



# SHADOWRUN

## MISSIONS



# BURN

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XHXH

Trego rubbed the badge on his leather jacket. The Skraacha had a number of things to give members that have done good deeds, but the badge was the most important. Anyone could get the colors, but without the badge you're just a prospect, a wannabe. Trego had earned the badge when those Alamos 20K goons had come in to burn the entire Underground out. He'd saved lives that day—women, children, even an elderly ork he had carried away from the fires despite the burns on his back. He had scars, too, and those got him respect as well. He moved his left hand a bit more every day, despite having no skin left on it, just burn scars. A walking reminder of their triumph that day, as Darra had put it when he pinned Trego's badge on.

He shook his head and went back to his current job, watching the marketplace. Making sure the fights didn't get too out of hand, the snatch-and-grab thieves got caught, collection money was paid. Simple stuff, really. The folks here were decent about things. The collections were like taxes upside, the fights happened in areas where folks could use a little entertainment, and a little bit of snitching of food was accepted. It all appeared to be fine. But he felt like something was wrong, even though he couldn't figure out what it was. So he did what he always did when that feeling hit him—he put out his left hand and tried to make a fist.

Then he saw what it was. A small piece of the insulation that showed up on the lighter scarring of his skin rather than the darker, well, everything. He thought quickly, trying to piece together what he was seeing as he sniffed at the insulation. It had no smell. That was wrong. It should. The stuff always smelled musty. Trego knew he wasn't the smartest person in the Ork Underground by any stretch of the imagination, but he had an instinct for when something was going wrong, and he usually acted before thinking. It got him into trouble sometimes, but most people agreed that doing something, anything, was better than nothing when Trego was concerned. He ran up to the giant gong that had been cut out of the side of a container ship, picked up the massive hammer, and heaved at it with all his strength. The din he made served as the fire alarm for the cavern, which was so deep inside the Underground that there was no electricity, just lamps that ran off of whatever the people could use for fuel.

The fire drills Trego had insisted on worked. People didn't panic, but instead moved quickly to the exits and started getting the makeshift fire doors closed. He was about to move toward an exit when he heard the bawling of a child. Cursing, he started searching as quickly as possible, knocking over the stands as he searched for the kid. He eventually found her in her dirty pink dress, curled on a pillow, bawling for her mother in Or'zet. He picked her up and started running as fast as he could, seeing the insulation dropping at a faster and faster rate around him.

Trego had made a study of fire after his burns. He had an old pocket secretary that could take bookchips and read to him. He figured he knew what was going on—it was something called a dust explosion. But wouldn't the burning lamps prevent that? Wouldn't things burn up before they became too concentrated? He didn't have the answers to his own questions, but he tossed the little girl to the ork who was at the fire door waiting for him.

When asked later, no one could say why Trego didn't go into the shelter himself, but they all guessed that he must have figured something out and known there was no time to save himself. He grabbed the handle with his good right hand and heaved his whole weight backwards to slam the door shut, sealing everyone inside.

The sound and heat in the cavern was enormous, but the noise Trego made was even louder. Everyone on the safe side of the door swore that he wasn't screaming in pain, but in triumph. As if he had beaten the fire like it was just another rival gang member.



BRIGHT HOPES  
BURNING AWAY

XHXH

XHXH

# INTRODUCTION

*SRM 04-07: BURN* is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at [shadowrun4.com/missions](http://shadowrun4.com/missions) and includes a guide to creating Missions characters and a regularly updated FAQ. Maps, player handouts, and other playing aids are found at the end of this document.

## PREPARING THE ADVENTURE

*SRM 04-07 Burn* is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

## ADVENTURE STRUCTURE

*SRM 04-07 Burn* 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. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

**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 other 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 *SRM 04-07 Burn* (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, Twentieth 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 compose 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 throughout the adventure.

Minor NPCs are found in the individual scene that they appear in and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write-ups, and include most of the skills and the gear they have access to.

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.

## Mission Difficulty

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce

the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party but should never be insurmountable for a team playing it smart.

## Choosing Sides

During the course of a scenario, the players will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict and opposing Factions who butt heads constantly. Characters can try and remain neutral, but often the decisions they make will favor one Faction over another. These choices earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably and is more inclined to deal with the runner. High enough Faction Rep earns the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

Each Faction keeps tabs on its opposite, and every organization is full of spies, so any time a character deals with one Faction, the other side inevitably finds out about it. This is tracked on an individual basis, so even if one teammate sells out information to NewsNet, another can sell out to KSAF and still earn KSAF Faction Rep.

## 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 stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at 3. These commlinks do 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 gamemaster, 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 players' 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. Players 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, once an adventure is completed gamemasters should head over to the official *Shadowrun* forums at <http://forums.shadowrun4.com> and look in the Actual Play Results section. There are threads where you can post the outcome of the Missions adventure. Future adventures will be affected by these results. Without gamemaster feedback, the players' exploits will be unable to affect the campaign.

## MISSIONS FACTIONS

### BURIED UNDERGROUND PLOTLINE

**Ork Rights Committee:** This faction is pushing to see the Ork Underground become a full-fledged, legitimate district of Seattle, by any means necessary.

**Seattle Government:** The city of Seattle is hurting for money and sees the Underground as a huge expense that they can't afford, with little to no gain from its largely SINless a population. City officials worry that making it a district would give legitimacy to the gangs, crime rings, and smugglers that use the Underground as a base of operations.

**NewsNet:** Horizon's flagship news outlet in Seattle, NewsNet has long struggled to maintain its status as Seattle's top reporting agency against its primary rival, KSAF.

**KSAF:** KSAF built a reputation on reporting the news before anyone knew it was news. Those days are past, but with the brewing fight between the city and the Ork Underground, KSAF sees a chance to get the scoop and reclaim their glory days, burying NewsNet in the process.

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# MISSION SYNOPSIS

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The underground has always been a dangerous place. Natural caves and mines linked to ancient concrete foundations. All these elements have claimed the lives of many, who have vanished down the twisted passages, never to be seen again. The Ork Underground, however, has been safer than most. The former roadways and basements of Seattle's Pioneer Square suffered extensive fire damage in 1889 and were built over; since then, the area has been used for flophouses, gambling parlors, speakeasies, opium dens, tourism, and most recently as a safe haven for the metahuman victims of the 2039 Night Of Rage and their human families. They brought with them their memories of that night, things like breathing in hot, oxygen-free air as the warehouses they were crowded into burned while the authorities watched. Decades later, the mostly ork descendants of those first settlers have known no other home, and they see the Underground as a place to hide from the hate and bigotry of the people that lived above them.

Safe until recently that is. A series of "accidents" have occurred, mostly involving fire and incendiary-enriched explosions that Horizon's Special Effects teams in Hollywood can only dream of capturing on film. It seems as if the place born in fire has an affinity for flames and keeps calling to it. The body count, hatred, and places to lay the blame are climbing. Underground residents have been pinning a fair amount of the blame for the situation on Alamos 20,000, which claimed responsibility for the destruction of a part of the Tourist's Highway that is one of the Underground's few legitimate forms of income. The scars of that event are still fresh. Another villain in the minds of the Underground's residents is Governor Kenneth Brackhaven and his administration, which many Underground residents believe is littered with anti-metahuman sentiment. The vote on Proposition 23, also called "Project Freedom," is coming closer, which is only exacerbating tensions. There are plenty of other possible villains that are included in rumors and gossip passed around by Underground residents. Maybe Humanis Policlub or the Human Nation is causing some of the chaos. Or maybe the dwarves that walked away/were cast out of the Underground early in its history are stirring up trouble. Or maybe it's the banished Tír Tairngire elven Princes, now living in the squalor of Tarislar, looking to vent their rage anywhere. Or it's the dragons. Or the megacorporations. Or the remnants of Lone Star trying to show up Knight Errant as worthless eunuchs who cannot protect the city. Or ...

All the old hatreds and prejudices come to surface in times like this. Like moths to a flame—flames that someone appears to be fanning to make things worse for the Ork Underground.

Enter the grievously injured fixer, "Bull" MacCallister, gathering the shadowrunners together in the Matrix bar, Virtual Underground 93, as he attempts to get to the bottom of the situation before more violence erupts. He hires the runners to track down and find the person, group, or groups responsible for the most recent attacks, with enough evidence of their crimes to prevent all-out anarchy and chaos under Seattle.

He won't be able to talk to the runners for long, however, as another incident has occurred, which he suggests the group use as a starting point in the investigation. He offers a significant amount of money to each of them, as well as the thanks of the Ork Rights Committee.

After getting through a small police blockade that's been put in place to protect the public (or the SINners, at least) from the "dangerous and unstable underground entrance," the runners come across a horrific scene of a school that has been completely flattened by an explosion. The cheap construction materials it was made out of still smolder in places as would-be rescuers attempt to sift through the debris looking for any remaining survivors. With enough patience and the right words, they will be able to find out that two journalists were on the scene when the bomb went off so that they could report on it.

Talking with the journalists gets the runners one step closer to their prey, as they cut deals to reveal the source of their information on the fires and bombs, Captain Jack Turner, who is currently residing in accommodations provided by Seattle's Finest, Knight Errant. With careful planning and strategies, they should be able to spring Jack from the jail under a police precinct and get just what the news crews on the scene at the school received—information.

This leads to an encounter with a go-gang of couriers teamed up through a combination of mutual love and protection, and a high-speed chase through Seattle's highways that cuts through the city—and could end in a race-ending crash if a clever enough trap can be designed and implemented.

At the end, the runners encounter the mad bombers themselves in a run-down old factory. The bombers fight furiously to the bitter end, and they may leave the runners wondering who was behind their activities.

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## SCENE 1: OLD SKOOL DECKING

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### SCAN THIS

To start the run, players meet an old-style fixer at an almost-as-old-style meeting place within the Matrix. They're given a job investigating a series of fires and explosions in the Ork Underground.

### TELL IT TO THEM STRAIGHT

A call from a fixer or Johnson is a siren's song to a shadowrunner. It means business, which always beats watching nighttime tridcasts of strange Japanese game shows, and it pays better as well. Mr. MacCallister,

a fixer whose icon is a circular red ork smiley logo, has just sent a text of a time and place for a meet—2100 hours at the Virtual Underground 93. The only other text is "This is Biz." It takes a second for you to remember that that's the old slang term for a shadowrun.

### When the group leaves their bodies behind and goes into the Matrix in VR:

Virtual Underground 93, an online meeting place based on a warehouse club in the Puyallup Barrens, has a styling that is very low

resolution and archaic compared to other online bars. It caters to older shadowrunners and fixers, as well as younger members of the same occupations that enjoy the retro appearance of the place. It has no AR equivalent, and entering the bar requires a sim module. If any members of the group lack one, there's enough time to get a model from a Stuffer Shack and get home before the meet. It'll be cheap and your online avatar will be pretty basic, but it'll work. MacCallister's icon (a red smiley ork face tilted to the left) is located on the door of a room obviously meant for private conversations. He's apparently just finishing a meeting, as you see other avatars leaving the room and walking out of the virtual bar (Matrix etiquette dictates that people should walk out of the node and then log off rather than just disappearing from the middle of a room). The icons of the people leaving are a mixture of the mundane and the impossible. Once they leave, the letters "[LFG]" appear under MacCallister's icon. Apparently this means he's ready for the next meeting.

## VIRTUAL UNDERWORLD 93

### LTG# 4206 (30-9095)

VU93 is a digital copy of the famous Puyallup club that was set up as a virtual hangout for Seattle's shadow community by a former runner named Bull. He maintains classic style Matrix iconography and architecture in the virtual landscape of the bar and has set it up to override all but the strongest reality filters. VU93 also acts as a semi-private BBS and utilizes a copy of the old Shadowland BBS system, circa 2057, where some local Seattle biz gets discussed.

