisoning them; through cunning deceptions, surprising brutality, the exploitation of high technology and the secret arts. These bold and daring few of the underworld are labeled criminals, villains, and scoundrels by the upper class; they're hunted down, locked away, and eradicated before they can set the deck against the Big Ten.

The criminal factions that aren't reduced to chalk lines often become what they once worked so hard to tear down. Their power and influence corrupts them until they're just another operative working for "the Man" and its reviled "System"—preying on the weaknesses and vulnerabilities they build to maintain their need for indulgence. All this, to create an endless cycle of bloody rebellion, bloody response, and bloody defeats—or else an elevation to power and privilege; out of the gutter and into the penthouse boardrooms.

The most notable of these elevated are:

The Yakuza. An insidious criminal organization with secret membership, whose agents are said to be placed within every institution in Seattle. They profit from vice and extortion at all levels of society.

The Italian Mafia. An internationally-recognized "commercial conglomerate" with many legitimate businesses and contracts—cover for their much more profitable trade in contraband and human trafficking.

The rest of the underworld is in a constant conflict of interest—vicious competition among desperate gangs, each scrabbling to rise up from poverty on the backs of a powerless citizenry. The landscape of criminal power ebbs and flows constantly in circles of influence across the city—small and large. Right now in the city, several bloody conflicts consume the underworld:

In Renton, a district ruled by violent gangs, the crime family appointed by the Mafia Commissione to control the area has been murdered, and it's all-out war on the streets between the most likely successors: the Vitale Family, the Talons, and the Halloweeners. Each faction is recruiting every runner they can to fill out their ranks and seize control. For more on this conflict, see page <?>.

In the Redmond Barrens, an impoverished district polluted with toxic waste and caustic rain, groups of the sadly underemployed and wage slaves are rallying to form a citizen-led rebellion to demand their rights, while the executive hire mercenaries to annihilate their will to fight back with egregious acts of atrocity and violence, and conniving profiteers rush in to scoop up whatever they can from everyone involved.

At the Atlantean Foundation's HQ, a group of young inductees has established a successful criminal operation from within the headquarters building, drawing the attention of other crews and gangs who now see the halls of their historic grounds as a tempting morsel.

## Institutions

Seattle's law and order are presided over by six organizations, all of which are considered institutions in the city and authorities over its government and regulation:

The Salish-Shidhe Council consists of six members of tribal leadership who oversees NAN interests in Seattle, enforces rules established by the Tribal Council, commands the Tribal garrison and war ships in the city, and breaks ties when needed on City Council measures. They are appointed by the Tribal Council. Salish-Shidhe Council seats are traditionally appointed by vote of the sitting council when a member dies or retires.

The Governor who officially dictates new legislation, city ordinances, and public works; determine the disbursement of the city treasury; and issue taxation orders. The Governor is appointed by the Salish-Shidhe council (and is mostly a puppet).

The Grid Overwatch Division (aka "GOD") manages the provisions for Fort Lewis, ensuring that food and supplies are transported where they're needed in the district and beyond the city's borders. They also oversee the DemiGODs (special agents) who design and maintain the local protections for cyberspace. They are appointed by the Salish-Shidhe Council.

The Judges issue warrants, prosecute trials, assess evidence, and pronounce judgments (there are no juries, except through Salish-Shidhe Marshalls). Judges are appointed by the Governor.

The employees of Knight Errant, are the closest thing to "cops" in Seattle. They are the officially contracted security provider for Seattle, but most of them won't risk their lives lightly. This company consists of two primary enforcement divisions: officers and agents. Their officers patrol the streets, "encourage compliance" with the law, capture offenders, and deliver them to Brokeback Prison (operated by another security agency and their competitor, Lone Star). And their agents investigate crimes and present evidence for warrants and trials. Agents are often foreigners, with no close ties within Seattle. The officers and agents of Knight Errant are hired by their Chief Metahuman Resources Officer, who was secretly brought to power by the Governor's influence.

