



# MISSIONS

MISSIONS  
MATERIAL



## KNIGHT AT THE OPERA

### SRM3-07: Knight at the Opera

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## INTRODUCTION

*SRM03-07 Knight at the Opera* is a Shadowrun Missions campaign adventure. All maps, player handouts, and other playing aids are found at the end of this document.

## PREPARING THE ADVENTURE

*SRM03-07 Knight at the Opera* is intended for use with Shadowrun, Fourth Edition, and all character and rules information refers to the fourth edition of the Shadowrun rules.

### Adventure Structure

*SRM03-07 Knight at the Opera* consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

**Scan This** provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

**Tell it to Them Straight** is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

**Behind the Scenes** covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

**Pushing the Envelope** looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

**Debugging** offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and offer suggestions for dealing with them.

## RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best Shadowrun game you can for your players. Shadowrun Missions adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines

you may find useful in preparing to run *SRM03-07 Knight at the Opera* (or any Shadowrun Missions adventure).

### Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

### Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

### Step 3: Know The Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

### Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

## GENERAL ADVENTURE RULES

*Shadowrun Missions* adventures use the rules presented in *Shadowrun, Fourth Edition 20th Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily comprise a "balanced" party. It's entirely possible that the party will be made up entirely of Technomancers or back-to-nature Shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

### Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found in the Cast of Shadows section.

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your



group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

### Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. In addition, when NPCs or devices are making tests for anything except resisting damage, award them a number of bonus dice equal to the TR as an additional situational bonus.

Before beginning game play, ask the players to agree on a TR from one to six for the scenario. Instruct them that beginning players and characters are expected to play at TR 1. More veteran players and characters may choose to raise this difficulty. Explain to the players that as the difficulty increases, the rewards also increase. Once the players have agreed on a TR value, use that value consistently through the scenario.

### Selling Out

Through the course of a scenario, a PC may become affiliated with one or more of the corporations that make up the board of the Manhattan Development Corporation. If an unaffiliated PC completes a secondary objective (see **Corporate Interests**), even accidentally, then he gets an offer to affiliate instead of the reward. Affiliates do not become full-fledged Company Men, but rather act as "deniable assets," "covert agents," or to put it bluntly, "spies."

Each corporation has an interest in what's going on around New York. As a result, each corp has a task it wants its people to accomplish during each scenario. Naturally, each corp also has a reward it gives to those agents that accomplish these objectives.

Affiliations are supposed to be kept secret, in keeping the theme of espionage, so the players of affiliated characters should be notified in a subtle way. If your gaming group is comfortable with keeping in-character information separate from out-of-character, then tell them where all can hear. If you are uncertain about this, passing a note may be more appropriate.

PCs who choose to accept this affiliation will have the opportunity to earn special rewards and undertake special tasks in select scenarios. When applicable, these rewards will be noted in Picking up the Pieces.

### Losing Corporate Affiliation

One of the most important parts of the deal for a corporation's "loose contract" with a shadowrunner is secrecy. If the corp can't deny the runner's involvement with its dealings, the runner is of little value to it.

If a shadowrunner allows his affiliation to become known, or deliberately works against the affiliated corporation's secondary objective, the GM should make a Public Awareness Test against the affiliate near the end of the adventure, just before the final scene. The threshold for the test and the possible consequences are given on the Affiliation Betrayal table below; the greater the infraction, the lower the threshold. If the test succeeds, the consequences listed below are applied by the GM to the affiliate.

### Affiliation Betrayal

Affiliate Action	Public Awareness Threshold	Consequence
Affiliate drops hints about his affiliation.	3	Corporate reward withheld, even if secondary objective is successful.
Affiliate reveals his affiliation, even to other affiliates of the same corp.	2	As above, plus affiliation revoked, +1 Notoriety, -1 Street Cred.
Affiliate deliberately prevents the completion of affiliated corp's secondary objective.	1	As above, plus an additional +1 Notoriety and -1 Street Cred, and the corp sends a "cleaner" to kill the (ex-) affiliate during the final scene. See Cleaner Table, below.

### Cleaner Table

Table Rating	Cleaner NPC*
1	Use stats for Triad Lieutenant (p. 284, <i>SR4A</i> )
2	Use stats for Red Samurai Lieutenant (p. 283, <i>SR4A</i> )
3	Use stats for Tir Ghost Lieutenant (p. 283, <i>SR4A</i> )
4	Use stats for Combat Mage (p. 99, <i>SR4A</i> ), Enforcer (p. 102, <i>SR4A</i> ), or Gunslinger Adept (p. 104, <i>SR4A</i> )
5	Use stats for Combat Mage (p. 99, <i>SR4A</i> ), Enforcer (p. 102, <i>SR4A</i> ), or Gunslinger Adept (p. 104, <i>SR4A</i> ) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, <i>SR4A</i> ), Enforcer (p. 102, <i>SR4A</i> ), or Gunslinger Adept (p. 104, <i>SR4A</i> ) with a +4 bonus to all dice pools.

\*Gamemasters are encouraged to customize cleaners if they desire, but to stay roughly at the power level given





## A Note on Commlinks

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

## Paperwork

After running a Shadowrun Missions adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR4A*).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, please use the web reporting form available at <http://www.shadowrun4.com/missions/>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

## ADVENTURE BACKGROUND

Simeon Connor thought he had it all—his work as a close-protection specialist had gotten him recognition at the highest levels, and he was rewarded very well indeed for it. His entire world changed when he took a contract as a body-double for Damien Knight.

Simeon has been impersonating Damien Knight at high-risk functions and formal dinners for the last three years. This is a 24/7 commitment, and one that puts him in considerable danger, so he has had no contact with his family whatsoever, with no hope of doing so until his seven-year contract expires.

Three weeks ago, Simeon received a message from his wife, Rebecca. She was frantic over their daughter Melody. The young girl was extremely sick and despite the best medical coverage that money can buy, dying.

Simeon's request for compassionate leave was refused, because any hint that he isn't the real Damien Knight would render him totally useless as a double. The same is true for all of Knight's "clones."

So, Simeon has decided that the only way he will get to see his dying daughter is if something unexpected happens. To that end, he has hired the runners...

## PLOT SYNOPSIS

The runners are contacted by a friend of a friend, saying that a very lucrative job has come in. The meet is in VR, at an exclusive online club. The Johnson explains that the job is to kidnap Damien Knight, deliver him to a destination for an hour, and

## CORPORATE INTERESTS

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in **Amahl and the Night Visitors**. Secondary objectives are always delivered discretely (e.g. by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

**Ares:** Do not allow evidence of Simeon Connor's trip to reach other megacorporations.

**Aztechnology:** Set up surveillance devices at the safehouse and send the Access IDs for those devices to Aztechnology.

**Horizon:** Deliver footage of Damien Knight leaving the Met Opera during opening night.

**NeoNET:** Hack an admin account into the Met Operahouse primary node. Affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

**NYPD Inc.:** Plant at least three stealth tags in the Underground along a smuggler route out of Manhattan.

**Renraku:** Upload a provided program into Ruby's commlink.

**Saeder-Krupp:** Reveal to Arthur Vogel that Damien Knight is not at the Opera. Affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

**Shiawase:** Obtain a blood sample from Simeon's daughter, Melody, for medical testing.

**Spinrad:** Obtain a full cyberware scan and genetic sample of Simeon Connor/Damien Knight.

**Neo-Anarchists:** Upload video of Simeon Connor as Damien Knight with his family to the Apple Press.

then return him to where they took him from. In answer to the inevitable cynicism and disbelief, the Johnson will tell the runners that this is part of a test of a new security regime and that they will be rewarded handsomely for it.

Getting into the Metropolitan Opera on opening night won't be easy. Under the guise of employees or patrons, the team will have to snatch Knight from his box at the Metropolitan Opera. The most likely approach is to extract Knight while in the bathroom, replacing him with another double (using Physical Mask or False Front or the like) who will then spend the evening at the Opera. Then, with one of the most powerful men in the world, they have to sneak out of Manhattan, avoiding patrols and Neo-Anarchists alike. The runners take him to a large mansion and wait outside for an hour. After waiting, they'll need to get him back to the Opera and swap the Knights back—perhaps by faking a fire alarm (or setting a fire!) to force an evacuation.