- For virtual boozshe, it hash quite a kick! Are thoshe pink bunniesh?
- Slamm-0!
- Apparently someone forgot to tell Slamm-0! that Bull's incorporated some BTL hotsim code into VU93's alcohol supply. I'll call 'cat to come get him.
- Pistons

## BEHIND THE SCENES

MacCallister sends the runners a passcode for Underworld 93. When they log on to the node, they see a simple grey square with a pink neon sign that says "Virtual Underworld 93." Beneath the sign is a red triangle that marks the door into the node. Standing in front of the door is a large troll in a tuxedo, though the icon is basic and very blocky. Virtual Underworld 93 utilizes a lot of classic Matrix design. Older runners or those with programming skills may recognize the triangle as the old universal matrix symbol for an input/output port. The troll is a representative of the Analyze program running for the system, scanning anyone who attempts to access the node to see if they have the proper passcode.

Once the runners are inside, if they are running a Reality Filter program they have to make an opposed test (Reality Filter + Response vs. the node's System + Response). If they don't override it, the interior of the bar looks like a very low-rez version of the real Underworld 93. There are a dozen or so users inside, and on the stage a music file is playing a classic Concrete Dreams concert from 2051. The drinks are virtual but tasty. MacCallister calls them into the back room with the statement "[LFG]" under his icon on a doorway, as the private room is more secure than just talking in the bar proper. Runners with

any video game knowledge skills may recognize this as an old gamer acronym that means "Looking For Group" ([Relevant Video Games Knowledge] + Logic (2) Test).

MacCallister is an ork fixer that has a lot of jobs for the Ork Rights Committee (ORC), mostly attempting to push through Proposition 23—sometimes called Project Freedom—which will make the Ork Underground a new, legitimate district of the Seattle Metroplex. If the group has previously played the Shadowrun Missions Season 4 adventures that surround the "Buried Underground" story arc, they might be familiar with the situation with the Ork Underground and its attempt at legitimacy, and the fight that certain other groups seems to be putting up against it. If the group has not played these adventures, anyone with the Knowledge Skills of Seattle Politics, Underworld Politics, The Ork Underground, or any other similar skills can roll to show how much they understand of the situation, and may have heard of the recent number of accidents that have occurred on the news (and not just from pirate broadcasts, but mainline news channels.)

MacCallister speaks with a smattering of 2050-2060s slang that might take some getting used to for younger runners. Anyone over thirty gets along just fine, however, and feels a little nostalgia for the good old days before Crash 2.0. His avatar is a massive red minotaur, and he sits at a round table with a huge, frothy mug of beer in front of him. Any runners that have Knowledge Skills about Shadowrunners or Shadowrunning History and can make a Knowledge Test with a threshold of 3 to recognize the avatar as being that of an old shadowrunner named Bull and known as "The Best Ork Decker You Never Met." Once everyone has their avatars at the table, MacCallister

## STREET SLANG

During the '50s and early part of the '60s, the streets had a lot of unique slang and lingo to them. By 2070 however their use had fallen mostly out of favor, considered "ancient" and "out of date." Younger runners will still encounter it from time to time when dealing with runners from that era. Some of the terms are creeping back into the lexicon as well thanks to the recent revival of the Karl Komatmage trid series.

|                            |  |
|----------------------------|--|
| Biz                        | A job, or business.  |
| Buzz Turbo                 | Get out fast   |
| Chip-truth                 | The complete truth, "I'm telling you the chip-truth, chummer." |
| Chummer                    | Pal or buddy   |
| Decker                     | 2050's era hacker, so named for their cyberdeck                |
| Drek                       | Common curse word, "This drek sucks!"                          |
| Frag                       | Common swear word, "I'll fraggin' kick your hoop!"             |
| Geek                       | To kill, "Geek the mage first!"                                |
| Gillette                   | Wired street samurai   |
| Hoop                       | Ass  |
| Null Persp (or Null Sheen) | Easy, no sweat   |
| Omae                       | Japanese for friend  |
| Slot                       | Mild curse word, "Geek that slot"                              |
| So ka                      | Japanese for "I understand"                                    |
| Wizard (or just Wiz)       | Great, fantastic, excellent "That's so wiz!"                   |

- So you geek some slot's hoop? And that's just wiz biz, chummer? Then buzz turbo, and that's the chip-truth? So ka, and does that make me a gillette, omae? This grandpa-style slang is null persp.
- /dev/grrl

activates a security agent that protects against online eavesdroppers and gets down to business. He explains the situation going on in the Ork Underground with the “accidents” (you can hear the quotation marks around the word) and says that he wants the runners to investigate the situation. He says that each incident has been proven to be anything but accidental,—they are sabotage and terrorism-style attacks disguised very well. He offers 10,000 nuyen per person and is willing to negotiate; each net hit on a Negotiation + Charisma Opposed Test increases the pay by 200 nuyen, up to a maximum of ten hits. He expresses that speed is of the essence for this job, as many lives are at stake. A second later, he adds that the violence may also hinder the chance of Proposition 23 succeeding.

MacCallister is about to call the meeting to a close when he perks an ear up and looks down, saddened, “There’s just been another attack. It is a really bad one this time. You need to go to The Circle, a residential area of the Ork Underground. It’s most easily accessible through the bottom level of the DeRegulaire Parking Garage on Highway 5, just south of the Northgate Mall.”

## PUSHING THE ENVELOPE

The audience of VU93 is many and varied, ranging from virtual prostitutes, barflies that challenge anyone to a contest of darts-for-shots (With BTL-based virtual drinks), Miracle Shooter buffs, wannabe shadowrunners trying to get in on a deal, and wannabe Johnsons trying to get jobs done. There are a few icons of famous celebrities (three are “Caution Tape Girl”), and a few runners might recognize a person in a trenchcoat and fedora who wears a bandit mask that hides his nose and mouth while still allowing him to convey the fact that he’s smiling widely. (Knowledge Skill: Shadowrunners or Hackers + Logic (2) Test to recognize The Smiling Bandit, who is dropping in on an old friend.)

## DEBUGGING

Picking a fight with MacCallister in this node is the very description of a bad idea. It’s also the dictionary description of suicide” right under picking a Matrix fight with FastJack and drinking toxic waste. While MacCallister’s skills as a decker have atrophied a bit, he’s still quite skilled and is backed by the club’s security spider and possibly even a few of the virtual bar’s patrons as well.

## NODE: VIRTUAL UNDERWORLD 93

**Sculpting:** The core node resembles the physical Underworld 93 in many ways, though the resolution and iconography are quite dated in style. There are four private nodes that are not connected directly to the Matrix and are only accessible through the main “bar” node, and each of these meeting room nodes are small, simple, unadorned rooms with a long table and a number of chairs.

### Authentication:

**Node 1 User:** Passcode

**Node 1 Security and Admin:** Biometric Passkey

**Privileges:** Standard

### Attributes:

**Node 1:** Firewall 7, Response 7, Signal 5, System 7

**Nodes 2-5:** Firewall 5, Response 5, Signal 1, System 5

**Spiders:** 1 Security Decker

### IC:

**Node 1:** 4 Black Attack IC Rating 6

**Node 2-5:** None

### Resident Programs:

**Node 1:** Analyze 6

**Node 2-5:** None

### ARC:

**Node 1:** Scramble Black Attack IC

**Node 1:** Alert Spider

**Node 2-5:** None

## Security Decker (Professional Rating 5)

Bull, the system admin for VU93, insists that all security spiders refer to themselves as deckers. If he catches any of them referring to themselves as hackers, he challenges them to Matrix duel and fires them if they lose.

| B | A | R | S | C | I | L | W | Ess | Init | IP | CM  |
|---|---|---|---|---|---|---|---|-----|------|----|-----|
| 3 | 2 | 4 | 2 | 3 | 5 | 5 | 4 | 5.0 | 12*  | 3* | 11* |

**Dice Pools:** Computer 14\* (base skill 6), Data Search 13\* (base 5), Cybercombat 13\* (base 5), Electronic Warfare 12\* (base 4), Hacking 14\* (base 6), Etiquette 8, Perception 10

**Augmentations:** Commlink, control rig, datajack, sim module (hot-sim modified)

**Gear:** Commlink (Firewall 6, Response 6, Signal 5, System 6)

**Programs:** Analyze 6, Armor 6, Attack 6, Black Hammer 6, Blackout 6, Bio-Feedback Filter 6, Browse 6, Command 6, ECCM 6, Edit 6, Encrypt 6, Exploit 6, Medic 6, Scan 6, Sniffer 6, Stealth 6, Track 6)

\*Stats in the Matrix, hot-sim.

# SCENE 2: RED TAPE ROADBLOCK

## SCAN THIS

With next to no information available on the fires and explosions, the group has to investigate the latest attack, which happened only hours ago.

## TELL IT TO THEM STRAIGHT

You head to the latest emergency scene, which is accessed via a massive underground portion of a parking garage. The structure is owned by the Ork Underground through a few dummy organizations

and is not one of the better-known access ways into the Underground. Right now, the parking building is jammed with construction and cargo vehicles all bearing the logo of Topside Construction. The trucks are filled with bags of permacrete and support beams, and they are parked and stopped while the drivers and workers lounge around collecting lesser, but easier, transport pay while doing nothing at all. Near the bottom of the building, a heated conversation can be heard between three people.



## BEHIND THE SCENES

The argument that's going on is between two Knight Errant patrolmen and the construction crew foreman. One of the new Knight Errant patrol cars, the KE Charger, is blocking the entrance, its lights flashing. The officers are insisting that this entrance into the Ork Underground is unsafe for any traffic, and they have orders not to let anyone in. The foreman is insisting that they're there to make it safe, and they have the training, tools, and equipment to handle the situation. The issue is that the owner of Topside Construction, Johnny Torinni, has disappeared. He used to get the paperwork pushed through using various Mafia connections with the government. Unable to do so now, everything is stuck in a bureaucratic nightmare of diabolic proportions, but no one canceled the crews or construction. As the "No Entrance" rule includes the group, they'll have to settle this issue in some manner, preferably without violence.

The issue is simply tied-up paperwork. If the group has some kind of bureaucratic contact, they'd be able to help them out to find out whom to contact (and probably bribe) and get the work moving forward. Alternatively, hackers can attempt to forge the proper permits. Blank forms are available on ShadowSEA or a black datahaven or any type. They must make a Forgery + Edit versus the officer's Perception + Intuition; the officer receives a -2 dice pool penalty, as they're not really happy being at this site and would rather be on their beat than guarding a door to nowhere. With the proof of proper documentation, they'd be legitimately covered. If the person talking to the officers is well dressed (suit and tie or corp wear), they may be able to make a Con + Charisma Test opposed by the officers' Charisma. A

well role-played story could add bonuses to their test and might help persuade the officers to let the group past while leaving the construction crew behind. Alternately, the KE officers are distracted by the construction foreman, and the runners might just slip past them all with an Infiltration + Agility Test opposed by the officers' Perception dice pool.

In a rare circumstance in Seattle, these Knight Errant officers are actually honest, and trying to bribe them leads to an arrest for attempting to bribe an officer of the law.

## PUSHING THE ENVELOPE

The construction workers aren't happy just collecting a lesser wage for doing nothing—they want to be able to make their full pay. They have families to feed, and their tempers flare as the stalemate drags

## SRM 04-01: HIDING IN THE DARK

*SRM 04-07: Burn* takes place six months after the events of *SRM 04-01: Hiding in the Dark*. In that Mission, the players were tasked with tracking down a ruthless mafia crime boss named Junior who was racking up quite the body count and causing significant misery in Downtown Seattle. Junior turned out to be an alias used by Johnny Torinni, a wealthy denizen of the Ork Underground who was using the money he made as a Mafia boss to fund the rebuilding of the Tourist Highway following a devastating fire during the summer of 2072. At the end of the adventure, the players had the option of turning Johnny over to A.D.A. Dana Oaks for a bounty, killing him, or letting him go and helping him fake "Junior's" death while he went into hiding. His disappearance has had a detrimental effect on the rebuilding efforts of the Tourist Highway.



