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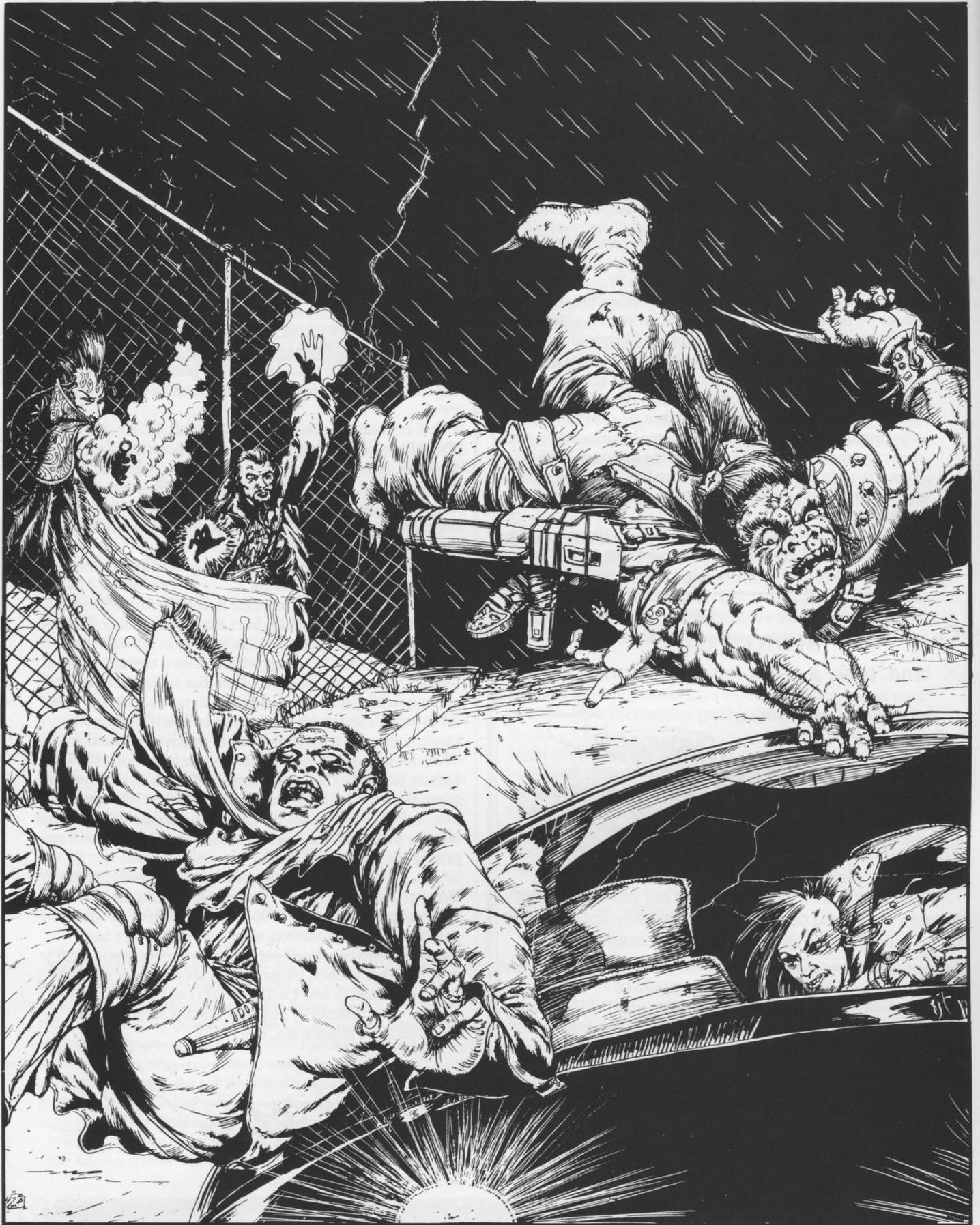
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To Kill a Dead Man

an adventure for FASA's Shadowrun

by *Stephan Wieck*

"Hello Yan."

The Japanese man turned to face the voice. He quickly realized that he had been a fool. He was alone in a dark alley, what a trite ending to his life. A man of his connections should know better than to expose himself to such risk. Being in a Yakuza family made many friends and many more enemies.

"Are we all alone tonight?" mocked the voice from the shadows of the alley.

Yan steeled himself for the cough of a silenced pistol and a bullet from the darkness. To die to a Seoulpa enforcer was shameful. But he suddenly realized that the man had not spoken Japanese or Korean, and then a smell like rotting flesh assailed him.

"You still don't recognize me, Yan?" the guttural voice continued, "Let me help you." A tall figure wrapped in an overcoat stepped into the yellow glare cast by the sodium streetlight.

Yan stared into the eyes of sheer depravity. Then the smell overpowered him. He could place the stench now; he had smelled it before only it had been masked by musky colognes. And he recognized the giant figure in front of him.

