



# SHADOWRUN



## SHADOWS IN FOCUS : CITY BY SHADOW SAN FRANCISCO METROPLEX



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# JACKPOINT

## CONNECTING TO JACKPOINT VPN...

...IDENTITY SPOOFED  
...ENCRYPTION KEYS GENERATED  
...CONNECTED TO ONION ROUTERS

>>>LOGIN: XXXXXXXXXXXXXXXX

>>>ENTER PASSCODE: XXXXXXXXXXXXXXXX

...BIOMETRIC SCAN CONFIRMED  
YOU'RE IN. USE IT WELL.

• "AND THE SUN SHINES ON THE BA-AY." -JOURNEY

## JACKPOINT STATS

Interaction rate: +12%  
Posts per hour: +8%  
Today's content quality  
(signal:noise): 5:6

## LATEST NEWS

• <122877> Politics and extortion are similar, but extortion is more honest.  
—Slamm-0!

## PERSONAL ALERTS

• You have 2 new private messages.  
• Your internal Q score is 42 (down 1 point)  
• You have 6 new responses to your JackPoint posts.  
• Ms. Mulligan has requested another late evening appointment, do you wish to respond?

There are 0 Members online and in your area.  
Your current rep score: 123 (12% Positive)

## THE INNER CIRCLE

• You are visible to your closest 2 levels of contacts.  
• Your Eyes Only posts have been viewed 10 times  
• **Current Time:** 28 Dec 2077, 1136 hours

## WELCOME BACK TO JACKPOINT, OMAE:

Welcome back to JackPoint, chummer; your last connection was severed 17 hours, 52 minutes, 31 seconds ago

## INCOMING

• The Neo-Anarchists aren't the only ones who gather in tribes. [Tag: [Virtual Tribes](#)]  
• All stories have a beginning. [Tag: [Another Rainy Night](#)]

## TOP NEWS ITEMS

• Polish authorities have located VX nerve gas stored in an abandoned industrial area. Warsaw residents are warned to utilize all possible precautions. [Link](#)  
• Three Knight Errant officers were attacked while patrolling White Center last night. The spat of gang violence appears to have no relation to the recent serial killings. [Link](#)  
• Shiawase has requested the return of three security officers arrested by Lone Star outside of Shiawase's Charlotte facility. The detained personnel left Shiawase's property without the appropriate local licenses. [Link](#)

## SHADOWS IN THE FOG

POSTED BY: TRAVELER JONES

### HISTORY OF SAN FRANCISCO

Known for the fog rolling in off the water, cool nights even in the summer, and cable cars, San Francisco is much more than just a city by a bay. Since California became its own country in 2036 and promptly lost territory to both Tír Tairngire and Aztlan, San Francisco has become a more important focal point of the country, especially once Los Angeles became a free city. When the Japanese Imperial Marines landed at the Alameda Naval Air Station, California hailed them as saviors. With strong armies to the north and south, they needed a friend with military might, and the UCAS had kicked them out while the CAS wasn't interested. The Imperial Marines quickly started transforming the city into the Japanese ideal. On the surface this went well, but the mass exodus of meta-humanity told a different story. Most of the displaced ended up in Oakland and the rest of the east bay. They held their protests, but no one in San Francisco cared. Life was good. Crime was down, business was booming. In the view of most citizens, it was a small price to pay to preserve corporate life and freedom (such as it is under corp domination) from the invading armies poised on the borders.

Then the infamous orders came to pull the troops out after the Pacific quakes of 2061. The city that had been supported by the Japanese all of a sudden saw the rug being pulled out from underneath it in a time of need. San Francisco itself was basically undamaged by the quakes; much of the workforce, especially those in menial jobs, commuted in from the more heavily damaged east bay and surrounding regions. The city wondered how it was going to cope with the problems from the quake; instead of following orders, Saito and about half of the occupation force went rogue. Not only did they not leave, but they moved to acquire more territory. Instead of the rug of support being pulled, it became a smothering blanket of oppression. Saito's forces imposed martial law and started rounding up metahumans, placing them in internment camps. Saito subsequently named himself Protectorate-General. The prize Saito was after was Silicon Valley. Ares, reading the writing on the wall, mobilized troops and fortified Silicon Valley just in time. The dwarf enclave in Halferville threatened the destruction of the Caldecott Tunnel if Japanese forces threatened them. General Saito and his troops decided neither fight made sense at the time. These were two small victories, as the Japanese forces seized most of the San Francisco bay area and moved east into the central valley. During that time, the damage from the earthquakes wasn't repaired, except those necessitated by Japanese interests.

The people of the bay didn't meekly accept the suppression; instead they formed several resistance movements. Some

were peaceful, but most met the Japanese with violence. These hostilities intensified until a counterattack arrived, spearheaded by Ares and the California Rangers. The resistance quickly turned into all-out war. Area politicians have tried to spin it, using their most Orwellian language to make the conflict seem like something it was not, but it was a war, plain and simple. It devastated the already-damaged sprawl of the bay area. When the war ended with the eviction of the oppressors, most of the sprawl was in shambles. The Japanese megacorporations were seen as having turned a blind eye to the atrocities at the very least, and perhaps being willing participants in the destruction. Ares, having helped liberate the area, could have seized control, but they didn't want the job of rebuilding and governing the remaining mess.

Ares instead propped up new governments in the cities, knowing that there was a tremendous amount of work to be done. As California's already-strapped coffers sagged under the weight of reconstruction, it became apparent that the plan wasn't going to work. California knew it couldn't just declare the area a free city like it had with Los Angeles. The PCC had taken over Los Angeles and was making inroads in the central valley. If California cut the Bay Area loose, the California Free State wouldn't be much more than the Free City of Sacramento. San Francisco's mayor, Nicole Fernandez, managed to convince the Japanese corporations to pay for the first phase of reconstruction of the city by reminding them that over forty percent of the area's population were their employees.

- Convince? No, she out-and-out blackmailed them. No one knows what dirt she used to gain leverage, but she told them that they either needed to pay for the rebuilding or she would expose their funding of Protectorate-General Saito's reign of terror.
- Sunshine
- Convince? Blackmail? Two sides of the same coin. It all depends on your point of view.
- Kay St. Irregular

Her plan was to use the money to rebuild and expand San Francisco. She knew that just rebuilding San Francisco wasn't the answer. If the rest of the Bay Area wasn't restored, San Francisco would never flourish, and the surrounding area would become a hotbed for radicals. She had a plan. She now had funds. All she had to do was somehow pull it off. She announced a five-year plan to restore San Francisco and the Bay Area to the prosperity it had previously enjoyed. When pressed for details, she said that forthcoming press releases would spell out everything in the weeks to come.

The San Francisco airport had been badly damaged in the fighting and needed repairs. Added to that was the Winternight attack with the nuke on November 2, 2064. The EMP burst destroyed the Matrix in the area, including all of the electronics in the airport. The nearly insolvent city of South San Francisco lacked the means to pay for the necessary repairs, so Fernandez offered to incorporate it into San Francisco and foot the repair bill. Seeing no choice, they





# SHADOWRUN: SHADOWS IN FOCUS CITY BY SHADOW: SAN FRANCISCO METROPLEX

agreed and became the South City section of San Francisco. Immediately thereafter, Fernandez reached out to the East Bay, especially the metahumans that had been mistreated and shunned by Saito and his forces. She offered an exchange. San Francisco needed workers to rebuild and the broken East Bay communities needed money to do the same. She would help fund their rebuilding if they would help her rebuild. What her plan was from there will never be known, as an assassin's bullet killed Fernandez a week later.