# AM AHL AND THE NIGHT VISITORS

## SCAN THIS

The runners are offered a job by a corporate fixer and sent to a virtual meet at a novahot club. The job is to escort Damien Knight from the Opera house during a performance without anyone (including security) from noticing, and taking him to a Staten Island safehouse, and bringing him back before the end of the Opera.

## TELL IT TO THEM STRAIGHT

It's been a while since your last job, and life in New York City isn't cheap. You spent yesterday afternoon alphabetizing your firearm collection, and frankly you thought the big city was supposed to be more exciting than this. When your commlink starts to ring in AR, you have to stop yourself from answering it immediately. You don't want to look too keen, after all. It's a message forwarded by your fixer

The caller's icon is a photorealistic interpretation of a blonde troll woman with mismatched horns, each capped with platinum.

"My name's Ruby. I've got a job to offer you—extraction with a twist. If you're in, get your team to the Red Room at Barnard's in three hours. I've made reservations." Part of the message is a passcode into Barnard's.

### Once the team is gathered in VR, read the following:

Moving at the speed of your commlink you find yourselves in front of a large construct displayed as a wine bottle with the label "Barnard's". Entrance is via the cork. When the passcode is presented to the cork, it pops, allowing you to descend into the bottle.

Your iconic display fades to black for a moment before brightening again. The sculpting has changed as you are in the foyer of what appears to be a retro bar or bistro; tan colored walls are interrupted by arching alcoves holding many bottles of wine. At the opposite end of the room from you is a corridor. There are only three occupants in the room right now, the bartender behind a small bar, and the Maitre'd, and a bouncer by the corridor.

The Maitre'd, a small, clean shaven man, stands before you and asks, "Do you have a reservation?"

### Once in the Red Room, read the following:

The Red room is simple in design with a large round table in the center of a tiled room. There are two windowed walls to either side of the room. One displays a street scene from like a second floor. The other is an ocean view of ruined columns of sunken marble.

## BEHIND THE SCENES

Barnard's is a recently-opened virtual club, catering to the corporate elite. Their matrix servers are based in Manhattan.

### NODE: Bernards

**Sculpting:** a fully-rendered replica of a mid-90s wine bar, possibly some kind of ironic look at the past. The "Red Room," like the other three rooms, has two virtual walls broadcasting trideo from sources around the world.

**Authentication:** Node 1–5: AuthID

**Hardware:** Bernards is a NeoNET Office Genie that is master to 4 other nexies, one for each "room". Also slaved to Node 1 are 10 trideo cameras (Rating TR) located in various locations sending encrypted data streams to Bernard's.

**Privileges:** Standard.

**Attributes:**

Node 1: Firewall 3 Response 3 Signal 4 System 3

**Spiders:** 3 On Site Spiders (p. 206, *Unwired*) who are the Maitre'D, bouncer, and bartender in Node1.

**IC:** None

**Resident Programs:** Analyze TR+2, Encrypt TR+2

**Topology:** Node 1 is accessible wirelessly and is a gateway for Nodes 2–4.

**ARC:** Scramble Spider

Corporate elite love the details that go into the graphics as well as the security. The scenes projected are from real locations. Those that go in with a Hot Sim can feel the ocean breeze, humidity, even the texture of the furniture and walls.

At TR 3 or 4, add +1 to all of the Office Genie's device ratings. At TR 5 or 6, add another +1 to all of the Office Genie's device ratings.

Once the team has assembled, Ruby will cut to the chase. The job is an extraction against a high-profile corporate target. The target is willing, but his security detail is not aware that the extraction is planned. The twist is that the team is to return the target to where they snatched him from after taking him to a safehouse for a short while. The pay is good—(3,000¥ x TR) each up front, plus a 15,000 nuyen bonus for the group upon completion, if none of the security detail are injured during the extraction. Ruby offers half of the basic fee (excluding bonus) up front; it is possible to negotiate for more money with the usual Charisma + Negotiation Opposed Test, with each hit adding (TR x 500¥) to the bonus for non-lethal conduct. Ruby will not raise the total bonus (paid only after completion of the mission) above 20,000 nuyen and will not increase the basic fee for the run at all.

If the runners accept the job, she will go into more detail, first reminding them that the utmost discretion is needed. The target of the extraction is none other than Damien Knight, the brains behind the Nanosecond Buyout of Ares. The team is to escort him from the Metropolitan Opera's premiere of the elven composer Terence O'Reilly's latest Sperethiel piece, *Gorosa*. They must take Knight to a safehouse on Staten Island (Ruby will provide the address in New Brighton and keycodes) and return him to the Opera before the end of the performance—and his disappearance must not be noticed by anyone and if possible by security, so there needs to be some kind of decoy in place. They have just less than 48 hours to do legwork, prepare, and get into position. As a final note, Ruby will tell the team that they're not to enter the safehouse with Knight—he needs to go into the place alone.

## PUSHING THE ENVELOPE

If there is a hacker in the team whom you wish to get more involved, some neo-anarchist hackers could attempt to crash the node at Barnard's while the runners are there. Use the Hacker sample character (p. 105, *SR4A*)—there will be (TR) attackers, trying to crash the node and fight off any opposition they might encounter.





## DEBUGGING

If the team freaks out when they hear that they're extracting Damien Knight, Ruby will put it to them a different way; Damien Knight wants a discrete exit and return to the Opera and is asking for their help. It would be awkward any other way for him to get to the safe house. If there's still an issue with accepting the job, she will offer another 5,000 nuyen total upfront and then imply that Mr. Knight would be disappointed if they took the money and he would be hesitant to offer them more lucrative Ares jobs in the future.

If the runners ask questions about the safehouse, she will tell them it's a private matter for Mr. Knight and it's best that they keep it that way.

If they ask how they can set up a plan with Mr. Knight, Ruby will give them her number, and she will relay it to him. They have to keep instructions to him simple and not out of the ordinary as Security might be suspicious.

If they ask about his security, she can give them a heads up on the details as early as that day since it changes daily. Any other security details they will have to look up themselves, that is why they are getting the big nuyen.

Alternatively, the team might try to sell the information to Ares. If the runner attempting to warn them has a pre-existing affiliation to that corporation, or succeeds in a Charisma + Etiquette (TR) Test, they will be put in touch with Sara Kinenestrial (see **Cast of Shadows**) who will tell them to carry on with the mission but will thank them for the information. In this way, runners can gain an Ares affiliation. However, if the runner trying to contact Ares is not already affiliated and does not succeed in the Charisma + Etiquette (TR) Test, they will be dismissed as a crank. Just in case, though, security around Knight will be doubled at the Opera House.

Likewise, the team may attempt to contact other corporations to which they are affiliated, or with which they may wish to become affiliated. A Charisma + Etiquette (TR) Test is needed to convince the person they contact that they are genuine. The corporations won't be interested in "capturing" Knight, as that would bring too many repercussions down on their heads, but would be interested in getting the team to inject Knight with a dose of nanites designed to use the host's body as a giant microphone to record Knight's business dealings.

## ELEGY FOR YOUNG LOVERS

### SCAN THIS

The runners case the Metropolitan Opera House for its weaknesses the day before the event. Then during the first half of *Gorosa*, the runners help get Mr. Knight out of the Opera without anyone noticing, bypassing his, the Opera House's, and NYPD Inc.'s security.

### TELL IT TO THEM STRAIGHT

The Metropolitan Opera isn't really the kind of place that folks like you usually end up working. Too much light and not enough shadow, for one thing. Still, this kind of high-level corporate work is exactly what Manhattan's all about, and the pay's certainly good enough to keep you interested.

All you have to do is work out how to snatch one of the most powerful men in the world from under the noses of his security

detail and return him in less than three hours, all before the fat lady ... err elf sings...

## BEHIND THE SCENES

The Metropolitan Opera House is in the Lincoln Center. Access to the Lincoln Center can be had via public transportation and metro behind the house, or there is a 20 nuyen fee for access to the parking lot below the Opera house. On one side of the place is a public park.