"Gizetti!"

"Yes, you should have given me what I wanted, Yan. Maybe your successor will see things more clearly," Gizetti leaped forward and grabbed Yan's throat with one large hand.

Yan felt himself being lifted off the ground by the hand at his throat. His legs kicked at air and his hands clawed frantically at Gizetti. Yan's flailing fingers raked across Gizetti's cheek and snagged the scarf which covered the large man's lower face. Yan saw the cruel, magically mutated visage beneath the scarf. He screamed until his throat was crushed.

Introduction

"To Kill a Dead Man" is a short adventure for FASA's game Shadowrun. The adventure is ideal for beginning players since the events are very linear and the dangers relatively small. The characters are hired by the mysterious Mr. Gizetti to do a shadowrun against the Waverly Corporation, a corp contracted by the Seattle government for public body disposal and subcontracted through Lone Star to perform autopsies. Gizetti hires the characters to invade the Waverly facilities and destroy the body of Mr. Joseph Yan.

What the players will not know, but should gradually discover, is that Gizetti is actually a ghoul. Gizetti attempted to

purchase a graveyard site from Yan, who worked for Waverly in their body disposal department. Gizetti wanted the graveyard for the "food" supply. When Yan refused to sell the property, Gizetti killed him. However, a Lone Star patrol arrived on the murder scene before Gizetti could dispose of the body.

Now, Gizetti is afraid that the autopsy on Yan's body will yield information revealing that Yan was killed by a ghoul. The ensuing investigation could follow back to Gizetti, blowing his tenuous public disguise and giving him a public execution under the Ghoul Laws. Gizetti needs Yan's body incinerated and all records of it destroyed.

Part of the adventure is left open ended for you, the GM. Joseph Yan was a Kobun in the Seattle Yakuza. You are free to develop the Yakuza involvement in the adventure as you see fit. They suspect a Seoulpa gang of killing Yan, but if evidence turned up proving Gizetti guilty, then Gizetti and anyone working for him would be the target of their vengeance. Nyko Yan, Joseph's sister, is convinced that Gizetti is guilty, and since she cannot convince the Yakuza of this, she has taken it upon herself to kill Gizetti and avenge Joseph.

Adventure

Contact

The characters are contacted individually by Loyd, Gizetti's manservant. Loyd will vidphone the characters and say very little except to arrange a noon meeting with the characters at General Kwan's, a seedy little Chinese restaurant near the waterfront which is ideal for clandestine meetings. The Renraku Arcology looms nearby.

Loyd will arrive a few minutes late, dressed in last year's fashion. He will greet the characters and order some tea. When the tea arrives he will slurp on it and begin talking in a heavy whisper. As he speaks he will frequently pause to loudly slurp more tea, an aggravating habit.

"I will not say much. I am here on behalf of my employer. He wishes to offer you a job. He has some business that you have the resume for. It is a run against a corp. Very little security, very easy job. Pay will be 20,000 nuyen per person, nonnegotiable. Those of you that are interested, I will arrange a meeting for you with my employer. Any questions?"

Loyd will actually answer very few questions concerning the job. If asked about his employer, he will say:

"He is Mr. Gizetti. But you may consider him a Mr. Johnson."

Characters interested in the job will be further instructed.

"Meet at 113 Lake Street at 4pm today. You will receive further instructions then."

Loyd will then get up and leave, as a light rain begins to fall. Note that Lake Street is a fictional street that you can place in any slum area of Seattle.

Information

The characters may attempt to gather some information on Gizetti, Loyd, or the 113 Lake Street address before the 4 o'clock meeting. They won't have much time, and Gizetti is a seclusive figure, so the task will be challenging. The characters must use their Street Etiquette with Target Number 5. Any Street Contact will have the following information. Remember to role-play the contacts. More success will reveal the information given at the fewer successes.

1 Success "Gizetti, isn't he that hermit that lives on Lake Street? I've never seen him, I don't know of anyone that has. Sorry chummer."

2 Successes "You dealin' with Gizetti. You must need the yen, 'cause that guy's creepy. He comes out of that fraggin' house of his about once a month. I used ta live over that way before the bad neighborhood became a worse one. I'd see some ork come out of the house sometimes, and then once in a blue moon, I'd see some fella in a big overcoat and hat come out at night."

3 or more Successes "Gizetti's got quite a rep, or at least his house does. Seems like every year I hear of some squatter or gang member stupid enough to try breaking in there. None of them ever come back out. I hear Gizetti's a wiz, but that's just talk. I did hear about somebody scopin' the place astral, he didn't come back either."