It's often said that everyone is guilty until proven innocent in Seattle, so make sure you get rich and get away before you get caught. Under this system, a citizen can only expect to receive justice commensurate with their social status and wealth (rather than the severity of their crimes). The Detectives are famously incorruptible and hold themselves apart from Seattle's sprawling network of bribery, but the other institutions are bought and paid for by the powers-that-be and rarely (if ever) bite the hand that feeds them. If you're captured by Knights Errant or brought before a judge, it's the depth of your pockets and the breadth of your political connections that will almost always decide the verdict, not the application of jurisprudence. Knight Errant are under general contract to enforce the law, but in practical terms, they serve the needs of the richest and most influential groups and harass the poorest and least powerful—essentially operating as a well-paid street gang extorting the underclasses.

## Fringe

In darkened boardrooms and alleyways, deals are made which pit the edges of what is considered a faction against one another. They clamor at scraps from the tables of the megas, but carve an existence which grants them great freedoms in their tireless efforts. The fringes of Seattle include wealthy institutes which cater to strange ideals, as well as reclusive extremists, and the just-plain-weird.

Status among these factions is measured in terms of followers, clout, and money (often in that order). The following are the most powerful of this "special" collection of factions:

Humanis Policlub is the organization which tries to put a positive spin on a hateful message. They run under the guise of human rights activism, but they are actually racist against all the other metatypes. They are often spurred to action whenever any metatype other than humanity receives some kind of favoritism.

The Dunkelzahn Institute of Magical Research is a place designed for study of the deceased dragon's magical interests by his last will testament. It colludes with the Draco Foundation to ensure there is always enough money for another project. Their researchers are known for poking their nose in supernatural business where they're not wanted.

While attendance in the Catholic Church has been almost non-existent for over 50 years, it retains a large portion of its stranglehold on geopolitical influence through a combination of secrets and artifacts its clergymen managed to keep hidden away during the magical cataclysm of 2012. As the memory of the Great Ghost Dance War fades, the Church hopes to expand their tendrils back into minds of the population.

The Otaku Remnant is a reviled mystery cult which borders on open rebellion against cyberspace regulations. They revere emergent entities, and seek to gain knowledge from the resonant and dissonant realms -- including befriending rogue AIs.

## The Haunted City

The shamanic lodges at the mouth of the volcano at the peak of Mount Rainier remain active night and day to properly dispose of all corpses recovered by the Spirit Warriors. The arcane disruption destroys the spirit utterly, banishing it from the astral plane and neutralizing the threat from a tormented spirit.

Despite these efforts, however, there are still free spirits at large in Seattle. Some bodies aren't found and destroyed soon enough, allowing the spirit to rise free of its once-living vessel. Some spirits are intentionally removed before the Warriors arrive, to be sold on the black market or distilled into spirit essence.

Free spirits crave what all dead things crave: the sweet essence of life. Some seek it by pursuing what was lost when they died, mindlessly repeating meaningless actions from life. Others lure the unwary into a cold, withering embrace. The most ancient spirits are said to have even more sinister ways of acquiring what they desire.

Every citizen of Seattle has heard about their friends having at least one harrowing encounter with a rogue spirit, sometimes many more. Few doubt such accounts, even though many of the people have never encountered a spirit (that they know of). Most spiritual encounters in the city fall into one of seven types:

Echoes are “loops” of transmitted signals captured in the emergent plane, infinitely repeating and anomalous. They have no will of their own, but are still dangerous because of the corruptive discharge from their virtual icons. There are reports of sightings in dead zones, though the phenomena is difficult to capture and acceptance of their presence is limited among cyberspace researchers.

Elementals are mindless concentrations of anguish trapped in the astral plane, reliving the sudden release of their essence in death over and over. They sometimes spontaneously manifest at the site of an extremely violent event, whether or not death was involved.

Poltergeists are malevolent free spirits seeking to possess a victim to drain its essence and to commit acts of atrocity designed to hurt the living.

