



SHADOWRUN

BAD MOON RISING IN THE EAST

Bad Moon Rising in the East Credits

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Special thanks to all of our playtesters, gamemasters, and tournament participants!

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PLOT SYNOPSIS

Round 1: A new drug has hit the streets across the globe and the Red Dragon Triad is the primary importer into Hong Kong. However, the Smoke Circle faction doesn't appreciate the competition. The runners are hired and brought in to investigate the situation and avoid the *guanxi* complications of having an internal team involved. Once hired, they have to locate where it's being shipped, as well as who is supplying the Red Dragons. During their research, they start to see the effects of the drug on different parts of Hong Kong. On top of this, they get the feeling that they are being followed.

Round 2: Now that the runners have seen the effects of the drug and know where to go, it's time to make their move. However, they're not alone. A 9x9 group seems to have taken an interest as well, and want the drug for themselves. They hide under the guise of friendship with the Smoke Circle Triads and do so as long as they have the same enemy. Their leader is addicted and will do anything he can to get his hands on the drug. However, one of the runners has a taste for the drug and plans on keeping it for himself. But the bottom line is, can they make it out alive?

GM NOTES

This tournament draws heavily on material from *Runner Havens*. It is recommended that you read through the Hong Kong chapter when preparing for the tournament. Specific information about locations and customs which impact the tournament is included below. This is meant as a brief primer for GMs without access to *Runner Havens* or who do not have time to familiarize themselves with the material.

It is important to note that the stronger oaths of allegiance include a blood magic component and betrayal results in horrific magical deaths. The enchantments themselves cannot be unwoven and don't appear in the astral until the Triad member betrays the society. Evidence of these oaths may be seen during the interrogation of Triad members and the effects are described. Additional information can be found in *Runner Havens* p. 43-45.

As a different GM will run the table during Round 2, please note on the legwork charts what level of information the runners attained during Round 1. Taking notes in the margins as to tactics used and the final disposition of named NPCs will also make it easier to fill in the After Action Report. Thank you for your help with the tournament.

ROUND 1

THE MEET

SCAN THIS

The runners get a phone call from their fixer, having them come in for a late night meeting with an "Out of Town" Johnson.

TELL IT TO THEM STRAIGHT

Having received a call earlier in the day, your team is gathered together in the communal safe house in Caracas. Memories of the last time you were here after a heist percolate in the back of your mind before you look to the job at hand. Brit called everyone

GUANXI (p. 9 RUNNER HAVENS)

Guanxi is the way the Chinese approach networks of contacts, but it goes above and beyond what you'll see on the Seattle streets. Here, Confucian ideals become mixed with the concept of contacts, creating an important social structure that Hong Kong business revolves around. It is more than just "what you can do for me and I can do for you." It is a system of social capital and a citywide exchange of favors that includes considerations of Chinese social hierarchy. A social "lesser" is expected to pay appropriate honor to a "better" in his *guanxi* network, and the "better" is expected to treat the "lesser" well, often as well as he'd treat a member of his own family. Failure to pay the proper respects to the contacts in your *guanxi* network becomes a mark on your image and will often result in other people you know distancing themselves from you. Most importantly, in Hong Kong, the concept of *guanxi* is stronger than civic expectations, which is often the reason for such pervasive nepotism and corruption in Hong Kong.

TRIAD CUSTOMS (p. 43, RUNNER HAVENS)

The Triads probably mix the ancient and the modern more than any other syndicate on the planet. At the top ranks of any large Triad gang are leaders and mystics who embrace the old ways. They spread the Triad myths and carry on the mystical rituals, binding even the most vicious gangsters in legendary oaths of allegiance. At the lower ranks, the Triads are essentially modern street gangs using counterfeit commlinks and practicing their own cobbled-together gun-fu. They all take the Triad ideal seriously, though, as hypocritical as it makes them. Even the youngest punk flashes centuries-old Triad hand signals, speaks in the numbered code supposedly used by the early Triad revolutionaries, and takes the loyalty oaths that have bound the Triads since their creation.

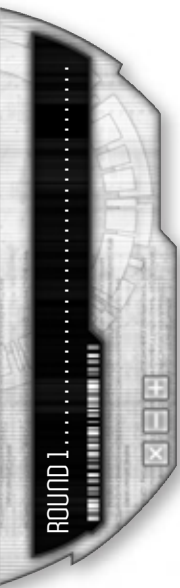
earlier today when news of a job opportunity came in, the details were only an out of town assignment—expenses paid. Now it's nearly midnight and the call should be coming soon.

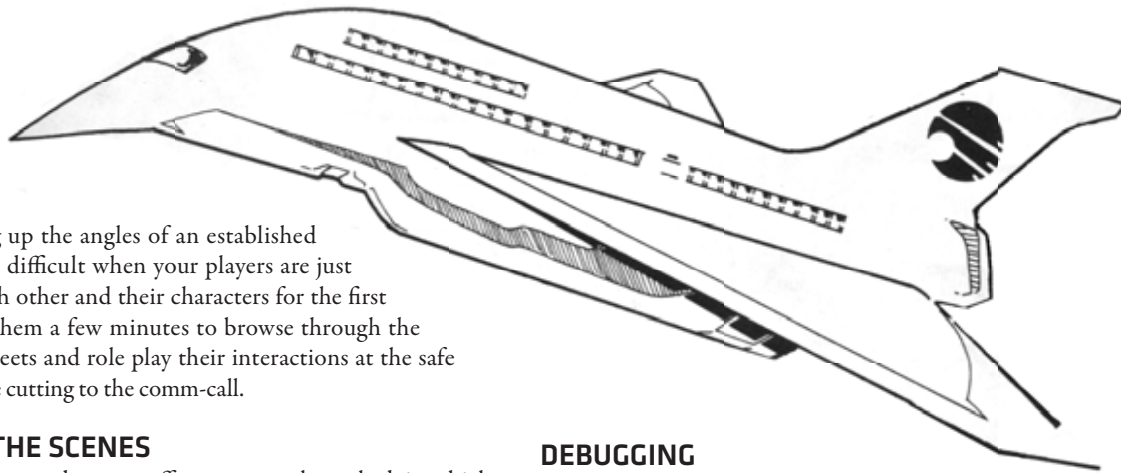
Once the players are situated, continue with the call

The commlink on the table chirps and interfaces with the trid display to show an older Asian man. He is dressed to the nines in a custom tailored suit with Mandarin influences. Oddly accented, his English carries undertones of Northern Europe and Asia.

"Good morning. Your skills come highly recommended to me, as does the reputation of the woman who mentioned your names. It is my hope that I am not being overly forward, but your services are required in Hong Kong. I will supply transportation and accommodations for you, as well as a small stipend. In exchange, I need you to acquire certain items that are of personal value to me. Does this exchange sound amenable to you?"

Urgent Message...





HOOKS

Playing up the angles of an established team can be difficult when your players are just meeting each other and their characters for the first time. Give them a few minutes to browse through the character sheets and role play their interactions at the safe house before cutting to the comm-call.

BEHIND THE SCENES

Mr. Johnson does not offer a name unless asked, in which case he introduces himself as Jun Shan (see *Cast of Shadows*.) As the team begins to review the details of the job, Shan tells them the mission is two-phased. The first phase is surveillance and reconnaissance. Phase two is information and package retrieval. The overall mission objectives are: find out definitively who is importing and selling a new drug, secure as much of the product as possible, destroying any drugs that they cannot secure, and steal all research about the drug and its release.

He starts by offering the runners 90,000¥ (15,000¥ each) with 20% paid up front. An opposed Negotiations + Charisma test applies. Note that because they are not physically present, Tailored Pheromones do not apply to the test. Also, the skill rating cannot exceed the language rating for non-native languages. (Presuming Brit is negotiating, she will be capped at a skill of 3, unless she requests that the conversation take place in Spanish.) Each net hit by the runners will increase the amount earned up to 4 additional hits. For the sums of money at 2 or 3 hits, Jun Shan will only speak of the team's total number, not the individual shares that each member will get. Mr. Johnson will actually smile and be happy for the team and their rising luck if they hold firm at 1 hit, saying that 99 is a very good number.

Net Hits	Individual Payment	Total Payment
1 hit	16,500¥	99,000¥
2 hits	17,500¥	105,000¥
3 hits	18,500¥	111,000¥
4+ hits	19,000¥	114,000¥

While the negotiations are happening, it is possible for the hackers to launch a trace on the call. This is by no means polite, but with luck they won't get caught. Jun Shan is not actively redirecting his signal, but it was intentionally routed through two proxy servers. Tracing the call is an extended Computer + Track (18, 1 initiative pass). A successful trace will reveal that the call is being placed from a wireless device in the Central District of Hong Kong. If a glitch is scored on this test, Jun Shan will be alerted to a Trace attempt and an Agent will begin to actively redirect the trace adding 2 hits to the threshold during each of its Initiative Pass for up to 12 passes.

DEBUGGING

If the runners turn down the job or mortally insult the Johnson, they will receive a call a few moments later from their fixer demanding to know what just happened. They have efficiently ruined the fixer's reputation as well as their own. This will eliminate the team from the tournament.

A SHORT FLIGHT

SCAN THIS

A private Sub-Orbital Transport is waiting for the runners as they blast off and land at a private landing strip of Chek Lap Kok Airport. This scene is set up to show that their employer means business about helping them be successful—providing nothing but the best and expecting nothing but the best in return.

TELL IT TO THEM STRAIGHT

After arranging the final details, an itinerary with travel arrangements and the location of several hermetically sealed containers arrives on your commlinks. A note is included that you should exercise your best judgment in choosing gear to bring with you, as tangible resources may not be as readily accessible in Hong Kong.

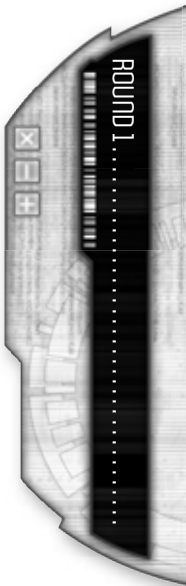
Once the runners have packed

A few hours later, a town car arrives to deliver you to the sub-orbital transport. Take off and landing are both free of the horror stories with security that you are familiar with—there are no ID scans or no lines. Private launch pads and landing strips are apparently the way high-powered Chinese executives travel. Having left in the pre-dawn hours of Caracas, you arrive in Hong Kong in the early evening. It is obvious someone pulled a lot of strings to get you here without any questions being asked.

HOOKS

Play up the differences between premium service and the hohum travel that runners are used to. Imagine walking up to the airport and taking off fifteen minutes later—no security, no stress, no strangers who stand in your way. Food served is natural and of gourmet quality, complementary drinks flow freely, and the flight attendants are beautiful, friendly metahumans—not drones.

Arriving in Hong Kong, the temperature will be nearly the same but the scents and feelings of the city are very different.



BEHIND THE SCENES

The containers are large enough for anything on the runners' character sheets that they want to pack, with the exception of actual vehicles. Within the cases are instructions to power off and store any devices, which might raise questions during transport. GMs should draw a line in ink through any gear that the runners decide not to take with them, as it will be unavailable throughout the tournament.

While the team packs their gear, have each runner make a Logic + Intuition (2) test. Failure means that one piece of equipment is unable to fit, packaged improperly etc, and is removed from their sheets. The lost piece of gear is chosen by the player. This is in addition to any gear that they choose not to bring. Due to time constraints, the team mates are unable to help one another with their packing.

Walking into the private launch pad, a valet will request that they place all weapons and explosives into a locked container for shipment.

DEBUGGING

As long as they don't try and carry weapons or explosives on their person, this scene offers no meaningful challenges. Refusing to safely pack them will delay departure and cause a loss of face for the runners. They will be at a -2 for all social tests when dealing with their employer for the rest of the Tournament.

WELCOME TO HONG KONG

SCAN THIS

From the airport, the team has been set up under false names at Peninsula Hotel (in the Yau Tsim Mong District). It's very likely the runners will want other accommodations, the Dynasty Mansions chain of hotels are a common alternative for the runners. The team can also window-shop for goodies and learn more about their employer or their target.