The Metropolitan Opera House is broken down into 4 sections: Lobby, Foyer, Auditorium, and Backstage.

### Lobby

The lobby is a sparsely furnished area with one semi circular security/information booth. It has large three-story glass windows. No public restrooms are available. The public can come in to see what shows are appearing or to purchase tickets. Large trideo projects are showing Terence O'Reilly's latest Sperethiel piece, *Gorosa*. There are three double doors that allow entrance from outside and 2 elevators from the parking garage. There are also six double doors from here to the foyer.

### Foyer

The foyer is a small section, slightly arching, between the lobby and the auditorium. There are two staircases and two elevators allowing access to all five floors of the foyer. During an intermission or anything that would interrupt the performance, the patrons can go into the foyer. There are bathrooms on the first and second floors. There is a concession area on the first floor where drinks and hors d'oeuvres are served at intermission. During a performance, there is no allowance of entry from the lobby to the foyer and the doors are secured in that fashion. On floors 2-5 is a hallway with 6 maglocked doors which allow access to booths in the auditorium. The 1<sup>st</sup> floor has four double door entrances to the auditorium (2 to the left and right) into the Auditorium main seating area.

### Auditorium

The Auditorium is grand with 24 private booths going up five floors arching around the back of the auditorium, with five plush seats and a small Plexiglas screen displaying subtitles on it and in AR. There are also audio enhancements in the booth for clearer sound quality. Special privileges are allowed for the booths, including food and drinks. The first floor slopes down slightly towards a stage. There are two wide paths allowing access to well over 100 seats in this common area. There are two fire exits to the left and right of the auditorium.

### Backstage

Backstage includes the stage, a left and right offstage area, a myriad of computer controlled stage drops and curtains, two stairwells behind the stage leading to the dressing room and prop room. There is another fire exit from the dressing room.

### Security Outside

NYPD Inc. officers, some on horseback, patrol in dress uniforms with white gloves. The neighborhood has been





INCOMING FEED.....

KNIGHT AT THE OPERA  
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reclassified for the evening to only allow bearers of White Passes, or Blue Passes with White Stripes. Announcements have been made and there are AROs surrounding the Opera House at 200 meters. The officers make hourly patrols ensuring that there is no human blight (Blue collar and cultural workers) on the area. There are three patrols of two police officers each moving through the park or down one of the streets surrounding the center.

Drones for the Lincoln Center include TR+4 Ferret RPD-1X (p. 118, *Arsenal*) drones in a clean, blue & chrome color scheme. They are upgraded with the improved sensor array and taser. The drones patrol the underground garage and are more often stationary in the park and around the Opera house, so as not to distract or disrupt patrons. They will assist NYPD officers upon request.

There's only the occasional watcher spirit doing errands or delivering messages. However if the police need assistance, an astral mage can arrive in 10-TR in minutes.

### Security Inside

The security detail of the Opera house is TR+3 security personnel (use Corporate Security Guard, p. 281, *SR4A*) and TR lieutenants, who monitor and patrol the building. At any given time, there are 2 security officers in the lobby monitoring video cameras. On each of the doors entering the lobby from the outside are TR+3 MAD devices. Since high profile people come to watch, they make sure the right people are armed. At TR 3 or 4, add a security mage (p. 99, *SR4A*). At TR 5+, give half of the security guards Wired Reflexes 1, and add a security rigger.

This is the basic security of the Opera House and will be how it is the day prior to the event. On the day of the event, there is additional security added:

Magic Wards of Force TR+1 will be placed around the backstage and auditorium to prevent sabotage or disruption. There will also be TR+1 security guards, and a security mage with a Force (TR+2) Spirit of man as protection for Terence O'Reilly backstage.

Various minor celebrities will have some personal body guards. There will be TR+1 such security officers in the foyer, but they are specifically interested in their own clients.

Ruby will tell the runners on the day of the Opera, there will be (TR Knight Errant Executive Protection Specialists (see **Cast of Shadows**), who will be at the booth's door and Sara Kinenestrial in the booth. At TR 4 or more, replace one protection specialist with a Combat Mage (p. 99, *SR4A*), and the booth is warded at TR+1 rated barrier.

### Access to the Opera House

The Opera Auditorium is closed to the public, except during performances, with the exception of the "BackStage and Lincoln Center Tour" available from the Opera House's Public Node. The Lincoln Center tour costs 30 nuyen and will tour of the auditorium. The Backstage tour costs 45 nuyen and will give them a tour of the auditorium and backstage. Both are only available the day before the performance.

Tickets to the show are hard to come by (Availability 8, 500¥ each) and the only ones available are in the circle. Alternatively, the runners may try to hack into the Met's Matrix servers and get themselves a five-finger discount on a good ticket.





## NODE: Met Opera House

**Sculpting:** A stage with every balcony housing different music and dramatic artist scheduled for the year

**Authentication:** Node 1 public access, Node 2 AuthID

**Hardware:** One MCT Sentinel II (Persona Limit 10, Processor Limit 60) and two NeoNET Office Genies (Persona Limit 5, Processor Limit 20), Cameras are rated TR+1; MagLocks are rated TR+2 all other devices are rated TR.

**Privileges:** Standard.

**Attributes:**

Node 1: Firewall 5, Response 4, Signal 4, System 5

Node 2, 3: Firewall 5 Response 3, Signal 2, System 4

**Spiders:** 1 Security consultant on site.

**IC:** 2 MCT Bloodhounds

**Resident Programs:** Analyze TR+3

**Topology:** Node 1 is public accessible wirelessly, allowing anyone to purchase tickets and acts as a gateway to Node 2 controls what seats are available, verifying purchases, and a calendar of events. Node 2 is a gateway to node 3 where cameras, maglocks, security checks, and alarms are controlled.

**ARC:** Launch IC, Terminate connection

At TR 3 or 4, add +1 to all of the Met device ratings and add a Three Musketeer Suite. At TR 5 or 6, add another +1 and add a second Security consultant.

If they failed in legwork, a Perception (Visual) + Intuition (2) test will notice a small group of people waiting at one of the doors at the Avery Fisher Hall behind the Opera House. If asked, those people will tell them they are hoping to get part time work during the premiere. The Metropolitan is hiring waitstaff and front-of-house staff for the premiere. Given the importance of the event, background checks and an interview are required—make a Fake SIN Rating + Fake SIN Rating (TR+2) Test (p. 267, SR4A). People with the 10BP version of the SINner Negative Quality, or whose SIN doesn't check out, won't be offered an interview—everyone else will. If there is time, you could roleplay through the interview, but otherwise use a Charisma + Negotiation Test. The Threshold is (TR-1, min. 1) for elves, (TR) for humans and dwarves, and (TR+1) for orks and trolls. Street Cred will not apply to this Test.

If they are successful, they will be expected to come into work the next two days for induction and training, 8 hours each day. Their first shift will be the premiere, working from 18:00 to 23:00. Each box has a staff of two waiters. If they lobby to be allowed to serve Damien Knight's box, let each runner make a Charisma + Negotiation (4+TR) Test—if successful, the runner is assigned to Knight's box for the evening, which will prove a definite advantage. Otherwise, they will be behind the bar or checking bags into the cloakroom. They might also try spoofing the IDs of the people originally assigned to Knight's box—the published shift pattern will tell them who that's supposed to be, and success at a Hacking + Spoof (TR+2) Test will allow impersonation of the appropriate commcodes. Quietly eliminating the actual staff will also need to be done.

### Impersonating Mr. Knight

If the runners investigate ways to impersonate Knight, they can very easily find years and years of video footage on the Matrix

(no Test required) which could be used to program a Nanopaste Disguise, Latex Facemask or False Front with Mimic Option, or to inform a Physical Mask spell or the Facial Sculpt adept power. The same is true of audio files to impersonate his voice.

### If there are no instructions given to Mr. Knight, he will do the following

18:25 hours: his car will arrive and he will walk through the lobby with some mingling with other celebrities.

18:34 hours: Mr. Knight will be in Box 20 on the 4<sup>th</sup> floor, left of center.