The Meeting

Lake Street

Tell It to Them Straight

The rain that began earlier is growing into a full-fledged storm. Across the street stands an archaic house in the 113 Lake Street lot. On either side of it are desolate lots filled

with rubble and trash. Further down the street, corp-owned coffin buildings tower into the sky. The house itself is an old residential style built for one family. It looks menacing until a flash of lightning shows the peeling paint and sagging boards of just another rundown dump.

Behind the Scenes

When the players arrive, be it by car, foot, or public transport, casually mention that they cross the street to get to the house or park on the other side of the street. It will be important when they leave the house for them to have to cross the street. A six foot wire fence topped with barbed wire circles the house's lot. A gate faces the street and will be unlocked for the characters. Loyd will receive them at the door and usher them into the reception room (Area 1, see House Map).

House

Tell It to Them Straight

The ork motions you to sit in a small parlor room immediately off of the entrance foyer. There is a stillness in the house that is oppressive. Judging by the dust cloud you throw up as you sit down, you're the first visitor in quite some time. "Wait here," the ork says and disappears down the hall leading back into the house. He quickly returns and places a metal box on the soykaf table in the center of the parlor. You see that the box is basically a large speaker.

"I apologize for this inconvenience," a deep voice issues from the speaker, "but I am unable to meet with you in person, as business has called me out of town. This contact by radio is best. I am Mr. Gizetti, and my servant with whom you have spoken is Loyd. I have a job for which I will pay you 15,000 nuyen apiece upon completion."

"I want you to enter the Waverly Corporation's facilities in downtown Seattle and incinerate the body of Joseph Yan. Additionally, you must destroy all records of Yan's body in-

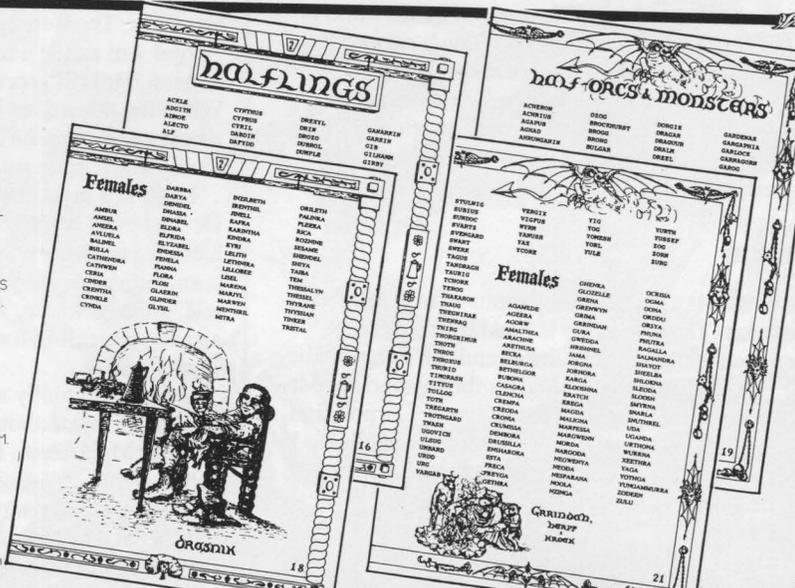
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cluding any related data in Waverly's computer. All other physical evidence relating to Yan at Waverly should be purged as well. I don't think you will have much trouble, the facility's security is light. You will find Yan's body in block D holder 31. Also, the job must be completed within 48 hours or the deal is off. Questions?"

Behind the Scenes

Gizetti is actually in the Study on the second floor of the house. He will continue to communicate with the characters via the PA system type radio, answering any questions he can that do not incriminate him. He will hedge around answering questions on why he wants the job done. If asked about the discrepancy in the promised payment, Gizetti will pursue his ploy to sound magnanimous to the characters by saying something like:

"Unfortunately Loyd misunderstood my directions. But, if you were promised 20,000, then of course, that is what you will receive. Return to the house for payment. Loyd will be there."

Any character with Electronics skill can examine the radio. Roll the skill with Target Number 4. 1 Success rewards the character with the wonderful knowledge that the radio is very old. 2 or more Successes also reveals that the radio has a very weak receiver/transmitter. At best its range is one mile.

Troubleshooting

It is possible that the players will have become so suspicious of Gizetti as to do something brash that would prematurely ruin the adventure. Remind them that their characters haven't seen work this profitable in a long while now, and Shadowrunners can't afford to be too picky about their employers.

Also, any brave magicians that want to go astral and search the house could prematurely reveal Gizetti's ghoulish side. If any players volunteer to go, pointedly ask them (or him) "So you're going in there all by yourselves, huh?". If they persist, separate them from the group. If they encounter Gizetti and thereby see through his disguise, he will engage them in astral combat, but at least you warned them.

Bumper Car

Nyko Yan, Joseph's sister, is planning to kill one of the characters whom she believes is actually Gizetti. Choose a character that wears an overcoat, hat, or both as Nyko's target. She has been watching the house from her Ford Americar parked down the street. She is certain that Gizetti had her brother killed and feels obligated to avenge her deceased sibling. When she sees the characters leave the house, she will falsely assume that the target character is Gizetti and try to run him over, if the others get in the way, too bad.