TELL IT TO THEM STRAIGHT

Leaving the airport, you are ushered into an air taxi and given a scenic view of Hong Kong. The pilot clearly knows where all the best vantage points are and uses the skyscrapers to his advantage. With the setting sun casting half the skyline into a stark contrast, you eventually set down onto a rooftop helipad.

Around you, the AR is sculpted delicately to match the physical architecture and projected holograms. A valet steps forward, offering his hand to assist you down. Moving through the hotel to your suite of rooms, the wealth and power are obvious throughout the well-maintained interior. Every small desire is immediately responded to. The staff's comfort and practice with the dance of service gracefully covers some of your own mistakes.

The room is lushly decorated, giving a bird's eye view of the Golden Mile. Your clothing was sent ahead and during the pilot's tour of the city, it appears that the servants have already unpacked it for you into closets and drawers. Each of you has a comfortable change of clothing laid out to change into after your travel. All that is missing is your actual gear. The contents of the sealed containers are not to be seen.



HOOKS

This team has made the big time or at least that's how it feels. Play up the pure luxury, sim-starlets dining in the restaurants on the lower levels, power brokers and executives drinking at the hardwood bar. Further, there is nothing that the service staff can't anticipate and arrange.

BEHIND THE SCENES

Mr. Johnson has provided luxury accommodations for the duration of the runners' stay in Hong Kong. Obviously, such luxury comes with its own set of regulations—namely, no weapons, body armor, or undue aggression. Allow the runners a chance to look around, run data searches, etc. If they ask about their other belongings, the concierge will tell them that several other packages are being held in storage at their employer's request. The concierge will arrange for immediate delivery to any location that the runners choose, except for the Peninsula Hotel.

Once they are ready to head out, the team will be approached by Vincent Fache (see *Cast of Shadows*). He is working as their local guide and procurement specialist. Any piece of gear which is not Restricted or Forbidden can be provided in (Availability/2) hours. Restricted gear up to Availability 14 and Forbidden gear up to availability 10, can be found in (Availability) hours. The runners will need to pay for any gear that they order. Note that



due to the prolific nature of the languages and need for commerce, Linguasoftware for Mandarin, Cantonese, English and Japanese are available at a 20% discount (Rating*400¥).

Beyond supplying the runners with a local perspective on customs and traditions, he is able to give them directions, suggest local hot spots, and will serve as the go-between for the team and Jun Shan. Vincent tells the runners that the next drug shipment is expected the next morning just before dawn via the cargo ship *Tranquil Light*. This leaves them 10 hours for legwork and pre-scouting. He knows that unloading a cargo ship takes 12-16 hours in general.

Unless the runners have Fache procuring something specific or have abused him through mind probes et al, he will usually be nearby. Specific incidents have been written into later scenes when it is likely that his help will be needed. Use Fache to nudge the runners the right way but don't railroad them with him. He's an assistant not a deus ex machina.

Dynasty Mansions

Dynasty Mansions are a chain of cheap motels where the rooms are primarily coffins with hard foam mats. Security is what the runners provide themselves. They can be found throughout Hong Kong near any of the transport hubs. See p. 23, *Runner Havens*, for more information. The motel can also be used as a forward base for runners to explore various parts of Hong Kong throughout the tournament.

When the team is ready to proceed to the container port, go to **Rat Problem at the Docks**.

DEBUGGING

If the runners don't get the hint and try to bring their running gear into the Peninsula, or travel openly armed and armored throughout the hotel, Jun Shan will contact them through their commlinks. He will explain that disturbing the other guests at the Peninsula hotel is unwise and will result in a loss of mianzi (face). The subtext to the conversation being that their loss of face reflects badly on him. He will openly recommend the Dynasty Mansions for an environment they may be more comfortable in.

If the team isn't interested in Dynasty Mansions, they may choose to use their contacts to find another safe house.

RAT PROBLEM AT THE DOCKS

SCAN THIS

The drug shipment comes in during a last minute delivery. At first, nothing seems out of the ordinary. After watching, they will discover a small line of rats running off the ship carrying rotten fruit. There are also several birds flying around. The runners should figure out that the rats are shapechanged people. The birds are all spy drones. The rotten fruit the rats are carrying off contain doses of the drug.

TELL IT TO THEM STRAIGHT

The container port is the single largest commercial seaport in the world. Looking over the area, thousands of shipping containers line the dockyards with drones and lifters moving throughout the area. In AR, icons and tags glow brightly, each with a unique digital identity.

In the distance you see a ship pulling into harbor.

HOOKS

Here we have the proverbial needle in a haystack. For players who have never seen a container port, there are literally thousands of containers the size of train cars with the smallest containers being 3 cubic meters. The paths of the drones provide an organized chaos as they zip up and down marking cubes and tagging them for the lifters.

BEHIND THE SCENES

When the runners arrive at the container port, the *Tranquil Light* is just coming into harbor. The containers are all listed with AR tags, and corporate logos are present physically on the containers, as well as in AR. Actions that the runners would like to take before the ship arrives should be covered with information about the Container Port Security. Information directly pertaining to the Triad security measures or the *Tranquil Light* is listed afterwards.

This scene deals with the arrival of the *Tranquil Light*, physical reconnaissance of the Container Port, and the gunfight which will most likely happen. When the runners are ready to move onto questioning Triad survivors or tracking the drugs when they leave the port, go to **Word on the Street**.

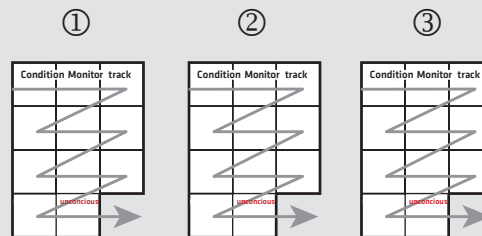
CONTAINER PORT MATRIX SECURITY

PORT AUTHORITY SECURITY HACKERS

System 5	Armor 4	Scan 4
Response 4	Attack 4	Track 4
Firewall 5	Command 4	Electronics 4
Signal 4	Medic 3	Cracking 4

Matrix Initiative 9

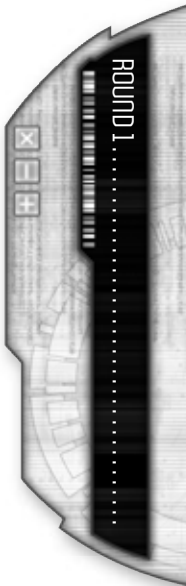
Matrix IP 3



The Port Authority system is extremely secure and difficult to hack. There's a rating 5 Telematics Infrastructure (TI) that tracks all Cargo and Drones. TI will automatically detect any active or passive mode wireless devices in the area. It also can scan for hidden mode wireless devices (p. 225, *SR4*). Three rating 5 Agents continually monitor Drone Activities.

Port Authority Node

Sculpting: Basic sculpting; cubes for cargo, spheres for drones and DOS green labels on everything. It's a mostly automated system, so the Hackers are allowed their own reality filter to operate.



Authentication: AccessID

Privileges: Standard

Attributes: Firewall 6 Response 5 Signal 5 System 6

Spiders: Three on-site Security Hackers

IC: Two rating 6 Three Musketeers modded to an Asian Samurai theme, 3 Rating 6 Agents [Software: Attack, Analyze, and Command]

Resident Programs: Analyze 5, Encryption 4

ARC: See Sidebar. Each time an agent or hacker is crashed, upgrade to the next alert response. Likewise, if an intruder utilizes a Blackout or Black Hammer program, upgrade response. Once a Track has been completed, security forces will be scrambled to the location.



Alert Response

- 1 Launch Track IC
- 2 Agents attack utilizing Attack Programs
- 3 Security Hackers engage
- 4 Terminate Connection
- 5 Upgrade to Blackhammer on all Agents and Hackers
- 6 Shutdown System



Topology: 1 master node with multiple drones slaved to it.

Hacking a single drone will be easier than hacking the Port Authority node itself. Each drone has a Firewall 6 with all other Matrix statistics at rating 4. The drones have a live-feed of the port manifest identifying cargo container numbers and locations, with a priority ranking system for processing. Accessing this information will give the runners a map of the cargo containers, their content descriptions (Hazardous Goods, Corrosive, Fragile, etc.), and the corporations which own them.

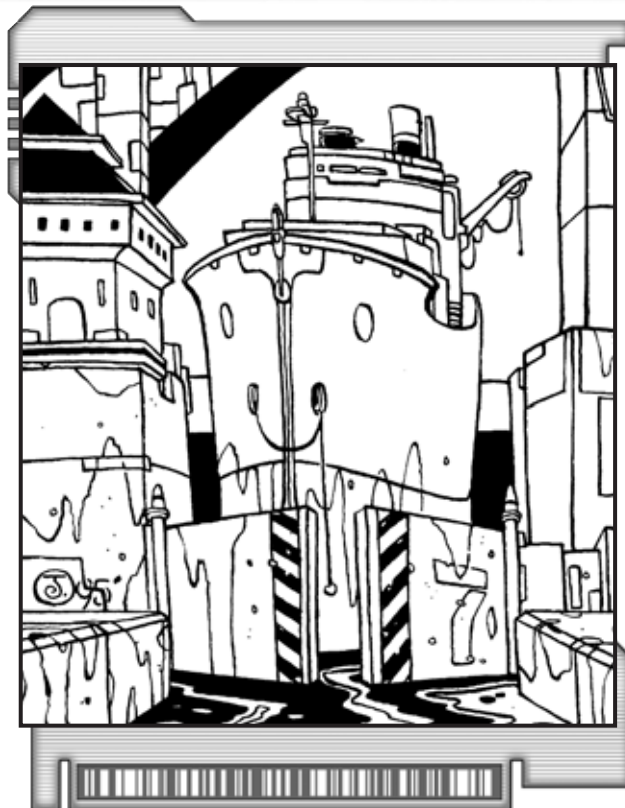
If a drone deviates from its scheduled path—i.e. a hacker tries to redirect it to a different location—the Port Authority labor analysis subroutines will activate. An agent will scan the access log for unlawful tampering. A hacker will have three Initiative Passes to edit the security log before the Port Authority will issue a shut down command on the drone.

CONTAINER PORT AWAKENED SECURITY

Awakened Security

There is an astral patrol network to watch the area. Due to the presence of dock workers and the constantly shifting population, the astral patrol only watches for astral presences. This includes astrally projecting mages, spell auras that are being sustained, and active foci. Standard astral patrol rules apply—there are sufficient additional spirits to counteract the astral shadows caused by the containers. The patrol consists of one Force 8 spirit of man, and four watcher spirits.

If the spirits find an intruder, they will alert their summoner. An astral mage with the spirits in tow will respond in 2 combat turns. The astral mage (see *Cast of Shadows*), a member of the Hong Kong Police Force, will order the intruders to immediately depart, manifesting if necessary. In case of non-compliance, he will alert physical forces to deal with physical intruders or engage in astral combat, calling on the spirit of man to assist him.



Please note that the astral mage's body is at the HKPF station several blocks away behind a Force 6 ward. This distance is inconsequential at astral speeds, but is listed in case the runners try to chase the mage back to his body.

Hong Kong Police Force

Six members of the HKPF Security (see *Cast of Shadows*) will arrive on scene within five minutes of the astral mage finding non-compliant physical forces. They will utilize the tactics described below (*When Combat Ensues*) for dealing with runners before the *Tranquil Light* shows up.

Tranquil Light

Roughly thirty minutes after the *Tranquil Light* docks, the cargo will begin to off-load. As the runners watch the cargo ship get unloaded, a Perception (Visual) + Intuition (2) test will show that several of the containers are being rerouted to a storage zone rather than going through customs. This is a red herring. The rerouted containers contain Triad shipments of weapons and explosives.