Horrors are inhuman supernatural entities that live within the outer metaplanes. They're very rare within the city, but are common in the Tribal Lands beyond the city's borders, coming in both emergent and astral varieties.

Exalted are spirits that have stayed sane and do not crave life essence or vengeance as Poltergeists do. Exalted are extremely rare—some researchers don't believe they exist at all.

A Resonance Well is a rift in the veil of cyberspace that creates a spawning ground for echoes and other emergent beings.

An Astral Nexus is an intersection of two ley lines of arcane power. Poltergeists and other astral beings congregate to draw energy here.

These entities, while strange and terrifying, are a fact of life in the criminal underworld of the Needle. There is a murderous battle for power ongoing between the Big Ten. Behind closed doors, spirits lurk and hunt their sources of living essence, and grumbling utterances of ancient prayers dare to speak the name of a forgotten mentor. Those without any understanding about the haunted side of Seattle will simply call upon the services of a professional Magician or Technomancer if the situation gets too “weird.”

## Rays & Lines of Power

When the sun's rays **HEAT** the land within a power site aspected towards arcane energies, it surges with resonance and mana. The moon's rays have the opposite effect, diminishing its benefits to nothing as the hours of night passes. This cycle is evident in haunted zones, aspecting them away from emergent energies most effectively during full moons. The effects of emergent power sites respond inversely to those of haunted zones (aspecting them away from emergent energies as the hours of day pass, and towards them at night).

The constellations also play tricks on the instruments of researchers, appearing to spread away from us with each passing year, theorized to be the effects of a terrible power acting upon the inhabitants of Earth. This may very well be the influence of supernatural aspects on the planet. It is widely known that astronomical events (such as the passing of Haley's Comet and the massive asteroid Apocryphus) are the cause of the worldwide phenomena known as SURGEs. Nonetheless, occultists, philosophers, and scientists have no shortage of debate over so-called “crackpot” theories and hypotheses.

## More Factions

### Syndicates

**Big Boss (V):** The Mafia head, who is constantly in flight aboard a protected private jet that flies about the world as the Boss pleases. As powerful as a megacorp, the structure of the organization gives the Mafia extensive and significant presence in every major North American city, most European cities, and even in Asia.

**Manos, Mafia Commissione (IV):** A member of the Inner Circle, reporting directly to the Big Boss of the Mafia. They have access to a huge standing army of guns and badges they can call in through local authorities or bribed government officials. They manipulate the outcomes of some of the most prestigious sports leagues in what some call “the longest-standing fixed betting scheme in history.”

**Kraghammer (III):** HQ in Russia. Led by Andrei Petschukov (street name: Terminator), this Seattle branch of the Vory is chock-full of Russian loyalists and a fair number of Red Army personnel. They have built something—or are up to something, depending on who you talk to—on a large piece of land they acquired near The Peak. No one knows what that something or somethings is because they’ve surrounded their property with a massive wall and backed it up with a pretty impressive astral barrier. What’s happening in there is anyone’s guess—and there’s plenty of guessing going on.

**Lord Vladimir (III):** An ancient noble from Latvia, said to be immortal. Possibly a vampire. Controls a number of clearing houses and banks for his extensive worldwide investment portfolio.

**Black Lodge (III):** A mysterious gathering of mages rumored to have formed from former leadership of the Illuminati, Knights Templar, and Freemasons. If you spot people in black robes casting weird mojo, take some notes, call the authorities, and get the hell out of there.

**Jackpoint (III):** an underground net community consisting of an array of exceptional shadow minds gathered by FastJack to be a filter. ‘Jack, perhaps the best hacker the world has ever seen, had to step down from the network recently, but the group is still going strong.

**Vitale Family (II):** One the mafia presences which answers to the Commissione (Manos family) in Seattle. Their control over the Downtown district is in question, as Rosetta recently killed Lucky Lou and shattered the alliance between the Talons and Halloweeners he had brokered before his death.