19:00 hours: he will order a scotch

19:15 hours: Knight will leave his box briefly and head to the men's room on the second floor via the elevator, leaving all but one of his security detail at the door. One man will wait at the elevator for him.

19:18 hours: he will return to his booth

21:00 hours: he will briefly meet with people in the foyer before returning to his booth at 9:20.

21:25 hours: he will order another scotch and a light snack.

22:30 hours: he will leave the Opera house via the lobby and his transportation will meet him. His car will not be parked in the parking garage.

### Opera House Schedule

The performance is scheduled to start at 19:30 and finish at 22:30, with a break between 21:00 and 21:30.

Catering will be at the Opera house at 17:00 hours with prepared snacks and setting up the bar in the foyer. At 17:30 the wait staff will have their commlinks assigned to different booths at a paging system at the bar.

The performers will be at the Opera house at 16:00 getting ready with some practice on stage.

The runners really need to leave the Opera House with Knight before 19:30 if they are to accomplish their mission in time. They need to have their Knight replacement in situ and find a way to conceal Knight himself before leaving.

### PUSHING THE ENVELOPE

The Papparazi and their camera drones are everywhere. One or more of the runners gets followed by them either mistaken for a celebrity, or wanting to get the million nuyen picture of an anarchist attack at the Opera House. Following that runner would be TR reporters and TR in skimmer drones.

### DEBUGGING

If the runners start a gunfight here, they're pretty much hosed—it's very unlikely that the performance will go ahead and so their opportunity will be lost. If they engage Knight's security detail, don't pull any punches.

If any unsilenced firearms are used, all hell will break loose. NYPD, Inc. will be called and they'll send a SWAT Team (response time 7-TR minutes) while the Metropolitan Opera's in-house security guards (use Corporate Security Guard, p. 281, SR4A) will attempt to apprehend the culprit. While the in-house team will attempt a non-lethal takedown using their tasers and stun batons, Knight's Executive Protection Team will use deadly force by default if they believe there is a threat to the principal.





## THE RAKE'S PROGRESS

### SCAN THIS

Having successfully extracted Knight, the team heads to the safe house on Staten Island. Along the way the runners encounter and must overcome some local color.

### TELL IT TO THEM STRAIGHT

Damien Knight! You managed to extract Damien Knight! This is going to do your reps the world of good ... who else could have pulled something like this off? All you have to do is get him safely to Staten Island and back, now. So what route will you take? Overland through Brooklyn and across the bridge, or take a boat or air-taxi straight over to the Island?

### BEHIND THE SCENES

It's possible that the runners will have a skimmer contact that can help get them over to Staten Island. If so, the skimmer will charge them (TR x 500¥) once they discover who their passenger is. Otherwise, their options are to drive from Manhattan to Staten Island via Brooklyn (distance 30km, taking about 40min if they stick to the speed limit), flying over there if they have the means (the distance is about 17km in a straight line from the Opera House to the safehouse, but only a helicopter or other VTOL-capable craft could make the journey so short) or sailing over there (a drive of 9km/14min, followed by a 10km boat ride and a 2.5km/4min drive at the other end).

If they want to hire a vehicle, a Samuvani-Criscraft Otter (p. 349, *SR4A*) is available for 100¥ with a 500¥ security deposit—this rental covers a 24hr period, midday to midday, but still leaves the problem of travel once on Staten Island—a taxi ride would cost just 3 nuyen but is by no means secure. An air-taxi would set them back 175 nuyen as a base rate, although this may be increased if the driver realizes who's in his vehicle. A normal taxi ride the whole way would cost just 30 nuyen but will run into problems in One if by land, below.

#### One if by land

If the runners go via Brooklyn, they will encounter some gang violence on the way. Two rival gangs—the local Cutters affiliate and an outfit called the Redliners—are in the midst of a turf war. Avoiding it will add half an hour onto the runners' journey time, whereas engaging in the battle means they likely have to choose a side. There will be (2x TR) Cutters (use *Triad Posse*, p. 284, *SR4A*) and (4 x TR) Redliners (use *Halloweeners Street Gang*, p. 282, *SR4A*). Each side will be led by one lieutenant of the appropriate type.

#### Two if by sea

If traveling by water or air-taxi, the paparazzi have been alerted by a news drone with facial recognition software. The runners are followed by TR+2 drones consisting of skimmers and dragonflies. While they are not a physical threat, they can blow the cover off this mission and cost the runners money. The drones are transmitting video feeds and telemetry information to local media firms and reporters that are on scene. Shooting at the drones or reporters will result in the runners being broadcast on the evening news.

There are TR+5 reporters in pursuit of the runners. If they approach close enough they will shout questions at the runners and at Knight if he is visible. Some of the reporters could have

been from Pushing the Envelope in *Elegy for Young Lovers*, in this case they will stay with that runner/runners unless Damien Knight becomes visible.

If footage of Damien Knight is captured and the runners flee the scene, the local media outlets will offer speculation that he has been kidnapped. To avoid this, the runners will need to hack the drones and erase the data feeds or corrupt the video.

### PUSHING THE ENVELOPE

If the runners didn't contact a rival corp earlier on, and are travelling by sea, you might run the encounter in Two If By Sea anyway, on the assumption that the competition heard about the job through sources. It's even possible that someone within Ares tipped the assault team off in order to start a shakeup.

### DEBUGGING

In terms of the most damaging outcome, Knight could die in this encounter. It's therefore important to ensure that you let the players know they can see the enemy on their approach. Read up on the vehicle combat rules (p. 167, *SR4A*) ahead of time to make sure everything runs smoothly. If the runners are getting totally outclassed, perhaps an NYPD drone could intervene against the assault team as they're likely to look like the aggressors from an external point of view.

## GLORIANA

### SCAN THIS

While the team waits at the safehouse, the runner left behind posing as Knight must negotiate with Arthur Vogel.

### TELL IT TO THEM STRAIGHT

#### For the team with Knight:

You arrive at the safehouse on schedule; it's a condo just above a moderate lifestyle. Knight looks at the place and sighs heavily; it's as though he dreads having to go inside. He pulls himself up straight. "Give me an hour. I'll be out then."

#### After an hour of waiting:

It's been an hour, and Knight still hasn't re-emerged. About five minutes after the scheduled time, the front door finally opens. Knight comes out, having very obviously been crying. His tie is loose around his neck and his suit jacket crumpled.

"It's time to leave," he says, obviously still distressed.

#### If the team left a member behind to impersonate Knight:

This new elven Opera isn't that bad, actually. You think you've just about started to understand the plot—the one guy cut off the other guy's ear, so the second guy abducted the first guy's secret daughter and is raising her as his own, and getting some other guys to get revenge on his behalf. Maybe. It's all in Sperethiel, which doesn't translate into music as well as you might think.

Just as the second guy's catspaws have stolen the manuscript of the first guy's book, you hear the door behind you open. Turning around, you see a handsome middle-aged dwarf coming in; he seems familiar, but you can't quite place him. You set your commlink to trawl for information about this guy based on his picture.





INCOMING FEED.....

He sits down next to you and smiles coldly. On AR, your commlink tells you who it is.

“We need to discuss the Daviar situation.”

It’s Arthur Vogel—hotshot lawyer, environmentalist-turned-corporate sellout and Knight’s main competitor for control of Ares since Dunkelzahn left him a hefty chunk of shares in the megacorp. Oh, shit.

## BEHIND THE SCENES

### The Connor Residence

**Comforts** 3

**Entertainment** 3

**Necessities** 3

**Neighborhood** 4

**Security** 4

The Neighborhood is enclosed with a security fence. Mr. Knight has the passcode that he sends via a commlink. Basic camera security with TR rated agent and an off site spider secures the neighborhood in addition to the security on the home.

### In the house:

The safehouse is actually the Connor residence, where the family of “Damien Knight” have lived since he started his job as one of Knight’s “clones.” “Knight” will go in and spend a little over an hour with his wife and dying daughter; if the runners have bugged Knight or listen in via any other means, they will learn his true identity, the fact that Melody is dying, and hear of the

emotional drama of a father who is helpless to stop it. After a little more than the hour he originally planned to spend saying goodbye to his daughter, he will come out and be just about ready to leave, although he will still be extremely emotional.