About halfway through the unloading process, six hours after arriving in port, a Perception (Visual) + Intuition (3) Test with a -4 dice pool modifier will show a sporadic line of rats running from the ship and several cargo containers into a nearby sewer. The rats are carrying rotten fruit and appear to be crawling through cracks where the containers have corroded due to the elements. The dockworkers do not appear to notice the rats or at least not be surprised by them. A Logic + Intuition (2) test will estimate that there are fifty rats running between the ship, sewer and cargo containers. The same test will estimate that they are moving about half a cubic meter of fruit every two hours. (For players who have trouble visualizing this, it's about equal to a shopping cart full of fruit every two hours.)



TRIAD SOLDIERS

Body 5 Agility 6 (9) Reaction 5 (7)
 Strength 3 Charisma 3 Intuition 3
 Logic 3 Willpower 4 Magic —

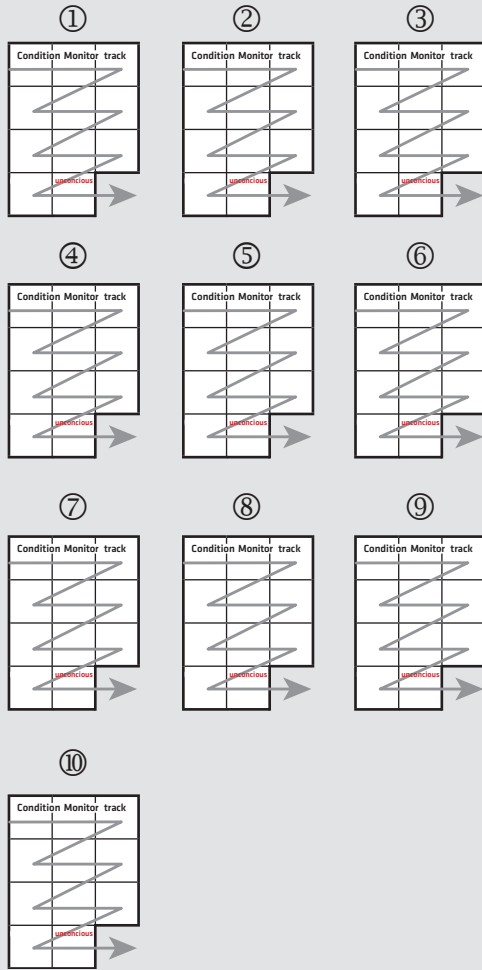
Initiative 8 (10)

Initiative Passes 1 (3)

Armor B/I 9/7

Clubs (Staves) 5 (7)

Stun Staff Reach 2, D6S(e), AP —half



HUNG KWANS

Body 4 Agility 3 Reaction 3
 Strength 2 Charisma 4 Intuition 4
 Logic 5 Willpower 6 Magic 8

Initiative 7

Initiative Passes 1

Armor B/I 9/7 (12/10)

Counterspelling 5

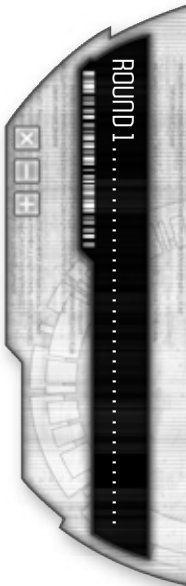
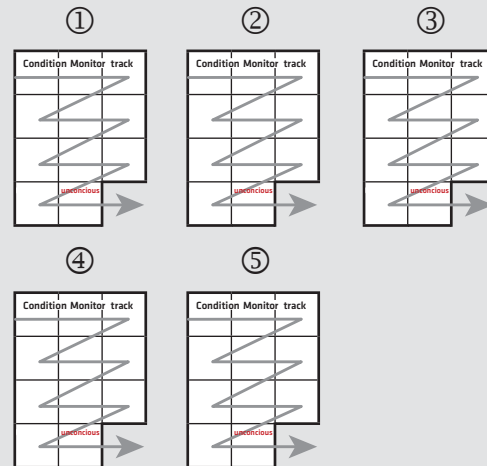
Spellcasting (Combat) 6(8)

Perception 1

Banishing 3

Combat Spell Focus 5, Sustaining Focus 3 (Armor)

Sonic Blast, DV F/2+3, Stunbolt, Levitate



Amongst the dockworkers and crane operators are five Triad Hung Kwans (see *Cast of Shadows*) who are sustaining Mob Mind spells on the dockworkers to ignore the rats. The Red Dragon Triad has paid bribes to HKPF to be given access to the docks, and their spells will not trigger an alert from the astral patrol. In addition to the Hung Kwans, ten Triad Soldiers are watching the area and are dressed as privatized security, rather than as the HKPF who would usually be on guard.

Astral Perception of the area will reveal several force 3 control manipulation auras active on the dockworkers. Additionally, two

of the rats have masked physical manipulation auras on them, suggesting that they are shapechanged. If Jove attempts to assense the rats, he must succeed at an Intuition + Magic (3) test. Most of the rats have been attuned to the two shapechanged mystic adepts and are trained to gather fruit and bring it back to the spot. The rats are also under the effects of a Control Pack spell and will follow the adepts into an area, collect the fruit, and follow them back.

Perched along the cables and high beams of the cargo ship are several sea gulls. The birds take flight and circle the docks occasionally before roosting on a crane or cargo container. While the majority of the birds are completely mundane, a dozen of them are actually bio-drones associated with the *Tranquil Light*. Through their sensor grid, the Red Dragon Triad is able to watch the dock and container port. Runners will need to succeed at an Infiltration + Agility (4) test to avoid notice if they enter the port without appearing to be a member of the HKPF or one of the privatized security forces.

If the runners are able to get a sample of the fruit, it will appear rotten. Chemical analysis with a medkit or chemsniffer will show that the fruit is not exuding the standard gases from rotting. An unknown chemical compound is present which defies analysis—possibly alchemical in nature. Eating the fruit will expose the runner to a concentrated dosage of the drug (see *Biting the Apple*).



The fruit is being loaded into a storage crate atop a 1 meter diameter skimmer drone in the sewers. This drone navigates the sewers of Hong Kong and exits out near the Star Ferries. From there the crate is transported via Star Ferry to Kowloon City.

When Combat Ensues

If the runners go in guns blazing, they will have to deal with Red Dragon Triad soldiers, several Hung Kwans, as well as, the Hong Kong Police Force. The HKPF will give orders for the runners to stand down and, in case of non-compliance, take aim. If the runners continue to fight, the HKPF will take cover behind inert containers and use non-lethal force. After taking serious wounds (more than six boxes of damage) on at least three police officers or if the runners use automatic weapons, HKPF will call for reinforcements including a SWAT/High Threat team.

As soon as combat begins, the rats will stop collecting fruit. They will all jump down into the sewer where they were putting the fruit. The drone will leave at this point. Both adepts will move towards the edge of the dock and briefly shift back to humans. They will then shapechange into seals and begin swimming away.

When the conflict is resolved, proceed to *Word on the Street*.

DEBUGGING

Using low-grade explosives to create a chemical leak on one of the hazardous materials containers or detonating one of the Triad weapon cartons will attract the attention of HKPF. This will distract the guards for up to thirty minutes, as long as, the runners keep an otherwise low profile.

WORD ON THE STREET

SCAN THIS

Through some form of investigation, the runners find out that the drugs are being shipped via a star ferry to Kowloon City. It is possible that a few gruesome deaths happen along the way. This scene ends as the runners head to Kowloon City to see the ugliness and decay of the city in front of them.

TELL IT TO THEM STRAIGHT

If the runners got into a direct conflict with HKPF or Triad forces in the previous scene:

As the adrenaline levels in your body return to normal, you survey the outcome of your brief scuffle. The air is thick and humid. Warnings of an incoming tropical storm expected the next day slide across your vision and make you pray that this job wraps up before then.

HOOKS

With interrogation, play up the fear of gods that the Triad have. Heavenly Wrath takes on a whole new meaning when your blood literally boils. Hue and Larit will both see, thermographically, the fire take hold a few seconds before the external effects become obvious.

Around the Star Ferries, the feeling of people hawking their services and the press of bodies is similar to fighting through the convention dealer's room. Everyone has somewhere to be and merchants want to sell more than talk.

HKPF OFFICERS

Body 3

Agility 5

Reaction 4

Strength 3

Charisma 3

Intuition 4

Logic 3

Willpower 4

Magic —

Initiative 8

Initiative Passes 1

Armor B/I 8/6

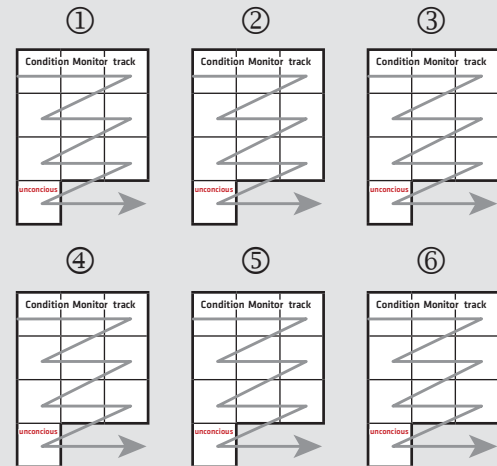
Clubs 3

Pistols 4

Smartlink

Stun Baton R 1, D 6S(e), AP -half

Browning Ultra-Power D 5P, AP -1, M SA



BEHIND THE SCENES

Attempts at Interrogation of the Triad Hung Kwans go poorly. The oaths they have sworn make it nearly impossible for them to betray their brethren. They initially refuse to speak and if physical torture is applied, the mages and adepts begin biting out their tongues. Magic coercion will get a truthful answer to the first question asked before their bodies immolate. Thermographic vision will show a fire building up in their bloodstream and eventual death.

The soldiers are not bound by the same oaths of loyalty and will be able to speak without dying horrifically. If they see one of the mages die, add a +2 bonus to resist torture due to the psychological conditioning imposed upon them.

Questioning the soldiers can earn specific pieces of information (one piece of information per net hit on an opposed Intimidation test):

- The drug is stored within fruit.
- They are delivered somewhere in Hong Kong
- After leaving here, the adepts generally get on a Star Ferry
- The fruit goes to two different places
- 10% of it goes to the HKPF
- Most of it goes to Kowloon City

If the runners are able to get a bio-drone, either alive or dead, the drone will have its connection to the ship severed. Hacking into the drone will give access to the sensor feeds of the drone and allow for a bird's eye view of their own actions. This will allow the runners to determine whether or not they were detected by the bio-drones, and if so how far into their insertion they were when detected. Additional Perception (Visual) + Intuition (3) tests with a -4 dice pool modifier can be made while watching the footage to see the rats placing the fruit into the sewer entrance.

Star ferries are ferries which travel back and forth between Hong Kong and Kowloon City. The larger ferries are able to transport people, vehicles and cargo, while the smaller ones are passengers-only. They are used as a discrete method of transportation between the two areas as many of the smaller ferries do not run ID scans or even have cameras. Additional information can be found on p. 17, *Runner Havens*.

Teams that engaged in direct combat with the HKPF will find that the areas around the star ferries are swarming with security forces and pictures of the runners. Unless the runners have assumed disguises, this will apply a -4 dice pool modifier to social tests, as helping the runners becomes a direct threat to any of the ferrymen.

If the runners take more than two hours for their interrogation or in **Following the Drugs**, they will receive a call from the Peninsula Hotel. The concierge regrets to inform them that a minor incident happened at the hotel. Due to this, the hotel staff has moved their belongings to a different suite. An Etiquette + Charisma (2) test will allow the runners to infer from the concierge that their suite has been ransacked by Triad forces.

FOLLOWING THE DRUGS

Awakened Routes

Ritual tracking can be applied to one of the rats as they are attuned to the adepts. Alternatively, an astrally projecting mage who sees the fruit drop or rat exodus can follow the drone through

the sewers and out onto the star ferries. (As long as the mage does not stay in the container port, he will not be pursued by the Astral Patrol.) The mystic adepts who were with the rats are now with the drugs. Following the ferry across the bay to their final destination will take about one hour. If, during that time, Jove heads back to his body to give an update to his team, the ferry will become lost in the constant traffic.

