



THE KECCHIBI CODE



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INTRODUCTION

In the shadows of the Sixth World, it takes a high amount of skill just to survive. You could dedicate all your strength and will just to protecting what you have and not being ground down by the megacorps, and if you succeed in that, you've earned a lot of respect.

If you can do something more—protect others, build an enclave for yourself, mentor the next generation—then you're venerated. But what if you can take your skills and your knowledge to find the weak points of Sixth World civilization, build the perfect lever, put it in the right place—and then jump up and down on it? That would be enough to make you a legend. It also, of course, would make you a target of the most powerful people in the world.

All sorts of crazy stories spread through the shadows, and so many are baseless that people are surprised when a rumor with a possible connection to reality emerges. In this book, runners will hear rumors of some kind of new tool that might have the power to shake corporations, build fortunes for some people, and bankrupt others. Without fully knowing what it is, a name has been applied to it—people are calling it the Kechibi Code. What it is, what it does, and what shadowrunners can do about it will all unfold in the pages of this book.

After a piece of short fiction to set the stage, the book moves into **Alpha and Omega**, which looks at all the ways code can affect the world and the people who'd be interested if a possibly malevo-

lent code was unleashed. **A Run on the Bank** is an immersive chapter set in the Scotsprawl, as clues about what this code might be capable of start to come together. **Sudden Fortune** moves the action to Lagos, where an environmental lawyer has rapidly acquired a ton of nuyen, and her friends and rivals alike are interested in how she accomplished that. Then the story moves to Hong Kong with **Small Stakes**, as a company with some breakthrough weapons technology suddenly becomes the target of market shenanigans. The question is, who is manipulating market, and to what end? **The Back Alleys of the Matrix** takes a pause in the globe-trotting action to dig into what the code is, what it does, and perhaps of the most interest, who might have had a hand in designing it. Then we hit one final location in **Free City Blues**, as the code surfaces in the newly independent city of St. Louis, and lots of parties are competing to see how they can wield it. The final chapter, **Architects of a New Age**, is another immersive chapter looking at what we know and what might happen next.

Every part of the Sixth World has unexplored corners, but the deep recesses of the Matrix are perhaps the wildest and most unexplored there is. The pursuit of the Kechibi Code is shadowrunners' chance to find out what emerges from those depths and discover what they can do about it. This book provides lots of background and plot information for any shadowrunner, while also providing information gamemasters can use to shape a campaign.

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////////////////////////////////////
CONNECTING TO JACKPOINT VPN...
...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS
////////////////////////////////////

>LOGIN
>ENTER PASSCODE

---BIOMETRIC SCAN CONFIRMED
CONNECTED TO <ERROR: NODE UNKNOWN>
////////////////////////////////////

“Unfortunately, this category of secret is itself so secret that it’s very existence is secret.”
— Neal Stephenson
////////////////////////////////////

Welcome back to JackPoint, chummer; your last connection was severed **12 hours, 14 minutes, 18 seconds** ago

TODAY’S HEADS-UP

There’s a get-rich-quick scheme people are talking about that might actually work. So the corps are going to be chasing after it, hard. We’ll explore it.
—Glitch
////////////////////////////////////

INCOMING

>>> Every crime leads a trail, even ones that haven’t quite happened yet. [TAG: ASSASSINS NIGHT]
>>> Wherever people go, you can put a motor, a camera, and a weapon. [TAG: DOUBLE CLUTCH]
>>> The Sixth World is three worlds in one, and keeping track of all of them can be dizzying. [TAG: THE THIRD PARALLEL]
////////////////////////////////////

TOP NEWS ITEMS

>>> Gabrielle Al-Thani asserts that the Spinrad Global board supports her “one hundred percent.”
>>> North American nations still awaiting response from Ghostwalker to their plans for the future management of Denver.
>>> Barge floating down the Mississippi River has been performing an unlicensed, very loud concert for more than one hundred straight hours.
////////////////////////////////////

JACKPOINT STATS

91 Users are active on the network.

LATEST NEWS

Top-level corporate thaumaturgical experts insist alcheras are not occurring more often; they’re just being noticed more.

PERSONAL ALERTS

>>> You have 8 new private messages.
>>> You have 7 new responses to your JackPoint posts.
>>> Your investments returned 0.03 nuyen in dividends this quarter.
There are six Members online and in your area.

YOUR CURRENT REP SCORE: 755 (72% Positive)

CURRENT TIME: 10 February 2082, 2236 hrs
////////////////////////////////////



REQUIEM AND REBIRTH

BY TREVOR LAUGHLIN

O God, forgive our living and our dead, those who are present among us and those who are absent ...

The dua flowed from Moharrik's lips as he prayed over the body. Arabic abjad ghosted into pale English text as the autosoft translated them in front of Andrea Schell's downcast eyes.

Augur was dead. His skin was paling from brown to grey in a casket outside the Scotsprawl, the funeral attended by none but Andrea and the Arabian ork floating beside her in AR.

Years ago, Augur had freed Andrea from a biolab. He'd taught her to defend herself and hide while he slowly died. Byte by byte, memory by memory, consumed by an AI consciousness.

Augur had been her savior. Augur was dead.

The reformatted monad Augur had taught her what it meant to be human: weak. It had trained her and honed her into a weapon, helped her purge the human from her code, letting her leave the shell of her body behind. She'd taken that lesson to heart; "Shell" had become her sobriquet among runners.

But the recent shadowrun in London had gone sideways.

Shell was a weapon, devoid of emotion. She looked down at the casket, ignoring the tear running down her cheek.

The cancer that killed Augur had become both mentor and friend. And that cancer was leaving as well.

... admit him to Paradise and protect him from the torment of the grave and the torment of Hellfire; make his grave spacious and fill it with light ...

After the plague of cognitive fragmentation disorder and their treatment at the hands of humans, the monads had decided Earth was not for them. The Corporate Court had agreed. Those still harnessed to physical bodies had ridden to freedom aboard a space shot. Those who came after and were free of fleshy shackles, uploaded themselves—riding the light.

In the Matrix, the green radiant pillar stretched into the darkness, uploading into the infinite. A simple set of sliding doors rendered at its base looked like nothing more than an elevator. The Ares Macrotech satellite uplink was a finger pointing in the night toward Mecca. Like pilgrims, the AIs moved. Toward freedom. Toward a world apart from flesh and fleshy conflicts. Toward Mars and beyond. This was their Hajj, their pilgrimage.

Shell's living persona was a figurine of blown glass, transparent and empty, save for motes of light dancing in her like fireflies. The Augur AI stood beside her. Its persona still bore the scars from Shell's coriolis weave that had liberated him from the dead body. Freed, his consciousness retained the form of the man: by choice or lack thereof?