- Nicole Fernandez was dying. She had a rare form of cancer that was going to kill her within the year. She knew she would never see the end of her five-year plan. I have heard it said that she didn't have anything beyond those first days planned. She knew that when she died, things would either come together or completely fall apart. In an effort to make it work, she martyred herself to consolidate the cause.
- Plan 9
- She had herself killed? Really? This must be Plan 9 "Classic" posting, as it has the swaggering ignorance of facts and reality that he had back in his prime.
- Snopes
- Your prime may have passed, but mine is now.
- Plan 9
- Actually if she were dying, which I have heard from other sources, it is possible that she sacrifices herself in order to further the cause. She was driven to rebuild San Francisco and willing to give everything
- Dr. Spin

It almost tore the coalition she was forming apart. The metahuman groups accused the Humanis Policlub or another hate group of the attack. Conservatives accused the radical metahuman groups of the crime. Her second in command Greg Capito stepped up, making her memory the rallying cry for restoring the city and the spirit of co-operation in the rebuilding effort. He promised to find the killer, but emphasized it was more important that her death did not derail her dream.

- Ironically the one thing in that original speech that hasn't come true is finding this killer. Capito's commitment to that cause may not have been as great as he let on.
- Plan 9

By continuing on they could make her dream a reality. In a special election, Greg Capito was elected on a platform of continuing Fernandez's work. Over the next two years, both San Francisco and the East Bay rebuilt and put on their feet again. Outside, the Ares facilities in Silicon Valley were struggling to survive. While it hadn't directly been damaged by the fighting the drain on the local economy by the rebuilding effort caused a localized recession. Mayor Capito used a carrot and stick approach to pull Silicon Valley into the growing San Francisco.

He knew where Ares went, the area would follow. He offered the Matrix rebuilding contract of South San Francisco and the electronics of the airport otherwise the bid would go to MCT. At the same time he inferred that if they didn't join the new San Francisco, he wouldn't be able to protect the small companies from being gobbled up by the strong Japanacorps that had been looking to expand into Silicon Valley for years. Ares gave its approval with the condition that it kept a twenty-square block area around the Ares CFS headquarters, which became known as the Orchard.

- I know there were different farms in the area back in the day, but this seems like an odd name for a megacorporation's high-tech headquarters.
- /dev/grrl
- It has to do with the fact that the Stanford campus is nicknamed the Farm. The Ares CFS president when it was named was a Stanford graduate.
- Traveler Jones

Mayor Capito immediately agreed. San Francisco now spread from the Golden Gate all the way to the southern end of Silicon Valley. The people of East Bay suddenly feared they were being pushed out of the picture again, and dissidents used these fears to sow discord. The next year saw an increase in protests and violence. Metahumans, who still lived mainly in the East Bay, saw themselves on the outside looking in once more. Mayor Capito saw things were about to spin out of control and knew what to do. He extended the invitation to Oakland to become part of the greater San Francisco. Oakland refused in a narrow vote in 2068. The Japanese megacorp breathed a sigh of relief. The same year, a Humanis-backed candidate, Jane Wu, was elected to the city council of San Francisco. The metahuman divide was alive and well.

2069 brought another major quake to California, the second-largest in North America's recorded history. Los Angeles sank into the sea, and buildings throughout the bay area shook. Previously undamaged buildings fell and communities once again crumbled. The Caldecott tunnel was badly damaged. California tried to push the cost off to the East Bay dwarf community, since they were in charge of maintenance of the tunnel. The dwarfs, though, protested, saying that since the damage was caused by an earthquake, the repairs fell outside the scope of their responsibilities. Unrest throughout the East Bay increased, especially after a couple of protests devolved into riots and were met with swift and brutal force.

- I watched trideo footage of some of the conflicts, and Knight Errant initially responded very moderately. When things started escalating, they broke out the harsh measures.
- Hard Exit
- Another interesting thing in the footage I saw is that it looked like someone outside the protest started the escalation of violence.
- Plan 9



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Oakland mayor, a Hispanic ork named Jack Horn, saw that the city was on the brink of collapse and made an impassioned speech asking cooler heads to prevail. Unfortunately as he finished his speech, he was assassinated. The shot came from amid the security detail, and it initially looked like it was a Knight Errant officer who shot him. Oakland erupted in riots, and much of the city burned within hours. Knight Errant tried to take control, but it seemed like their actions only aggravated the situation. The CFS president saw the situation could destabilize the whole area and ordered Knight Errant to stand down, ordering the California Rangers to step in and restore peace. In the following days order was slowly restored. It was discovered that the assassin, while wearing a Knight Errant uniform, wasn't actually a Knight Errant officer, but rather a radical from Alamos 20,000.

- Yes the assassin was a radical, but there is evidence that he was also a Knight Errant officer. Really if you were on a security detail like that wouldn't you notice if you hadn't ever seen the guy next to you? Knight Errant erased his personnel file and covered up his employment.
- Plan 9
- Even if Knight Errant had erased his personnel files, someone would have come forward by now having remembered him on a job somewhere. No one has come forward. As far as the "not knowing the guy next to you" thing, Knight Errant was moving people from other districts into the area because of the riots, so half the people at any location probably didn't know each other.
- Snopes

Although Knight Errant was cleared of being involved in the murder of Mayor Horn, the damage was done to the race relations. As protests started throughout the Bay Area it quickly became apparent to Mayor Capito and Ares that Knight Errant wasn't going to be able to keep the peace. Not wanting to expend all of the political capital they had amassed with the CFS government to keep Knight Errant in place, Ares agreed finding a new provider might be the best course of action. The reformed SFPD had been working as private security, won the contract. The SFPD took over relatively quickly and has actually been able to reduce its overhead now that it isn't constantly training new cops. In the first days of the SFPD contract they pulled discretely from the ranks of Knight Errant and the California Rangers, as well as civilian sources. They did do a relatively good job at screening the recruits, but rumors of corruption and bigotry still linger to this day.

- Don't buy this megacorp bullshit. They are looking to make a profit just like any other corporation. SFPD is a shell company and nothing more. They are owned by Lone Star.
- Hard Exit
- Wait, they are owned by Lone Star yet they took on Knight Errant employees?
- Turbo Bunny

- No different than when Knight Errant took over the Seattle contract and some officers just changed uniforms.
- Kay St. Irregular
- Actually it is quite different really. In Seattle, those officers had years of experience, knew the streets, and the people; where these were newer officers who didn't know the area or the people. The other thing is that many felt that after the occupation it needed to at least feel like a local company was in charge of security. This is ultimately why Knight Errant didn't keep the contract. Lone Star created SFPD as a figurehead for their bid and won. I suspect the Knight Errant officers who joined did so according to orders and are reporting back to Knight Errant or even Ares what is going on.
- Hard Exit

The next problem was what to do with what remained of Oakland. Much of the city had been destroyed either in the earthquake or the riots. It wasn't just some residential or commercial sites that were damaged, but rather most of the infrastructure. The CFS government stepped in and forced San Francisco to take over the city and nearby Berkeley, which used infrastructure from Oakland.

- Even today most of Oakland's residential neighborhoods haven't had much in the way of repairs done. Berkeley and the university have been completely repaired, and the port and airport have received major renovations. The money is going to what makes the megacorporations money, like usual.
- Sunshine

The residents of Oakland felt like they now were being governed without representation. Mayor Capito came up with a solution that he hoped would make the best of the situation for everyone. He invited Fremont, the only city in the bay area still not part of San Francisco, to join the city. Fremont was up in the air on what to do. It looked like the stumbling block was going to be Fremont not having representation in San Francisco. Mayor Capito was ready for this obstacle and his plan would also help ease the tensions in Oakland. He offered a two part plan to correct this. The east bay's city councils would be joined into the San Francisco council with an equal number of seats, and a special election for the new mayor of the whole area would be set immediately. This would allow the hard-hit areas to be repaired with the funds that San Francisco had managed to acquire and unify the area under one government to make it stronger and more efficient.