When the characters leave the house and cross the street, have them make a Perception test Target Number 6. One success is sufficient to pass the test. The characters that passed their Perception test see the following:

"Down the street through the deluge of rain, you see a grey, luxury sedan speeding along with its lights off. Suddenly, the car's brights flash on, blinding you. The engine roars, and the tires squawk on the wet pavement as the sedan accelerates straight at you."

The characters must make a Quickness Test to avoid the oncoming car. The Target Number is a base 7, -2 if the character made his perception test, and +2 if the character is Nyko's target. Choose up to three characters that failed to dodge to be hit by the car. The target character is automatically one of the three struck if he failed to dodge. The damage is 4D2 Physical which must be resisted by the characters hit using their Body, Dodge Pool, and Impact Armor (as automatic successes). Any characters hit get Perception tests with Target Number 5 to get a look at the driver. Those that dodged the car can make Perception tests with Target Number 9 to read the license plate through the rain if they specifically ask to look. Nyko will realize, too late, that the target character is not Gizetti and will speed away into the rain.

Information

The characters have a little over one day to gather information on Waverly Corporation before making their run. Topics of information are given below which the characters are most likely to pursue. With each topic is a list of the types of contacts which could be used to get this information along with role-playing suggestions as to the amount of information to disclose based on the number of successes the players roll. The Success Test is the appropriate Etiquette skill with a Target Number of 4. Also remember that more successes include the information from fewer successes.

Waverly Corporation

Most of the information listed at the end of the adventure on Waverly is available through the public net.

Contacts: *Any*

1 Success "Yeah, I heard of Waverly. There used to be some slang on the streets about gettin' waved. Ya say somebody got waved, ya meant they were geeked and got sent downtown to the morgue."

2 or 3 Successes "Yeah one of their big wigs here in the city got himself killed. The joke was that he was dead but still had to go to work cause they sent him to forensics there at the morgue."

4 or more Successes "I know something about Waverly. Word is that it's a front for the Yakuza. Lone Star would revoke their contract but they don't have proof. You didn't hear that from me though."

Waverly Security

Contacts: *Any Corp type, Fixer, Street Cop, Yakuza Boss, Detective, Mercenary, or Ork Merc*

1 Success "Security, what for? What moron would rob a morgue?"

2 Successes "Heard they cheaped out and stopped running the Harz-Greenbaum on all incoming. One of the 'stiffs' woke up with HMMVV. Nasty situation. They finally nailed



the vamp and then beefed up security after that. I think the security is in-house."

3 Successes "I guess they got an orderly type and two guards on floor one, plus two more guards roaming the other floors. Of course, there's drivers with new check-ins arriving all the time. They get good protection from Lone Star if alarms go off."

Waverly Computer System

Contacts: Any Decker type, Fixer, Mr. Johnson, or Technician

1 Success "They've got a small system I think. I heard that they only secure the important nodes."

2 Successes "Well, about three months ago, their own decker got himself caught in some IC that had just been installed in the system. It burned up the corp's own deck. Rather than can the guy, they took out all the burn IC. Last I heard, the system's a walk in the park."

3 Successes "Chummer of mine waltzed into that system a day ago. He was getting paid to change some records or schedule a bod for premature incineration. He got traced, but he managed to skip town before they could collect him. My chummer said there was a lot of Trace. The IC finds you, and then Waverly gets Lone Star to come knocking on your door."

Nyko Yan

If the players decide to investigate the hit-and-run driver, they will only have a couple of options open to them. First, a decker could break into the city administration system and match the license plate with its owner, not an easy task. The decker will have to find the unlisted number for the secured public records and then wander through a large system to find what he wants.

Or, you may maneuver the players into an opportunity to discover Nyko's identity, particularly if you wish to expand the Yakuza involvement in the adventure. While they are collecting information, have any players that made their Perception Test to see Nyko when they were hit, make another Perception Test with a Target Number of 6. If they succeed, they recognize Nyko modeling in a large video billboard advertising a Japanese beer, Kamikaze Light. The players may go through Kamikaze Light, and then through Nyko's agent, Maxwell Strong to find Nyko herself.

The actual encounter with Nyko is left largely up to you. Use the Media Producer contact stats for Nyko with Charisma 6, Drive Automobile 3, Modeling 5, and no Computer or Stealth skill. Boggs, Nyko's troll bodyguard, uses the stats for the Troll Bouncer Contact. Nyko will be hostile to the characters if she finds that they work for Gizetti, or if she recognizes any of the people that she hit with her car. Nyko knows that Gizetti met with her brother in private about purchasing some graveyard land from Waverly. She even saw Gizetti briefly at one of these meetings. She will describe Gizetti as a very large man who wore an overcoat, hat, and a scarf across his face. He wore too much cologne as well. Nyko knows that Gizetti tried to pressure Joseph when he refused to sell the land, and blames him for Joseph's death.