## KNIGHT ERRANT OFFICERS (PROFESSIONAL RATING 3)

| B | A | R | S | C | I | L | W | Ess | Init | IP | Arm   | CM |
|---|---|---|---|---|---|---|---|-----|------|----|-------|----|
| 4 | 4 | 4 | 3 | 3 | 4 | 3 | 3 | 6   | 8    | 1  | 12/10 | 10 |

**Dice Pools:** Clubs 7, Firearms Skill Group 7, Law Enforcement (Professional Knowledge) 6, Perception 6, Unarmed Combat 7

**Gear:** Knight Errant Patrol Armor (10/8), Knight Errant Patrol Helmet (+2/+2, includes AR display, low-light, thermo, flare comp, vision enhancement 3, camera, smartlink, and mic), commlink (DR 3)

### Weapons:

- Ares Predator IV [Biometric Safety, Heavy Pistol, DV 5P AP, -1, SA, RC -, 15(c), w/ 3 extra clips]
- SPAS-22 [Biometric Safety, Shotgun, DV 6S, AP +1, SA/BF, RC (1), 10 (m), w/ 20 gel shotgun shells]
- Defiance EX Shocker [Biometric Safety, Taser, DV 8S(e), AP -half, SS, RC -, 4 (m), w/ 8 taser darts]
- Stun Baton [Club, Reach 1, DV 6S(e), AP -half]

## KNIGHT ERRANT PATROL ARMOR

Knight Errant recently updated the armor and uniforms that officers wear while on patrol to give them increased survivability. The armor incorporates Flex-Weave technology, allowing the wearer to subtract his strength from the highest value of the armor for purposes of calculating the total armor he can wear without penalty. It also incorporates ruthenium polymers set with several pre-programmed color schemes. The default for patrol is black with red piping; polished silver with red piping is utilized as a dress uniform or when high visibility is useful; and a simple black-and-grey urban camouflage pattern is used when stealth is necessary. The red piping can also be lit up, flashing brightly and resembling the flashing lights used on police and emergency vehicles.

### Knight Errant Charger LS

| HANDL | ACCEL | SPEED | PILOT | BODY | ARM | SENS |
|-------|-------|-------|-------|------|-----|------|
| +3    | 15/50 | 200   | 3     | 10   | 12  | 3    |

**Upgrades:** Anti-theft System, Passenger Protection 4, Personal Armor 8, Ram Plate, Rigger Cocoon Enhanced (Optional), Road Strip Ejector, Off-Road Suspension, Turbocharger

## CONSTRUCTION WORKERS (PROFESSIONAL RATING 0)

| B | A     | R | S     | C | I | L | W | Ess | Init | IP | Arm | CM |
|---|-------|---|-------|---|---|---|---|-----|------|----|-----|----|
| 5 | 3 (5) | 3 | 4 (6) | 3 | 2 | 3 | 2 | 4   | 5    | 1  | 5/6 | 11 |

**Dice Pools:** Automotive Mechanic 4, Close Combat skill group 6, NFL Statistics (Interests Knowledge) 6, Hardware 4, Industrial Mechanic (Structural) 5 (7)

**Augmentations:** Muscle Replacement 2

**Gear:** Victory Industrious Line Coverall (5/4, Fire Resistance 2, Chemical Resistance 2), with hard hat (+0/+2), commlink (DR 1)

### Weapons:

Construction Equipment [Clubs, Reach 1, DV 4P, AP 0]

## CONSTRUCTION FOREMAN (PROFESSIONAL RATING 1)

| B | A     | R | S     | C | I | L | W | Ess | M | Res | Init | IP | Arm | CM |
|---|-------|---|-------|---|---|---|---|-----|---|-----|------|----|-----|----|
| 5 | 3 (5) | 3 | 5 (7) | 4 | 3 | 3 | 3 | 4   | 0 | 0   | 6    | 1  | 5/6 | 11 |

**Dice Pools:** Automotive Mechanic 5, Close Combat skill group 6, Leadership (Persuasion) 6 (8), NFL Statistics (Interests Knowledge) 7, Hardware 6, Industrial Mechanic (Structural) 6 (8)

**Augmentations:** Muscle Replacement 2

**Gear:** Victory Industrious Line Coverall (5/4, Fire Resistance 2, Chemical Resistance 2), with hard hat (+0/+2), commlink (DR 1)

### Weapons:

Construction Equipment [Clubs, Reach 1, DV 4P, AP 0]

on. They might start siding with the foreman and begin crowding the Knight Errant officers, forcing them to call in reinforcements.

Another possibility is that some prejudices start coming through, and some humans with Humanis leanings start arguing with a troll over the fact that he gets paid more (the troll has seniority), and a fight between them soon ensues, which then spreads through the entire parking garage.

There are only two police officers, but this is in Downtown Seattle, so backup is only 1D6-1 minutes away. There are a dozen construction workers of various metatypes, and their foreman counts as a lieutenant.

## DEBUGGING

Aside from the risk of getting arrested, this situation does not present too many obstacles that cannot be overcome with a little bit of thinking. Shooting their way in is a horribly bad idea, as there are a lot of witnesses who would give Knight Errant as much help as possible identifying the runners. Starting a fight with Knight Errant or with the construction workers is just asking for whole loads of trouble, along with a night in the district jailhouse.

# SCENE 3: SUFFER THE LITTLE CHILDREN

## SCAN THIS

The runners see first-hand the cost of the “accidents” going on in the Ork Underground, and they should get some information to lead them to the people responsible.

## TELL IT TO THEM STRAIGHT

After a quick walk through the wide tunnels and a few cavern-like passageways, you start to smell cooking meat, but surprisingly you don’t find yourself hungry. Then the sweetness hits and you feel the wrongness to the smell. Senses heightened from living on the edge of the shadows, you turn a corner and come upon a scene of carnage and horror the likes of which is rarely seen outside of trid broadcasts from horrible war zones. A mound of a destroyed and smoking building is surrounded by a crowd of orks weeping and crying openly and freely as a crew of the Skraacha gang that protects the Ork Underground moves around it, led by a lieutenant named Ziggy trying to find any signs of life. Their beloved brown-and-gray synthleather jackets and vests are filthy from the work, and the gang members choke on the smoke from the still-smoldering building.

You allow your eyes move to the weeping and crying forms on the ground, which include ork children writhing in agony, most cut badly or cradling broken bones, some missing limbs entirely. They are being crudely tended to as they wait to be taken to the various street doctors in the Underground. Then there are the ones that aren’t moving at all and are covered with whatever is available to keep parents and other family from seeing the damage done to them. Blood, limbs, and other things cover the ground. Between the sobbing orks and the scene of the explosion is a line of a dozen or so more Skraacha ork gangers linked arm-to-arm as a metahuman blockade, similar to police barricades you’ve seen above ground. They are obviously fighting back tears of their own as they prevent the scene from being overwhelmed by people attempting to do anything to save someone and doing more damage in the effort, which would make any attempts to pull out anyone still alive all the more difficult.

To one side, off from the rest of the group, is an ork woman holding and rocking the form of a little boy singing a lullaby in Or’Zet, his body hanging limply in her arms. In front of her is crudely written “Mark 10:14” in blood. Any runner with a Catholic or Christian background will recognize it as a verse from the Bible.

## BEHIND THE SCENES

Unless the runners have experience as mercenaries in some of the worst war zones or are complete sociopaths who don’t care whatsoever about metahuman life, they’re going to need a Composure Test (Willpower + Charisma (4)) in order to not be affected by the scene. It’s time to pull out the role-playing muscles and see who can win the best weeping person award. The school has fallen down and is still smoldering hot in places, occasionally flaming again when the embers are exposed to oxygen, much to the dismay of the would-be rescuers.

The cause of the explosion was a propane generator that exploded, doing extensive damage inside the building but much less damage to the outer structure. No children survive any longer in the rubble; all those who could have gotten out already have. Nine injured bodies on stretchers wait for their trip to the closest clinic.

The person in charge of the scene is a Skraacha Lieutenant named Ziggy, who is doing the best he can in a hopeless situation. He’s feeling very overwhelmed and extremely suspicious of topsiders at the moment. Any attempts to get intelligence out of him is going to be made at a –2 modifier (with an additional –1 for any elves in the group, and another –1 for each person that doesn’t look “street”—as in is wearing nice clothing, no obvious defensive weapons, and so on.) Usually a group would get a bonus for being supporters of ORC in such a situation, but right now there’s nothing but sorrow and hate. He won’t even talk to the group unless they mention they’re working for MacCallister.

Investigating what happened requires some role-playing and/or the proper Etiquette rolls. Everyone is giving a different story as to what happened, other than the obvious (to them) fact that the school just blew up during the first class. Everyone is blaming their favorite group to hate, be it the Humanis Policlub, Alamo 20K, the Elven

### ZIGGY, ORK SKRAACHA LIEUTENANT

Ziggy is an easygoing member of the Skraacha, often the one to think before acting, which makes him important in some jobs. Right now, however, he’s got a bellyful of rage and is looking to take it out on someone who isn’t a local.

| B | A | R     | S | C | I | L | W | Ess  | Edg | Init   | IP    | Arm | CM |
|---|---|-------|---|---|---|---|---|------|-----|--------|-------|-----|----|
| 7 | 4 | 5 (7) | 7 | 5 | 4 | 3 | 4 | 2.75 | 3   | 9 (11) | 1 (3) | 8/6 | 12 |

**Dice Pools:** Athletics skill group 7, Blades (Cyber-Implant Blades) 9 (11), Dodge 7, Negotiation 8, Perception 8, Pistols 10, Unarmed Combat 7

**Augmentations:** Hand razors, wired reflexes 2

**Gear:** Armor jacket (8/6), AR contact lenses [Rating 3, w/ thermographic vision, smartlink, vision enhancement 3], commlink (DR 4)

#### Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC –, 15 (c), w/ smartlink]  
Hand razors [Blade, Reach –, DV 5P, AP –]

### SKRAACHA GANG MEMBER (PROFESSIONAL RATING 2)

| B | A | R | S | C | I | L | W | Ess | Init | IP | Arm | CM |
|---|---|---|---|---|---|---|---|-----|------|----|-----|----|
| 6 | 4 | 3 | 5 | 2 | 3 | 2 | 2 | 6   | 6    | 1  | 6/4 | 11 |

**Dice Pools:** Athletics skill group 6, Clubs 8, Dodge 6, Perception 6, Pistols 10, Unarmed Combat 4

**Gear:** Armor vest (6/4), AR sunglasses [Rating 3, w/ image link, smartlink, thermographic vision]

#### Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP –1, RC –, 15 (c), w/ smartlink]  
Nail bat [Clubs, Reach 1, DV 5P, AP –]

Princes in Exile, the Metroplex Guard (with or without orders from the governor's mansion), and so on. Ziggy was with the first Skraacha on the scene, but he wasn't the first to be on the scene; two journalists had arrived before him. One was a human named Joe Martin of NewsNet Seattle, and the other was a dwarf named Phillip M.A. Arloe, a KSAF citizen reporter, who left shortly after filming in order to find a Matrix signal to file their stories. Neither individual offered any condolences to the bereaved. Physical business cards with RFID ARO tags for either of them can be gotten from either Ziggy or the Knight Errant officers (who collected the cards from the reporters when they let them onto the scene) as the group leaves the area.

## DEBUGGING

Any hostility shown at this time would be in very poor taste and timing. Social modifiers based on the severity of the altercation should be imposed, between -4 and -8. If the bad behavior continues, Ziggy and eight Skraacha gang members handle the situation by throwing the runners outside and reporting their behavior to MacCallister (assuming Ziggy discovered who hired the runners).

# SCENE 4: JOURNALISTIC INTEGRITY

## SCAN THIS

The journalists seem to know about the "accidents" before the locals do, and they seem to be the only lead the runners have at the moment. It's time to get some answers as to how they were able to report the news faster than it happened.

## TELL IT TO THEM STRAIGHT

Well, business cards for two reporters doesn't seem like much, but it's slightly more than nothing. And at the moment, it's all you have.