- It also fulfilled Nicole Fernandez's plan. It didn't quite make the five-year goal she had stated, but it still succeeded in bringing together several different areas in harmony.
- Dr. Spin

The campaign for mayor started with three prominent candidates. They were Greg Capito, Jane Wu, and John Marshall, leader of Halferville. Mrs. Wu was looking like the favorite with about two months left until the election. Mayor





Capito was afraid that if a Humanis-backed candidate won the election that metahuman rights would be set back decades in the area. He and John Marshall were splitting the vote too much which meant Wu would win. Mayor Capito dropped out of the race and threw his support behind the dwarf Marshall. As the election approached it became apparent that the election would come down to who won the highly pro-Ares Silicon Valley. A week before the election Ares announced its backing of Marshall. This was the push he needed and he was elected as the first mayor of the united San Francisco.

Since Los Angeles was declared a free city by the California Free State in 2046, San Francisco has been the largest city in California. Even before the growth to include all of the Bay Area it had become a much more diverse population after the Japanese Imperial Marines and General Saito were gone. The roots of diversity in San Francisco are old, evidenced by the oldest Chinatown in North America and the largest outside of Asia to this day. The city is once again embracing this diversity, accepting metahumans back with open arms—for the most part. Metahumans are slowly moving back into the downtown neighborhoods, but there are still pockets of hatred. Just like the hatred against the Chinese back in the early 1900s, there are those who see diversity as encroachment and resist the influx of orks and trolls. The Humanis Policlub has a downtown chapter and organizes protests on a regular basis. Silicon Valley is more diverse and in Oakland, metahumans actually outnumber humans in most neighborhoods.

- These are the poorest neighborhoods in the poorest district of San Francisco.
- Cosmo

## SAN FRANCISCO CENSUS NUMBERS

**Population:** 10,000,000+

**Human:** 53%

**Elf:** 8%

**Dwarf:** 12%

**Ork:** 21%

**Troll:** 5%

**Other:** 1%

**Population Density:** 600 per square kilometer

**Per capita Income:** 45,000¥

**Corporate-Affiliated Population:** 62%

**Hospitals:** 111

**DocWagon Clinics:** 30

**Education:**

**Less than 12 years:** 45%

**High School or Equivalency:** 33%

**College Equivalency:** 16%

**Advanced Degrees and Certificates:** 6%

**Felonious Crime Rate:** 19 per 1,000 per annum

## WEATHER AND GEOGRAPHY

While California is known for its sunny weather, San Francisco, with its ever-present fog, stays more moderate. Year round the average highs are around 15 to 20 degrees Celsius downtown, while the lows rarely fall below freezing even in the winter. When you travel south into Silicon Valley, the highs rise to around 38 degrees in the summer. Most of the rain occurs during the winter months, with fall and spring storms not uncommon; summers, however, are dry. Unlike the Midwest and eastern seaboard, thunderstorms are nonexistent. The acid content of the rain varies with upper-atmospheric conditions.

No matter what time of year it is, there are several unique features to the area to keep in mind. Not only is San Francisco a corporate hub, it's also a tourist destination. Downtown has attractions like the Golden Gate Bridge, Alcatraz, Chinatown, and Union Station. This means the local police are vigilant about keeping the peace by checking licenses and identification on a regular basis. While they don't require the broadcasting of your SIN nor a pass to move around the city like Manhattan, they will stop anyone who looks out of place or is openly carrying weapons. As time has passed since the Japanese occupation, open harassment of metahumans has decreased, but in Fisherman's Wharf and around the Presidio, it isn't uncommon.

## LAW ENFORCEMENT

The San Francisco Police Department (SFPD) reformed as a private security firm after the Imperial Marines' removal. Their initial bid for the contract was rejected in favor of the experienced Knight Errant. With Ares spearheading the counterstrike, it was the logical choice. They already had the manpower to move in and the experience in running a metro police department. Because of Knight Errant's reputation of being militaristic in their enforcement methods, Mothers of Metahumans and other metahuman rights groups voiced their concerns that San Francisco was trading one outside oppressor for another. To help alleviate people's fears, clauses were put into the contract setting up checks to police powers. The most notable was the formation of public review committees with non-Knight Errant representatives.

In 2070, increasing numbers of reports for excessive police force and brutality were filed. These centered in Oakland and areas of higher metahuman population. The unrest especially increased in Oakland, where the protests started becoming more violent.

- Much of this was orchestrated by MCT and Shiawase, who both wanted to see Knight Errant lose the contract to eliminate some of Ares' power base in the area.
- Thorn

Then the assassination of Mayor Horn happened, and Knight Errant lost the contract in the subsequent fallout. With



Knight Errant no longer able to keep the peace, the contract was put up for bid. SFPD once again bid on the contract, and this time they won. With San Francisco now stretching all the way to the south end of Silicon Valley and including all of the East Bay, SFPD had to quadruple in size to fulfill the contract. A two-year conversion plan was drawn up. The California Rangers stepped in, taking over police activities in Oakland and the parts of the East Bay that had the greatest unrest. SFPD bought the Knight Errant training academy in South City and started recruiting. While they were diligent in which candidates they accepted, there are still reports of bigotry and discrimination. At this point, SFPD has taken over all of the police activities throughout the San Francisco area, and unrest has declined. Most crime statistics have held steady and they should see improvement as SFPD can devote resources to the issues instead of having to recruit and train as many new officers.

- And all that would matter more if police statistics had any degree of accuracy or integrity. Crimes that corps don't want counted are not counted, and crimes against SINless individuals are ignored. The numbers any police department releases are for public relations, nothing more.
- Aufheben

## SAN FRANCISCO CITY SERVICES

Service	Provider
Fire Safety	Ares Fire and Safety
GridGuide	NeoNET
Healthcare	Bay Area Healthcare
Matrix Services	Ares Macrotechnology
Police	San Francisco Police Department (SFPD)
Power	Evo Electrical
Prisons	Knight Errant
Public Works	Evo Utilities
Sanitation	Dragon Sanitation

Both Knight Errant and Lone Star, along with several smaller California companies, provide private security throughout San Francisco. The San Francisco Police Department doesn't currently have any private contracts. Now that they have sufficient manpower, they are about ready to get back into the private security market. With the improving economy, the private security sector is expecting rapid expansion.





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The prison system and correctional facilities are still run by Knight Errant. There are three prisons and five lower-security facilities in the San Francisco area. The only high-security facility currently rated for the long-term housing of Awakened prisoners is Oakland Max Security Prison.

- It is important to remember that the local precincts have facilities for short-term housing of suspects and during trials. This includes dealing with the occasional Awakened prisoner. They just don't have the most advanced equipment.
- Hard Exit

## THE CITY AROUND THE BAY

### HOW TO GET TO SAN FRANCISCO

San Francisco isn't as strictly controlled as it once was, and metahumans are no longer banned as they were when General Saito was in charge. The Big Ten all have several facilities in the metroplex, so people are constantly coming and going. The international airports are the most common ways for foreigners to arrive in the city. They include San Francisco International, Oakland International, and the Silicon Valley Executive airports. The largest and most used is San Francisco International. It is continually expanding, trying to catch up to the increased demand for flights, a project that has been going on since the '50s—as in 1950s. Originally built over the bay, it has since expanded inland in South City in order to try to find the room it needs for additional terminals and runways. It is rumored that the expansion may be completed sometime in the next decade. Oakland International is centered more around freight since the end of the occupation, though it has flights from all of the major commercial carriers as well. San Francisco is a hub for freight shipments between North America and Asia. This means that containers and vehicles aren't uncommon sights at the airport.