Alternatively, you may save the encounter with Nyko as a troubleshooting device. If the players do not piece together

Gizetti's true nature from the clues at Waverly, then have them sight the billboard and meet with Nyko. In this case, Nyko may simply know that Gizetti is a ghoul.

Waverly

Waverly's Computer System

The players will have many options on how to approach invading Waverly. Part of their planning should include a way to tackle Waverly's computer system. Unfortunately for the players, Gizetti has already tried to get rid of Joseph's body and failed. Gizetti hired a decker to infiltrate Waverly's system and change the status of Yan's body from pre-autopsy to ready for incineration, trying to have Waverly accidentally dispose of Gizetti's problem for him. The decker was caught by a Trace and was dumped before he could make the change.

Waverly has installed more IC and the system will go on external alert if even one internal alert is sounded. Once the external alert is sounded, the security in the Computer Room on Floor 1 will shut down the Computer (see p.116 Rulebook) unless the players have neutralized the computer room personnel. If a decker is traced by IC to an outside location, the computer room security will phone that information to Lone Star. A Lone Star squad of four men will arrive at the decker's location within minutes. The following list shows all of the nodes, their security level, and any IC they have. No Contact will have the SAN's unlisted number, as it was just changed, but a decker can attempt to find the number normally (see Rulebook p.100).

SAN Orange 4, Access 4, Trace and Dump 4, Directory #9653, Unlisted

SPU-1 Green 3, Data Routing

I/OP-1 Orange 3, Access 3, This is the deck in the Computer Room on Level 1.

SPU-2 Orange 3, Access 5, Facility Operations

DS-1 Orange 4, Access 4, Trace and Report 3, Operational Data on corpses present. Shows Yan is currently scheduled for autopsy and then burial services. Also shows that he was identified by his sister Nyko Yan.

SM-1 Orange 4, Barrier 4, Actually a cluster of slave modules controlling security cameras, AC/heating, lighting, PANICBUTTON, and the basement bay doors. A Decker may lockout the bay doors from opening at the drivers' signals.

SPU-3 Green 4, Administrative Data

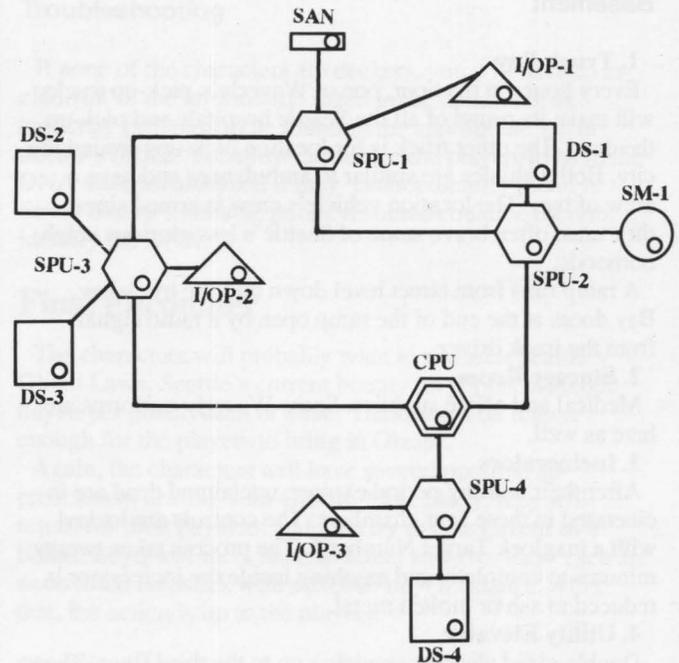
I/OP-2 Orange 3, Access 3, All of the office terminals except for the doctor's offices and the lab terminals tie into the system here.

DS-2 Orange 3, Access 5, Data on Waverly personnel. Shows a file for Yan that has been deactivated. He was the executive in charge of body disposal. Most of the names in the files are Japanese.

DS-3 Red 3, Access 5, Killer 4, Accounting data. A successful Evaluate will reveal 4 files totalling 280 Mp, worth an unfenced 140,000 nuyen.

SPU-4 Orange 3, Access 3, Killer 3, Routing of all forensics data.

I/OP-3 Orange 4, Access 5, Terminals in doctors' offices and labs.



DS-4 Orange 3, Access 5, Trace and Dump 3, Data on all autopsies and forensics. The autopsy report on Joseph Yan is here. The coroner's report lists cause of death as asphyxiation resulting from a crushed windpipe. Large parts of the victim's arms were apparently eaten by some kind of animal. The bites did have a humanoid pattern, but the power of the jaws led the coroner to conclude that it was an animal. Fragments of what appeared to be fingernail were removed from the victim's neck, and blood from below the victim's fingernail was removed. Both were sent to the DNA Lab for tests.