**The Talons (II):** Legitimate pilots turned arms dealers. Their symbol is that of an eagle claw clutching a rifle. Many are war vets and seasoned SWAT team members.

**The Halloweeners (II):** Vicious go-gangers known for their gratuitous use of Halloween costumes, explosives, and daredevil motorbiking.

**Crimson Crush (I):** A gang comprised of greenskins (and troll posers) who contest the Nukes’ claim on Redmond Barrens. This band of extortionists and smugglers wears red leathers and deals in BTLs.

**The Red Hot Nukes (I):** A gang of dwarves who wear matching baseball caps and who calls Redmond Barrens their turf. Their symbol is a mushroom cloud. Grinder, a former runner and demolitionist, turned neo anarchist, now leads this deadly bunch of terrorists and interrogators who sign their deals in blood and ash.

### Institutions

**Grid Overwatch Division (VI):** Mitsuhamas actually control the board room here. Some of those who answer for the Division’ actions are not even physical; simply AI. A violent, cruel, and greedy organization with expansive power over the flow of data. They primarily serve the interests of the Big Ten and prevent cyberspace and the stock markets from crashing again.

**Salishe-Shidhe Council (V):** The puppet government in Seattle, they are chock full of arcane power and have an ear in on the inner workings of the corporations. They also preside over the puppet branch of judicial appeals and municipal decision making.

**Brokeback Corrections (IV):** Private corrections facility rumored to be inescapable. Many ex-runners spend the bulk of their lives with burnt SINS in here. Several criminal operations are run by convicts from within its walls.

**Elven Consulate (III):** A small representation of elven nobility; they will kill anyone, even their own kind, for trying to move in on their monopoly over elven metal trade. They secretly control a large portion of underground orichalcum trade.

**Lone Star (III):** an independent security subcontractor that boasts about its tradition of no-holds-barred Texas justice and brutality. Well-known for its persistent personnel. They have teams of bounty hunters and private investigators with southern drawls.

**Astral Space Preservation Society (III):** HQ in Chicago, Elemental Hall. Research led by Dr. Eric Kersh, formerly the dean of the University of Chicago. This society was funded by Dunkelzahn’s last will and testament to monitor arcane misuse, protect astral space, and restore contaminated astral areas.

**Knights Errant (III):** The security officers and agents subcontracted to respond to crime in the city. They have less pull in the underworld than Lone Star, but are the first ones called in for most criminal reports.

**Sakura Security (II):** large security firm with huge presence in Japan. They employ teams of about a dozen security personnel to an important client, and can muster more if needed. Is hunting Halloweeners for past murder.

## Corporations

Saeder-Krupp Heavy Industries (VI): The #1 mega, most powerful of the Big Ten. HQ in Germany. Involved in heavy industry, chemicals, finance, and aerospace with a presence in many other areas. Nearly 100% owned by the great dragon, Lofwyr.

Ares Macrotechnology (V): #7 of the Big Ten. HQ in Detroit. Specializes in law enforcement, military hardware and arms, aerospace (they have five orbital habitats), entertainment, automotive (the former General Motors is also part of the Ares family).

Evo Corporation (VI): #5 of the Big Ten. HQ in Vladivostok, Russia. CEO is an ork and their largest stockholder is a free spirit. They focus a lot on transhumanist projects ranging from bioware cybernetics, anti-aging experiments, and other even more out-there projects designed to take metahumanity to the next stage of evolution. Also owns CrashCart Medical Services, competitor to DocWagon. Have base on Mars.

Horizon Group (V): #9 of the Big Ten. HQ in Los Angeles. With charismatic ex-simstar Gary Kline at the helm, Horizon specializes in anything that can be used to manipulate opinion, plus real estate, consumer goods and services, including big pharma.