Hacker Routes

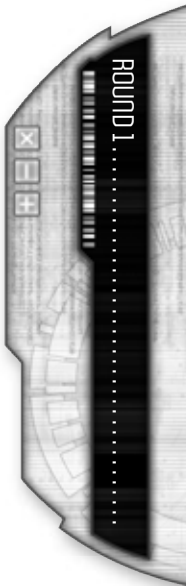
The ferries are not managed by the Port Authority and, thus, are nearly impossible to track. By hacking into the Port Authority Node (above), it is possible to access the RADAR grid and track the various boats. Using satellite footage combined with radar tracking is possible. For this to work, the runners will need to take recorded information from a bio-drone or their own eye recordings, load it into Facial Recognition software, and run the program on the satellite imagery. A Data Search + Facial Recognition (16, 1 IP) test will enable them to find one of the adepts if they escaped. Note that during that time, the Port Authority Node is undergoing constant analysis. If the hacker does not take appropriate actions, a Track IC will begin to find him.

Social Engineering

If the runners realize that the drugs are traveling to Kowloon City via star ferry, they can begin canvassing the dock. Etiquette + Charisma (16, 10 min) will enable the team to find a lead as to which boat they boarded. A Negotiation or Intimidation + Charisma (3) test will get the information from the boat captain as to which slip they dropped the Triad onto in Kowloon City. The threshold for both tests will double if they attempt to do the legwork on the Kowloon City side.

DEBUGGING

If Jove follows the fruit and leaves a spirit or watcher behind, make a note of it in the After Action Report. The events at the beginning of Round 2 will be revealed to him the next night.



ROUND 2

CLEAN UP ON AISLE THREE

SCAN THIS

The runners start this round arriving in Kowloon City. A fire is burning out the building they needed to go to in order to carry on their investigation.

TELL IT TO THEM STRAIGHT

Armed with the information about where the package you want was dropped off, you board one of the star ferries to head across the bay. At first, Kowloon City is just a patch of buildings surrounded by industrial waste and smog. As you approach closer, the sheer destitution becomes obvious. Skyscrapers with entire floors open to the birds hide behind massive walls encircling slums that make Caracas look wealthy by comparison. Along the waterfront, businesses do a brisk trade with the boats and passengers that sidle up to the impromptu docks. Two blocks back, a five story tall wall holds back the worst of the squalor.

Throughout the area, gangs and urban tribes have clearly marked their territories and turf. The smell of smoke hits you as you disembark the ferry. People are running down the street in the direction of the smoke. A large crowd is spilling out of an alleyway where fire control personnel are working. From inside the inferno, a thick blue smoke billows out and screams can be heard.

HOOKS

With the squalor and desolation, somehow people continue to scrape by and pretend that life is normal. The astral is covered with a cloying mist that almost seems toxic, the negativity almost crushes the life within it. While Kowloon is still covered by the Hong Kong RTG, even the AR feels dirty and unkempt—feeble spam viruses limp along with gaping holes in their source code.

BEHIND THE SCENES

The shakeup at the Container Port and the possibility that the runners would follow has caused the Red Dragon Triad to burn down the evidence. Fire Control triaged the situation and decided that the building was too far gone to save. They are now simply working at keeping the fire from spreading anywhere else. No attempts were made to save the people inside. All those present as the fire burns will be affected by tempo, a.k.a. flipside. See **Biting the Apple** for game effects.

Astral projection into the building demonstrates that the site has been abandoned. Several people are ziptied to support posts. The remnants of stills for distilling grain alcohol can be found as the source of the blue smoke. Cans of accelerants are seen near the stills and immolated victims.

During the time it takes to put out the fire, some of the local merchants begin pushing through the crowd to sell fruit. It has rotted slightly, but the pieces have been cut out. This fruit is not the fruit from the cargo ship, a fact the PCs can notice on a Perception + Intuition (2) test. If the runners harass these people, mistaking them for being associated with the drug dealers, the crowd will turn ugly. They are unarmed and unskilled, but have a thirty to one advantage. The runners will lose mianzi and suffer a -2 dice pool modifier for social tests with the denizens of Kowloon City. If the

players choose to stay and fight, the bloodbath will be extremely one-sided with the runners decimating the first few and the rest of the crowd running in terror.

It is also possible that the runners will try to coordinate the group to save the people inside and extinguish the fire. A Leadership + Charisma (3) test will get the locals organized enough to start a bucket brigade. The victims inside will still be dead, but they will gain a boost to their mianzi for caring about Kowloon City. While dealing with denizens of Kowloon City, the runners will gain a +2 dice pool modifier for social tests.

Once the fire is out, Fire Control will leave the scene and the crowd will disperse. Investigating the interior will give similar information to what is listed above under the astral projection scouting. An Assensing + Intuition (3) test will identify one of the bodies as a mystic adept who escaped earlier, if he had been assensed in the earlier scene. A few meters from where he is tied, a storage box is sealed and shows signs of fire inside and out. The box contains two-dozen rats, which were all burned alive. The adept's commlink is completely destroyed, and bits of gold and silver have melted through his flesh and cooled around his collarbone.

Investigation of the stills shows that they were recently used or were never cleaned before the fire struck. It is obvious that the stills themselves did not explode to trigger the fire. Near the stills, the fire destroyed several juice extractors. A Chemistry + Logic (2) test will tell the runners that distillation is a common way of separating liquids and chemicals without the need for extensive laboratory equipment. If the liquid has a lower boiling point than water, it will evaporate and condense in a different section.

DEBUGGING

If Jove left a watcher or spirit in the area to keep watch on the drugs during Round 1, the spirit will see a dispute between several Triad members. A senior member of the Triad, Ma Mei Lang, is upset that the adept did not stay to fight. Her punishment is to burn the adept alive with the building for betraying the others. The adept is restrained and bound against the oaths of loyalty. Ma Mei orders him to stay, reminding him that by breaking a direct order his oaths would be broken. Her men restrain the adept and the chemists who were working in the building. She and several others spread accelerant around the room and ignite it before leaving.

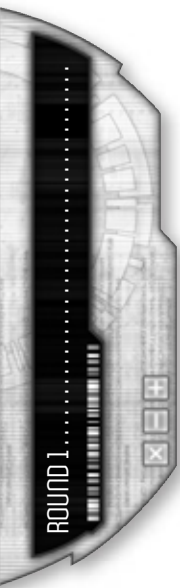
It is possible that one of the runners will decide to run into the building to save the victims, have them resist 4P Fire damage every initiative pass that they are inside the building.

Note that if the runners leave drones, watcher spirits or the like outside to watch the alley and street make a Perception + Intuition (4) or Pilot + Sensor (4) test to notice the ambush for **Why are the drugs gone?** as it is being set-up.

WHY ARE THE DRUGS GONE?

SCAN THIS

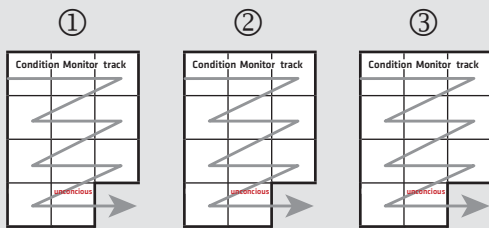
The runners are attacked as they leave the scene. The attack first opens with snipers and next with spells. This attack is led by the assassin Ma Mei Lang (see **Cast of Shadows**). After the attack, the runners may notice they are still being watched by a spy drone. Either by catching the drone and tracking its resonate signal, or by browsing the information on their attackers, they discover the true address, which is inside the walled city.





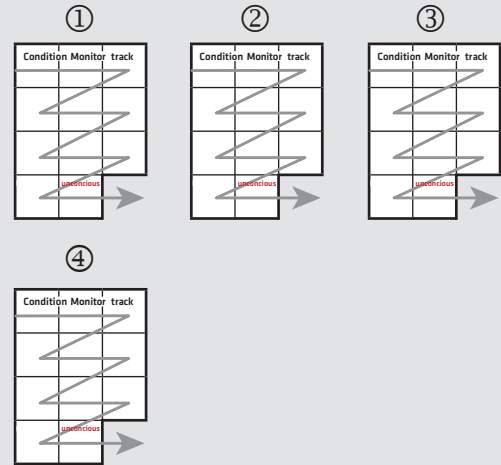
TRIAD SNIPERS

Body 5 Agility 6 (9) Reaction 5 (7)
 Strength 3 Charisma 3 Intuition 3
 Logic 3 Willpower 4 Magic —
 Initiative 8 (10)
 Initiative Passes 1 (3)
 Armor B/I 9/7
 Longarms (Sniper Rifle) 5(7)
 Infiltration(Urban) 3(5)
 Perception (Visual) 3(5)
 Dodge 2
 Smartlink
 HK PSG Enforcer D 7P AP -3, M SA RC (2)
 (APDS & Ex-Ex Ammo)



TRIAD SOLDIERS

Body 5 Agility 6 (9) Reaction 5 (7)
 Strength 3 Charisma 3 Intuition 3
 Logic 3 Willpower 4 Magic —
 Initiative 8 (10)
 Initiative Passes 1 (3)
 Armor B/I 9/7
 Clubs (Staves) 5 (7)
 Stun Staff Reach 2, D6S(e), AP -half



TELL IT TO THEM STRAIGHT

Exiting the building, you look down at your hands and clothing. All of you are covered in soot and ash. At the end of the alley, several street toughs bicker with each other in a testosterone filled game. The call of a seagull pulls your attention to the sky just in time to catch the glint of a scope from a rooftop. Sniper rifles never lead to good days.

Looking around for cover, you see that the toughs have taken an interest in you as well.

HOOKS

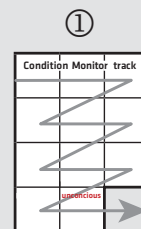
Today is definitely not their day. While yesterday they were kings and queens in the Peninsula hotel, the situation just keeps getting deeper. The angles of the snipers on the roof will make it easy for them to shoot down, but hard to retaliate. A clear definition can be felt between the crisp professional soldier feeling of the shooters and the thug who thinks he has authority down on the street.

BEHIND THE SCENES

This is a fairly straight forward ambush. Ma Mei Leng has instructed the three snipers to open fire first, targeting either runners with obvious melee weapons or no weapons at all. Following the snipers is the Hung Kwan with a Demolish [Gun] spell dropped into the alley away from his own people. (Note that the Demolish spell requires LOS. Only visible guns will be destroyed. Concealed backup pieces will be okay.) The soldiers are supposed to keep the runners from escaping and preferentially target people with guns.

HUNG KWAN

Body 4 Agility 3 Reaction 3
 Strength 2 Charisma 4 Intuition 4
 Logic 5 Willpower 6 Magic 8
 Initiative 7
 Initiative Passes 1
 Armor B/I 9/7 (12/10)
 Counterspelling 5
 Spellcasting (Combat) 6(8)
 Perception 1
 Banishing 3
 Combat Spell Focus 5, Sustaining Focus 3 (Armor)
 Demolish [Gun], Stunbolt, Levitate



After the first pass, Ma Mei Leng will drop down into the alley and mix it up with the runners. The snipers and Hung Kwan will continue with their barrage. Once Ma Mei Leng has taken six boxes of damage, she will sound the withdrawal. (If she's knocked unconscious, the others will all flee.) Additionally, if more than three of her people take six boxes of damage or more, the ambushers will withdraw. While the Red Dragons flee, the bio-drone will stay to watch what the runners do (noticeable on a Perception + Intuition (1) Test).

If the PCs attempt to follow the fleeing Triad members, they will quickly lose them through the chaotic rubble and ruins of is Kowloon City. The maze of buildings simply offers too much of an advantage for the visiting PCs to be able to track them by mundane means.

Questioning any survivors who don't escape or pilfering information off commlinks from the fallen can tell the runners that the attackers are members of the Red Dragon Triad. An Intimidation + Charisma (3) test will extract the information about where the drugs are being stored and distributed from one of the survivors. Alternatively, hacking the biodrone and running a trace on its connection will give the location.