### At the Opera :

Assuming the team left a member behind to impersonate Knight, that player might be feeling a bit bored by now. This is their chance to shine. Arthur Vogel will arrive, keen to talk to Knight (his intelligence has wrongly informed him that the real Knight is at the Opera tonight) about what happens with Nadja Daviar’s shares. Vogel wants Daviar declared an Ares citizen and her shares ceded to him on the basis of her prior proxy behavior, but he needs Knight’s say-so to do this. He will negotiate hard, offering to proxy those shares over to Knight for a year as a sweetener and to make sure that some of their latest developments do not fall into the wrong hands.

The runner is thrown in at the deep end, having to negotiate with one of the sharpest lawyers on the planet without any of the information he needs and without revealing that he’s not the real Knight. If there’s time, you should roleplay this through rather than relying simply on dice, but otherwise treat this as an Opposed Negotiation + Charisma Test between Vogel and the runner, with the runner at a -2 penalty for lacking background knowledge of the situation, while Vogel enjoys a +2 bonus for his blackmail attempt.

The runner should also make a Charisma + Con (TR+3) Test; if the runner fails, Vogel will realize that the runner is an



imposter, and not a very good one. He will become very suspicious at this point and recommend that the runner not give up his or her day job.

## DEBUGGING

There's not a lot that can go wrong in this scene, short of the runners going crazy and attacking Vogel and/or "Knight." If they attack the Connor household then they'll find it very easy indeed (if they get past the Rating 8 maglock on each door) but security will intercept them within two minutes. Use Executive Protection Forces (see **Cast of Shadows**). If they take out Vogel then the security team outside will burst in and won't hesitate to take the runner down. Kinenestrial is actually very well aware that her principal is elsewhere, and has decided to let it carry on anyway.

## WAR OF THE CLOWNS

### SCAN THIS

While the runners return to the opera house, it has been overrun by neo-anarchists dressed as clowns, who are terrorizing the audience. They must get past much-increased security to get the right Knight in the right place.

### TELL IT TO THEM STRAIGHT

**Read the following to the character impersonating Knight, if any:**

Thank the Spirits that's over—you thought Vogel would never leave. The opera's *still* going on, if you can believe it, although you think it's wrapping up. All of a sudden, the stage is overtaken by (TR x 3) clowns. What the hell? The composer must have been really high when he came up with this bit.

Hang on—the music's stopped and it sounds like a lot of the cast are screaming. The clowns all pull what look like little red noses out of their oversized pockets, twist them slightly, and start throwing them into the crowd, where they erupt in showers of tiny specks. Your AR is suddenly filled with a mix of static and anti-corporate propaganda. Neo-anarchists!

**Read the following to the rest of the team once they've gotten to the Metropolitan Opera again:**

Right, you're finally back and ready to swap Knight for your team-mate once again. You're getting ready to give the signal when suddenly you hear screams from inside and your AR fills up with anti-corporate propaganda. What the hell is going on?

## BEHIND THE SCENES

A group of (TR x 3) neo-anarchists (use Hate Group Member, p. 7, *Contacts and Adventures*, replacing Racist Blogs 4 with Anti-Corporate Blogs 4 and Urban Brawl Schedules 2 with NYC Dumpster Diving Locations 2) have managed to storm the stage of the Opera dressed as clowns. The grenades they throw are Gas Grenades (p. 324, *SR4A*) modified to spray Mesh Tags (p. 199, *Unwired*). The RFID tags in question are mostly there to create a spam zone (-3 dice pool penalty to anyone using AR) filled with anti-corporate propaganda, while the remainder are stealth tag microphones, there to adhere to the Opera patrons. They will record conversations and transmit them in bursts on an irregular

schedule. The idea is that the spam should make it extra-hard to find the mics before they get some juicy intel.

The neo-anarchists are not armed or armored, but will nevertheless end up in a confrontation with Opera security (as per **Elegy For Young Lovers**), who will seek to evacuate the building and use less-than-lethal means to take down the Neo-A's. The runners will need to swap Knight back for the replacement team member or get him back into the box without anyone noticing. This is much more challenging, as Kinenestrial will evacuate the box at the first sign of trouble. The team must think fast to get into a position to perform the switch without drawing undue attention.

If any of the runners have obvious weapons or body armor, security forces will view the shadowrunners as assassins. While the Neo-As are unlikely to pose much of a threat, the security personnel can become a problem. The security forces will target the runners and their companions. If it looks like they are with Damien Knight, security will assume that they are kidnapping Knight and use lethal force to save the Ares CEO.

## DEBUGGING

The worst that can happen here is that the runners start shooting at Knight's protection detail. Kinenestrial and opera security will assume that the clowns are actually a distraction for an assassination attempt on Knight and will react as per **Elegy For Young Lovers**, but with opera security also authorized to use deadly force against both the runners and the clowns. This will rapidly turn into a bloodbath.

## TURN OF THE SCREW

### SCAN THIS

This is the wrap-up scene, wherein Ares will mop up any loose ends if the runners revealed that they discovered that the principal wasn't actually Damien Knight. Otherwise, they will be handsomely rewarded and kept on for future use.

### TELL IT TO THEM STRAIGHT

**Read the following if the team performed as requested and didn't harm any of the security detail:**

Your commlink buzzes—it's Ruby's commcode, so you answer pretty quickly.

"Hi there. The principal was very happy with your work; you performed exactly as required. If you head to North 7<sup>th</sup> Street in Brooklyn, your payment plus bonus is in a brown paper bag taped to the underside of the red dumpster. I'll be in touch in the future with more work, have no fear!"

**Read the following if the team did the job but did harm some of the security detail:**

Your commlink buzzes—it's Ruby's commcode, so you answer pretty quickly.

"Hi there. The principal's kind of pissed with you for starting a shooting match with the security guys, but you did the job otherwise. Your money's in a brown paper bag taped to the underside of the red dumpster at North 7<sup>th</sup> Street in Brooklyn. Don't call me—I'll call you."



## BEHIND THE SCENES

How this scene goes really depends on what the runners have been up to so far. If they've done as they've been told and didn't discover that "Damien Knight" was really Simeon Connor or just kept their mouths shut, they'll be paid as agreed. An appropriate number of credsticks (one per team member, with the money split evenly between them) will be in the bag taped under the dumpster as described.

If, however, the team let on that they know that this "Damien Knight" is really a decoy, or if they killed any Ares personnel, they will be marked for death. Instead of credsticks, the paper bag will contain 4kg of Rating 5 plastic explosive with a pull detonator attached to the underside of the dumpster. Using the Blast Against Barriers rules, this will cause 18P damage.

## PUSHING THE ENVELOPE

You could increase the Rating of the plastic explosive, although you would need to be careful to make sure that this isn't just guaranteed death. Alternatively, you could have Kinenestrial and (TRx2) Red Samurai types waiting in ambush to mop up any survivors from the explosion.

## DEBUGGING

They either get paid or they (almost) get killed. There's not a whole bunch to go wrong here.

## PICKING UP THE PIECES

### MONEY

(1,500¥ x TR) each, plus a 10,000¥ (total, negotiable up to 20,000¥) bonus if none of the security detail are injured during the extraction.

### KARMA

(TR/2, round up) for surviving the mission

1 for successfully extracting and returning "Knight" with no one the wiser

1 if the decoy "Knight" successfully convinced Vogel that they were the real Knight.

Plus an additional 1–3 for roleplaying, humor, drama and the like. Please note that no SRM character should receive more than 7 Karma for this Mission.

### AFFILIATION

If a PC completes a secondary objective without being assigned it, and is not already affiliated with the corporation that would have assigned it, that corporation will discretely approach the PC at the end of the scenario and make an offer of affiliation with them.

The usual pitch mentions that the corporation will want small jobs done on the side with the promise of rewards from the corporation. The need for secrecy is always emphasized. There is no up-front offer, the deal is simply between two free business entities. If the PC agrees, he or she becomes an affiliate for that corporation.