CPU Red 3, Access 4, Trace and Dump 3

Waverly Corporation Seattle Headquarters

The Waverly headquarters is a red brick building of only four stories in downtown Seattle. Waverly does have another facility just outside of Seattle which handles burials and funeral services. All doors have maglocks Target Number 4, and all hallways have security cameras. There are special PANICBUTTON alerts at each station and hallway in the complex. If the system is alerted, a Lone Star patrol of four officers (use Street Cop stats) armed with Ares Predators and armor vests with helmets will arrive in five minutes to investigate. Heavy reinforcements are available within an additional five minutes. Note that a computer external alert will not trigger the Lone Star patrol to come to the Waverly facility, only manually hitting a PANICBUTTON alert will bring the Lone Star patrol. The players will have a difficult time sneaking into the complex unless they hijack a Waverly truck, or have a decker neutralize the security cameras from a remote location before rest of the group goes in.

Basement

1. Truck Bay

Every hour, on the hour, one of Waverly's pick-up trucks will make its round of all the Seattle hospitals and pick-up the dead. The other truck is for location pick-ups around the city. Both vehicles are similar to ambulances and have a crew of two. The location vehicle's crew is armed since they must often brave some of Seattle's less glorious neighborhoods.

A ramp runs from street level down into the truck bay. Bay doors at the end of the ramp open by a radio signal from the truck driver.

2. Storage Room

Medical and office supplies. Spare Waverly uniforms are here as well.

3. Incinerators

After their holding period expires, unclaimed dead are incinerated in these four chambers. The controls are locked with a maglock Target Number 5. The process takes twenty minutes to complete, and anything inside the incinerator is reduced to ash or molten metal.

4. Utility Elevator

Double-sized elevator servicing up to the third floor. There is a security camera on the elevator.

Level 1

1. Lobby

During the day, a receptionist is on duty. There is a terminal here.

2. Elevator

3. Office

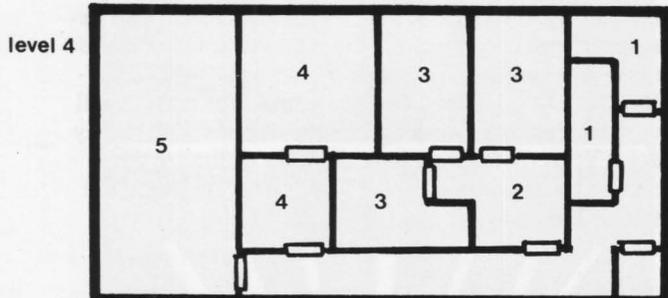
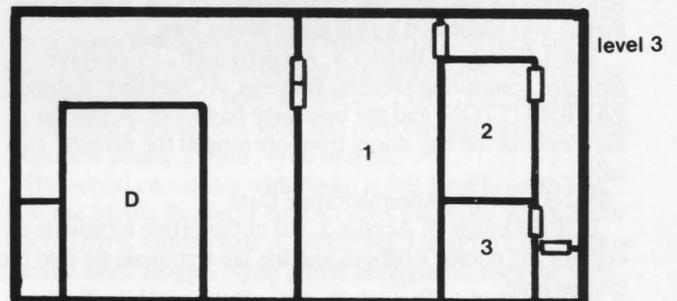
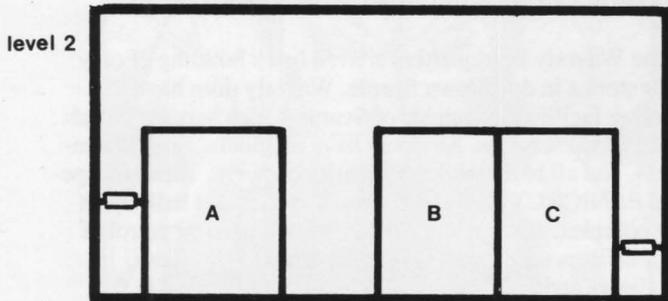
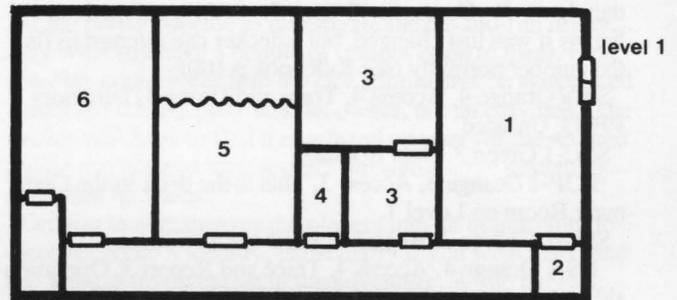
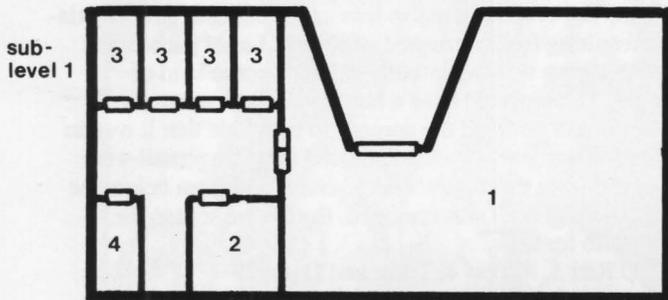
This is the office of the sales representative. He offers a wide range of burial and cremation services to those few customers who can afford it. There is a terminal here.