- There are many smugglers who make a living helping runners get gear into and out of San Francisco via these freight carriers.
- Rigger X

Silicon Valley's executive airport specializes in corporate flights around the globe. Privately chartered flights for the rich also tend to go through here. This isn't to say that commercial flights don't use the airport. However, expect delays at customs, and remember you might be bumped if anyone of importance lands while you are in line.

- You can end up sitting on the runway or tarmac waiting while more important private flights get queued in front of you.
- Balladeer

The second method to get to San Francisco is by ship or boat. Sailboats and cruises up from Monterey aren't uncommon, and Fisherman's Wharf has several docks that accommodate them. Ships come and go from the major port in the bay, with the majority being freighters. With the speed and economy of air travel long voyage by ship isn't popular. There are many little coves and beaches up and down the bay where a smuggler or coyote could pull come ashore or drop off their goods.

- The problem with entry along the bay is you are badly exposed, since you are basically surrounded by the city. Because of this, smugglers often drop slightly to the south around the small towns like Santa Cruz and then bring them in over land into San Francisco.
- Rigger X
- When the fog rolls in, it conceals you from most if not all of those prying eyes.
- 2XL
- But not radar or hydrophones.
- Sounder

The third way to get to San Francisco is by land. There are three major highways that lead into San Francisco from the rest of California. Highway 101 provides entry from the south and the north. I-580 comes from the southeast into Silicon Valley, connecting San Francisco with the major I-5 freeway that runs north and south through California. I-80 connects to the East Bay district of San Francisco from the northeast and hits I-5 further north. Highway 1 is a smaller highway that runs along the California coast into San Francisco.

### GETTING AROUND SAN FRANCISCO

Travel through San Francisco by car is easy, with all of the roads including three major freeways and numerous highways that dissect the city. Highway 1 becomes 101 as it crosses the Golden Gate Bridge and runs north to south right through downtown. It then continues into South City and through Silicon Valley where it exits to the south. As 101 cuts through downtown, 280 comes off and heads west around the most populous areas running through the foothills. Highway 1 goes west off of 280 at the west end of San Francisco and runs down the coast. Eventually 280 meets back up with 101 in the Silicon Valley district. It then crosses over 101 and becomes 680, which heads northeast through the center of the East Bay until it becomes 80 at the north end of the city. 880 begins off 101 in Silicon Valley just north of 680 and runs up the coast of the East Bay. It meets up with highway 80 at the Bay Bridge and runs north until it meets up with 680 at the north end of the East Bay district.

Several other highways crisscross San Francisco and the bay to help keep traffic flowing well most of the time. GridGuide





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does a wonderful job maintaining a steady traffic flow, but during rush hour there are still traffic jams. The large amount of traffic has meant that San Francisco has had to maintain a good mass transit system in addition to roads. The most famous is the cable cars in downtown. They have become as much of a tourist attraction as a way to get around and some claim that no locals really ride them. There is also the Bay Area Rapid Transit (BART) which runs from downtown to the east bay as well as all the way south to Silicon Valley. While impractical for use during a run, it allows you to get from one part of the sprawling city to another quickly and economically, often in much less time than it would take to drive. The expansion of BART allows wageslaves to live in one district and work in another (when their parent corps allow it, of course). There are also ferries that shuttle people and vehicles from one side of the bay to the other, along with sightseeing and pleasure craft.

Because San Francisco is so spread out, getting from one section to another on foot is impossible. Even within the sections, pedestrian travel is hard and slow. This is especially true in the hilly sections like Downtown and South City, where you can go up a hill only to go right back down then up again the next block. Several of the bridges that span the bay connecting Downtown to the East Bay don't allow foot traffic. This means a person would have to hike all the way around the bay to get from one side to the other. Hence San Francisco's great public transit system.

Being a tourist town, San Francisco has plenty to do. It is a sightseer's paradise, with everything from historical sites like Alcatraz and the Presidio to wonders like the Golden Gate Bridge and Winchester Mystery House. Add to this the ethnic showcases of Chinatown and Halferville, and you can spend weeks trying to take it all in. Silicon Valley boasts one of the largest public trideo cinemas in the world, which runs around the clock with sold-out shows of both the latest blockbusters and scenic shows made to showcase its sheer size. This isn't to say there aren't problems in the city. While there are parts of the city that are still being rebuilt, most of it has rebounded at this point. At the same time, there is an air of concern and dread that seems to hang over the city. Every time it looks like San Francisco is about to take off and soar, disaster strikes it back to earth. No San Franciscan is willing to say it, but it's on everyone's mind: the major quakes have all been to the south. Sure they have done some damage to the city, but they have been lucky so far. It has been decades since a major quake struck the Bay Area. Some would say they are even overdue for one. If it hits now, when the city is just getting back on its feet, it would be the death knell for the area and probably all of California. Sacramento may not like it, but they have figured out at this point as San Francisco goes, so will go their country.

## SAN FRANCISCO AT A GLANCE

San Francisco has grown until it is now over 15,000 square kilometers in area. The San Francisco Bay is 4,000 square ki-

lometers of that, but when compared to many of the other metroplexes of North America, it is still much larger. The city is a conglomerate of several cities that through fate and trauma have become one of the largest metroplexes. It is a complex city that is still healing from the wounds inflicted by the occupation and then invasion by General Saito and his Imperial Marines. The marines may be gone, but what happened has not been forgotten.

## DOWNTOWN

The Downtown district is the original city of San Francisco. It starts at the Golden Gate Bridge and runs south on the west side of the bay. Much of Downtown is dominated by high rises and office buildings, though many of the residential neighborhoods are older homes built right on the sides of the hills of the city. The skyline is punctuated by the MCT, Shiawase, and Renraku towers. They are a kilometer apart in an equilateral triangle and 97 stories tall. The Aztechnology pyramid is also downtown. Downtown is diverse in its neighborhoods. There is Chinatown, which is unique unto of itself. It has been a part of San Francisco since the 1900s. Walking down the streets today, you can still find markets with chickens hanging in the windows or restaurants that have dim sum. Though most residents speak English, for some of them it is a second language. The ancient superstitions and beliefs have become more prevalent with the Awakening. Magic shops and talismongers are a common sight. This isn't to say they don't have the latest technology and a Stuffer Shack every couple of kilometers, though. Wuxing's headquarters building is also in Chinatown. The building is the tallest in the area, towering over the surrounding skyline. This is the perfect example of melding the old with the new. Then, along the bay, sits Fisherman's Wharf, which began as the place where the fishermen landed their boats every night and sold the day's catch. The fishing trade in the bay has dried up, but the piers have become the home of numerous shops and restaurants catering to tourists. Several restaurants hang out over the bay, and most actually still sell real seafood instead of soy imitations. Downtown also has the Presidio, which is the location of the original Spanish Fort that guarded the entry into San Francisco Bay. The Presidio served as the home for the military in the area after the late 1700s. In the 1990s, it was turned into a park, but when the Japanese Imperial Marines landed they converted it back to a military base. Since General Saito was ousted, the area has been manned by California Rangers. There are rumors that some Japanese military weapon caches are still hidden in the area. As you move inland, you get to Union Square. This is the location of the various Japanacorp headquarters, as well as the financial district. This section of Downtown is dominated by high rises and office buildings. The west end of the neighborhood has the civic center and city hall. The only residential buildings in the neighborhood are corporate housing. The upper class neighborhood of Nob Hill is dominated by upper-level corporate managers and executives. It is still mainly single-family homes, most of which



# SHADOWRUN: SHADOWS IN FOCUS CITY BY SHADOW: SAN FRANCISCO METROPLEX

were built back in the twentieth century, though they have been updated with modern conveniences.