Spinrad Global (V): The merger of Spinrad Industries (cyber) and Global Sandstorm (oil), led by Johnny Spinrad. HQ in Morocco. The corp that replaced NEOnet (primary developer of modern cyberspace) on the Corporate Court in the late 2070s. Runs for or against Spinrad are a grab-bag in terms of risk and reward, all the time.

Welshire Holdings (III): Largest stock market brokerage, rumored to be owned jointly by the CEOs and CFOs of several powerful AA megacorps

Tamanous (III): A global corporation and organlegging criminal syndicate headquartered in Seattle. One of the best connected and protected criminal organizations in the world, feared for its secretive ways with high bounties on its leadership. It is rumored to be run by ghouls and sympathizes with the Infected. Known business is concentrated in the Pacific Rim, Africa, and North America.

DocWagon (III): Headquarters in Atlanta. The world's leader in privatized emergency medical services. Promises confidential contracts, and speedy response in covered areas.

Draco Foundation (II): came into being when the great dragon Dunkelzahn died in an explosion on the day he was inaugurated as UCAS president. Set up to handles his sizable estate

Seaport Global (I): The captains and crews for merchant and corporate ships. The hard-bitten laborers who work the brutal seas. Commands a team of soldiers and miners who use direct neural interface to pilot amphibious mechs.

## Fringe

Dunkelzahn Institute of Magical Research (IV): established to further the dragon's magical interests. Working in coordination with the Draco Foundation, these two organizations are formidable players in almost anything even tangentially related to magic.

XXIII (IV): A group that is obsessed with numerology and lets free spirits possess them to grant them great power. Their methods must be quite effective as no one can be certain of its membership.

The Mad Dance (III): A feared paramilitary organization of clearly insane cultists serving a cultist devoted to a demon on the plane of Insanity. Their elites pilot flying suits that sap essence to produce potent arcane effects. The rest of them employ deadly magics which are clearly in open rebellion to local arcane statutes, but they seem not to care. They revere ancient metaplanar forces, and seek to gain knowledge from the past through their "bloody dances" - which are designed to please evil entities native to the darker metaplanes.

Otaku Remnant (III): a group of Japanese hackers descended from or allegiant to the Otaku, children who found themselves able to see and manipulate data naturally after the Awakening. It is rumored they died out, but some theorize that they are simply in hiding—still worshipping a dangerous AI.

Atlantean Foundation (III): A fanatical group devoting to looking for and into anything and everything that might be connected to arcane power or Thera, the mythical city of Atlantis. In the process they have developed considerable relic-hunting and magic-researching capabilities. Dunkelzahn recognized the importance of this organization's work by including a donation of a huge sum of **NUYEN** in his last will & testament. They have not been mentioned in the news lately—perhaps too preoccupied with a recent discovery by elven nobility.

New Dawn (II): Worshipers of this faith, so-called Illuminates, are visionaries and supposed prophets on the rise in the magical underworld. Their focus is their transcendence over mortality; some claim to have this power already.

People's Party (II): Neo-anarchists who think citizens should use their rights to reduce the megacorps to rubble, by breaking rules when for the greater good. They are small right now, but could become bigger if some hooding runners wanted to help out.

Faster Than You (I): Extreme hover cyclists and parkour fanatics who sometimes run drugs and guns across the streets of Hong Kong island.

The Rat Pack (I): Homeless children, beggars and thieves who roam the sprawl. An impressive gossip network rumored to have ghouls among them.

# Factions of Seattle

## NORTH AMERICA

NAME

REPUTATION

SAFEHOUSE(S)