## CORPORATE REWARDS

Affiliates who received a secondary objective and completed it are given the following reward for their service, according to the corporation or organization to which they are affiliated.

**Ares:** Two cans of NanoCleansers

**Aztechnology:** 1 pair of MageCuffs

**Horizon:** 3 doses of Pixie Dust

**NeoNET:** 1 Pocket Hacker

**NYPD Inc.:** 1 gas grenade with Breath Taker

**Renraku:** Rating 2 TacSoft

**Saeder-Krupp:** 50 AV Rounds

**Shiawase:** Eastern Tiger Palladium Package

**Spinrad:** A Vashon Steampunk outfit (1 of each piece)

**Neo-Anarchists:** 1 free passage between Manhattan and the Bronx for up to 5 individuals.

Each corporation will only extend an offer to one or two shadowrunners, usually the ones who best undertook the objective for that corporation.

## REPUTATION

+1 Notoriety if they are marked for death by "Knight."

An additional +1 Street Cred if they survive being marked for death.

## CONTACTS

If they complete the mission without angering "Knight," then they will earn Ruby as a contact at Loyalty 2.

## LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 50¥ \* TR.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ \* TR.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 58, SR4). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, SR4).

Urgent Message...

KNIGHT AT THE OPERA



## RUBY

### Hits Information

- 0 Isn't she a dancer at Big Tony's?
- 1 A corporate fixer, kinda hands-on.
- 2 She's a troll and pretty tasty in a fight, as well as being connected in a big way.
- 3 She used to be a shadowrunner—her job description was “negotiation through superior firepower.”
- 4 She's in pretty tight with Ares nowadays. Word is that she's turned corporate on us.

## BARNARD'S

### Hits Information

- 0 Never heard of it.
- 1 Some new virtual club in town.
- 2 It's pretty hot with the corporate set.
- 3 Most of the real action goes down in the Red Room.
- 4 But to get a spot in the Red Room you need major corporate backing.

## METROPOLITAN OPERA

### Hits Information

- 0 Isn't that some retro Browse program?
- 1 The Opera House is over at the Lincoln Center. Very high-class.
- 2 It's been around for almost 200 years! How crazy is that?
- 3 They've got a premiere of a new elven Opera there in a couple days. Tickets for that are selling *way* above face value in the shadows.
- 4 They're hiring at the minute; I know their Head of Hospitality, so I could get you an interview for a small donation (TR x 100¥) to my retirement fund...

## DAMIEN KNIGHT

### Hits Information

- 0 Are you kidding me? Damien Knight?
- 1 He's the head honcho at Ares Macrotech. That's why they're called *Knight* Errant...
- 2 They say he used to be part of Echo Mirage or something.
- 3 He's been having trouble with the board since Artie Vogel got a seat. Damn halfer keeps trying to punch above his weight.
- 4 They say he has eight doubles active in the city at any one time to keep himself safe.

## CAST OF SHADOWS

### SIMEON “DAMIEN KNIGHT” CONNOR

Simeon was a highly-decorated member of Knight Errant's Executive Protection Service when he was selected for this job. Undergoing extensive modification and training, he was to *become* Damien Knight—one of eight such impersonators. This is a 24/7/365 commitment, with a seven-year contract. Connor started in 2070.

Having recently discovered that his daughter is terminally ill, however, Connor has become desperate to see her before it's too late. Unable to visit her openly, he has arranged through Ruby for a team of runners to extract him and deliver him to his family home on Staten Island so that he can say goodbye. If his superiors discover what he's done, he'll be blacklisted or even killed so discretion is absolutely vital.

**B A R S C I L W Ess Init IP**  
4 5 5 (8) 4 5 5 4 5 1.95 10 (13) 1 (4)

**Condition Monitor Boxes:** 11

**Armor:** 9/4

**Skills:** Ares Macrotechnology 5 (Damien Knight +2), Athletics Group 2, Blades 3, Business 3, Combat Biker 2, Computer 3, Con 6 (Impersonation +2), Damien Knight's Mannerisms 5, Data Search 3, Dodge 4, Economics 3, Escape Artist 3, Etiquette 5 (Corporate +2), Firearms Group 5, First Aid 2, Intimidation 4, Leadership 5, Locksmith 3, Negotiation 5, Perception 4, Pilot Ground Vehicles 4, Security Design 4, Security Procedures 4, Stealth Group 4, Survival 2, Unarmed Combat 4

**Augmentations (all delta grade):** Biosculpting (Severe: Damien Knight), Commlink (Custom-built Device Rating 6, running Analyse 6, Browse 6, Edit 6, and Empathy 6), Datajack, DNA Masking: Reprint (Damien Knight), Inner Ear Modification: Ear Recorder, Nano-Biomonitor, Nanohive 4, Pain Editor, Platelet Factory, Sim Module, Retinal Modification: Eye Recorder, Retinal Modification: Flare Compensation, Retinal Modification: Retinal Duplication 6 (Damien Knight), Retinal Modification: Smartlink, Synaptic Booster 3, Vocal Range Enhancement

**Nanosystems:** Nanite Hunters (Universal) 6, Nano-Symbiotes 3, Nantidote (Universal) 9, Trauma Control System 6

**Gear:** Actioneer Business Clothes, DocWagon Contract (Super-Platinum), Form-Fitting Body Armor (Half Suit)

**Weapons:**

Ares Predator IV [Heavy Pistol, 5P, -1AP, SA, RC 1, 15 (c), Ceramic/Plasteel Components 3, Improved Range Finder, Personalized Grip, Silencer, Skinlink]

### MARITA “RUBY” COVARRUBIAS

Ruby was a shadowrunner for several years, serving double duties as a face and fire support for numerous teams. Her motto was always “negotiation through superior firepower,” which in her case meant her cherished Panther Assault Cannon. After a long time of saving money and building a network of contacts, she became a fixer for numerous corporations in Manhattan, but most especially Ares, with whom she had a brief career as a company woman.



In this scenario, she appears only as a virtual contact and thus details of her gear aside from her commlink are not needed.

**B A R S C I L W Ess Init IP**  
8 4(6) 4(6) 9(11) 3 4 2 4 0.8 8(10) 1(3)

**Condition Monitor Boxes:** 0

**Skills:** Athletics Group 3, Automatics 5, Blades 4, Computer 3, Corp Rumors 4, Data Search 4, Dodge 3, Etiquette 4 (Street +2), Fences 4, Firearm Design 3, Gear Value 6, Heavy Weapons 3, Infiltration 2, Manhattan, Inc. 3 (Ares Macrotech +2), Negotiation 5, Perception 3, Pilot Ground Craft 1 (Bike +2), Pistols 4, Safe Houses 4, Shadowrunner Teams 4, Unarmed Combat 5, Zen Meditation 3

**Augmentations:** Cybereyes Rating 3 (Flare Compensation, Low-Light, Smartlink, Thermographic), Dermal Plating 2 (Alpha), Muscle Replacement 2 (Alpha), Wired Reflexes 2 (Alpha)

**Gear:** Hermes Ikon (Response 4, Signal 3) with Novatech Navi OS (System 4, Firewall 3). Analyze 4, Browse 4, Edit 4, Empathy 4.

### SARA KINENESTRIAL

Sara is an African-American elf; her mother was from Azania and her father from Tir Tairngire. However, she grew up in Detroit in the UCAS and got sponsored through university by Ares Macrotech when routine testing revealed her potential as an adept. She started working for Knight Errant after graduation and was soon promoted within their Executive Protection division.

She has headed up Connor's security detail since he took up his post, and is the only member of the security team to realize that he is not really Damien Knight. She is also aware of Connor's plight as regards his daughter, and is sympathetic. To that end, she will try to do what she can to make sure the extraction goes without a hitch, but if shots are fired or any of her team are injured then she can't afford to pull any punches.