- I'm not sure there are any caches left. The Rangers armed a couple of companies with Nitama assault rifles after they took over, but the Japanacops have no problem selling those to anyone.
- Free State

## PLACES OF INTEREST

**Gates Bayview Hotel:** This new hotel is owned by Alex Gates, the owner of Gates Undersound Hotel in Seattle. Like the Undersound, the real attraction of the hotel is the underwater rooms. The hotel has twenty stories, and the bottom six are under the bay. Located on the eastern end of Fisherman's Wharf, it is within easy walking distance of great food.

**Alcatraz Island:** The former high security prison was opened back up for tours about five years ago. Visible from Fisherman's Wharf, reaching the prison requires a short ferry ride out to the island. All the years of despair and suffering mean that much of the prison has a background count. It is highest in cellblock D, especially on the lower level where there are postings warning of the potential hazard.

- The island is also a high noise zone, since there isn't any Matrix infrastructure on the island and there is over two kilometers of salt water bay before you hit the San Francisco coastline.
- Slamm-0!

**The Golden Gate Bridge:** The historic orange bridge is one of the iconic landmarks of San Francisco. It was completed in 1937 and is considered one of the most remarkable engineering feats of the twentieth century. Having survived several earthquakes, it continues to operate, connecting Marin County to San Francisco. Until the painting work was taken over by drones about a decade ago, it was a year round project to keep it painted. The fog rolling in around the bridge is considered one of the most iconic images of San Francisco, and just about everyone who has ever visited has taken a snap of it.

**The Aztechnology Pyramid:** Headquarters for Aztechnology's Pacific operations, this is not as big as the pyramid in Seattle, and it sits as kind of a "pseudo-arcology." Those living in the pyramid rarely leave, though they don't have to deal with the same fear for their lives like they did during the occupation. Aztechnology personnel were almost as glad as the metahumans to see the Imperial Marines kicked out of San Francisco.

**The Wuxing Spike:** Originally known as the Transamerica Pyramid, the Spike is on the edge of Chinatown and the financial district. It received its current name when Wuxing bought it after the occupation. Some say the change was to appease Aztechnology, since their buildings are known as pyramids. It had coins for good luck buried in its foundation when it was originally built. Some say it is this luck that saved it when many buildings around it were damaged in the fighting

to drive out the Japanese Imperial Marines. Others say a covert, elite Wuxing unit that moved into the area to save the structure, and this is why Wuxing was able to buy it after the occupation was over.

**The San Francisco Cable Car Powerhouse and Museum:** Located at 1201 Mason Street it has historical examples of cable cars as well as being where the cables are driven that power the cable cars.

**Ghirardelli Square:** Originally a square block of shops in the Fisherman's Wharf neighborhood, Ghirardelli Square housed small independent shops and restaurants. Now it has expanded to blocks of corporate stores using the historic name to attract tourists. There are exceptions, like Jose's Smokehouse, which is a third-floor restaurant with a breathtaking view of the bay and an owner who understands the value of privacy.

**Arnie's Chop Shop:** A black-market car shop that specializes in modifying vehicles to the customer's needs without worry for legal need or permits. It moves from location to location to stay one step ahead of the authorities.

- Arnies' will buy any unwanted vehicles without asking questions or needing proof of ownership. Of course he only pays a fraction of the value for this convenience.
- Rigger X

**Fong Wu Restaurant:** This large Chinese restaurant claims to have been one of the premier restaurants in Chinatown since the 1950s. It is almost always packed between tourists and locals. In addition, it does a brisk carryout and delivery business.

**Cheng Street Clinic:** This street clinic provides free medical checkups and services for the poor of Chinatown. Officially they are supported by donations from wealthy individuals. The black clinic that operates in the basement actually pays most of the bills. It provides anything from patching up a gunshot wound without reporting it to performing basic cyberware surgery.

- They have a pretty good operation running on the cyber side. I don't know who their supplier is, but they seem to have most basic replacements in stock.
- Butch

**Mystic Fog:** A talismonger shop run by an elderly Chinese couple. It is set up like any of the other herbal shops that are all over Chinatown. The big difference being they are well connected and can get just about any type of magical goods if given a bit of time.

- This is because they are a MCT-owned subsidiary.
- Mr. Bonds
- The Foo family has been running this herbal shop since before the occupation. There is no way they are owned by MCT.
- Lei Kung





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- The buyout happened about five years ago when Mrs. Foo got sick and needed medical treatment. She got it in exchange for the shop, with the understanding that they would continue to run it. Before you ask, MCT is far more interested in the Foo's knowledge and network of connections than in the relatively small profits from the shop.
- Mr. Bonds

**Wuxing Tower:** The tallest and newest buildings in Chinatown at 81 stories, the Wuxing Tower was completed just two years ago amid fanfare and celebration. The trickle-down economic benefits it was supposed to provide for Chinatown and San Francisco still have not materialized. The seventieth floor is rumored to be a state-of-the-art VR simsense training facility for Special Forces and response teams.

- This would explain the appearance of a fair amount of turnover in the tower. It looks like new employees are coming in every day, but apparently that's trainees in business-wear.
- Ma'Fan

**The Disco Dance Craze:** A bar with a large dance floor, complete with a spinning disco ball. The music is a mix of 1970s disco rock and modern remakes of the songs. If you ask anyone on the streets, they'll say they don't like disco. Despite this, the place is packed most nights. The players in the intelligence and shadow communities believed this had to be because an opposition group was using it as a front. In an effort to find out who it was and what they were doing, everyone started sending in operatives. Even though it has now been determined this wasn't the case, it has become an informal meeting place for off-the-books deals.

- Be careful what you say to whom, because there is always someone listening.
- Axis Mundi
- Axis is right. Usually that somebody is the owner, Vito. He takes after his mother's Chinese side of the family more than his Italian father, who he is named after. Vito has installed state-of-the-art listening devices throughout the club as well as using magical means to collect information.
- Fianchetto

**The Chinese Market:** This is a large outdoor market with three attached restaurants. You can buy all of the ingredients to go home and cook your favorite Chinese meal. They even sell AR recipe cards to teach you how. For those with skillwires, they also sell chips to help you cook. If cooking for yourself doesn't appeal to you, then you can dine at one of the restaurants. Each one specializes in a different style of traditional Chinese cuisine. Sunday mornings they have a combined dim sum that is a must for a foodie. One of the benefits is the cost of real food here is slightly less than in the rest of the Metroplex.

## SOUTH CITY

South City is known for the San Francisco Airport. It also includes Stanford University (in Palo Alto) and most of the local freight companies. In the hills are several upper-end neighborhoods and corporate housing developments. The rolling hills of the area provide a scenic background to the middle-class housing for the school's professors and administration. Then there is San Carlos, a commercial neighborhood that was one of the big winners in the economic campaign to keep the money out of San Francisco during the occupation. The small businesses that popped up here thrived and grew, spawning more of the same. Many of these are in strip malls like those seen around the turn of the century. Even though the occupation is over and the campaign has officially ended, San Carlos still has a significant number of locally owned businesses.

- Not as significant as you think. The non-Japanese megacorporations were funding many of these "mom & pop" shops to begin with and have bought even more since the occupation ended.
- Mr. Bonds

## PLACES OF INTEREST

**San Francisco Airport:** The San Francisco Airport was built on the shore of the San Francisco Bay, and since the 1950s California population boom, it has been trying to grow fast enough to meet the demand for flights. At first this was done by expanding down the coast. Then it built into the bay, though it faced severe limits on how far out it could extend. This is why the most recent expansion has been inland. This inland expansion has allowed it to grow faster and that, coupled with the movement of more of the air-freight traffic moving to the Oakland airport, means the San Francisco Airport might actually catch up before the end of the decade.