4. Restroom

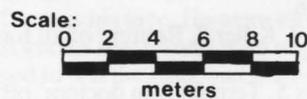
5. Security/Computer Room

This room doubles as the security center and the computer room. A partition of heavy plastic separates the northern end of the room where the actual computer hardware is stored. There is a computer desk here with a corp-style deck. During the day, Waverly's decker will be in the system doing file maintenance and storing data. Use Bush League stats for him (p.116 Rulebook). There are always two security guards on duty here monitoring the security cameras. Use Corp Security Guard Contact stats armed with Ares Predator and armor vests for all security guards.

6. Orderly's Station



waverly building



An orderly is on duty around the clock checking in new bodies and putting them in storage as well as taking them down to the incinerator. There is a terminal here.

Level 2

This level is taken up by storage blocks A, B and C. Each block holds up to 32 bodies in "dreamless cabinets" stacked 4 high and 8 wide. Each holder is numbered and has its own small door and rolling platform.

There are two more security guards wandering Levels 2-4. Throw them at the characters whenever they slow down. If either the PANICBUTTON or computer alert sounds, the guards will return to Level 1.

Level 3

Storage block D, which houses all bodies that require an autopsy, fills the western half of this Level. Drawer 31 is labeled Joseph Yan, but it is empty.

1. Autopsy Room

The walls and floor of this room are covered with white tile, and the air smells of death covered by sterilizers. Three operating tables dominate the room. Three bodies in various states of autopsy rest on the tables, be as vivid as you like. There are terminals next to each operating table. Joseph Yan's body lies on the southern table, his autopsy completed.

2. DNA Lab

All samples of DNA go to this lab for inspection. They are analyzed, and often the pattern is sent to a governmental center to be matched with a SIN file. Two samples on glass slides are listed as coming from Yan's autopsy, a blood sample and a fingernail sample. A successful Biotech check with Target Number 3 or an Intelligence check with Target Number 9 will show that the equipment was set to analyze the blood sample overnight (assuming the characters are here at night). The lab computer has spit out a lot of raw data on the samples. A Biology test with Target Number 4 or Intelligence test with Target Number 10 is necessary to analyze the raw data. One success shows that the DNA pattern is of a humanoid and that it is magically altered. Two or more successes allows specific identification as ghoulish DNA. There is a terminal in the lab.

3. Fibers Lab

All nonorganic material discovered during autopsy is sent here for analysis. There is a terminal here.

Level 4

1. Restroom

2. Secretary

One secretary services all three doctors. There is a terminal here.

3. Doctor's Office

4. Executive Office

These two rooms are for the facility's executive and his personal secretary. There are terminals in both rooms.

5. Meeting Room

Troubleshooting

If none of the characters are deckers, you will have to include all of the information listed in the datastores as hardcopy printouts to be found in the appropriate lab or doctor's office. You must encourage the players to have the DNA samples analyzed if they cannot identify them. A Street Doc or a suitable public resource could be used to identify the DNA.

Final Encounter

The characters will probably want to research Seattle's Ghoul Laws. Seattle's current bounty on ghouls is 30,000 nuyen per ghoul, dead or alive. That should be reason enough for the players to bring in Gizetti.

Again, the characters will have several possible approaches to dealing with Gizetti. Most likely, they will return for their payment and then try to take Gizetti as a bonus. Loyd will meet the characters and give them each an uncertified credstick with a 20,000 nuyen balance. After that, the action is up to the players.

Gizetti's House

1. Parlor

The characters will conduct their business with Gizetti in this room.

2. Dining Room

3. Kitchen

This is one of the few rooms in the house that is relatively clean. The radio that Gizetti used to speak with the characters is kept here. Gizetti normally uses it to call for Loyd. The pantry is filled with nutrisoy products, and a few recently killed stray animals.