**B A R S C I L W Ess M Init IP**  
4 7 5(7) 4 6 5 4 5 6 8 10(12) 1(3)

**Condition Monitor Boxes:** 11

**Armor:** 11/7

**Skills:** Assensing 3, Astral Combat 3, Athletics Group 2, Blades 3, Dodge 5, Electronics Group 3, Etiquette 4 (Corp +2), Firearms Group 5, First Aid 2, Leadership 3, Perception 4, Stealth Group 4, Unarmed Combat 4

**Qualities:** Adept

**Initiate Grade:** 3

**Metamagics:** Adept Centering, Divination, Psychometry

**Adept Powers:** Astral Perception, Cool Resolve 3, Empathic Healing, Enhanced Senses (Flare Compensation, Direction Sense, Thermographic, Vision Magnification), Combat Sense 3, Enhanced Perception 3, Improved Reflexes 2

**Gear:** Actioneer Business Clothes, Form-Fitting Body Armour (full suit), Securetech PPP Forearm Guards, Securetech PPP Shin Guards, Fairlight Caliban (Response 4, Signal 5) running Novatech Navi OS (System 4, Firewall 3) and Analyze 4, Browse 4, Edit 4 and Empathy 4, AR Gloves, Subvocal Mic, Contact Lenses with Image Link and Smartlink, Ear Buds, DocWagon Contract (Gold)

**Weapons:** Ares Predator IV [Heavy Pistol, 5P, -5AP, SA, RC 1, 15 (c), Ceramic/Plasteel Components 3, Improved Range Finder, Personalized Grip, Silencer, Skinlink, APDS ammo]

### ARTHUR VOGEL

An eco-activist lawyer who stood for election in the 2057 UCAS Presidential race on the joint Democrat/One World ticket, Arthur Vogel is often branded a sell-out by his former allies. He is now the single largest shareholder in Ares Macrotechnology and a major thorn in Damien Knight's side. He has come to the Opera to talk to Knight about the "Daviar situation"—he assumes that Knight has a lot of prior knowledge (he initially believes he's speaking to the real DK) and so doesn't go into specifics, but is keen for Knight to make a decision on how to proceed.

**B A R S C I L W Ess Init IP**  
3 2 2 4 5 4 3 5 5.25 6 1

**Condition Monitor Boxes:** 11

**Armor:** 8/3

**Skills:** Artisan 2, Dodge 2, Computer 4, Con 4, Corp Finance 3 (Ares +2), Corp Rumors 4 (Ares +2), Data Search 3, Etiquette 5 (Corp +2), Golf 4, Instruction 3, Intimidation 4 (Mental +2), Leadership 5 (Persuasion +2), Megacorp Interests 5 (Ares +2), Negotiation 6 (Diplomacy +2), Outdoors Group 2, Perception 3, Policlub 4 (Eco-Activists +2), Psychology 5, UCAS Law 6 (Environmental Regulations +2), UCAS Politics 5 (Democratic Party +2), Unarmed Combat 2, Washington FDC Rumors 4

**Augmentations:** Sleep Regulator, Tailored Pheromones 3

**Gear:** Actioneer Business Clothes, Form Fitting Body Armor (Shirt), Customized Transys Avalon (Response 6, Signal 6) with customized Novatech Navi OS (Firewall 5, System 6) running Analyse 6, Browse 6, Edit 6, and Empathy 6, Glasses with Image Link, Ear Buds, AR Gloves, Sim Module

### EXECUTIVE PROTECTION TEAM

Trained by Ares to defend VIPs, the members of the EPT are highly loyal and conditioned to place their assets protection and safety ahead of their own.

**B A R S C I L W ESS Init IP CM**  
5 4(6) 4(5) 5(7) 2 3 3 4 3.6 8 2 10

**Condition Monitor Boxes:** 10

**Armor:** 10/5

**Skills:** Athletics Skill Group 4, Close Combat Skill Group 4, Intimidation 4, Perception 4, Pilot Ground Craft 2, Long Arms 5, Pistols 5

**Augmentations:** Cybereyes (Rating 2 w/ Flare Compensation, Thermographic Vision, Vision Magnification), Wired Reflexes 1 Orthoskin 2, Muscle Augmentation and Toner 2

**Gear:** Long Coats and Form-fitting body armor coats. Commlink.

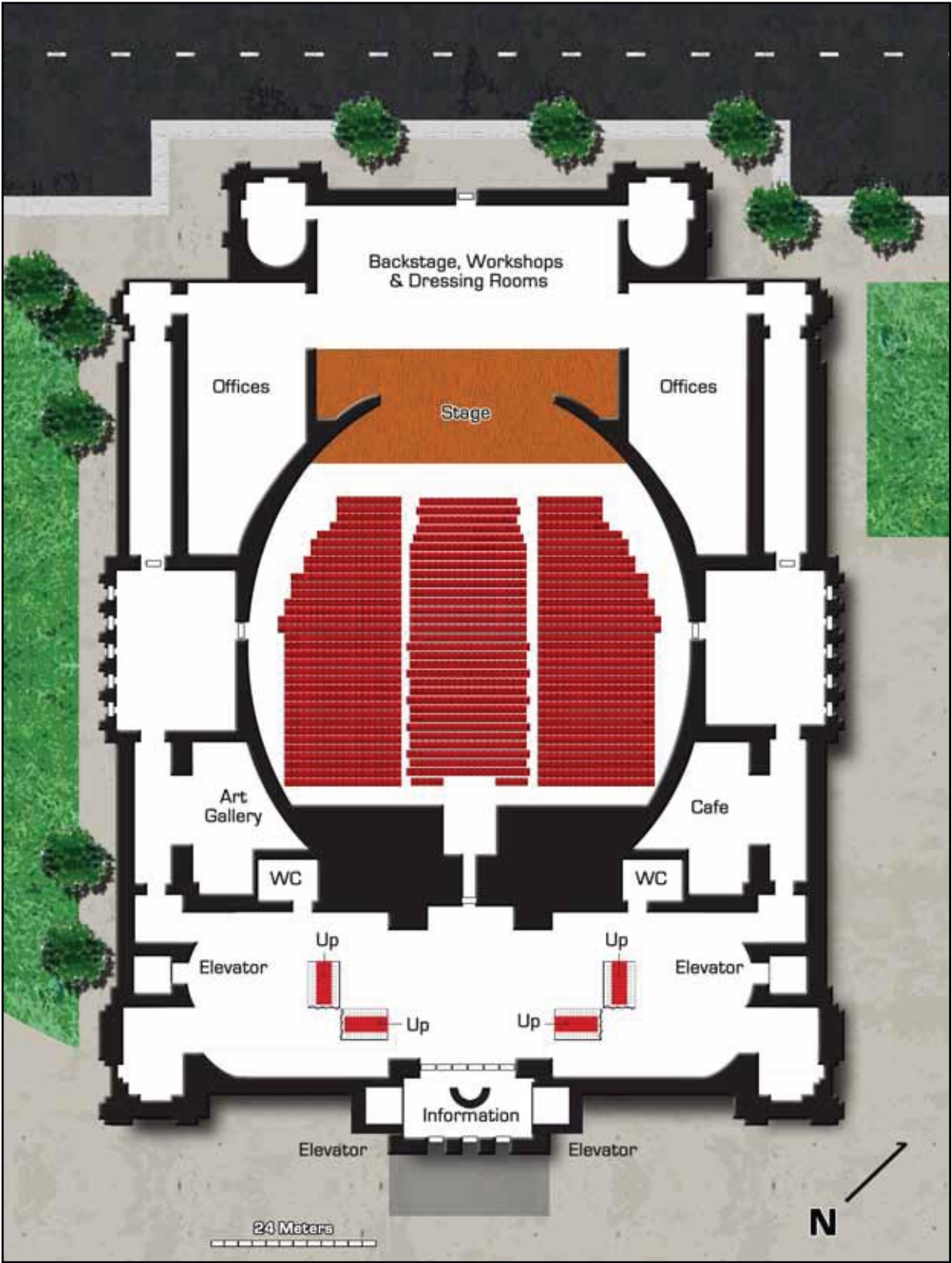
**Weapons:** Ares Alphas [AR, DV 6P, AP -1, SA/BF/FA, RC 6, 28 (c), w/ Ex-Ex ammo, gas-vent 3, folding stocks, smartgun system]