## BEHIND THE SCENES

If the group does not have Joe Martin and/or Athena Tatopoulos as contacts, they need to cold-call the news agencies using the numbers on the business cards.

Joe Martin's card gets you one idiot of a dog-brained agent program secretary, which insists that his planner is full for the next month and asks if she can book you in for the second Tuesday of next month. A Con + Charisma Test (opposed by a dice pool of 6 for the agent) or Hack On The Fly effort against the Agent's DR of 3 gets the runners past the agent and enables them to schedule a meeting in a few hours.

The number on Philip M.A. Arloe's card gets you an answering machine. Further phone calls eventually get the attention of Athena Tatopoulos, the reclusive chief editor of KSAF, who is looking into a security breach with her network involving the follow-up assignment to another journalist (One with more heart than Phil).

If the group has Joe Martin and/or Athena Tatopoulos as contacts, then the runners can call them up like any other contact that has a commlink or Matrix connection.

### Joe Martin of NewsNet Seattle:

After meeting with the group, Joe is surprised (though his plastic façade never wavers) to be asked about a story instead of being the one interviewing to get one.

If he or NewsNet is on good or neutral relations with the team, he starts out with the usual "a good reporter never gives up his sources" story, but he knows the runners must be up to something if they're

approaching him. He's willing to make a deal—if the runners promise to give him an exclusive on what they find out, he'll help them by giving the name of his contact.

If he or NewsNet is on negative terms with the team, he refers them to their "good friend, the talking microphone with the hilarious hairdo at the second-rate news station." Any attempts to talk to him require some bribery in the form of cash or juicy information they've learned in the course of their recent runs—the promise of future info is not enough to get him to open up at this point. If they get him enough money or info, they can then negotiate with him as above.

### Athena Tatopoulos of KSAF

During an AR meeting, Tatopoulos acts harried and busy, quickly demanding why the group wants to get a hold of Mr. Arloe so quickly. As it turns out, he filed his story and went on vacation (hence the quick exit from the Ork Underground). He's been a reliable reporter of hers for years. She's started to notice that follow-up reports on the various events at the Ork Underground were not happening, so she was watching Mr. Arloe's files when she saw the request for one disappear from the KSAF servers. She's not a happy microphone right now.

If she or KSAF is on good or neutral terms with the group, Athena is willing to give up her source in exchange for the runners giving the network an exclusive news report on what is really going on.

If she or KSAF is on negative terms with the group, she's going to suggest that they talk with the "plastic man on the corporate opiate-feeding news program."

Both Joe Martin and Athena Tatopoulos give the same source, a man in jail by the name of Jack Turner, who seemed to know almost exactly when the "accidents" were going to happen. His location is an odd place for a person who knows about the current goings on of the Ork Underground—he's currently in a Knight Errant jail.

## DEBUGGING

This scene is mostly legwork; the only thing that might go wrong is that the group seriously angers both Joe and Athena. This will require quite some role-playing or an extended Etiquette test to sooth their frayed nerves and hurt feelings.



# SCENE 5: YOU'LL ALWAYS REMEMBER THE DAY YOU ALMOST ...

## SCAN THIS

With the knowledge that Captain Jack Turner is the source of the journalist's information, and that he is currently in a jail cell at the 14<sup>th</sup> Precinct. The runners will most likely want to contact Jack to find out his terms for revealing the information, or to recon the building to prepare to extract him cold and get the intel out of him afterwards by any means necessary. They can do that with the help of one of their contacts (such as MacCallister) or through the use of fake SINS. They may need a cover story for why they would be in the building, such as visiting a prisoner, recording a statement, posing as cleaning staff, or performing other outsourced duties.

## TELL IT TO THEM STRAIGHT

### If the group has played SRM 04–00 Back In Business

Jack Turner's name sounds familiar. Just put a Captain in front of it, and you remember that he's the smuggler that kidnapped Dr. Fiona Craig, arcanoarcheologist You helped put him away. The irony of now having to go to him on hands and knees, begging for what he knows, is not lost on any of you. And you're pretty sure he's going to enjoy taunting you about that fact.

### If the group has not played SRM 04–00 Back In Business

Jack Turner's name comes up quickly with even the most basic of data searches. Various news reports can be found, naming "Cap'n Jack" Turner as a small-time smuggler. A very strange person indeed to have intel on a series of explosions and fires in the Ork Underground.

## BEHIND THE SCENES

After the group meets Captain Jack, he tells the runners that the only way he'll help them would be for them to find a way for him to not do prison time. That's criminal-speak for "bust him out."

This is going to be a difficult thing to pull off. Jails are meant to hold prisoners after all, and Jack Turner is still awaiting trial with his court-appointed attorney. He's still in the precinct jail and holding area because of the deal he cut with Assistant District Attorney Dana Oaks, allowing her to get headway on a Mafia member in the Ork Underground known only as "Junior." Captain Jack's terms included that he stay in UCAS territory rather than go to one of the usual prisons while awaiting trial, all of which are wholly owned by Lone Star, the former holder of the Seattle Metroplex police services. Prisoners in Lone Star facilities are property, not people, and Captain Jack is smart enough to know that he wants to stay in places where he's still a citizen. He has been cooling his heels in a small, vomit-encrusted cell in Precinct 14's basement ever since. If the runners have any contacts with the city government or Knight Errant, those contacts can help them meet with Jack without being recorded, but they do not help in any manner with his extraction.

## Playing It Bogart

The most complex, and likely to work without any undo violence, option is to disguise the runners as Knight Errant officers moving Captain Jack to another jail for a reason they dream up. They could also disguise themselves as sub-contractors performing a similar job. Some uniforms, a proper vehicle with the right paint job on it, and forged documents along with some conniving can get them through this as long as everyone remains calm and sticks to the plan. The officers here, however, are alert and unless there is evidence of the work the runners are supposedly doing in their own systems, they are instantly suspicious. But foul ups happen all the time, and maybe with the right bit of conversation, the runners can get people to see things their way.

The jail cells are accessed by going downstairs through an "air lock" of security, with prisoners escorted by an officer and guarded by three others. One guard stands in the middle of the lockdown doors and manages the data of visitors and officers checking inmates out for line-ups, interrogations, and movements. There is a security cabinet that she can open that contains five Franchi SPAS-22 shotguns (p. 28, *Arsenal*), 100 gel shotgun shells (p. 323, *SR4A*), and dedicated commlinks and goggles to use with the smartgun links in case of emergency. Two other officers are in the cell area, completely ignoring the prisoners and chatting about last night's urban brawl game. During the day there are usually two mages on duty here, though there's only one during the evening hours. All of the officers are equipped only with stun batons to prevent prisoners from getting their hands on better weapons in case of a jailbreak.

The entire building is covered on the outside by an astral ward (Rating 5). Individual jail cells are covered by additional astral wards (Rating 6). Two watcher spirits patrol the interior of the precinct. There is a Force 5 spirit of fire bound to guard the precinct, waiting on the astral plane to be called by either the watcher spirits or one of the KE mages. Each mage has a Force 5 spirit of fire bound to them that they can call upon for help.

## The Seattle Job

The cells are accessed from the basement, which also contains the motor pool. Late at night, most of the officers are out on patrol, and the garage is working with a skeleton crew. With almost no one around, it might be laughably easy to mock up some Knight Errant patrol cars, drive up to the steel security door between the cells, and open it using cutting charges, a monofilament chainsaw, or something else equally noisy and excessive. The door is made from reinforced material (Armor Rating 8, Structure Rating 9), while the bars that hold the cells only have heavy material (Armor Rating 6, Structure Rating 7). This approach is decidedly unsubtle and will likely result in a road chase during the getaway; see chase rules on p. 169, *SR4A*.

## Divide and Raid

There is nothing like an all-out gang war to devalue property and empty out a police precinct. And, with the various gangs that would

love to hold territory in Seattle's Downtown area, it wouldn't take much to hopefully have some contacts incite a nice little skirmish right by the precinct building. Afterward, as the precinct regroups and deals with any wounds the officers might have suffered, it should be easy enough to either sneak or smash your way in and remove Captain Jack from his cell.

After the group is able to get Jack away from jail, he directs them to an apparently random abandoned lot in the Puyallup Barrens. He presses a piece of paper into a runner's hand that details courier routes he was asked to prepare for quick physical message transfers in exchange for a better lawyer. The sheet he has is a second copy that he made as a bargaining chip (it's best not to think about where he hid it). He was asked for this because Matrix messages, even in code, are notoriously easy to pick up on. He then slides into the night, disappearing into the deep, dark shadows of Seattle.

## PUSHING THE ENVELOPE

While there is a major challenge here, there could also be additional unexpected issues, including the following:

- If any of the characters have the Spirit Bane quality, the locally summoned spirits hassle them, drawing attention they don't want.
- A contact of the runners might be in a cell, and perhaps he calls out to them with their street names, asking them to let him or her out.
- A police officer they've dealt with before might spot them and try to remember where he saw their faces before.
- Ares is playing in the Desert Wars game that night, and a few officers slap the runners on the back and drag them into the break room where they're surrounded by policemen, stale doughnuts, bad kaff, and a decent trid to watch the game (hope no one in the group hates the Ares team this year). Can they keep their cool when surrounded by their natural enemies, and can they get out and complete their mission?

### KNIGHT ERRANT OFFICERS (PROFESSIONAL RATING 3)

| B | A | R | S | C | I | L | W | Ess | Init | IP | Arm   | CM |
|---|---|---|---|---|---|---|---|-----|------|----|-------|----|
| 4 | 4 | 4 | 3 | 3 | 4 | 3 | 3 | 6   | 8    | 1  | 12/10 | 10 |

**Dice Pools:** Clubs 7, Firearms skill group 7, Law Enforcement (Professional Knowledge) 6, Perception 6, Pilot Ground Craft 7, Unarmed Combat 7

**Gear:** Knight Errant Patrol Armor (10/8), Knight Errant Patrol Helmet (+2/+2, includes AR display, low-light, thermo, flare comp, vision enhancement 3, camera, smartlink, and mic), commlink (DR 3)

**Weapons:**

- Ares Predator IV [Biometric Safety, Heavy Pistol, DV 5P, AP -1, SA, RC -, 15(c), w/ 3 extra clips]
- SPAS-22 [Biometric Safety, Shotgun, DV 6S, AP +1, SA/BF, RC (1), 10 (m), w/ 20 gel shotgun shells]
- Defiance EX Shocker [Biometric Safety, Taser, DV 8S(e), AP -half, SS, RC -, 4 (m), w/ 8 taser darts]
- Stun Baton [Club, Reach 1, DV 6S(e), AP -half]

### KNIGHT ERRANT MAGE (PROFESSIONAL RATING 3)

| B | A | R | S | C | I | L | W | Ess | M | Init | IP | Arm | CM |
|---|---|---|---|---|---|---|---|-----|---|------|----|-----|----|
| 4 | 3 | 4 | 3 | 3 | 4 | 5 | 5 | 6   | 5 | 8    | 1  | 9/7 | 10 |

**Skills:** Conjuring 10, Counterspelling 10, Law Enforcement (Professional Knowledge)

6, Perception 7, Pistols 6, Spellcasting 10, Unarmed Combat 7

**Gear:** Knight Errant Patrol Armor (10/8), Knight Errant Patrol Helmet (+2/+2, includes AR display, low-light, thermo, flare comp, vision enhancement 3, camera, smartlink, and mic), commlink (DR 3)

**Spells:** Armor, Heal, Invisibility, Lightning Bolt, Stunbolt

**Weapons:**

- Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC -, 15(c), w/ 3 extra clips]
- Defiance EX Shocker [Taser, DV 8S(e), AP -half, SS, RC -, 4 (m), w/ 8 taser darts]

### FIRE ELEMENTAL, FORCE 5

| B | A | R | S | C | I | L | W | Ess | M | Init | IP | CM |
|---|---|---|---|---|---|---|---|-----|---|------|----|----|
| 6 | 7 | 8 | 3 | 5 | 5 | 5 | 5 | 5   | 5 | 13   | 2  | 11 |

**Dice Pools:** Assensing 10, Astral Combat 10, Exotic Ranged Weapons 12, Flight 12, Perception 10, Unarmed Combat 12

**Powers:** Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Movement, Sapience, Optional Power: Fear

### NODE: PRECINCT 14

**Sculpting:** The node appears to be like a modern police precinct with none of the usual illusionary additions most Matrix sites seem to see as absolutely necessary. The agent programs that take people's statements over the Matrix appear as friendly officers of all metatypes and both sexes who seem a bit too portly to be working the beat and are not intimidating in the least.

