

THE CENTERS OF POWER

There is nothing in the Sixth World more powerful than the megacorporations. Even great dragons scratch and claw to get a piece of the power wielded by the Big Ten. If you're running the shadows, you need to know about the megas, because they deal out the biggest paydays—and, if you cross them, the harshest paybacks.

Corporate Guide helps runners learn what the ten AAA-rated corporations are up to in 2072 and answers pressing questions such as: How is Aztechnology dealing with Amazonia these days? How is Horizon's continuing prominence affecting its laid-back culture? How many times can Richard Villiers have one mega rise up from the ashes of another?



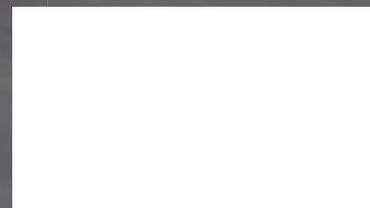
Corporate Guide offers details on all of the Big Ten megacorporations and briefings on some of the rising powers of the corp world. It also provides the basics every shadowrunner should know about how corporations work and what life is like for the drones trapped inside them, along with rules for greater interaction of player characters with these monoliths of power.



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CORPORATE GUIDE

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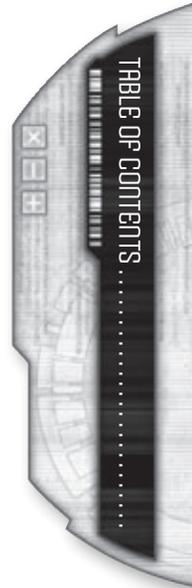
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Sample file





This is the story of the day Nephrine left.

He had a nice desk in a clean lab. Most days he sat quietly and manipulated AROs, researching the limits of human physiology and how to expand them. Some days, rare days, he worked with actual, physical materials to make sure reality matched the simulations.

Nephrine had a few ARO award plaques in his workspace to recognize the contributions he had made to the company. Some of his colleagues brought their awards with them wherever they went, surrounding themselves with proof of their own importance. Nephrine left his in his workplace—he didn't need any extra clutter in his virtual environment.

There were times when, for many reasons, he thought about leaving his job. During one of those days, he was casually following comments and random observations from his colleagues running through an ARO in the bottom left of his vision. One particular comment caught his attention.

"Ghost sighting, Springfield facility."

He shouldn't have paid attention to it. Just because a ghost showed up at one place didn't mean it would come to another. The Springfield site was close, but there was no reason to think the ghost would hit both places.

"How high-ranking is this ghost?" one of his colleagues asked.

"Very," the original poster answered. "Office in the same building as the head ghost."

Nephrine's hand twitched, a single nervous tic, and he hated it. He didn't want the ghosts to impress him or make him nervous. But you spend enough time in a corp, and that's what happens. It's a reflex.

"Ghosts" were what Nephrine's co-workers called the people at the top of the corp, the people who were seldom seen but whose effect was felt everywhere. Most people thought it would be interesting to see a ghost, but they also worried about what might happen to them if they did.

His co-workers tracked the progress of this particular ghost for the rest of the day. With each update, Nephrine's hand spasmed again, no matter how hard he glared at it. There was speculation the whole day about whether the ghost would come there, and if he did, what he'd do.

It all ended with a message from a Springfield branch worker.

"He's not coming there," it said. "We asked if he was going to visit you, and he didn't recognize the name of your branch. Didn't know you exist."

Nephrine had been thinking about leaving before that day. But that remark seemed as good an indicator as any that he should shut down his system at the end of that day and never turn it on again.