FIXERS

HEAT

WANTED LEVEL

REP

FIXERS

HOLDWEAKSTRONG

TIER

| Shadow Groups & Gangs           | Tier | Hold | Status |
|---------------------------------|------|------|--------|
| Mafia Commissione: Manos Family | V    | S    |        |
| Yakuza Syndicate _____          | IV   | W    |        |
| Lord Vladimir                   | III  | S    |        |
| Vory: Kraghammer                | III  | W    |        |
| Black Lodge                     | III  | S    |        |
| Jackpoint                       | III  | S    |        |
| Tamanous                        | III  | S    |        |
| Koshari                         | III  | W    |        |
|                                 |      |      |        |
| Mafia, Vitale Family            | II   | S    |        |
| Talons                          | II   | S    |        |
| The Halloweeners                | II   | S    |        |
| The Red Hot Nukes               | I    | S    |        |
| The Eye Fivers                  | I    | S    |        |
| The Watchers                    | I    | S    |        |

| Corporations                      | Tier  | Hold | Status |
|-----------------------------------|-------|------|--------|
| #1: Saeder-Krupp Heavy Industries | VI    | S    |        |
| #2: Mitsuhama Computer Tech       | VI    | S    |        |
| #3: Aztechnology                  | VI    | S    |        |
| #4: Renraku Computer Systems      | VI    | S    |        |
| #5: Evo Corporation               | VI    | S    |        |
| #6: Ares Macrotechnology          | V     | S    |        |
| #7: Shiawase                      | V     | S    |        |
| #8: Wuxing                        | V     | S    |        |
| #9: Horizon Group                 | V     | W    |        |
| #10: Spinrad Global               | V     | W    |        |
| Pacific Prosperity Group          | IV    | W    |        |
| Proteus AG                        | III   | S    |        |
| DocWagon                          | (III) | S    |        |
|                                   |       |      |        |
| Draco Foundation                  | II    | S    |        |
| Seaport Global                    | I     | S    |        |
| Remote Communications Utilities   | I     | S    |        |

| Institutions and Political Leagues | Tier | Hold | Status |
|------------------------------------|------|------|--------|
| Grid Overwatch Division            | VI   | S    |        |
| Salish-Shidhe Council              | V    | W    |        |
| UCAS Marine Corps                  | IV   | S    |        |
| Brokeback Corrections              | IV   | S    |        |
| Parashield                         | IV   | W    |        |
| Elven Consulate                    | III  | S    |        |
| Lone Star                          | III  | S    |        |
|                                    |      |      |        |
| Native American Consulate          | II   | S    |        |
| Knights Errant                     | II   | W    |        |
| Sakura Security                    | II   | W    |        |
| Petrovski Security                 | II   | W    |        |
| Segway Patrol                      | I    | S    |        |

| Cults and Cliques                        | Tier | Hold | Status |
|------------------------------------------|------|------|--------|
| Humanis Policlub                         | V    | W    |        |
| Catholic Church                          | IV   | S    |        |
| Dunkelzahn Institute of Magical Research | IV   | W    |        |
| Ork Rights Commission                    | IV   | W    |        |
| XXIII                                    | IV   | S    |        |
| The Mad Dance                            | III  | S    |        |
| Atlantean Foundation                     | III  | W    |        |
| Otaku Remnant                            | III  | S    |        |
| Buddislam Nation                         | III  | W    |        |
|                                          |      |      |        |
| New Dawn                                 | II   | S    |        |
| Barrens Walkers                          | II   | W    |        |
| People's Party                           | II   | S    |        |
| New Revolution                           | II   | W    |        |
| Rat Pack                                 | I    | S    |        |
| Faster Than You                          | I    | S    |        |
| Cabbies                                  | I    | S    |        |

| Citizenry       | Tier | Hold | Status |
|-----------------|------|------|--------|
| Council Island  | V    | S    |        |
| Outremer        | V    | S    |        |
| Downtown        | IV   | S    |        |
| Bellevue        | IV   | W    |        |
| Everett         | III  | S    |        |
| Tacoma          | III  | W    |        |
| Fort Lewis      | II   | S    |        |
| Snohomish       | II   | S    |        |
| Auburn          | II   | W    |        |
| Renton          | II   | W    |        |
| Puyallup        | I    | S    |        |
| Redmond Barrens | I    | S    |        |
| Ork Underground | I    | S    |        |

### Marked

When you're marked by any number of factions (status -3), the following penalties apply:

- \* Lose **1 hold** (temporarily, while you continued to be marked). This may knock you down a **Tier**.
- \* PCs get only one free **downtime** action instead of two.
- \* Take **+1 heat** from each run.
- \* Your claims which generate **nuyen** (vice dens, gambling rings, fences, etc) produce only half their normal income.