At the Opera: Nitama NeMax [Hvy Pistol, DV 5P, AP -1, SA, RC 1, 10 (c) w/ Ex-Ex ammo, Ceramic Components 3, Personalized Grip]

AZ-150 Stun Baton [Reach 1, DV 7S(e), AP -1/2]



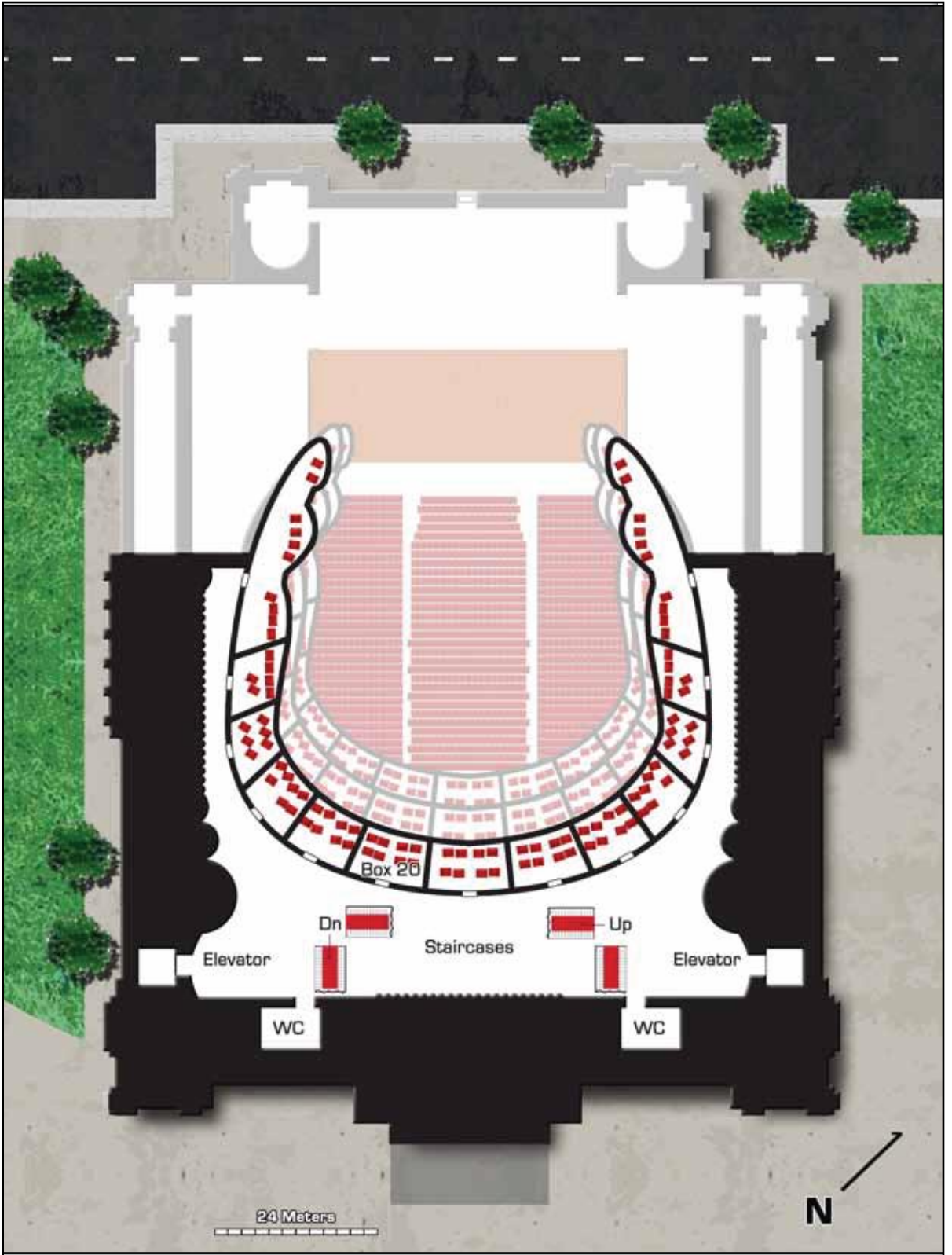




# MAP #1: OPERA HOUSE



# MAP #2: OPERA HOUSE







# MAP #3: SAFEHOUSE



Ruby was a shadowrunner for several years, serving double duties as a face and fire support for numerous teams. Her motto was always “negotiation through superior firepower,” which in her case meant her cherished Panther assault cannon. After a long time of saving money and building a network of contacts, she became a fixer for numerous corporations in Manhattan, but most especially Ares, with whom she had a brief career as a company woman.

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**Ruby**

Fixer

Female Troll

Connection Rating 3

**B A R S C I L W M IP**  
 ? ? ? ? 3 2 2 4 4 1

**Key Active Skills:** Athletics Group 3, Computer Group 3, Etiquette (Street +2) 4, Negotiation 5, Perception 3

**Knowledge Skills:** Corp Rumors 4, Fences 4, Manhattan, Inc. (Ares Macrotech +2) 3, Shadowrunner Teams 4, Zen Meditation 3

**Uses:** Jobs, Ares insider, Weapon sales and purchases

**Places to Meet:** Runner bars, The Post, Penn Station

**Contact:** Commlink

**Ruby**

Fixer

Female Troll

Connection Rating 3

**B A R S C I L W M IP**  
 ? ? ? ? 3 2 2 4 4 1

**Key Active Skills:** Athletics Group 3, Computer Group 3, Etiquette (Street +2) 4, Negotiation 5, Perception 3

**Knowledge Skills:** Corp Rumors 4, Fences 4, Manhattan, Inc. (Ares Macrotech +2) 3, Shadowrunner Teams 4, Zen Meditation 3

**Uses:** Jobs, Ares insider, Weapon sales and purchases

**Places to Meet:** Runner bars, The Post, Penn Station

**Contact:** Commlink

**Ruby**

Fixer

Female Troll

Connection Rating 3

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**Contact:** Commlink





PLAYER \_\_\_\_\_

CHARACTER \_\_\_\_\_

DECEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	FREE WEEK
NOVEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
OCTOBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
SEPTEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
AUGUST	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
JULY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	

CALENDAR .....



# SHADOWRUN

PLAYER \_\_\_\_\_ DATE \_\_\_/\_\_\_/\_\_\_

CHARACTER \_\_\_\_\_ LOCATION \_\_\_\_\_

**PERSONAL INFO**

- 1. GREEN
- 2. STREETWISE
- 3. PROFESSIONAL
- 4. VETERAN
- 5. ELITE
- 6. PRIME

**TABLE LEVEL**

**SRM03-07 Knight at the Opera**

Eight teams escorting eight Damien Knights. Will the real Damien Knight please stand up?

**SYNOPSIS**

**“Damien Knight” was:**

- extracted and returned without complication.
- extracted with complication.       not extracted.

**Other corporations**

- were unaware     \_\_\_\_\_ discovered the truth

**Other Notes on Reverse**

**MISSION RESULTS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**TEAM MEMBERS**

- Ares Macrotechnology
- Aztechnology
- Horizon Corporation
- NeoNET
- Prometheus Engineering
- Renraku Computer Systems
- Saeder-Krupp
- Shiawase Industries
- TransOrbital
- Neo-Anarchists

**AFFILIATIONS**

Character Improvement    Karma Cost

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**ADVANCEMENT**

Previous Available \_\_\_\_\_

Earned \_\_\_\_\_

Spent \_\_\_\_\_

Remaining Available \_\_\_\_\_

New Career Total \_\_\_\_\_

**KARMA**

Street Cred \_\_\_\_\_

Notoriety \_\_\_\_\_

Public Awareness \_\_\_\_\_

**REPUTATION**

- Ruby

Previous Available \_\_\_\_\_ ¥

Earned \_\_\_\_\_ ¥

Spent \_\_\_\_\_ ¥

Remaining \_\_\_\_\_ ¥

**NUYEN**

GM's Name \_\_\_\_\_

GM's Signature \_\_\_\_\_

**VALIDATION**

**CONTACTS/SPECIAL ITEMS GAINED OR LOST**

DEBRIEFING LOG.....