- Wouldn't the movement of freight traffic to Oakland cause a loss in revenue?
- /dev/grrl
- Since Oakland is part of the "new" San Francisco, the government is one and the same, so they see the tax dollars either way. Both airports are owned by Wuxing through subsidiaries, so it doesn't hurt them either.
- Mr. Bonds
- Silicon Valley Airport, on the other hand, is owned by Ares. This is why San Francisco Airport is moving the freight business to Oakland instead of letting it go to Silicon Valley, even if it means a longer trip on a truck after it has arrived.
- Traveler Jones
- Which is usually another win for Wuxing, as they bought up most of the freight carriers in the Bay area.
- Mr. Bonds



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**Stanford University:** The elite private university is in the Palo Alto foothills. The thaumaturical program, while started later than those at MIT&T and several others, is on par with any in the UCAS at this point. With the expansion of San Francisco, Stanford's across-the-bay rival of the University of California-Berkeley is now also an across-town rival.

**Omar's Freight:** Omar's specializes in clearing freight in and out of San Francisco's seaports and airports. They will help clear California customs and file all of the necessary paperwork for you. If you need to discreetly get items of questionable legality into the area, he can also help you out.

- Omar has Yakuza connections, and during the occupation he helped them with their smuggling needs. He's still in their pocket, even though they don't have the pull they did then.
- Lei Kung

**MCT building 358:** This secret research facility is disguised as one of the several MCT facilities in the Palo Alto hills. So far attempts to find the exact location have been unsuccessful. The power grid in the area sees usage spikes, but so far they haven't shed any light on the location of the facility or what it is they are researching.

- They have onsite backup power generators to help disguise heavy usage—and to use in case of a power interruption, of course.
- Beaker

**South City Mission:** This is one of the oldest soup kitchens still operating in the area. It is funded by several of the local churches and other charity organizations. During the occupation, it was open to metahumans and was shunned by the Japanese, who tried to shut it down more than once without success. After the occupation was over and some Japanese found hard times the mission refused to help, but with the strong leadership of Emily Wilson, an Hispanic ork, they have healed and are now open to everyone.

- While they are open to everyone, Emily is a member of Mothers of Metahumans and constantly watches for any of "war criminals" from the Saito rule that haven't been brought to justice yet.
- Mihoshi Oni

**The Broad Shoulder Tavern:** This is a tavern catering to the hard workers of the South City freight docks. It specializes in large portions of hearty food that will send even a troll home full at a reasonable price. It was suspected of being a meeting place of some of the more violent resistance groups during to occupation, though nothing was proven.

## SILICON VALLEY

For nearly a century, Silicon Valley has been known as a home of cutting-edge computer technology. As San Francisco grew, it engulfed the area and made it one of the key districts of the city. Just south of the South City region on either 280 or 101

is Silicon Valley. Just like Wuxing is king in Chinatown, Ares is the predominate player in Silicon Valley. The whole area is filled with electronic fabrication plants. Interspersed are residential neighborhoods that range from low-end wageslave housing to luxurious high rises for the corporate elite.

## PLACES OF INTEREST

**Winchester Mystery House:** Originally a modest farmhouse when it was bought by Sarah Winchester in 1884, it has become much more. After she bought it, Mrs. Winchester, widow of gun magnate William Winchester, began funding construction on the house that continued until her death in 1922. It is thought she did this to keep evil spirits at bay. Since the Awakening, it has been found to be a location of magical power.

**Ares CFS headquarters:** The thirty-story high rise is in the middle of the Ares compound in Cupertino. It is said that much of the plotting for the ouster of General Saito took place here. Since this is the regional headquarters for Ares' California operations, it isn't uncommon to see corporate visitors.

- This means that unfamiliar faces are a common sight, which makes infiltration easier if you can get forged credentials and passcodes. The security force has to rely more on these technological crutches than they normally would.
- Danger Sensei
- You need to be able to act the part, and often that means operating without any weapons.
- Kay St. Irregular
- If you set it up right, you can bring muscle in as the security team for the visiting executive.
- Thorn
- Just make sure you use the correct company's weapons. I saw a mission like this go to drek fast when the street samurai carried a Predator II into what at the time was Fuchi, instead of their equivalent knock off.
- Fianchetto

Another important thing to remember about the facility is that the whole Ares Orchard is owned by Ares, streets and all. This means they set the laws here, and patrols are done by Knight Errant instead of SFPD. So loitering or recon of the building can sometimes be tricky.

**The Grape and Grain:** A bistro that carries several Napa Valley wines as well as lighter meals specializing in salads and vegetarian fare. For those of us who crave meat (or the soy substitute), they have good burgers as well. The owner, Jack Demarco, is the third son of Jason Demarco, who owns several of the wineries in Napa Valley. Jack targets wageslaves who want to believe they are being rebellious by eating healthier and supporting local foods.

**Sunny Days Microprocessing:** This is one of the few microprocessor companies that wasn't bought up by Damien





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Knight when he started his buyout of Silicon Valley. It produces independent mapsofts of California, specializing in tourist-based chips.

- What it really specializes in is CalHot BTLs. This is one of the big burners of the CalHot trade. It appears to keep clean and has so far stayed off the radar.
- Pistons
- It hasn't stayed off the radar; it just pays the local corps a kickback to look the other way. That and the promise to not deal them locally has let them stay in business so far.
- Sunshine

**Thrashers:** An ork rock bar that showcases local talent and bands. It has launched several bands to California fame, and some have received international attention. Vince "Vinny" Caponi is a former Horizon talent scout who now runs the bar and books the bands.

- Vinny hasn't left Horizon. It isn't a coincidence that most of the "discovered" talent either is already signed or soon signed to a Horizon recording contract.
- Kat o' Nine Tales
- The club is also used as a meeting location for Horizon's Mr. Johnsons.
- Sunshine

## FREMONT

Everyone looked at Fremont as part of somewhere else. Those further up the east bay saw them as part of Silicon Valley and vice versa. It was the largest suburb before the merger, but still only the fourth largest city by the bay. Since the merger it has worked hard to create an identity for itself. It has become a melting pot and embraced the ethnic diversity this has created.

## PLACES OF INTEREST

**Bay Salt Plant:** On the coast of the San Francisco Bay, this plant distills water and collects the salt for resale. The plant was heavily damaged during the fighting at the end of the occupation and is just now reopening.

- Don't let the name fool you. This is now a subsidiary of Shiawase. It is one of their many efforts to expand their East Bay holdings.
- Ma'Fan

**Vinnie's Deli:** An Italian eatery and bakery. It makes the best cannoli in the city, and because of this it is a hangout for the local Mafia soldiers.

**Chang's Card Houses:** Officially this is just one of the many card houses in the area. The Yakuza are running a full casino out of the back room. They even have lines on most North American sporting events.

- The Yakuza aren't afraid to fix a game or two to get a person under their thumb. In case you weren't aware.
- Mihoshi Oni

**The Split Image:** The Split Image specializes in cosmetic surgery and minor cybernetic enhancements. It is popular among wageslaves looking to improve their looks for a chance to climb the corporate ladder.

- They also provide surgery for those who need to disappear, and they can even provide a fake SIN and papers if needed.
- Butch
- They also did a booming business in lèonization treatments until the recent nano-related concerns surfaced.
- Nephreine

**By the Bay Industries:** A fab shop that turns around prototype parts for smaller businesses. Even the megacorps use them at times for quick turn parts. They also sideline doing off the books vehicle and equipment modifications.