Tier and hold designations are specific to the sprawl in which you play; adjust if you are in another one for best results. Factions tend to stronger/higher tier on continents with headquarters - and weaker/lower tier where they lack one.

## RUMORS ON THE STREET

Weekly, or whenever you need one

|   |                                                                                                                         |    |                                                                                                          |
|---|-------------------------------------------------------------------------------------------------------------------------|----|----------------------------------------------------------------------------------------------------------|
| 1 | Someone is trying to organize a union for the local mechanics, programmers, and civil engineers.                        | OR | The Grid Overwatch Division is taking control of the Cabbies.                                            |
| 2 | Members of VIII are showing up with increasing regularity, willing to buy inhabited spirit bottles, no questions asked. | OR | A remotely controlled cargo plane returned to Mitsuhama airspace accompanied by a dragon.                |
| 3 | There's a Knights Errant agent that takes bribes to frame targets for crimes.                                           | OR | A corrupt judge is seeking secret passage out of the city ahead of charges.                              |
| 4 | The prostitutes and purveyors of an underground gambling and prostitution ring is infiltrated by free spirits.          | OR | The Catholic Church is seeking a new local Bishop.                                                       |
| 5 | The new BTL experience, WhiteOut, is made from corrupted metadata and turns people into brain-dead lunatics.            | OR | The arcane studies professor at University of Seattle is stockpiling talisma, expecting a shortage soon. |
| 6 | All the well-to-dos are buying Links' new maglocks—said to be impossible to crack.                                      | OR | A datacenter for Zurich Orbital's banking satellite was compromised, but they're covering it up.         |

## CITY EVENTS IN THE NEWS

Weekly, or whenever you need one

|   | 1           | 2                  | 3            | 4            | 5                  | 6                     |
|---|-------------|--------------------|--------------|--------------|--------------------|-----------------------|
| 1 | Outbreak    | Concert            | Raids        | Revolution   | Accident           | Disaster              |
| 2 | Refugees    | Strike             | Embargo      | Construction | Quarantine         | SURGEs                |
| 3 | Demolition  | Election           | Scandal      | Martial Law  | Corporate Takeover | Social Media Craze    |
| 4 | Shortage    | Excess             | Discovery    | Paranoia     | Assassination      | Hysteria              |
| 5 | Parade      | Celebrity          | Holiday      | Riots        | Gang War           | Cult Gatherings       |
| 6 | Crime Spree | Political Upheaval | Prison Break | Peace Summit | Military Action    | Metahuman Trafficking |

## REMARKABLE OCCURRENCES

Weekly, or whenever you need one

|   |                                                                                                    |    |                                                                                                                 |
|---|----------------------------------------------------------------------------------------------------|----|-----------------------------------------------------------------------------------------------------------------|
| 1 | Strange signal interference is being detected—surveillance drones won't enter the district.        | OR | The OTF sets up a field office and imperial eagle roost in the arcology projects.                               |
| 2 | Knights Errant suspend street patrols, citing budget cuts. It's free reign for crime!              | OR | Knights Errant set up checkpoints for contraband or whatever they feel like confiscating.                       |
| 3 | Citizens rally against extortion, bringing in hired mercenaries from other districts.              | OR | Local talent (band, artist, dancer) becomes popular, swelling crowds at market and shops.                       |
| 4 | The sewers become blocked by debris, overflowing with the stench of refuse.                        | OR | Highways throughout district are closed for maintenance (or some strange purpose).                              |
| 5 | The ramshackle shanties near the strip in Renton District are marked for demolition.               | OR | A torrential downpour lingers over Renton, threatening to flood the district.                                   |
| 6 | A group of runners, recently escaped from custody, go to ground nearby, attracting bounty hunters. | OR | An abandoned datacenter beneath the district, sealed and offline, is unearthed and transmits corrupted signals. |



# RANDOM RUN GENERATOR

Using this: Fill the sentence below using the results of (1)-(5) to form a description of the run on the table. Select ones that sound interesting, or randomly determine a result using the charts (each will require a single die result).