Each of the ambushers has a maglock keycard which can be used for the next scene. The soldiers' keycards will each have a small number scrawled on them. These two-digit numbers are the matching numbers for the interior keypads.

DEBUGGING

The worst-case scenario here is for Hue to critically glitch his damage soak and Jove to not get enough hits on his counter-spelling to keep their guns from being destroyed. If their main combatant is dead or bleeding out and half the runners' toys have been taken away, the situation becomes much more punitive than fun. The Triad will not block any of the runners who run in the direction of the Star Ferries.

If it becomes obvious that the runners are outclassed, Ma Mei Leng will allow them to drag away their fallen and leave without further incident. She will only require that they swear to leave Hong Kong within the day.

For runners who really don't get the message and keep fighting after all hell has broken loose, have Vincent show up. He has been nearby in case they needed him. Their guide will throw a stun grenade up onto the roof where the snipers are and take cover behind the building. He exhorts the runners to leave now rather than die—his pay is docked if they die.

CAN IT GET WORSE?

SCAN THIS

Upon arriving at the building, the taint of the city is felt by spell casters. There are people and tainted spirits crawling all over the building. It looks like what they are looking for is in that building. The group must get in to retrieve the data they need, as it doesn't look like anyone's coming or going any time soon.

Once inside, finding the data and drugs isn't too hard. Now the trick is to get out.

TELL IT TO THEM STRAIGHT

As you step inside the Walled City, the air itself chokes any sense of joy or happiness out of you. The innermost sanctum of Kowloon City is filled with despair. Garbage fills alleys and piles up in the streets, burning with noxious fumes. Here is the dark cesspool to contrast to the beauties of Hong Kong.

Approaching the address you were given, a run-down coffin motel stands in front of you. The upper most stories are open to the sky and barbed wire lines the lower levels. It's obvious that they don't want company.

HOOKS

The Walled City breeds despair; as people get sick and fearful, the negativity piles back up manifesting more despair. Nothing is clean, the runners' skins crawl. The stench is so bad they can taste the trash on their tongues and the bile in their throats. No one talks to the runners, doors slam shut where possible, and children scream.

BEHIND THE SCENES

Welcome to the toxic reaches of Kowloon City. The area is a Rating 3 domain (toxic), built upon the fear and despair of its own occupants, as well as, the constant fear and hatred that the rest of Hong Kong has for Kowloon City. All of astral space is stagnant and suffocating. Tainted spirits crawl along the outside of the hotel,

The Dynasty Mansion—Kowloon has seen better days on the exterior, but the interior has been modified extensively. Many of the coffins on the second through sixth floors have been modified and combined. Combining the spaces from five to ten adjacent coffins has created large rooms for social activities, an armory etc. Some of the guards sleep in standard coffins during breaks or on overnight shifts. Wireless Negating wallpaper reduces the signal rating by 2 outside the Dynasty Mansion.

The Dynasty Mansion Nodes

Sculpting: Appearing as how it should have been in its prime. Each Node is represented as a room. Node 3 has three doors connected it to the other Nodes. Many pieces are off the shelf code with the occasional malware.

Authentication: AccessID

Privileges: Standard

Attributes:

Nodes 1-4: Firewall 5 Response 4 Signal 4 System 5

Spiders: 1 off-site Security Hacker

IC:

Node 1: 1 Rating 3 Watanabe Electric Kitsune, 1 Rating 4 Ixcuiname

Node 2: 1 Rating 3 Watanabe Electric Kitsune

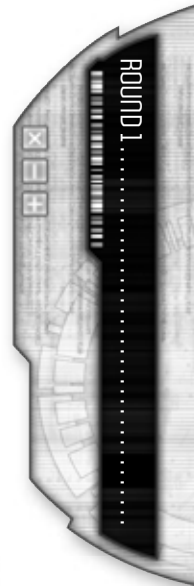
Node 3: 1 Rating 3 Watanabe Electric Kitsune, 1 Rating 4 Ixcuiname

Node 4: 1 Rating 3 Watanabe Electric Kitsune, 1 Rating 5 Renraku Oniwaban

Resident Programs: Analyze 4

ARC: Launch IC, Alert Spider, Alert Security, Shut down.

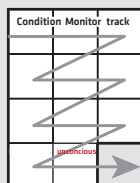
Topology: Node 3 has access to wireless, while nodes 1, 2 and 4 are independently connected via fiber optics to Node 3. All use separate AccessID security in a limited layered access, though when one goes on alert, the rest follow.



DYNASTY MANSION SECURITY HACKER

System 5	Armor 4	Scan 4
Response 4	Attack 4	Track 4
Firewall 5	Command 4	Electronics 4
Signal 4	Medic 3	Cracking 4
Matrix Initiative 9		
Matrix IP 3		

①



Matrix Defenses

There is no single node for the building; instead it is broken down into a monitoring system for the Physical Defenses (Alpha), a Security node (Bravo), Communications (Charlie), and a Drone control node (Delta).

Node 1: Alpha

The monitoring system alerts the other nodes if one of the external sensors is triggered without receiving an authentication code. This means if a door is opened without the redundant code entered or a window is opened from the outside, the alert will trigger. This sets all of the other nodes on alert and signals the guards that there is a problem. Every doorway requires a maglock key card and two-digit code. The card readers are on the outside, and doors will only open with them. From the inside, the doors will open for any two-digit code that starts with 1, 5, or 0. If the matching key card is not applied to the other side of the lock within fifteen seconds, the alarm triggers. All of the maglocks are rating 4.

Node 2: Bravo

Internal security systems are routed through this node. Each room and hallway is covered by a sensor suite, which includes a motion detector and camera (DR3). The camera will only activate if the motion detector is triggered. Because the guards walk through the building, this does not trigger an alert unless there is motion in an area, which is abandoned (the top three floors). A guard who is monitoring the system can trigger an alert manually. There's a Honeypot door from Node 2 to what appears to be paydata—saved files of video footage of various people in compromising positions. Each of the dozen files contains either Rating 3 Flicker, or Rating 4 Pacifist software.

Node 3: Charlie

This system effectively plays switchboard for the guards' commlinks (Hermes Ikon w/Mangadyne Deva OS). It allows for private communication between users or general broadcasting. The general broadcast overrides private channels to allow

for orders to be disseminated even if two guards are chatting. An agent runs an Analyze program over the general broadcast and any radio that transmits silence on the general broadcast for more than ten seconds has a flood control subroutine engaged and it is unable to broadcast for thirty seconds. This was designed so that a person couldn't activate general broadcast and blanket out all comms. (Note: Transmitting music or rhythmic noise over the general broadcast will not be stopped by the Agent.) A monitoring guard can remove radios from the subscription list manually if they become problematic. All radios are otherwise treated as slaved devices.

Node 4: Delta

There are normally six drones associated with Delta, two bio-drone seagulls, two Dobermans and two Steel Lynxes. If the bio-drone from **Why are the Drugs Gone** was destroyed, then only five drones will be online. Each of the combat drones is armed with an Ares Alpha. They are loaded with gel rounds to avoid collateral damage to the facility and IR smoke grenades. If an alert is triggered, the drones will go into active combat mode to seek and subdue any individual without a friendly fire sensor woven into their armor. There are 4 honey pots with Rating 4 Databombs (p. 226 SR4) appearing as 2 other Dobermans and 2 other steel Lynxes giving the runner a 50/50 chance of picking the wrong one.

Awakened Defenses

Three rooms in the building are warded. The Security office and laboratory have rating 8 charged wards. Ma Leng's quarters are also warded with a Rating 8 polarized ward so that she can see out.

In addition to the wards, there is a spirit patrol which can be seen from outside. The spirits are patrolling against anyone who doesn't belong as defined by either non-Asian or moving very slowly (i.e. to avoid the motion detectors). If the spirits detect such, they are to return to the Security Office and alert the person at the desk. Note that, if the runners have killed the guard monitoring the four systems in the security office, the spirits will still return to the office and wait.

Physical Defenses

The building is guarded by ten Triad Soldiers. One of them is monitoring the four systems with an immersive trideo display, layered with AR. He is wearing touchlink gloves, which allow him to move items by hand. The icon driven system is such that activating an alert, launching IC, and deactivating alerts can be manually triggered with basic computer awareness.

In addition to the guards patrolling the area, passive defenses are in place. Throughout the less-used corridors, there are monowire webs which rise and fall automatically based on proximity to a keycard RFID. A red light near the ceiling alerts the runners and guards to the presence of the monowire (runners will need to make Perception + Intuition (3) tests to see the actual wire, but should be alerted to something being there). Once a keycard approaches within three meters, the system automatically disarms itself by dropping rapidly into the floor. The defense system moves quickly enough that it will deactivate in time to safely allow a running human past. It will rearm itself automatically once the

STEEL LYNX

Handling **3** Accel **15/40** Speed **120**

Pilot **3** Body **4** Armor **9**

Sensor **3**

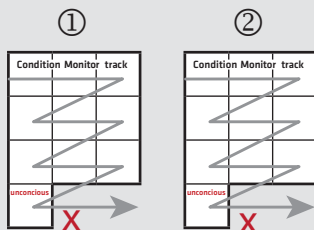
Initiative **6**

Initiative Passes **3**

Ares Alpha D 6P, AP -1, M SA/BF/FA

Targeting **3**

Clearsight **3**



DOBERMAN

Handling **0** Accel **10/25** Speed **75**

Pilot **3** Body **3** Armor **6**

Sensor **3**

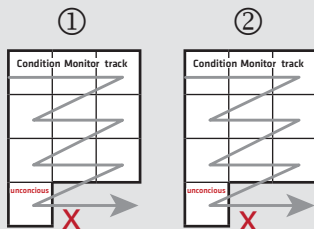
Initiative **6**

Initiative Passes **3**

Ares Alpha D 6P, AP -1, M SA/BF/FA

Targeting **3**

Clearsight **3**



TRIAD SOLDIERS

Body **5** Agility **6 (9)** Reaction **5 (7)**

Strength **3** Charisma **3** Intuition **3**

Logic **3** Willpower **4** Magic **-**

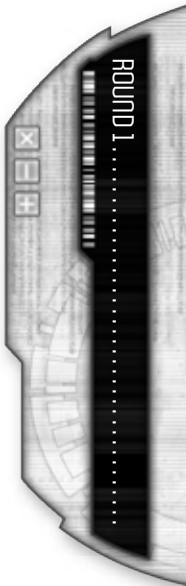
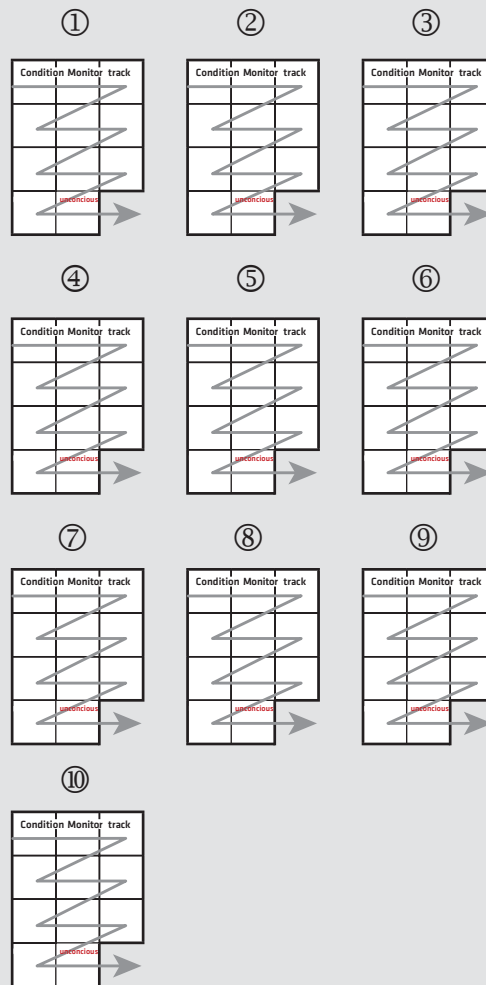
Initiative **8 (10)**

Initiative Passes **1 (3)**

Armor B/I **9/7**

Clubs (Staffs) **5 (7)**

Stun Staff Reach 2, D6S(e), AP -half



keycard is more than three meters away. Note that because of the speed necessary to keep the guards safe, this system will trigger the motion detectors if they have not yet been triggered. The monowire traps are placed in the stairwells leading down from the top three floors and in hallways near each of the ground floor entrances other than the front door.