- At first glance, this doesn't look that important. However, a chummer of mine was hired to delay a Horizon R&D project. By the Bay was doing some piece work on the job. They broke into By the Bay, replacing the parts to ship with defective ones. By the Bay's courier delivered the parts, which failed, setting the project back two weeks. His team had completed the mission without ever having to step into a Horizon building.
- Cosmo

**Evo Hayward Manufacturing Plant:** This large plant employs almost a quarter of Hayward's population. It uses an automated assembly line for making much of the prefab furniture you see in Evo holdings throughout North America. Most of the final finishing and packing is done by hand, which is where the employees work in three shifts around the clock.

**Antwan's Eatery:** This restaurant is a fusion of Orkish, Oriental, and Italian cuisines, making it a tourist attraction. Almost all of the employees were either prisoners or descendants of prisoners of the Japanese internment camps during the war. As an elf, Antwan wasn't prosecuted as badly and was able to personally avoid the camps.

- This is because during the war he acted as a Tír Tairngire ambassador to the resistance. On more than one occasion, he brought unofficial offers of troop assistance against the Japanese.
- Frosty
- The resistance was very wary of Tír Tairngire troops, afraid that they would be just trading one oppressor for another.
- Kat o' Nine Tales
- Their troops were a problem, true, but they were willing to accept arms and munitions from them.
- Thorn





- This is one of the things that got Ares to finally spearhead the rebellion's counterstrike. They were afraid the resistance was about to throw in with the elves.
- Sticks

## OAKLAND

The Oakland district of San Francisco is the city's poorest. It shouldn't be surprising that it is also the part with the highest metahuman population, with the majority being orks and trolls. When the Japanese Imperial Marines started pushing the metahumans out of downtown San Francisco, this is where most of them ended up. It was also the hardest hit by both the 2061 and 2069 quakes. Some of the fiercest fighting during the occupation occurred in this area and because of this, reconstruction is still going on to this day. To the east of the Caldecott Tunnel are some expensive neighborhoods with megacorporate housing projects starting to spring up.

## PLACES OF INTEREST

**Halferville:** The dwarf enclave that stood up to General Saito and the Japanese Imperial Marine forces and got them to back down isn't what you would expect. There aren't any

walls or fences to keep anyone out. There aren't even signs to let you know you are there.

- They didn't face down the JIP with weapons or brute force. They extorted their freedom by threatening the Caldecott Tunnel.
- 2XL
- An extortion that, as I heard recently, they couldn't actually backup if push had come to shove.
- Picador
- Whoever told you that didn't know what they were talking about.
- Snopes
- Whether or not they could is immaterial. Saito and the JIP couldn't afford to take the chance. It was the perfect threat, and that's why it worked.
- 2XL

This neighborhood is built into the hills and mountains to the east, and much of the infrastructure is actually underground. Recently some of nearby towns have taken it upon themselves to claim they are a part of Halferville to seize on the tourist trade.





**Halfpikes:** One of several bars in the Halferville area that claims to be where resistance groups met to plan counterstrikes against Protectorate-General Saito's forces. What makes it unique is the owner, John Vohn, fought in the resistance and still maintains shadow contacts. He can help find black market goods throughout the East Bay.

**The Caldecott Tunnel:** This tunnel offers the main access from Oakland to the more affluent cities to the east. It is a major commuting road with mid-level managers who have managed to move out of downtown San Francisco. The areas east of the tunnel were spared any fighting during the occupation due to the the dwarfs in Halferville.

**The Oakland International Airport:** The airport lacks many of modern conveniences and has yet to be re-certified for sub-orbital flights after the damage from the 2069 earthquake. It has shifted much of its focus to freight shipments since its purchase by Wuxing.

**The University of California-Berkeley:** The university looked like it was going to close, just like most of the rest of the University of California campuses after the 2069 earthquake. California, already strapped for money, didn't have the funds to repair the damage. In addition, it was a hotbed for protests and civil disobedience, which made some in the public sector reluctant to keep it going. With the annexing of Oakland and Berkeley into San Francisco, though, city funds became available for reconstruction, and it was decided that the school deserved to be saved. It is the only remaining university from the once-proud University of California network.

- In an interesting note, when the funding for UC-Berkeley came up on the ballot, the South City district had a 85 percent yes vote powered by a strong Stanford showing and campaign. When one student group was asked why they said, "Everyone needs a rival, and UC-Berkeley is ours. They are like a little brother that only you are allowed to beat up on, not anyone else."
- Snopes

**Oakland Seaport:** The only active seaport on the bay is busy twenty-four hours a day. Most consumer goods for the California Free State come through the port. This is one of the main reasons the Oakland riots needed to be quelled as quickly as possible.

## POWER PLAYERS

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San Francisco's power structure is a delicate balancing act that is just waiting for the next disaster to bring it tumbling down. When Protectorate-General Saito and the Japanese Imperial Marines were kicked out, everyone scrambled to become the new top dog. Since then it could best be described as a game of king of the hill. Every time one group or person started to gain power, everyone else has dog piled them to knock them back down. This is one of the reasons Mayor Capito was able to achieve so many of his goals.

## ORGANIZED CRIME

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### YAKUZA

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When the Japanese Imperial Marines were kicked out, the Yakuza lost a major ally, albeit an unofficial one. At the same time they already had contacts and connections that didn't go away when the Marines were forced out. They have managed to keep hold of most of their holdings Downtown, but in the East Bay and Silicon Valley districts they have almost no influence currently.

### TRIADS

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The Triads influence is strong in Chinatown, and since the ouster of the Japanese Imperial Marines they have been making inroads throughout San Francisco, especially in the South City district. While they weren't officially part of the resistance, they didn't want to see the occupation continue, so they acted behind the scenes, passing information about troop movements and other vital intelligence.

### MAFIA

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The Mafia lost much of its power base during the occupation and subsequent fighting to evict the Japanese Imperial Marines. They are stronger in the East Bay, where freight and dock jobs are more prevalent. They have recruited a lot of the metahumans that were displaced, especially the orks of Oakland.

## MEGACORPORATIONS

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### ARES

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The most important Ares assets are located in the Silicon Valley section of San Francisco, but they have facilities throughout the city. Their computer and Matrix operations are headquartered out of The Orchard. Ares Arms also has a couple of R&D facilities in the city.



## AZTECHNOLOGY

They have their typical pyramid in downtown San Francisco, though it isn't as large as the one in Seattle. Because of California's past concern about Aztlan invading from the South, Aztecknology isn't very strong in San Francisco or most of the country. However, as the rebuilding continues, more and more Stuffer Shacks are being built.

## EVO

Evo has invested heavily in the East Bay, especially the Oakland area, but so far they haven't seen much return on their investment. The new headquarters for Evo Public Works is under construction in Oakland and should be finished by the end of the year.

## HORIZON

The public relations giant has been looking for a way to get more involved now that things have settled down some. They have bought up some of the older piers in the Fisherman's Wharf area to renovate for tourists and as trideo sets for a new action series. With the upcoming elections, they are working to win all available campaign PR contracts.

## MITSUHAMMA COMPUTER TECHNOLOGIES

MCT knows it backed the losing side in the war. It has been staying quiet and licking its wounds, waiting for the right time to become more dominant again. It is tired of waiting and is getting ready to make a move in the healthcare sector.

## NEONET

NeoNET was hoping to get the contract as the sprawl's Matrix provider after the war, but took their defeat gracefully when it went to Ares instead. At least that is what they said publicly. In reality they, like several of the other megas, felt that Ares got too much credit for the ouster of Protectorate-General Saito and his forces and therefore more than their share of the services afterwards.

## RENRAKU COMPUTER SYSTEMS

Renraku was another silent backer of Saito and the Japanese Imperial Marines. Of the three Japanese megacorps they have been the most active in San Francisco since the end of the war. Their main strategy so far has been to make public donations of time and materials.