**Authentication:**

**Node 1 User:** Passcode

**Node 1 Security and Admin:** Biometric Passkey

**Privileges:** Standard

**Attributes:**

**Node 1:** Firewall 9, Response 9, Signal 5, System 9

**Nodes 2-7:** Firewall 5, Response 9, Signal 1, System 6

**Spiders:** 1 Security Hacker

**IC:**

**Node 1:** 4 Black Attack IC Rating 6

**Node 2-7:** Black Attack IC Rating 6

**Resident Programs:**

**Node 1:** Analyze 6

**Node 2-7:** Analyze 4

**ARC:**

**Node 1:** Scramble Black Attack IC

**Node 1:** Alert Spider

**Node 2-7:** Scramble Black Attack IC

**Node 2-7:** Alert Spider

### SECURITY HACKER OFFICER JAMES O'MICHAEL (PROFESSIONAL RATING 4)

Officer O'Michael is on duty tonight, monitoring the security of the Matrix and chatting up the cute new clerk in the records department.

| B | A | R | S | C | I | L | W | Ess | Init | IP | CM  |
|---|---|---|---|---|---|---|---|-----|------|----|-----|
| 3 | 2 | 4 | 2 | 4 | 5 | 5 | 4 | 5.0 | 12*  | 3* | 11* |

**Dice Pools:** Computer 14\* (base skill 6), Data Search 13\* (base 5), Cybercombat 13\* (base 5), Electronic Warfare 12\* (base 4), Hacking 14\* (base 6), Etiquette 8, Perception 10

**Augmentations:** Commlink, control rig, datajack, sim module (hot-sim modified)

**Gear:** Commlink (Firewall 7, Response 7, Signal 6, System 7)

**Programs:** Analyze 6, Armor 6, Attack 6, Blackout 7, Bio-Feedback Filter 6, Browse 6, Command 6, ECCM 6, Edit 6, Encrypt 6, Exploit 6, Medic 6, Scan 6, Sniffer 6, Stealth 6, Track 7)

\*Stats in the Matrix, hot-sim.

## DEBUGGING

If the runners kill Captain Jack Turner before he gives them the paydata, they'll have to search him and hope they find the paper that holds the intelligence. Make them sweat about killing him before he "paid" them, then allow them to find it. Another possibility is that

the runners get arrested and thrown into jail themselves, in which case they'll have to figure out a way to extract themselves and Captain Jack at the same time, or get released by some other means (such as using a lawyer contact who can find a loophole in the processing paperwork).

# SCENE 6: WHY IS THERE ALWAYS A COP AROUND WHEN YOU DON'T WANT ONE?

## SCAN THIS

The runners have a solid lead to go on, but then they hit another roadblock. Only this time it is in the form of the police and the attorney's office, as opposed to red tape. This is going to take quite a bit more finesse to get through.

## TELL IT TO THEM STRAIGHT

Fresh with data on how to go about the next step in solving this puzzle, you find yourselves facing a huge wall of bad suit. Looking up, you see a detective's badge on a chain, and further still, a very large troll face staring right at you. Seeing as you just broke someone out of prison, this could go very, very badly.

### If the group has Detective Tosh Athack as a contact:

He smiles broadly at the group, "Hey guys. Let's do lunch!" he says joyfully, and then gives a very serious, policeman's look, and says "Now" in a very direct manner. It's obviously an invitation you can't refuse.

### If the group does not have

#### Detective Tosh Athack as a contact:

He frowns down at the group and simply states, "You're late for a meeting. I'm here to take you to it. Luckily, it's a business lunch."

Either way, Tosh takes them to The Big Rhino, where he's greeted well by the staff and brings them to a back booth. While now a high-class restaurant specializing in ork-sized portions of "Ork-Style Cuisine" (mostly soul food with some modifications, as well as the best-cooked insects on the West Coast.) Detective Athack waits until the cute ork waitress takes everyone's orders first and then orders the troll-sized plate of real ribs over spaghetti with crushed nightcrawlers and a ginger-ale (he's on duty). He finishes his order by saying "It's on their tab" and pointing at the runners. After ordering, he activates a white noise generator and takes out some kind of scanner, which glows green after a few seconds. Smiling, he pulls out a cheap, disposable commlink of the type commonly used by cheating spouses, small-time crooks, shadowrunners, and other criminal types than an officer of the law and hooks up a holoprojector to it. A woman then materializes almost instantly.

### If the group has A.D.A. Dana Oaks as a contact:

She looks at you, unsurprised. "Why is it always you folks that are in the middle of everything?"

### If the group does not have

#### A.D.A. Dana Oaks as a contact:

She looks imperiously at the group. "You seem to be in the middle of a huge mess that's been dropped on my shoulders from very high above."

## BEHIND THE SCENES

Detective Tosh Athack is just a messenger on this bit, happy to have a free meal at the same time. Assistant District Attorney Dana Oaks, on the other hand, is dealing with a pile of superiors coming down on all the ADAs in the Metroplex to stop any investigations into the Ork Underground in any way, shape, or form. She has just gotten word from the paperwork filed by the police officers at the entrance to the Ork Underground that the runners were there, and she had Tosh intercept them for an interview. She demands to know what they've been up to. The group can either tell the truth (leaving out the fact that they broke someone out of jail might be a good idea) or they can weave some kind of false tale in an Opposed Test of Con + Charisma versus Oaks' Negotiation (Sense Motive) dice pool of 13.

After they tell their story, she states she'll be back, and the food and drinks arrive. Halfway through the ork-sized meal, she comes back and states quite specifically that the group has two choices: first, they can accept some month-long visas to the Native American Nations lands, take in the fresh air and Amer-Indian hospitality, then hit Las Vegas. Or they can be arrested for interfering with an investigation. The pass to get out of Seattle expires in two hours. She gives them that long to think about it, and mentions that her contact information is on the disposable commlink. Then her image blinks away.

A Perception + Intuition (3) Test tells you that she's parroting someone else's orders, not her own thoughts, and she isn't happy about the situation. Tosh just smiles as he enjoys the real beef ribs and ginger ale, finishes his meal, and thanks the group. The group



is lucky that the reports about the jailbreak haven't filtered through the network yet if they left any evidence behind that it was them, as both Tosh and A.D.A. Oaks is completely oblivious to the fact that they were involved in that. A trip out of the city might be nice. Tosh's meal comes to 100 nuyen, on top of everything else the group ordered.

## PUSHING THE ENVELOPE

If the runners are wanted by Knight Errant for breaking Captain Jack Turner out of jail. Two hours after the meet, Tosh calls the runners on another disposable commlink and suggests they make a very large donation to the Policeman's Widows and Orphan's Fund in order to ensure that the paperwork for their arrest gets tied up for a long, long time. He smiles when he suggests it, too. Each runner needs to make a

2,000 nuyen "donation," but Tosh knocks off 200 nuyen for every point of Loyalty he has toward the donating character.

## DEBUGGING

Attacking Detective Athack as soon as they see him would be a big mistake. He's brought backup, including a hidden magician that drops a Force 6 Stunball in the middle of the group. After that, a group of stun-baton-wielding orks comes up and beats the runners into unconsciousness (and maybe a bit beyond, for good measure.) If any get close to Tosh, he uses his stun gloves and pushes them back (with a satisfying sounding zap) into the clubs of the officers. The meeting is then held in a PaddyMaster, a prisoner transport variant of the Ares RoadMaster, instead of a nice restaurant.





## SCENE 7: THE FAST AND THE MODERATELY ANNOYED

### SCAN THIS

If the group decides to not run away like scared little gutterpunks with their tails between their legs, they can consult Jack Turner's list of routes and times to find out when the next message is due to go out. It's very exact and provides extensive information on travel routes and how quiet they will be, as well as inoperable cameras in the area. The next message is due out tonight, and, in fact, if they hurry, they might arrive in time to set a trap.

### TELL IT TO THEM STRAIGHT

After a nice, filling meal (where you got a receipt that you hope you can get MacCallister to sign off on as an expense), you arrive along the route in time to see five identical riders on Mitsuhamas Motors Kunoichi motorcycles, all wearing form-disguising combat biker armor. None of them are holding onto the handlebars as they move in a series of maneuvers that makes your heads spin and confuses you as to who is in leading and who is following. You can barely make out that one is carrying box in one hand, while the rest

are holding some kind of SMG. They're about to drive-by you—you better make your move.

### BEHIND THE SCENES

The five riders are a group of elven women living in polygamous marriage and working as a team of professional couriers. All have magnetic systems installed in both arms, with steel inserts in their Colt Cobra TZ-110 SMGs grips to better hold onto them. The box itself is also steel and is held on by the magnetic system. Their bikes are Mitsuhamas's version of the Suzuki Mirage, but they have been modified to combat biker standards with a motorcycle gyro stabilization. They also have rigger controls enabled through a datajack and cable system; this allows riders to control the vehicles without being jumped in, meaning they get no bonus to control, just the free use of their hands. Their feet are locked in place while their belts are attached to the body. All three anchors can be detached by mental command. Unlike other people in the Sprawl, these bikers do not carry comlinks, and their bikes are broadcasting fake SIN and license information to the GridGuide system. Input to the motorcycles comes



only from wired sources. They perform a rather odd combination of keep away, urban brawl, and combat biker maneuvers on anyone that attempts to take their package away from them, throwing it from one wife to another, while the rest attack like a wolf pack with their SMGs.

They are quite professional but they are also a family, and if one is in danger of dying, they'll give up and hand over the steel box. The pick-up point was a dead drop (the underside of a garbage can) that has been there for a few days, and they'll also tell the address they were going to. They won't, however, warn the runners that there's an incendiary device in the package that will destroy the contents, and possibly the hand that's holding and opening the box at the same time. It's hard to spot, requiring a Perception + Intuition (3) Test to notice. The device is simple and only requires a Demolitions + Logic (1) Test to disarm.

Inside the box is a paper note with information on the next target of the Ork Underground (a major fungus farm) and instructions on where to set up a firebomb so that it will take out the whole cavern. If the couriers are interrogated (Intimidation + Charisma Test opposed by Intimidation + Willpower), they'll inform the runners that they were hired by a Mr. Johnson to move the messages from the drop-off points to a small factory, almost a garage, just leaving the paper on the door with tape. They describe the Mr. Johnson as having medium height, medium build, and brown hair, wearing sunglasses, nice suit, and shoes. They were able to get a snap of him using one of their commlinks, which they send over as well.

## PUSHING THE ENVELOPE

A gamemaster can make this scene even more challenging by increasing the number of wives, giving the SMGs different ammo types, or by having the message written in code. Decoding the message requires either someone with the Professional Knowledge skill of Cryptography or a Decryption program designed for written messages (the standard Decrypt program is designed for electronic, not this kind of operation). One of their contacts could also put them in touch with a cryptologist who could help them with the issue, for a fee. MacCallister can get someone for free, if the runners think to contact him.