Social Engineering

The guards here are not used to having visitors. Most of the local squatters know to not come near the building. Because of this, most social engineering approaches will fail. The one that will succeed is Seduction. Sex sells, but Brit will need to have a cover story as to why she is there for it to work. Name-dropping a Red Dragon Triad member who sent her over here will assuage the

door guards' suspicions. Remember if Brit went into the burned out building, she will still be covered in soot and ash. Apply social modifiers to her tests unless she has taken the time to clean up.

There are also visual records from the fight on the docks if one took place during **Rat Problem at the Docks**. Any of the runners who were present in the combat will need to be disguised for any social based plan to work. If the runners get the guards' attention, they will see the guard exit the building, and he will tell the runners to get lost. A second warning will involve shooting people.

When the guards exit the building, a Perception + Intuition (1) test will show that the guards touch their key cards to a pad on the outside of the door and as they step in tap a brief code on a key pad. Due to the placement of the key pad, the code cannot be seen from outside.

The Laboratory

This is the actual destination that the runners need—though they don't realize that. The production system here is primarily taking the distilled drug and making it ready for sale. Accessing the computer is easy, but all the data is encrypted. The file has rating 6 encryption and a Matrix Perception test will note the presence of IC and a data bomb in the file. Both of these are set to trigger if the encryption is broken without use of the proper key.

If the runners have managed to avoid direct conflict with the Red Dragon throughout the tournament, the research scientists will be in the lab working. Intimidation + Charisma (2) will be sufficient to get the proper decryption key phrase from the scientists. If the runners have engaged in combat in previous scenes, the scientists will not be here.

Research notes include the efficacy of different delivery methods from slap patches to pills and inhalants. There are 3 liters of the concentrated drug present. According to the computer, each dose is 0.1 ml. Ingesting the concentrated drug will be immediately lethal, for purposes of the tournament.

DEBUGGING

Breaching the exterior should be much easier if the runners were able to get a maglock card from one of their ambushers in the previous scene. Without the keycards and matching codes, any runner tampering with the locks will have three combat turns to remove the case and hardwire the guts before an alarm is triggered. Opening the door slowly enough that it does not trigger the motion detector will take one combat turn.

While this scene is intended to be a covert insertion with the shadowrunners sneaking in, grabbing the goods, and leaving, it is possible that they will make a straight-forward assault. If this happens, the soldiers will call for reinforcements. Any survivors from the ambush in **Why Are the Drugs Gone?** will arrive on scene a few minutes later with 1d6+2 boxes of previous damage healed.

WHO NEEDS ENEMIES?

SCAN THIS

A faction of the 9x9 ran by Mai Xian has shown up to try to get the drugs and data the players have, and they want it for themselves. All parties want all other parties out of the picture, and with the team surrounded, it's up to them to figure out how to safely get out. The 9x9 may be working with the Smoke Circle, but they don't know that the runners are working for them. After all, they are all just runners.

TELL IT TO THEM STRAIGHT

Heading back onto the street, the sound of motorcycle and ATV engines overcomes the noise of the community. Six figures are bearing down directly onto your position. They're obviously

not squatters from the Walled City. With combat axes and shotguns, the message is clear that they mean business.

As they approach, several heavy weapons can be seen in the side-cab of the leader's motorcycle.

HOOKS

When Mad Max meets Neo-Anarchist terrorists, you are left with an odd conglomeration of leather, tribalistic tattoos, and bad attitudes. It's easy to play up the outriders as half-crazed urban brawlers. Their leader is more standoffish and a firm believer of speaking softly and carrying an HMG.

BEHIND THE SCENES

The 9x9 has found out where the drugs are being stored. Due to their affiliation with the Smoke Circle, Mai Xin and his boys are here to take the data and drugs. They do not know that the runners are working for the Smoke Circle as well.

Depending on the situation inside, the arrival of the 9x9s may simply be pinning the runners in between two groups that hate each other. Unfortunately for the runners, both groups will attack the team to get the drugs and data then deal with the other group. If the runners have eliminated all of the Red Dragon security forces, then they only need to negotiate their way past the 9x9s.

9X9 THUGS

Body 3	Agility 5	Reaction 4
Strength 3	Charisma 3	Intuition 4
Logic 3	Willpower 4	Magic —

Initiative 8

Initiative Passes 1

Armor B/I 8/6

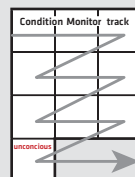
Blades (Axe) 3(5) b

Longarms (Shotguns) 3(5)

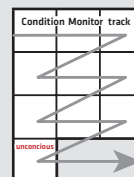
Combat Axe R 2, D 6P, AP -1

Remington 990 D 7P, AP -1, M SA RC (1)

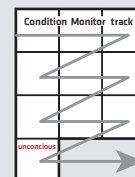
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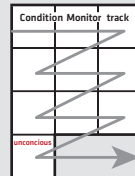
②



③



④



⑤





Goons with Guns

If the runners choose to fight, Mai Xian will open with a shot from a gauss cannon at the most fragile appearing one. (Dolly, Uгла, Shade, Jove, Apal, then Grit) He wants to eliminate combatants rather than wound a bear. His people will, on the other hand, focus fire into the biggest combatants and work their way down. After Mai Xian has fired ten shots from the Gauss cannon, he will switch to the HMG and spray the team with full-auto fire. Whenever runners are near each other, Mai will divide the full-auto into long and short bursts.

With friends like these...

Social skills can be plied if the runners aren't trapped between two groups and are just facing off with the 9x9s. Straight negotiation can work—Mai Xian is willing to let the runners walk away for the original data and all of the drugs. Apply a +2 dice pool modifier to the runners' negotiations if they mention that they are working for the Smoke Circle Society or Jun Shan. Net hits on the negotiation can get Mai Xian to agree to taking a copy of the data or allowing the runners to keep a percentage of the drugs. (They can keep 20% of the drugs per net hit, one net hit can also be used to maintain a copy of the data. Six net hits will allow the runners to walk away with all of the drugs and a copy of the data, if they are willing to give Mai a copy of the data.)

DEBUGGING

As mentioned in **Why Are the Drugs Gone?** if the runners get in over their heads, Vincent can be nearby to try and pull the team out of the fire. Do not use this tactic if Vincent previously saved them. Here Fache will roll in with several IR smoke grenades to give the runners cover to escape. He will not get involved with a direct conflict against the 9x9.

Runners, who did not do enough legwork to realize that they are working for the Smoke Circle or that the Smoke Circle is allied with the 9x9s, will feel hemmed into direct conflict. Verify the legwork chart to see if the players found out the information but seem to have forgotten. Otherwise, if the runners mention their Johnson's name during the negotiations, there will be a flicker of recognition on Mai Xian's face and he will allow the runners to keep a copy of the data.

SCREW YOU GUYS, I'M GOING HOME

SCAN THIS

Once out, the team will try to get what they've scavenged, and get out of town. Mr. Johnson is very honorable in keeping up his end of the bargain.

The group has come across the new drug, possibly found that a 9x9 group had teamed up with the Smoke Circle Triad in order to retrieve the drug, and found that the Smoke Circle Triad has started a faction war with the Red Dragon Faction.

TELL IT TO THEM STRAIGHT

Calling Jun Shan, the weariness of the last few days begins to settle in. With a day and a half of jetlag, dealing with syndicates, and a bit of gunplay, you are ready to head home. All that's left is to get paid.

BITING THE APPLE

The standard effects of tempo are as follows:

Duration: (10 - Body) hours, minimum 1 hour

Effect: +1 Body, +1 Perception, High Pain Tolerance 2, Astral Sight, -1 Willpower, +2 to all Skills in the Influence Skill Group

Street Value: 50-150 nuyen per dose

Description: Tempo is highly addictive, ranking right up there with the most addicting narcotics and BTLs. Most users end up gaining a Mild addiction after a couple of uses, the severity often increasing with each use until before the user knows it, she feels as if she can't function without it.

Anyone who eats the fruit from the docks, or ingests a highly concentrated version of the drug will have their addiction level raised by one step automatically. Those who were not previously addicted gain a mild addiction. They must still make the standard addiction test to avoid further addiction.

Once the drug enters the bloodstream, users will experience an initial euphoric high and general sense of well-being not unlike novacoke (minus the twitchiness). This effect levels out as the user's senses are opened to the emotions of others around her. The drug effectively taps the user into astral space as psychoactive medium, allowing users to feel the ambient emotional energy around them, while heightening their own empathic responses.

If they hand over the data and the drugs

Delivering the goods and data, you are told that your accommodations at the Peninsula Hotel are paid through the next day. You are welcome to stay there and a limo will take you to the sub-orbital launch in the morning. Luxury beyond description and cred in your pocket, life doesn't get much better.

If they hand over the data but not the drugs

The Johnson stiffly accepts your failure. A sub-orbital is ready for you, though it is obvious that the bribes weren't quite as generous. The trip home is uneventful and when you land there are messages waiting for you. Your fixer is livid. Apparently, Jun Shan just finished dragging your names and hers through the mud.

If they have failed, no data and no drugs

Jun Shan takes the news with a terse expression. Your efforts were no doubt the best you could offer, but the rest of the money will obviously not be coming. He agrees to send a car to take you to the sub-orbital. Along the way, a flash of light and pain sears through your body. The car explodes littering debris across the expressway. It will most likely be labeled a terrorist attack, but death keeps you from finding out.

Urgent Message...

ROUND 1



LEGWORK

Etiquette + Charisma (2,1 hour) tests in runner hangouts and criminal bars throughout Hong Kong will generate information according to the following charts. Every success on the extended test yields one level of information. Likewise, Data Search + Browse (4, 1 min) in one of the Hong Kong Data Havens can get this info. Matrix research will obviously be faster, but require more hits as every four hits on the data search will equal a level of information.

JUN SHAN

1. A regular Mr. Johnson in the Hong Kong shadows
2. He's affiliated with one of the Triad groups
3. The Smoke Circle knows him as Fan Sai Han
4. I heard that he has been brokering a deal with a group of 9x9s.

TRANQUIL LIGHT

1. It's a cargo ship.
2. The *Tranquil Light* runs in the standard shipping lanes between Japan and Hong Kong.
3. Red Dragon Society members guard the ship.
4. The ship regularly brings in contraband for the Triad, as well as, regular goods.

CONTAINER PORT

1. It's the largest commercial shipping port in the world.
2. Security is covered by the Hong Kong Police Force
3. Criminal influences from the Triad carry some weight
4. Half the Port Authority is bought and paid for by the Red Dragon Society
5. The Triad have a special area set aside to sort contraband without clearing customs.

PENINSULA HOTEL

1. Money, chummer, money.
2. While the rest of the province fights against urban decay, this place is still a jewel.
3. They have armored Rolls-Royce Phaetons to transport guests.
4. Their staff is discrete—as long as the HKPF don't show up and you don't bother other guests, nearly anything you want can be done.

DYNASTY MANSIONS

1. Slum-lord living at its finest.
2. You can find one at every transport hub
3. They are shadow friendly—no scans, no cameras
4. Security is what you provide for yourself.
5. The rent-a-cops keep themselves alive and limit property damage—they don't much care about the guests.

VINCENT FACHE

1. Good guy—he's a bit spiky and French, but good.
2. If you need something in a hurry, he's the man to find it.
3. Fache showed up on the scene about a decade ago and got a job working as a package boy.
4. He has moved up to be a made man with the Smoke Circle Triad.

