

The Plot A trid star researching shadowrunners is targeted for abduction. **The Job:** Escort the client on a shadowrun and protect them.. **The Pay:** 500¥ up front, 1000¥ for the star's safety, bonuses for "an authentic experience" and delivering the artifact. .

Scene 1 (Social). **Setting:** Dante's Inferno, Downtown. **The Hook:** Runners were told by their fixers to meet here. Given dossiers with images, major skills, names of the rest of the team (have players introduce their characters). **Events:** Influence + CHA (3) – Bartender directs the player to a back room where Mr. Johnson along with Jason McClont. Mr. Johnson has lined up the experience: a milk-run smash-and-grab to acquire any magical artifacts from a small-time Renraku exec's apartment. **Negotiation:** per SMG p16, vs Influence 5 CHA 6, 5% increase/decrease in base pay per hit (max still 3k per SMG).

Scene 2 (Investigation). **Setting:** per players. **Available Info:**

- McClont has a number of guest appearances on popular trid serials, mostly police procedurals. He's also starred in a few 'direct to home' productions.
- The Renraku Exec, Akemi Hirogashi, has just been promoted to junior regional manager of Kogane, a Renraku subsidiary that operates fashion boutiques.
- Hirogashi is descended from a line of Japanese martial artists. They specialized in an applied form of kenjutsu.
- Hirogashi lives in a Renraku subsidiary-held apartment complex downtown. Security is Rating A (CRB 239) plus a street samurai doorman and a physad concierge.
- Hirogashi is reportedly dating a Red Samurai.
- The building: lowest 5 floors are a shopping mall, then apartments. Underground parking for 5 floors.

Optional Rules for Initiative. **Purpose:** Get all players involved in all scenes at First Taste. **Social:** Influence + CHA. # hits determines order. Ties: Edge, CHA, INT, Coin Flip. **Investigation:** Perception + INT. # hits determines order. Ties: Edge, INT, REA, Coin Flip.

Scene 3 (Investigation). **Setting:** The Apartment Complex.

Edge: 1 per 2 successes in Scene 2 for each player (max 2).

Challenges:

- Shopping mall entrance: R1 SIN scanner, R3 Chemsniffer.
- Residential area lobby: NPCs per left, R4 SIN Scanner, R4 Chemsniffer.
- Matrix: R6 host for shopping mall, average IC + on-call spider. Separate slaved R5 host for bldg.
- Magic: wards on residential floors with rare spirit patrols.



Dystopian City Apartment
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Take Two

A Shadowrun 6e First Taste by Zeshan Rajput

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CRB: Shadowrun 6th Edition Core Rule Book

SMG: [Shadowrun Missions](#) Guide v1.6

Map Credit: [SolutionMaps on Patreon](#)

Scene 4 (Combat). **Setting:** The apartment once HTR is triggered.

Edge: 1 per player if they get advanced notice, 1 more (max 2) if they set up an ambush. **Challenges:** 1 enemy per player (max 4).

Choose from: Patrolman (CRB 206), Decker (CRB 205), Combat Mage (CRB 206), SWAT Officer (CRB 206). McClont has 2 in all stats, 4 in Con (Acting), and no weapons. He will not participate in combat other than to run and hide.

Picking Up the Pieces. **Pay:** negotiated pay. Max 3k per player. **Karma:** 3 karma for adventure survival.

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