## MOTORCYCLE COURIERS (PROFESSIONAL RATING 3)

| B | A | R     | S | C | I | L | W | Ess  | M | Res | Init   | IP | Arm | CM |
|---|---|-------|---|---|---|---|---|------|---|-----|--------|----|-----|----|
| 5 | 4 | 5 (7) | 2 | 4 | 3 | 3 | 3 | 5/15 | 0 | 0   | 8 (10) | 1  | 5/9 | 11 |

**Dice Pools:** Automatics (SMG) 6 (8), Automotive Mechanic 4, Pilot Ground Craft (Motorcycle) 13 (15), Seattle Streets (Street Knowledge) 7, Thrown Weapons (Catching) 6 (8), Unarmed Combat 5

**Qualities:** Ambidextrous

**Augmentations:** Magnetic systems, reaction enhancers 2

**Gear:** Bike racing armor (4/7), helmet (+1/+2)

**Weapons:**

Colt Cobra TZ-110 [SMG, DV 5P, AP -, SA/BF/FA, RC 2, 35 (c), w/ folding stock removed, 3 clips regular ammo]

## MITSUHAMA MOTORS KUNOICHI RACING MOTORCYCLE

| HANDL | ACCEL | SPEED | PILOT | BODY | ARM | SENS |
|-------|-------|-------|-------|------|-----|------|
| +2    | 20/50 | 200   | 1     | 6    | 6   | 1    |

**Upgrades:** Armor (Concealed), Motorcycle Gyro Stabilization, Normal Smuggling Compartment (concealed holsters for SMGs), Rigger Controls

In addition, traffic has to be taken into consideration as the motorcycles go roaring through the night and cause traffic to screech to a halt or smash into each other as GridGuide is overwhelmed as it tries to deal with these "Ghosts" that aren't obeying any of its commands. Maybe a nice transport truck with box trailer jackknives and blocks off the whole road except for right under the trailer (hope the group has a convertible—otherwise, they're about to get one!)

## DEBUGGING

If the couriers get away with the package, hopefully the runners noticed the fake SINs they're using and can attempt to track them through the city's infrastructure by hacking.

# SCENE 8: FIREBREAK

## SCAN THIS

The runners find out who is responsible for all of the damage and deaths done in the Ork Underground. The perpetrators are not going to go quietly and will not be taken alive.

## TELL IT TO THEM STRAIGHT

Finally, it comes down to this, an old and abandoned Chrysler-Nissan factory that used to produce Jackrabbit compact cars on the border of Auburn and Tacoma, just off Highway 167. Moving as quietly as you can through the rusting and derelict building, you can hear voices raised in argument and discord.

## BEHIND THE SCENES

Behind a magical ward in the old spray room where the paint jobs of the cars the factory used to make were performed, a

half-dozen human men are nervously awaiting their new orders and arguing over the latest escalation of the attacks going on. One seems perfectly content that the timing went wrong with the bomb next to the propane generator, detonating it with all the kids in class rather than just before classes started. The rest insist that that action will bring down too much heat upon them and incite the wrath of the Ork Underground even further against them. A quiet voice might be heard nervously commenting that no one there knows what they look like, and that they should be safe as long as they stick to the plan and the deal. The loud one that enjoyed exploding children laughs and proclaims, "And all we have to do is never surrender to the cops."

Five of the men are unaugmented and mundane; each has an AK-97 with five clips of regular ammunition, and they aren't afraid to use them. The sixth is a coward of a mid-level magician named Richard Furmann, who has no combat spells at all and can

only defend himself with an old Colt M1991 heavy pistol with three clips of regular ammunition. He's heavily out of his league and scared witless to the point that he'll pee his pants at the first gunshot. The first thing Richard will do if combat happens is take out a commlink and destroy it as best he can by smashing it with his pistol grip. He then tries to assist the rest of his group. None of them will surrender, and if any are taken alive and leave the building before they get the OK signal from the commlink that Richard just smashed, their heads will detonate just after the runners have gotten them into their vehicles, exploding like overripe melons with a cherry bomb in the center. If they are killed, their heads detonate at that moment.

If the bombers are interrogated about their deal, they tell the runners arrangement that their part was to arrange explosions and fires in various areas in exchange for being released from prison and having their criminal SInS erased, with only the minor annoyance of having cranial bombs installed to ensure they comply. They only dealt with a human named Mr. White, described as medium height, medium build, brown hair, sunglasses, nice suit and shoes. "You

know, like the Mr. Johnsons on the trid." If shown the image from the courier's commlink, they confirm that it's him.

## PUSHING THE ENVELOPE

If the runners need more of a challenge, give the men some augmentations, the magician a combat spell or two, or provide different types of ammunition. The area is also filled with junk that no one in their right mind would steal or even know about, including drums of toxic chemicals (the fast-sealing paint that Chrysler-Nissan used) that explode when shot, converter belts that still function, and the occasional press that may smash anyone that's on it, a really ugly old parade float, walkways above the scene that might have squatters or paracritters on them, a nest of devil rats that are upset over the noise, and so on.

## DEBUGGING

These people are going to fight to the death because they know they have micro cranial bombs (p.339, *SR4A*).

### MUNDANE MAD BOMBERS (PROFESSIONAL RATING 6)

| B | A | R | S | C | I | L | W | Ess | Init | IP | Arm | CM |
|---|---|---|---|---|---|---|---|-----|------|----|-----|----|
| 5 | 4 | 3 | 3 | 2 | 2 | 2 | 2 | 6   | 5    | 1  | 6/4 | 11 |

**Dice Pools:** Automatics (Assault Rifles) 6 (8), Close Combat skill group 7, Desert Wars (Interest Knowledge) 7, Demolitions (Improvised Explosives) 7 (9), Dodge (Ranged Combat) 7 (9), Infiltration 7, Pilot Ground Craft 5

**Gear:** Armored vest

**Weapons:**

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC -, 38 (c), w/ 5 clips of regular ammo]

### RICHARD FURMANN, NON-COMBAT MAGE (PROFESSIONAL RATING 6)

| B | A | R | S | C | I | L | W | Ess | M | Init | IP | Arm | CM |
|---|---|---|---|---|---|---|---|-----|---|------|----|-----|----|
| 3 | 2 | 3 | 2 | 3 | 3 | 4 | 4 | 6   | 3 | 6    | 1  | 6/4 | 10 |

**Dice Pools:** Con (Impersonation) 7 (9), Dodge 5, Infiltration 6, Pistol (Semi-Auto) 4 (6), Running 5, Sorcery skill group 6

**Qualities:** Murky Link

**Initiate Grade:** 0

**Spells:** Invisibility, Mass Confusion, Physical Mask, Silence

**Gear:** Armored vest

**Weapons:**

Colt M1991 [Heavy Pistol, DV 5P, AP -1, SA, RC -, 7 (c), w/ three clips regular ammo]

# SCENE 9: WHO WERE THOSE UNMASKED MEN?

## SCAN THIS

Now it's time to meet up with MacCallister again at Virtual Underground 93 and explain what the group has found out, and why they have a bunch of headless corpses instead of people that can be interrogated.

## TELL IT TO THEM STRAIGHT

The giant red minotaur that is MacCallister's avatar in the Matrix bar is less than happy about how things turned out. There are more questions left behind than answers, especially as to who was responsible for everything.

## BEHIND THE SCENES

On the plus side, the runners' actions lead the end of the "accidents" in the Ork Underground. On the minus side, the ultimate culprits are still out there, and this is a major thing to just leave hanging. Some footwork will be in order to make MacCallister happy enough to actually pay for everything that the group has gone through—contacts need to be called, leads followed, and so on. Fingerprints and DNA can help the runners learn that the five men were in maximum security at Hollywood Correctional, while the magician was on trial

for a variety of crimes committed with his magical powers. Most of the information on these individuals has been erased from the datafiles, but a good Data Search + Logic (4) Test rolled while inside the Seattle Metroplex Criminal Database will find corrupted files that the hacker may be able to restore through a Decrypt + Electronic Warfare (4) Test uncovers some of the records of the bombers.

If the runners know about the Mr. Johnson and/or Mr. White, they won't find much information on him. They may uncover a whole lot of "Mr. [Insert Color Here]" names on the sign-in sheets for various prisons, and they can give that to MacCallister to follow up on his own. If the runners have the commlink that Richard the Magician smashed, MacCallister wants it brought to him as quickly as possible, and he sends a courier to pick it up. The leads die at that point, but it's obvious that someone with serious political power is behind the situation, and they are attempting to make the Ork Underground look like less of a potential possibility for a new district of Seattle.

## DEBUGGING

Make the big red bull happy and get paid—it doesn't come much easier than that!

# PICKING UP THE PIECES

## MONEY

- 10,000 nuyen per runner, plus 200 nuyen per net hit (max ten hits) from MacCallister for finding the identities and delivering what's left of their bodies to the Ork Underground.
- A no-expense paid trip to Las Vegas for a month from the district attorney's office if the group decides to give up on the job.

## KARMA

- 2—For surviving the adventure
- 2—For killing or capturing the individuals at the end of the adventure
- 1—For peacefully getting the building supplies through the red-tape jumble
- 1—For being able to identify the headless murderers of children
- 2—For breaking Captain Jack Turner out of jail without violence
- 1—For breaking Captain Jack Turner out of jail with violence
- An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules,

keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 9.

## FACTION REP

Depending on their actions in this adventure, characters may lose or gain Faction Rep with the Factions involved in this adventure. Characters receive Faction Rep individually, and some members of the team may earn negative Faction Rep with a given Faction while others may earn positive.

## ORC

|    |   |
|----|---|
| +1 | Faction Reputation for discovering the true identities of the culprits.                             |
| +0 | Faction Reputation if the players just stop the "accidents" but don't discover who was behind them. |
| -1 | Faction Reputation if the players skip town and run off to Las Vegas.                               |



### Seattle Government

- +1 Faction Reputation if the players skip town and run off to Las Vegas.
- +0 Faction Reputation if the players just stop the “accidents” but don’t discover who was behind them.
- 1 Faction Reputation for completing the investigation for MacCallister.

### NewsNet

- +1 Faction Reputation for each player who gives Joe Martin the exclusive.
- 1 Faction Reputation for each player who gives Athena Tatopoulos the exclusive.

### KSAF

- +1 Faction for each player who gives Athena Tatopoulos the exclusive.
- 1 Faction for each player who gives Joe Martin the exclusive.

At the end of each adventure, runners should check their Rep with each Faction against the chart below. If their rep is high enough, they may obtain a favor useable one time (and one time only!) from any one contact from that Faction. Each favor can only be earned once per Faction Rep, even if the player loses Rep and then later gains enough Rep to qualify for the reward a second time. If you dip into negative Rep, there are penalties associated with that Faction as well.

In addition to the listed rewards and penalties, your current Rep acts as a dice pool modifier (positive or negative) to all social tests involving members of that Faction (In addition to the individual Loyalty of a Contact).

## FACTION REP

| Faction Rep | Favor Gained  |
|-------------|---|
| +2          | Item Favor—10 percent discount on any single item obtained from this Faction  |
| +4          | Item Favor—20 percent discount on any single item obtained from this Faction.                                       |
| +5          | Item Favor—30 percent discount on any single item obtained from this Faction.                                       |
| -2          | Contacts from this Faction always charge the runner for information.  |
| -3          | Contacts from this Faction no longer obtain gear for the runner and charge double for any information they provide. |
| -5          | Contacts from this Faction no longer provide the runner with any information.                                       |

## REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, *SR4A*). Besides the scenario specific gains listed below, gamemasters should consider the characters actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players get the men responsible for the destruction and murders
- +1 Street Cred if the players get the construction crew and materials to the Ork Underground
- +1 Notoriety for any player who leaves town instead of doing the job
- +1 Notoriety for any player who kills any of the couriers after they’ve surrendered
- +1 Public Awareness if the team gives the news story to either NewsNet or KSAF

## CONTACTS

Successfully completing objectives or performing the actions listed below earns characters specific Missions contacts at a Loyalty of 1, and they should be given the Contact Sheet included with this Mission. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission-specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors or paying them well above the standard rates for information or services.

**MacCallister:** For stopping the “accidents” from happening, gain MacCallister at Loyalty 1, or gain +1 Loyalty if they already have him (to a max Loyalty of 4).

**A.D.A. Dana Oaks:** For finding out who is responsible for the “accidents”, gain A.D.A. Dana Oaks at Loyalty 1, or gain +1 Loyalty if they already have her (to a max Loyalty of 4).