9X9

1. A bunch of anti-corp types that are rebelling against the corporate power structure.
2. They've blown up trains, boats, anything that moves people and goods.
3. In all their attacks only a few civilians have actually died.
4. I hear that the HKB is funding them—they're the second largest bank in Hong Kong.

SMOKE CIRCLE TRIAD

1. They hold the lion's share of drug trade within the Triads.
2. A best seller with them is Red Orchid—allowing mundanes to travel the metaplanes.
3. These sick fuckers hook young kids on drugs and then shove them into brothels.
4. Rumor has them working within someone outside the Triad.
5. They are funding a 9x9 group in order to keep the Red Dragon's out of the drug trade.

RED DRAGON TRIAD

1. It is said that their true Shan Zu is the Great Dragon, Lung.
2. Like other Triad syndicates, they use secret rituals to keep their people from betraying them.
3. They control the gunrunning in and out of HKFZ.
4. It's believed that they control the Kwai Chung Container Port

HONG KONG POLICE FORCE

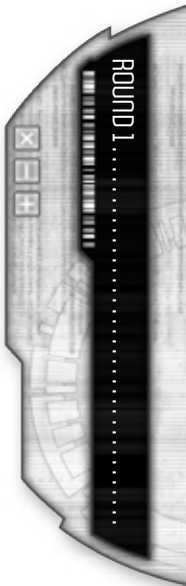
1. They run security throughout the Metroplex
2. With the last election, they recently shifted management to KE.
3. SWAT/High Threat teams supplement standard forces.
4. Because they have Ares backing them, response when it gets hot and heavy is bone crushingly thorough

KOWLOON CITY

1. Urbanism pushed beyond all bounds, KC reminds Hong Kong of how bad it can get.
2. The fighting between groups can get so thick, runners are hired to sort out the mess.
3. Police focus their efforts in areas where the residents pay taxes—leaving the rest to rot.
4. Urban tribes form social networks that expand each year to keep from being preyed on by the Triad and gangs.

KOWLOON WALLED CITY

1. A squatter zone as nasty as you will ever see.
2. The mega-corps built it as tenement housing.
3. Organ-leggers and the Triad move in full-force there day and night.
4. Everything about the space is twisted and evil—even the astral.



FLIP SIDE (DRUG)

1. A recent addition to the rave scene—it's a party drug and date rape aid.
2. All natural and organic, a few people have found it also helps in a fight.
3. The drug is made from some kind of awakened plant.
4. "Flipping" got the name from seeing the flip side of life—mundanes get a chance to see and taste the emotions around them.

CAST OF SHADOWS

RED DRAGON SOCIETY

Ma Mei Lang

An intense woman, Ma Mei Lang has worked on the streets of Hong Kong long enough to earn a reputation as a skilled assassin. She has a criminal record that started when she was only thirteen and grew steadily more violent as the years progressed. Now she is known throughout the shadows as a red mist which descends and leaves only blood in her wake.

She has little use for words and works with her crew on a nearly instinctive level. The ambush tactics that they use have been practiced and engrained with years of physical and virtual simulations. When Ma Mei does speak, it is in terse, short Chinese. The assassin has a clear prejudice against non-Asians and is distrustful of elves and trolls.

Lang has a diver's build, muscular but lean with more tone than mass. She keeps her hair cut short to better fit under her helmet and stay out of the way.

B	A	R	S	C	I	L	W	ESS	M
5	6	5 (7)	3	3	3	3	4	6	8

Initiative: 8 (10)

Initiative Passes: 1 (3)

Condition Monitor Boxes: 10

Qualities: Adept

Initiate Grade: 3

Metamagics: Adept Centering, Infusion, Masking

Relevant Skills: Unarmed 5; Blades 3 (Swords +2); Firearms 3; Perception 3 (visual +2); Infiltration 3 (Urban +2); Gymnastics 3; Intimidation 3 (Physical +2)

Adept Powers: Improved Reflexes 2, Killing Hands, Critical Strike 4, Imp Unarmed 4, Imp Pistols 3

Gear: Vibrosword; Savalette Guardian w/ ExEx; Full Body FFBA; Urban Explorer Jumpsuit w/ Vitals Protector (Total Armor Value 13/9)

Snipers

B	A	R	S	C	I	L	W	ESS
5	6 (9)	5 (7)	3	3	3	3	4	2.4

Initiative: 8 (10)

Initiative Passes: 1 (3)

Condition Monitor Boxes: 10

Relevant Skills: Unarmed 3; Blades 2 (Bayonets +2); Pistols 3; Longarms 5 (Sniper Rifles +2); Perception 3 (visual +2); Infiltration 3 (Urban +2); Dodge 2

Gear: HK PSG Enforcer (Ex-Ex and APDS); Bayonet; Urban Camouflage Suit w/ Vitals Protector (Total Armor Value 9/7)

Implants: Wired Reflexes 2; Muscle Toner 3

Hung Kwan

B	A	R	S	C	I	L	W	ESS	M
4	3	3	2	4	4	5	6	6	8

Initiative: 7

Initiative Passes: 1

Condition Monitor Boxes: 10

Qualities: Magician

Initiate Grade: 2

Metamagics: Reflecting, Shielding

Relevant Skills: Counterspelling 5; Spellcasting 6 (Combat +2); Firearms 2; Perception 1; Banishing 3; Infiltration 2;

Gear: Combat Spell Focus 5; Counterspelling Focus 2; Sustaining Focus 3; Urban Camouflage Suit w/ Vitals Protector (Total Armor Value 9/7-12/10 w/Armor spell)

Spells: Demolish [Gun] (Area Effect needs 3 net hits to work.) DV F/2 + 2

Sonic Blast – Physical, single target, no armor. DV F/2 + 3

Stunbolt; Armor; Levitate

Soldiers

B	A	R	S	C	I	L	W	ESS
5	6 (9)	5 (7)	3	3	3	3	4	2.4

Initiative: 8 (10)

Initiative Passes: 1 (3)

Condition Monitor Boxes: 10

Relevant Skills: Unarmed 3; Blades 3; Clubs 5 (Staffs +2); Perception 3 (visual +2); Infiltration 3 (Urban +2); Dodge 2

Gear: Stun Staff; Bayonet; Urban Camouflage Suit w/ Vitals Protector (Total Armor Value 9/7)

Implants: Wired Reflexes 2; Muscle Toner 3

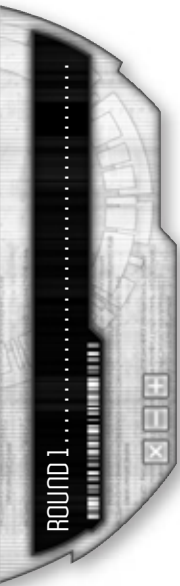
9X9

Mai Xin

A blunt instrument in every sense of the word, Mai Xin has learned that nearly every problem can be resolved with sufficient fire power. If it's still a problem, reload and shoot it some more. Because of his blunt approach to problems, he is kept on a short leash by his superiors and given strict guidelines to obey. He is an intelligent and well-reasoning sociopath with guns. Playing to his ego is the easiest way of dealing with him. He likes people to be afraid of him, so threatening violence will only push him harder.

He is a bear of a man, broad shouldered and taller than most other Chinese. The surgical implants have replaced the bulk of his muscle with finer sinews for heightened elasticity and agility. Despite this his bone structure prominently shows that he could have had a career as an urban brawler. Because of his size, he has the complete belief that whatever he says will be done. He carries a Gauss Rifle to make sure that everyone else sees the world the same way.

Mai speaks in very short sentences, seven words at the most. He speaks without punctuation. There are no commas or pauses in his speech, each idea is short and self-contained. Some people



mistake this brevity for a lack of wit or intelligence. It is actually his single-minded focus, portrayed in everything from his choice of targets to the words he speaks.

B	A	R	S	C	I	L	W	ESS
6	4(6)	5(7)	3	3	3	3	4	2.3

Initiative: 8 (10)

Initiative Passes: 1 (3)

Condition Monitor Boxes: 10

Relevant Skills: Unarmed 3; Blades 2; Pistols 3; Longarms 2; Heavy 5; Perception 3 (visual +2); Infiltration 3 (Urban +2); Dodge 2

Gear: Gauss Rifle; RPK HMG; SWAT Armor (Total Armor Value 12/10)

Implants: Wired Reflexes 2; Muscle Toner 3; Reflex Recorder (Heavy)

THUGS

B	A	R	S	C	I	L	W	ESS
3	5	4	3	3	4	3	4	4.3

Initiative: 8

Initiative Passes: 1

Condition Monitor Boxes: 10

Relevant Skills: Blades 3 (Combat Axe +2), Intimidation 3, Longarms 3 (Shotguns +2), Perception 3, Unarmed Combat 4

Cyberware: Reaction Enhancers 2, Cyberarm, Smartlink

Gear: Armor Jacket, Remington 990, Combat Axe

SMOKE CIRCLE SOCIETY

Fan Sai han (aka Jun Shan)

Always impeccably dressed, Jun Shan keeps score of his position above and below everyone around him without blinking. Born and raised in Hong Kong, the Triad fixer was educated by English tutors from a young age. This gives his accent a Northern European sound when he speaks English. Personally, he is a rampant traditionalist. Holistic remedies and numerology are his tried and true methods for surviving.

Professionally, Jun Shan is all about business. It pleases him to portray himself in the position of the magnanimous lord, granting those beneath him every luxury. In return for these gifts, he expects to be well respected and it shows. Insults to him or his generosity don't go unremarked upon. The first time a gift is denied, he will offer it again—to relieve the recipient from thinking that it was given in haste. The second time it is denied, the Triad will become upset. Failure and disrespect are dealt with lethally, honor and courtesy repaid with generosity.

Jun Shan has a steady pacing to his voice and speech patterns. It is obvious that each of his words are chosen carefully to lend the maximum emphasis to his purpose. In every exchange, from work negotiations to checking on the well-being of one of his subordinates, Shan makes it clear what is at stake. When he mentions the reputation of the runners' fixer, that is his way of telling the runners the stakes.

B	A	R	S	C	I	L	W	ESS
3	4	4	2	6	5	4	5	6

Initiative: 9

Initiative Passes: 1

Condition Monitor Boxes: 10

Relevant Skills: Unarmed 2 (Parry +2); Blades 2; Pistols 2; Influence 5

Gear: Actioneer Business Clothes; Fichetti Security 600 (APDS)

Vincent Fache

Vincent is a French expatriate who has lived in Hong Kong for the last ten years. Throughout his time in Hong Kong, the sometime smuggler has gotten to know members of the various syndicates. His job is to facilitate out of town talent, like the runners, and help guide them through the twisted paths of the HK social setting. This means that whenever he is nearby, he'll offer up advice on whatever the runners are talking about. Sometimes this will just be about which noodle house makes the best udon, or it could be to recommend a safehouse to hide out in. Both are equally important to Fache and he doesn't let Eastern notions of position and face impact his dealings with Westerners.

Roughly two meters tall, he speaks with a slight French accent. Vincent is gregarious, often smoking while he works. Each time he lights a new cigarette, he instinctively offers one to the person he is talking with. The expatriate can be a breath of fresh air after dealing with the staff at the Peninsula Hotel or crunching numbers with Jun Shan.

Fache is one of those people who seems perpetually relaxed—nothing can fluster him. He drives very quickly, often weaving between traffic. Most passengers close their eyes rather than watch the impending traffic accident. Fache doesn't use the control rig when other people are in the vehicle with him, believing it to be rude to leave guests unattended.