“The runners are hired for a run by/targeting (1: Client/Target) to (2: Work). The run is complicated by (3: Twist/Complication), and is connected to (4: a Person) and (5: a Faction).”

### (1) CLIENT/TARGET

|   | <u>CIVILIAN</u>            | <u>CRIMINAL</u>          |
|---|----------------------------|--------------------------|
| 1 | Academic or Wage Mage      | Drug Dealer or Supplier  |
| 2 | Laborer or Tradesman       | Mercenary or Thug        |
| 3 | Courier or Driver          | Fence or Bookie          |
| 4 | Merchant or Business Owner | Spy or Informant         |
| 5 | Artist or Writer           | Smuggler or Thief        |
| 6 | Doctor or Scientist        | Crime Boss               |
|   | <u>POLITICAL</u>           | <u>STRANGE</u>           |
| 1 | Executive or Official      | Spirit of (roll again)   |
| 2 | Banker or Pilot            | Talismonger              |
| 3 | Activist or Refugee        | Infected or Ghoul        |
| 4 | Liason or Cultist          | Corrupted AI (disguised) |
| 5 | Beat Cop or Detective      | Dragon                   |
| 6 | Judge or Ward Boss         | Technomancer or Cultist  |

### (2) WORK

|   | <u>DIRTY DEEDS</u>         | <u>VIOLENCE</u>       |
|---|----------------------------|-----------------------|
| 1 | Follow or Surveil          | Assassinate           |
| 2 | Sabotage or Arson          | Disappear or Ransom   |
| 3 | Lift or Plant              | Terrorize or Extort   |
| 4 | Poison or Arrange Accident | Destroy or Deface     |
| 5 | Burglary or Heist          | Raid or Defend        |
| 6 | Impersonate or Misdirect   | Rob or Smash & Grab   |
|   | <u>UNDERWORLD</u>          | <u>SUPERNATURAL</u>   |
| 1 | Escort or Security         | Decompile or Banish   |
| 2 | Smuggle or Courier         | Compile or Conjure    |
| 3 | Blackmail or Discredit     | Extract Essence       |
| 4 | Con or Espionage           | Place or Remove Wards |
| 5 | Locate or Hide             | Perform / Stop Ritual |
| 6 | Negotiate or Threaten      | Drain or Infuse       |

### (3) TWIST/COMPLICATION

|   |                                                                                     |
|---|-------------------------------------------------------------------------------------|
| 1 | Security is unexpectedly high, or something is a cover for cult practices.          |
| 2 | Advances the secret agenda of a third party, or a dangerous gang uses the location. |
| 3 | Lied to about the nature of the target, or is a trap laid by your enemies.          |
| 4 | Requires long distance travel, or free spirits haunt the location.                  |
| 5 | Target moves around (site changes, etc), or requires expensive or rare gear.        |
| 6 | The client is double-crossing them, or a powerful supernatural entity is involved.  |

### (4) CONNECTED TO A...

|   |                                       |
|---|---------------------------------------|
| 1 | PC Friend                             |
| 2 | PC Rival                              |
| 3 | PC Vice purveyor                      |
| 4 | Crew Contact                          |
| 5 | Corporate Notable                     |
| 6 | Spirit, Sprite<br>'critter, or Dragon |

### (5) ...AND A FACTION WITH WHICH THE CREW HAS...

|     |                   |
|-----|-------------------|
| 1-3 | A positive status |
| 4/5 | A neutral status  |
| 6   | A negative status |