**Joe Martin:** If any runner gives him the exclusive scoop, gain him at Loyalty 1, or gain +1 Loyalty if they already have him (to a max Loyalty of 4).

**Athena Tatopoulos:** If any runner gives her the exclusive scoop, that runner will gain her at Loyalty 1, or gain +1 Loyalty if they already have her (to a max Loyalty of 4).

# 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 dice 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 requires a payment to the contact of 200 nuyen per level of information.

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 750¥.

A Data Search may also be utilized to gather information from the following charts. They may make a limited Data Search + Logic Extended Test, with a -1 Dice Pool for each successive roll (p. 64, *SR4A*).

## VIRTUAL UNDERGROUND 93

**Contacts to Ask:** Hacker, Blogger, Retired Decker, Fixer

| CONTACTS | DATA SEARCH | INFORMATION  |
|----------|-------------|--|
| 0        | 0           | It's Underground 93's VR feed. It's OK, but other clubs are better.  |
| 1        | 3           | Yeah, it's kind of like a bar meets the old ShadowLand or something.   |
| 2        | 6           | The code there is so old, it's like it was written in BASIC or something.  |
| 3        | 10          | It was put up by an old Decker who came back to the shadows. Cow, or something like that?  |
| 4        | 18          | There's some high-end fixers, Johnsons, and shadowrunners that park there, usually the older types that remember the old days of the wired Matrix. |
| 5        | —           | Bull! That was his name!   |

## ORK UNDERGROUND FIRES AND EXPLOSIONS

**Contacts to Ask:** Construction Worker, Squatter, Gang Member, Politician

| CONTACTS | DATA SEARCH | INFORMATION  |
|----------|-------------|--|
| 0        | 0           | Hey, with Orxanne playing there next month, of course it's on fire!  |
| 1        | 3           | Yeah, it's been all over the news recently. Dangerous place, maybe we shouldn't be letting them join the rest of the city? |
| 2        | 6           | Weird, isn't it? Yeah, they've always had the occasional accident, but this  |

is Seattle, accidents happen all the time. But there's been a lot in a short period of time.

I hear they might not be "accidents," if you catch my drift.

## MARK 10:14

**Contacts to Ask:** Any

| CONTACTS | DATA SEARCH | INFORMATION  |
|----------|-------------|--|
| 0        | 0           | Mark Sedgwick, Toronto Maple Leafs Center, ten goals, fourteen assists.  |
| 1        | 1           | It's a Bible passage: "But when Jesus saw it, he was much displeased, and said unto them, Suffer the little children to come unto me, and forbid them not: for of such is the kingdom of God." That's how the King James Version of the Bible puts it. |

## CAPTAIN JACK TURNER

**Contacts to Ask:** Smuggler, Knight Errant Officer, Lawyer

| CONTACTS | DATA SEARCH | INFORMATION   |
|----------|-------------|---|
| 0        | 0           | Yeah, they're making movies based on his life as a pirate in the 17th century or something. That cute elven guy, Zilwicky, is playing him in the sim.                                     |
| 1        | 3           | Smuggler, got himself nabbed by The Man awhile back.  |
| 2        | 6           | Apparently he cut himself a deal to keep out of Lone Star's clutches. Smart move—some folks might leave those prisons, but they're not the same person when they come out, understand?    |
| 3        | 10          | Looks like the DA and his lawyer are both stalling the court hearing for some reason.   |
| 4        | 18          | Usually someone who kidnapped a SINner gets his day in court by now. But the courts in his area are overloaded right now with higher-profile cases that'll make the governor look better. |
| 5        | —           | He's had a lot of visitors, and I've heard that Knight Errant keeps hearing similar conversations when they listen in. Like, almost identical.  |

# CAST OF SHADOWS



## TOSH ATHACK

Tosh is a Knight Errant detective and works their Special Crimes Task Force. He's a troll, and not the cleanest officer on KE's payroll. Tosh likes to say that his retirement plan sucks, so he's always looking to pad his nest egg. In return, he can help make minor infractions "slip through the cracks" or hook someone up with some info on a case, so long as it doesn't put his job in jeopardy.

Tosh is a bit of a thug. A big troll, he tops three meters in height, not counting his bull-like horns. He knows that trolls are expected to be stupid and will play on that stereotype. He's been frequently cited for excessive force and even brutality on the job, but he's proven himself valuable enough to the department that he's avoided demotion or suspension so far.

| B | A | R    | S | C | I | L | W | Edg | Ess | Init  | IP   | Arm  | CM    |
|---|---|------|---|---|---|---|---|-----|-----|-------|------|------|-------|
| 9 | 4 | 4(6) | 9 | 4 | 4 | 3 | 4 | 3   | 3.6 | 8(10) | 1(3) | 12/7 | 13/10 |

**Active Skills:** Automatics 4, Blades 3, Computer 2, Clubs 3, Data Search 3, Dodge 4, Intimidation (Physical) 4 (+2), Longarms 4, Perception 4, Pilot ground Craft 2, Pistols (Semi-Automatics) 5 (+2)

**Knowledge Skills:** Crime Syndicates 3, Knight Errant Politics 4, Police Forensics 4, Police Procedures 5, Seattle Area 4, Seattle Gangs 4, Street Rumors 3, Urban Brawl 3

**Augmentations:** Cybereyes [Rating 3, w/ flare compensation, image link, low-light vision, flare compensation, thermographic vision, vision enhancement 3], wired reflexes 2

**Gear:** Ares Predator IV, 2 extra clips of ammo, concealed holster, armor jacket, commlink (Device Rating 5), FFBA (half suit)

### Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15 (c), w/ APDS ammo, smartlink]



## A.D.A. DANA OAKS

Assistant District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest district attorneys in Seattle's history and is relentless and single-minded in her pursuit of justice. She has recently begun working with Knight Errant's Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She's been very vocal in her frustration with the Ork Underground and the fact that it's a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to "plug a serious threat to Seattle's public safety."

| B | A | R | S | C | I | L | W | Edg | Ess | Init | IP | Arm | CM    |
|---|---|---|---|---|---|---|---|-----|-----|------|----|-----|-------|
| 3 | 3 | 4 | 2 | 5 | 6 | 5 | 6 | 4   | 5.9 | 10   | 1  | 0/0 | 10/11 |

**Active Skills:** Computer 5, Data Search 6, Etiquette (Law) 6 (+2), Intimidation (Interrogation) 6 (+2), Leadership 5, Negotiation (Sense Motive) 6 (+2), Perception 6, Pilot Ground Craft 2, Pistols 2, Running 3, Swimming 4, Unarmed Combat 2

**Knowledge Skills:** Corporate Procedures 4, Crime Syndicates (Seattle) 6 (+2), Law (Seattle) 6 (+2), Literature (19th Century) 3 (+2), Politics (Seattle) 4 (+2), Seattle Street Gangs 5

**Qualities:** Photographic Memory, Analytical Mind, Perceptive (rank 2)

**Gear:** Fichetti Tiffani Self-Defender (navy blue), commlink (Firewall 6, Response 5, Signal 4, System 6), common-use programs (all at Rating 4), Black IC (Rating 6)

**Weapons:**

Fichetti Tiffani Self-Defender [Hold-Out Pistol, DV 4P, AP —, SS, RC —, 4 (c)]



## ATHENA TATOPOULOS

Athena is a recluse who runs KSAF solely from the Matrix. She hasn't been publicly seen in over two years, and no one knows where her meat body is. She maintains a vast network of contacts and sources around the globe, and works hard to keep KSAF at the top of the news food chain.

She operates strictly out of the Matrix these days, so the only contact the runners have with her is through her icon: a cartoony, anthropomorphic 1950s style microphone with a beehive hairdo and a pair of pointed, 1950s cat's eye style glasses. Despite the somewhat silly design of her matrix icon, Athena is very businesslike. She's very motivated, and her personality and charisma comes through the Matrix.

| B   | A   | R   | S   | C  | I  | L     | W  | Edg | Ess  | Init | IP | Arm | CM |
|-----|-----|-----|-----|----|----|-------|----|-----|------|------|----|-----|----|
| NA* | NA* | NA* | NA* | 5* | 6* | 5(8)* | 5* | 4   | 3.27 | 21*  | 4* | 0/0 | 12 |

**Active Skills:** Cracking skill group 6, Electronics skill group 6, Etiquette 5, Leadership 5, Negotiation 5

**Knowledge Skills:** Corporate Procedures 6, Journalism 6, Matrix

Rumors 5, Political Rumors 5, Politics 6, Street Rumors 6

**Augmentations:** (all betaware) Attention coprocessor 3, commlink, data filter, datajack, encephalon II, math SPU, hot sim module, cerebral booster 3, mnemonic enhancer 3, reception enhancer 3, simsense booster

**Gear:** Custom implanted commlink (Firewall 10, Response 8, Signal 8, System 9), all programs at rating 8, multiple layers of Black IC (Rating 10), Response 6, Hardening 6, Empathy Software 6



## JOE MARTIN

Joe Martin is the trid news anchor that every other anchor wishes they could look like. He has blond hair, deep blue eyes, he's bodysculpted and tanned to perfection, and he's got a charismatic smile that just wins you over. He oozes charm and charisma in a way that almost makes you feel dirty, but you still can't help but want to like and trust the guy. Despite his looks, though, he's not just a desk jockey. He's relentless in his pursuit of the next big story for NewsNet Seattle, and he's not afraid to get his hands dirty or put himself in the line of fire to get it.

| B | A | R | S | C | I | L | W | Edg | Ess | Init | IP | Arm  | CM    |
|---|---|---|---|---|---|---|---|-----|-----|------|----|------|-------|
| 4 | 4 | 4 | 4 | 7 | 5 | 4 | 4 | 5   | 4.5 | 9    | 1  | 10/4 | 10/10 |

**Active Skills:** Athletics skill group 3, Con (Fast Talk) 5 (7), Etiquette 5, Intimidation (Interrogation) 5 (7), Leadership 5, Negotiation 5, Perception (Visual) 5 (7), Pistols 4, Stealth skill group 4, Unarmed Combat 5

**Knowledge Skills:** Corporate Procedures 4, Corporate Rumors 4, Journalism (Muckraking) 4 (6), Political Rumors 4, Street Rumors 4

**Qualities:** First Impression, Exceptional Attribute (Charisma)

**Augmentations:** Minor modification biosculpting, clean metabolism, dietware, silky skin, enhanced pheromone receptors 3, vocal

range enhancer, tailored pheromones 3, cybereyes [Rating 4, w/ flare compensation, image link, low-light vision, recording unit, smartlink, thermographic vision, vision enhancement 3, vision magnification], cyberears [Rating 4, w/ audio enhancement 3, recording unit, select sound filter 6, sound damper, sound link, spatial recognizer]

**Gear:** Commlink (Firewall 6, Response 5, Signal 4, System 5), FFBA (half-body suit), custom Italian Armored Suit (long jacket, shirt, trousers)



## MACCALLISTER

MacCallister is a former shadowrunner, an older ork, and a “decker not a hacker, fraggit” in his own words. He ran the shadows for over a decade before retiring and recently returned to Seattle to start a new career as a fixer. He still carries his beat-up, ancient cyberdeck (with a modern, bleeding-edge commlink mounted inside the case), and he peppers his speech with out-of-date slang like “drek,” “frag,” and “hoop.” He’s confident and good-natured.