4. Loyd's Bedroom

5. Unused Bedroom

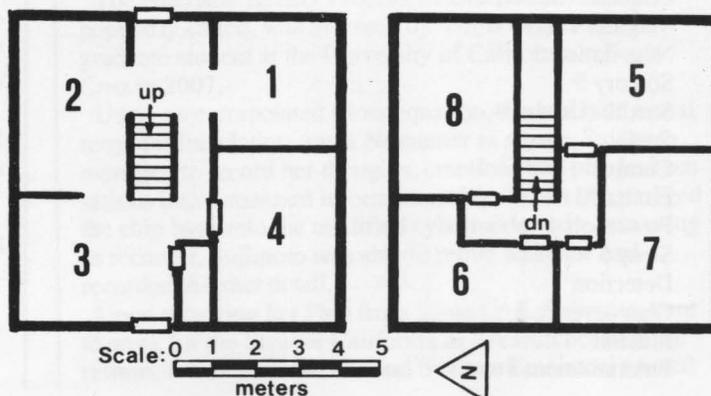
6. Bathroom

7. Master Bedroom

Gizetti's bedroom is decorated in a rich Victorian style. Everything in the room is antiquated and dusty.

8. Study

gizetti's house



Gizetti spends much of his time here. The study is filled with antique eccentricities and cluttered with papers. In one corner is a small Hermetic Circle. Gizetti will remain at his desk, waiting on the characters. Remember that Gizetti is a dual nature being, and will deal with any astral intruders quickly and efficiently. Use his normal attributes in Astral Combat, not his Sorcery skill.

Mr. Gizetti

Gizetti is the adopted name of Andrew Heathrow, an unlucky soul who goblinized into his present ghoulish form during late puberty. He barely remembers his past and goes only by Mr. Gizetti with no first name. He isolates himself in his house on Lake Street and dabbles in Hermetic magic.

Appearance: Gizetti is a superior specimen of *Manesphagus horridus*, being nearly two meters tall and incredibly powerful. His skin is off white and shines with a weird luster in the darkness. His nearly blind eyes show only their whites. When in his house he wears a robe of red satin and a ruffled white scarf. On his rare excursions he wears a large overcoat, wide-brimmed hat, dark glasses, and a black scarf over his face. He almost always wears a large dose of musky cologne.

Manner/Attitude: Gizetti is absolutely cruel and is confident of his power. He will put on a demeanor of patronizing aristocracy, until he is provoked. He is not above intimidation or bribery to dissuade the party from turning him in. In addition, he has no reason not to rat on the characters for their Waverly job if they turn him in alive.

Loyalties: None but himself.

Attributes:

Body 10

Quickness 5

Strength 9

Charisma 1

Intelligence 4

Willpower 6

Essence (5)

Magic 5

Reaction 4

Pools:

Astral 15

Dodge 5

Defense 6

Magic 5

Skills:

Unarmed Combat 6

Etiquette (Street) 2

Magical Theory 6

Negotiation 3

Sorcery 5

Stealth (Urban) 4

Spells

Combat

Fireball 3

Powerbolt 4

Sleep 5

Detection

Clairvoyance 3

Illusion

Entertainment 3

Special Abilities: Improved Senses (hearing, smell), Allergy (sunlight, moderate), Diminished Senses (nearly blind)

Loyd

Loyd is Gizetti's man servant. Gizetti took in Loyd when he was a young street urchin undergoing the physical and mental trauma of goblinization into an ork.

Appearance: Loyd comes from Korean stock. He tries to dress well, but is so far removed from the daily fashion changes, that he always looks poorly dressed.

Manner/Attitude: Loyd's dog-like obedience to Gizetti and his orkish nature make many people underestimate him. He is very crafty and intelligent, far from the dumb servant stereotype.

Loyalties: Loyd is true to his benefactor unto death.

Attributes: Use average orc stats on p.191 of the rulebook.

Pools:

Defense 3

Dodge 3

Skills:

Cook 3

Etiquette (Street) 4

Firearms (Pistol) 4

Unarmed Combat 3

Gear:

Colt America L36 with Silencer

Waverly, Inc.

Home Office: Boston, MA, UCAS

President/CEO: Gregory Fitzgerald

Principal Divisions:

Division Name: Waverly Mortuary Services

Division Head: Lee Upshaw

Services: Public contracts for body disposal, forensics, and funeral services.

Profile: Waverly has contracts in several of the large metroplexes for disposal of corpses. All of the unclaimed dead of the plexes' slums find their way to Waverly facilities where they are turned to ash. Waverly provides some funeral services for the dead who are claimed by relatives.

In most cities where they have morgue contracts, Waverly also handles autopsies and some forensics. Their Seattle division is actually subcontracted through Lone Star to provide these services, and the two corps stay on relatively good terms.

Security: Waverly's facilities offer very little security. They are not accustomed to being the target of infiltration. They are discovering that in this new age of magic death can be only an apparent end.

Rumors: There are rumors of Yakuza involvement in the Seattle branch of Waverly, but with the exception of a few executive officers, the rumors are just that.

HADOWRUN



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