## SAEDER-KRUPP

Now that Hestaby no longer controls the Mount Shasta area, Saeder-Krupp is looking to increase its influence throughout California, and the corp sees San Francisco as the perfect

place to make inroads. They have quietly bought up a few smaller businesses in the Fremont area to start the process.

## SHIAWASE

The only one of the Japan Corps that managed to thrive after the end of the occupation, Shiawase has the most to lose if their involvement with Saito becomes public. Their success is driven by their construction subsidiary which has won many of the rebuilding contracts. The one place this isn't true is the Oakland district where some of the contracts are requiring a certain percentage of the workers be metahumans.

## WUXING

Wuxing is quietly buying up the import locations in San Francisco. They now own the Oakland Port, as well as both the San Francisco and Oakland airports. Expect them to start buying the local freight companies so that once merchandise lands in San Francisco, they can continue to make money getting it to market. Their financial arm has lent out a considerable amounts to other businesses to finance the rebuilding. Some of those loans are starting to come due, and they will be quick to foreclose on them whenever they have the chance.

## GANGS

### ANCIENTS

The Ancients' local chapter in San Francisco is small and doesn't control much territory. Their potential ties to Tír Tairngire made them a target before the occupation with the tensions between the California Free State and Tír Tairngire. The Imperial Marines used this as an excuse to hunt down the metahuman scum and just about wiped out the gang in the Bay Area.

### CHULOS

The ethnic Latino gang is tight with several of the CalHot chip manufactures, and they run the pipeline for the chips into Seattle. On the San Francisco streets they deal more in drugs than chips, preferring to export them to spots where they aren't as common. It is rumored they supplied the resistance with combat drugs during the fighting, and because of this have many contacts in the black market of San Francisco.

### CUTTERS

The Cutters run out of the Fremont part of San Francisco. Having helped run guns and supplies to the resistance during the occupation, the Cutters are seen by some as heroes—as long as they aren't dealing on their street. It is rumored that they have strong connections in Halferville, and this is one of the reasons they were active against the Japanese Imperial Marines and maintain a strong foothold in the area. Tensions between the Cutters and Chulos have been rising in the past year.







- The tension is from the fact the Cutters are maneuvering to make a play on the Chulos' drug trade in San Francisco. Rumor has it that their "sales" department has brought in some specialists to assist the local talent.
- Am-mut

## FIRST NATION

The expansion of First Nation from Native American lands into the California Free State hasn't been that large yet, but the turmoil in San Francisco over the last decade has made it the ideal location for them to gain a foothold. They are leveraging their alliance with the Ancients in other locales to help them in here. While the Ancients aren't the power they are elsewhere, they still hold sway and have helped First Nation set up shop.

- I'm sure the crates of Colt M-23s they pushed off the back of a truck helped negotiations with the Ancients as well.
- Cayman

## BLOODY TUSKS

This local ork-only go-gang is based out of Oakland and isn't seen much outside the East Bay. They worked as couriers for the resistance while Saito ran things, so the older members know how to defend themselves when things get violent. They do more for protecting the community in the poorest neighborhoods than the police do, but that protection comes with a fee.

## BLINDFISH

There is a group of about twenty Blindfish that show up around San Francisco about every three or four months. They almost appear to be looking for someone or something as they cruise to a specific location stop for a couple of hours then head back out of town. Usually by the end of their "tour," they have picked up a loose SFPD escort that they seem to ignore, though the tension between the two groups is obvious. It is only a matter of time before one side or the other flinches and something happens.

## OTHER GROUPS

### MOTHERS OF METAHUMANITY (MOM)

Mothers of Metahumanity is a metahuman's rights policlub that is strong throughout San Francisco. They hold a grudge against those who mistreated metahumans and are still hunting for Japanese soldiers and those who ran the internment camps during the occupation and war.



## HUMANIS POLICLUB

The San Francisco chapter of the Humanis Policlub isn't that different than those anywhere else. They are even more polarizing in San Francisco because of the Japanese internment camps during the occupation, but they will quickly point out that they didn't have anything to do with that. They then continue by saying they don't see any problem with what was done. They stay to the letter of the law and try to get the metahuman rights groups to take shots at them to help build a case for what segregation of metatypes.

## THE CHURCH DE UNIDAD Y HERMANDAD

A humanitarian group that has its roots somewhere in the Caribbean League, the Church de Unidad y Hermandad has ten chapterhouses throughout San Francisco. They will take in anyone in need but particularly look to help those with addictions to drugs or BTLs.

## METAHUMAN PEOPLE'S ARMY

Since the Japanese Imperial Marines were forced out of San Francisco, the MPA has turned its wrath on the megacorps especially MCT, Shiawase, and Renraku. Though no proof has come to light, the MPA believes the Japanese megacorps were funding and supplying the Imperial Marines after they went rogue.

# GAME INFORMATION

## SFPD OUTREACH TEAM

The San Francisco Police Department established an outreach program shortly after receiving the contract for the Metroplex. The teams patrol as pairs, normally deployed to the same neighborhood for two to three years before being reassigned or transferred. Officers assigned to the detail receive extensive training in non-violent conflict resolution and are frequently different metatypes to show a form of unity and tolerance to the public they interact with. However, they are trained in more conventional law enforcement tactics and have the equipment to employ such tactics as necessary.

## OUTREACH DIPLOMATIC OFFICER

(HUMAN, PROFESSIONAL RATING 3)

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

**Initiative:** 7(8) + 1(2)D6

**Movement:** 6/12/+2

**Condition Monitor:** 10

**Limits:** Physical 5, Mental 4, Social 6

**Armor:** 12

**Skills (Dice Pools):** Athletics skill group 8, Automatics 6, Influence skill group 9, Knowledge: Law Enforcement 6, Perception 9, Pistol 10, Unarmed Combat 7

**Qualities:** First Impression

**Augmentations:** Wired reflexes 1

**Gear:** Armor jacket, AR contacts (w/ flare compensation, low-light vision, smartlink), Erika Elite commlink (Device Rating 4), Handcuffs

**Weapons:**

Colt Manhunter [Heavy pistol, Acc 7(8), DV 8P, AP -1, SA, RC —, 16(c), 5 extra clips]

## OUTREACH TACTICAL OFFICER

(DWARF, PROFESSIONAL RATING 4)

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

**Initiative:** 9 + 3D6

**Movement:** 6/12/+2

**Condition Monitor:** 11

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

**Armor:** 12

**Skills (Dice Pools):** Athletics skill group 7, Automatics 5, Clubs, 5, Influence skill group 5, Knowledge: Law Enforcement 6, Perception 9, Pilot Ground Craft 8, Pistol 10, Unarmed Combat 7

**Qualities:** Toughness

**Augmentations:** Wired reflexes 2

**Gear:** Armor jacket, AR contacts (w/ flare compensation, smartlink), Erika Elite commlink (Device Rating 4), handcuffs

**Weapons:**

Colt Manhunter [Heavy pistol, Acc 7(8), DV 8P, AP -1, SA, RC —, 16(c), 5 extra clips]

Stun Baton [Clubs, Acc 4, Reach 1, DV 9S(e), AP -5]

## COLT MANHUNTER

The Colt Manhunter is a popular sidearm with law enforcement agencies due to its reputation as a solid performer without causing undue stress on corporate budgets. Also, the Colt name helps mitigate charges of favoritism in purchase contracts as it is a long-time independent manufacturer. The Manhunter features a built-in laser sight and robust construction.

HEAVY PISTOL

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (6)	8P	-1	SA	—	16(c)	5R	700¥





# SHADOWRUN: SHADOWS IN FOCUS CITY BY SHADOW: SAN FRANCISCO METROPLEX