He starting operating as a fixer in the early part of 2072 and got involved with the copycat Mayan Cutter that showed up during the summer of ‘72 when his daughter, Rebecca MacCallister, was one of the copycat’s victims. He has a ton of contacts in the shadow community and uses them to great effect. He’s been acting as the front man for the metahuman rights groups for a couple months now, working toward legitimatizing the Ork Underground.

| B | A | R    | S | C | I | L    | W | Edg | Ess | Init  | IP   | Arm | CM |
|---|---|------|---|---|---|------|---|-----|-----|-------|------|-----|----|
| 8 | 4 | 5(8) | 6 | 5 | 4 | 6(9) | 4 | 6   | 3.5 | 9(12) | 1(4) | 8/6 | 12 |

**Active Skills:** Athletics skill group 4, Automatics 4, Automotive Mechanic 3, Close Combat skill group 4, Computer 6, Cybercombat 6, Data Search 6, Dodge 5, Electronic Warfare 6, Etiquette 4, First Aid 3, Hacking 6, Hardware 6, Heavy Weapons (Assault Cannon) 5 (+2),

Leadership 4, Longarms 4, Negotiation 5, Perception 4, Pilot Ground Craft 4, Pistols (Revolvers) 5 (+2), Software 6, Stealth skill group 4

**Knowledge Skills:** 20th Century Sci-Fi 4, Chicago Area 5, Chicago Street Gangs 4, Comic Books 4, Computer Hardware 5, Computer Software 6, Corporate Security 4, Insect Spirits 6, Matrix Security 6, Ork Underground 4, Seattle Area 3, Police Procedures 3, Seattle Street Gangs 2, Seattle Politics 4, Shadowrunner Lore 6

**Languages:** English N, Sioux 3, Japanese 3, Spanish 2

**Qualities:** Aptitude (Hacking), Exceptional Attribute (Logic), Allergy (Moderate, Gold)

**Augmentations:** (all betaware), Datajack x2, cerebral booster 3, encephelon 2, math SPU, mnemonic enhancer 3, synaptic booster 3, simsense booster, smartlink

**Commlink:** System 9, Response 8, Firewall 10, Signal 7, Armor Case 10, Biometric Lock (electro shocker), Customized Interface, Hardening 6, Simsense Accelerator, Response Enhancer 6,

**Programs:** Analyze 8, Armor 10, Attack 10, Black Attack IC 10, Black Hammer 10, Blackout 9, Bio-Feedback Filter 8, Browse 6, Command 7, ECCM 7, Edit 6, Empathy 6, Encrypt 6, Exploit 6, Medic 6, Scan 8, Sniffer 6, Stealth 10, Track 6

**Gear:** Armor jacket, 2 Ruger Super Warhawks w/ 4 speed loaders and APDS ammo, AR contacts (w/ thermo, image link, vision mag, vision enhancement 3), Panther Assault Cannon

**Weapons:**

Ruger Super Warhawk [Heavy Pistol, DV 6P, AP -6, SS, RC —, 6(cy), w/ APDS ammo, custom grip, biometric lock (immobilization), smartlink]

Panther XXL [Assault Cannon, DV 10P, AP -5, SS, RC 1, 15(c), w/ biometric lock (immobilization), personalized grip, smartlink]

## CAPTAIN JACK TURNER

Jack Turner is a thief, through and through. However, he’s a charming thief, a rogue and a scoundrel that those who know him can’t help but like. He operates a fishing boat named *The Fortune Hunter* out of Pirate’s Cove in the Ork Underground that he uses to smuggle small, valuable objects into and out of Seattle. He normally runs guns and BTLs for several local crime bosses, but when he got wind of a potentially priceless artifact, he decided to branch out into kidnapping, which lead to his arrest. He has been in a Knight Errant precinct jail ever since.

| B | A | R | S | C | I | L | W | Edg | Ess | Init | IP | Arm | CM |
|---|---|---|---|---|---|---|---|-----|-----|------|----|-----|----|
| 5 | 4 | 4 | 3 | 5 | 4 | 3 | 3 | 4   | 6   | 8    | 1  | 0/0 | 11 |

**Active Skills:** Con (Fast Talk) 5 (+2), Dodge 4, Negotiation 5, Perception 4, Pilot: Watercraft 5, Pistols 4, Stealth skill group 5, Swimming 4

**Knowledge Skills:** Seattle Criminal Syndicates 4, Ork Underground 4, Smuggler’s Routes 5

**Gear:** Ares-brand prison jumpsuit (bright red, one-half size too large)

**Weapons:** None





## DANA OAKS

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## DANA OAKS

**Assistant District Attorney**  
**Faction:** Seattle Government  
**Female Human**  
**Connection Rating:** 4  
**Loyalty:**

**Key Active Skills:** Computer, Data Search, Etiquette (Law), Intimidation (Interrogation), Leadership, Negotiation (Sense Motive), Perception

**Knowledge Skills:** Corporate Procedures, Crime Syndicates, Law, Politics, Street Gangs

**Uses:** Jobs, Information, Law-related favors

**Places to Meet:** Virtually or through an intermediary (Usually Tosh Athack)



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He starting operating as a fixer in the early part of 2072 and got involved with the copycat Mayan Cutter that showed up during the summer of ’72 when his daughter, Rebecca MacCallister, was one of the copycat’s victims. He has a ton of contacts in the shadow community and uses them to great effect. He’s been acting as the front man for the Metahuman rights groups for a couple months now, working toward legitimatizing the Ork Underground.

## MACCALLISTER

**Fixer**

**Faction:** Ork Rights Committee

**Male Ork**

**Connection Rating:** 5

**Loyalty:**

**Key Active Skills:** Data Search, Etiquette, Hacking, Negotiation

**Knowledge Skills:** Insect Spirits, Matrix BBS and VPNs, Metahuman Rights Organizations, Ork Underground, Safehouses, Seattle Politics, Security Systems, Shadowrunner Lore

**Uses:** Getting Jobs, Buying & Fencing Gear, Street Rumors

**Places to Meet:** Big Rhino, Underworld 93, older high-end nightclubs.



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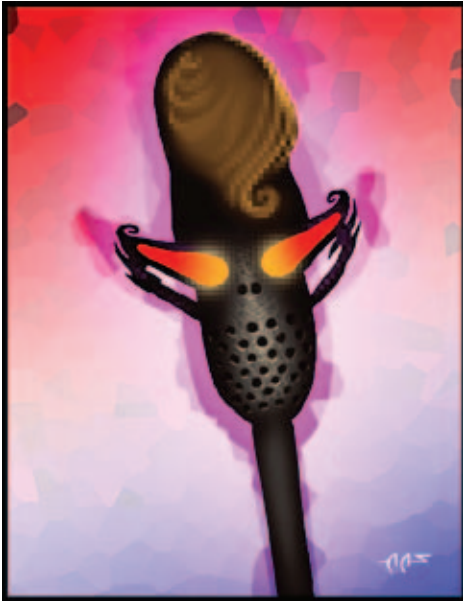
**Loyalty:**

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## ATHENA TATOPOULOS

Athena joined famed news network KSAF shortly after its offices were bombed in '67 as Chief Editor. Then she promptly went into hiding, and hasn't been seen in the flesh since. Much like KSAF's new business model, she operates entirely out of the Matrix, a ghost in the machine. She has an extensive network of informants and reporters, and she's relentless in her pursuit of corruption, especially in politics or the corporate boardroom.

## ATHENA TATOPOULOS

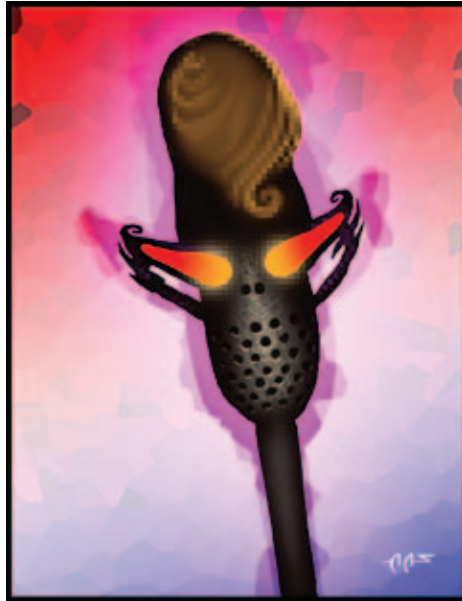
**KSAF Chief Editor**  
**Faction:** KSAF  
**Female Human**  
**Connection Rating:** 4  
**Loyalty:**

**Key Active Skills:** Electronics, Hacking, Negotiation

**Knowledge Skills:** Corporate Procedures, Journalism, Matrix Rumors, Political Rumors, Politics, Street Rumors

**Uses:** Rumors and Information

**Places to Meet:** Matrix



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**Uses:** Rumors and Information

**Places to Meet:** Matrix



## JOE MARTIN

Joe Martin is the trid news anchor that every other anchor wishes they could look like—blond hair, deep blue eyes, bodysculpted and tanned to perfection, with a charismatic smile that just wins you over. He oozes charm and charisma in a way that almost makes you feel dirty, but you still can't help but want to like and trust the guy. Despite his looks, though, he's not just a desk jockey. He's relentless in his pursuit of the next big story for NewsNet Seattle, and he's not afraid to get his hands dirty or put himself in the line of fire to get it.

## JOE MARTIN

**NewsNet Reporter**

**Faction:** NewsNet

**Male Human**

**Connection Rating:** 3

**Loyalty:**

**Key Active Skills:** Con (Fast Talk), Etiquette, Intimidation (Interrogation), Leadership, Negotiation, Stealth group, Unarmed Combat

**Knowledge Skills:** Corporate Procedures, Corporate Rumors, Journalism (Muckraking), Political Rumors, Street Rumors

**Uses:** Rumors and Information

**Places to Meet:** Bars, Nightclubs, Restaurants



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**Male Human**

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**Male Human**

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**Uses:** Rumors and Information

**Places to Meet:** Bars, Nightclubs, Restaurants

1. Dispatch
2. Property Room
3. Electrical Room
4. Elevator
5. Restrooms
6. Desk Sgt.
7. Main entrance

- Doors
- Windows

# Police Station



5 Meters



# Parking Garage



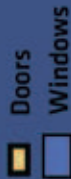
- 1. Garage
  - 2. Parking Garage
  - 3. Lock up
  - 4. Holding Cell (Broken Toilet)
  - 5. Holding Cell
  - 6. Elevator
  - 7. Ramp to Surface
  - 8. Ramp to Parking
- Door
  - Window

10 Meters



Abandoned factory

- 1. Assembly Room
- 2. Painting Bay
- 3. Office Area
- 4. Fabrication Room
- 5. Storage
- 6. Restrooms
- 7. Parking Area



5 Meters

PLAYER \_\_\_\_\_ DATE / /  
 CHARACTER \_\_\_\_\_ LOCATION \_\_\_\_\_

**PERSONAL INFO**

SRM 04-07 BURN

MacCallister hires the runners to investigate and stop a series of apparently accidental fires and explosions that are happening in the Ork Underground and getting a fair deal of media attention. What starts in a virtual bar can only end in suffering, misery, and blood.

- Broke Captain Jack Turner out of jail.
- Abandoned the run to go to Vegas.
- ID'd and stopped the saboteurs.

**SYNOPSIS**

**MISSION RESULTS**

**Names**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**O.R.C.**  
 -5 -4 -3 -2 -1 0 1 2 3 4 5  
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**Seattle Government**  
 -5 -4 -3 -2 -1 0 1 2 3 4 5  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**NewsNet**  
 -5 -4 -3 -2 -1 0 1 2 3 4 5  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

**KSAF**  
 -5 -4 -3 -2 -1 0 1 2 3 4 5  
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

| Character Improvement | Karma Cost |
|-----------------------|------------|
| _____                 | _____      |
| _____                 | _____      |
| _____                 | _____      |
| _____                 | _____      |
| _____                 | _____      |
| _____                 | _____      |
| _____                 | _____      |
| _____                 | _____      |

**TEAM MEMBERS**

**FACTIONS**

**ADVANCEMENT**

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

Earned \_\_\_\_\_

Spent \_\_\_\_\_

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

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

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

Notoriety \_\_\_\_\_

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

- MacCallister
- Dana Oaks
- Athena Tatopoulos
- Joe Martin

**KARMA**

**REPUTATION**

Previous Available \_\_\_\_\_ ¥

Earned \_\_\_\_\_ ¥

Spent \_\_\_\_\_ ¥

Remaining \_\_\_\_\_ ¥

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

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

**NUYEN**

**VALIDATION**

**CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES**