B	A	R	S	C	I	L	W	ESS
5	4	4(6)	3	4	3	3	5	2.8

Initiative: 7 (9)

Initiative Passes: 1 (3)

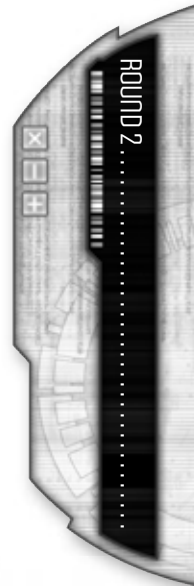
Condition Monitor Boxes: 10

Relevant Skills: Unarmed 3; Blades 2; Pistols 3; Longarms 2; Thrown 4; Perception 3 (visual +2); Infiltration 3 (Urban +2); Dodge 2; Pilot: Groundcraft 5

Gear: Ares Predator IV; Lined Coat; Grenades (IR Smoke, Fragmentation; Flashbang)

Implants: Aluminum Bone Lacing, Control Rig, Cybereyes (Rating 3, w/Flare Compensation, Low-Light Vision, Smartlink, and Thermographic Vision); Datajack;

Reaction Enhancers (2); 2 Smuggling Compartments; Commlink (Fairlight Caliban w/Firewall 5, System 5, Response 5, modified for BTL/Hot Sim)



PORT AUTHORITY

Security Hackers

B	A	R	S	C	I	L	W	ESS
3	3	4	3	4	4	4	4	4.8

Matrix Initiative: 9

Matrix IP: 3

Matrix Condition Monitor: 11

Skills: Electronics Skill Group 4, Cracking Skill Group 4,

Cyberware: Commlink (Sony Emperor modified R5 S5 S5 F5), sim module (w/ hot-sim), control rig, datajack

Commlink: System 5, Response 4, Firewall 5, Signal 4

Programs: Analyze 5, Armor 4, Attack 4, Blackout 4, Bio-Feedback Filter 5, Browse 3, Command 4, ECCM 4, Edit 2, Encrypt 4, Medic 3, Scan 4, Track 4

Mage

B	A	R	S	C	I	L	W	ESS	M
4	3	3	2	4	4	5	6	6	8

Initiative: 8 (10)

Initiative Passes: 1 (3)

Condition Monitor Boxes: 10

Qualities: Magician

Initiate Grade: 2

Metamagics: Reflecting, Shielding

Relevant Skills: Counterspelling 5; Spellcasting 4 (Combat +2); Firearms 2; Perception 1; Banishing 3; Summoning 5;

Gear: Combat Spell Focus 5; Counterspelling Focus 2; Sustaining Focus 6; Urban Camouflage Suit w/ Vitals Protector (Total Armor Value 9/7-12/10 w/Armor spell)

Spells: Astral Armor; Armor; Stunbolt; Manabolt; Compel Truth

Spirit of Man (Force 8)

B	A	R	S	C	I	L	W	ESS	M
9	8	10	6	8	8	8	8	8	8

Initiative: 18

Initiative Passes: 2

Condition Monitor Boxes: 12

Skills: Assensing; Astral Combat; Dodge, Perception; Spellcasting; Unarmed Combat

Powers: Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic Vision), Guard, Influence, Materialization, Sapience, Search.

Extra Powers: Fear, Innate Spell StunBolt

HKPF Security

B	A	R	S	C	I	L	W	ESS
3	5	4	3	3	4	3	4	4.30

Initiative: 8

Initiative Passes: 1

Condition Monitor Boxes: 10

Relevant Skills: Clubs 3, Infiltration 2, Intimidation 3, Leadership 2, Perception 3,

Pistols 4, Unarmed Combat 4

Cyberware: Reaction Enhancers 2, Cyberarm, Smartlink

Gear: Armor Jacket, Browning Ultra-Power with Smartlink, Defiance Super Shock, Stun Baton

KE SWAT/HTR

B	A	R	S	C	I	L	W	ESS
4	6	5(7)	4	5	6	4	5	2.6

Initiative: 11 (13)

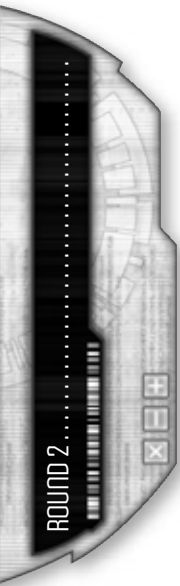
Initiative Passes: 3

Condition Monitor Boxes: 11

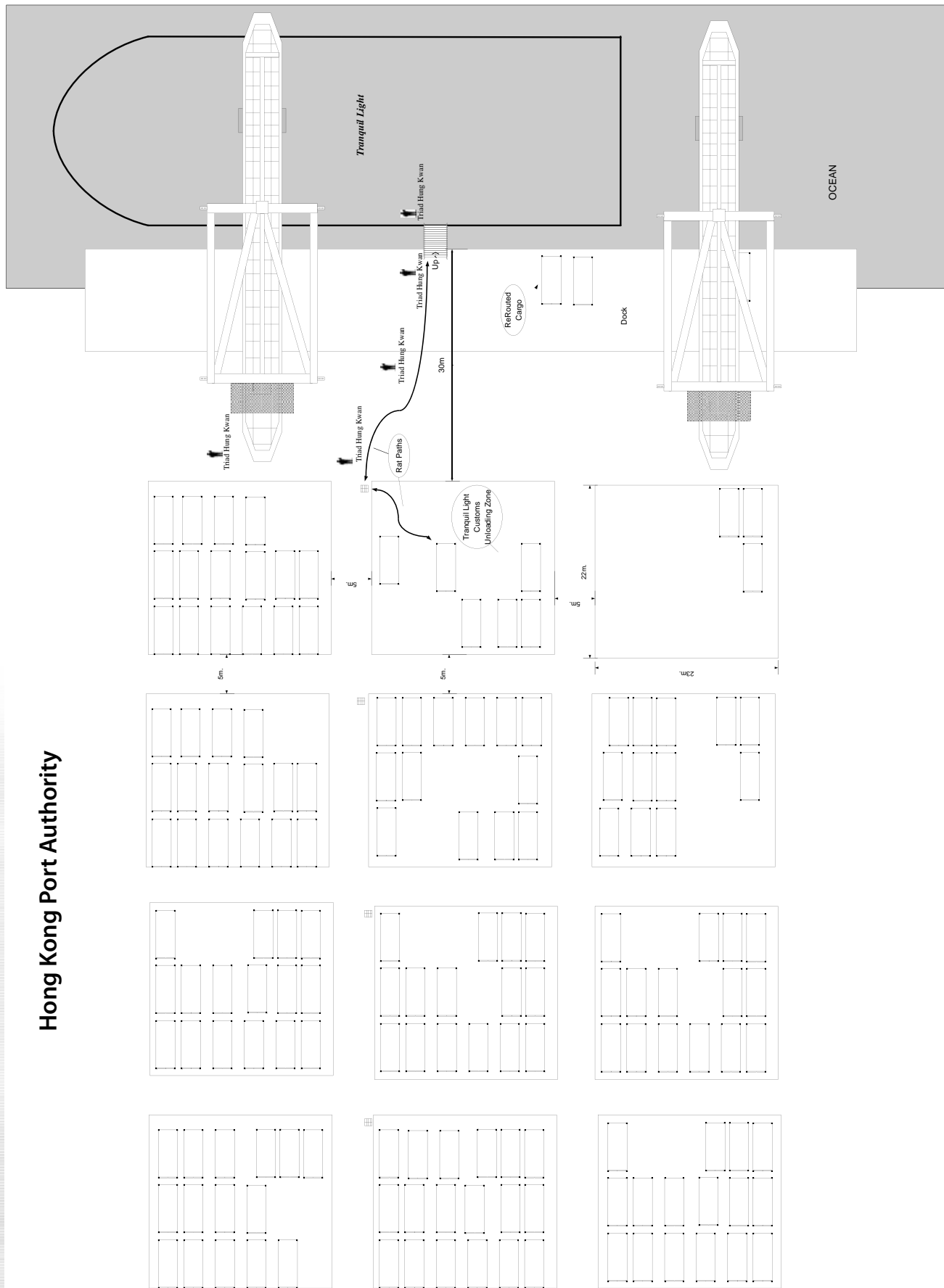
Relevant Skills: Athletics group 3, Demolitions 3, Dodge 4, Firearms group 5, Perception 4, Stealth group 6, Unarmed Combat 5

Implants: Flare Compensation (Retinal Modification), Commlink (Response 6, System 5, Signal 3), Smartlink, Wired Reflexes 2

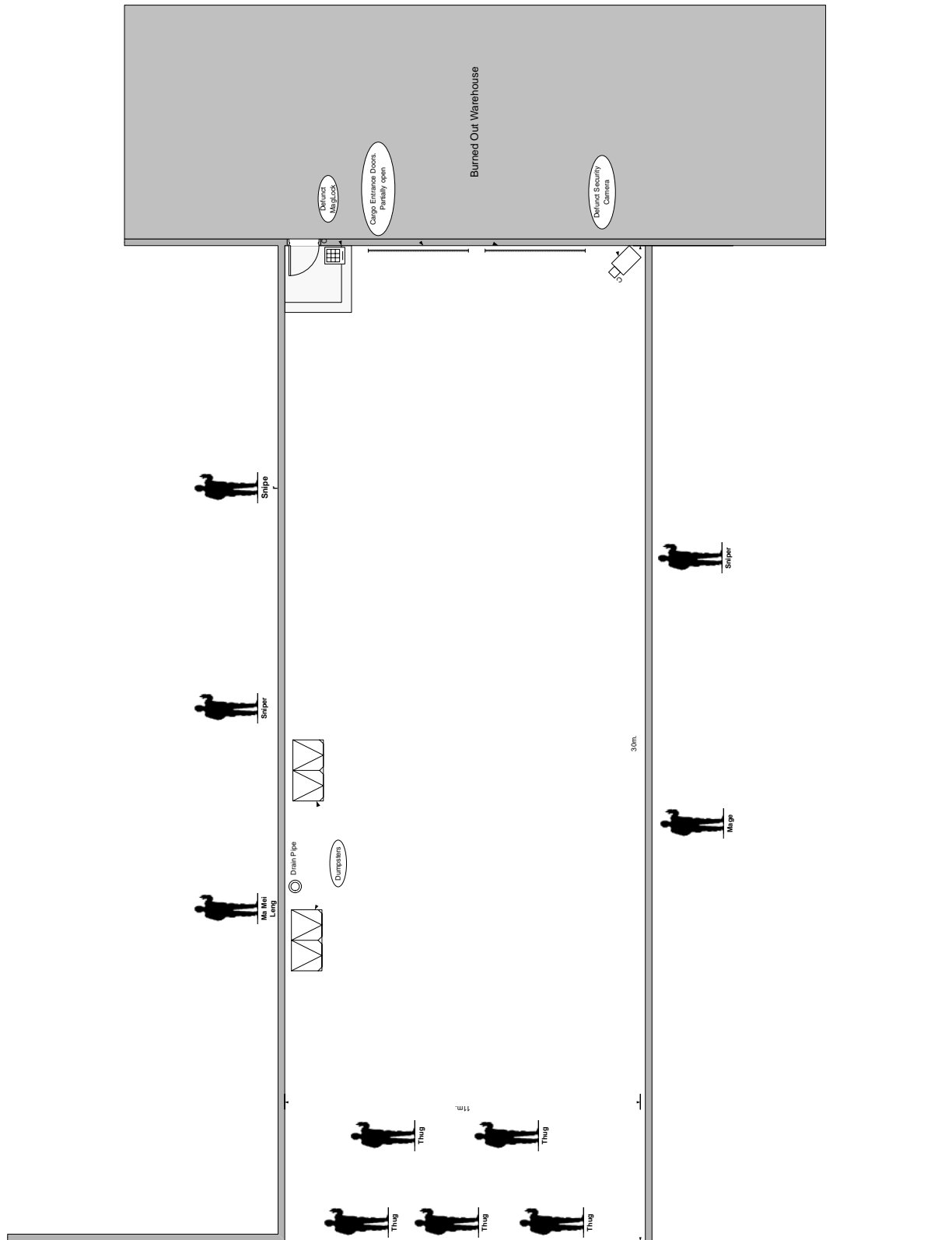
Gear: Full-Suit FFBA, Grapple Gun, H&K 227-S, Smoke Grenades (2), Thermographic Smoke Grenades (2).



Hong Kong Port Authority



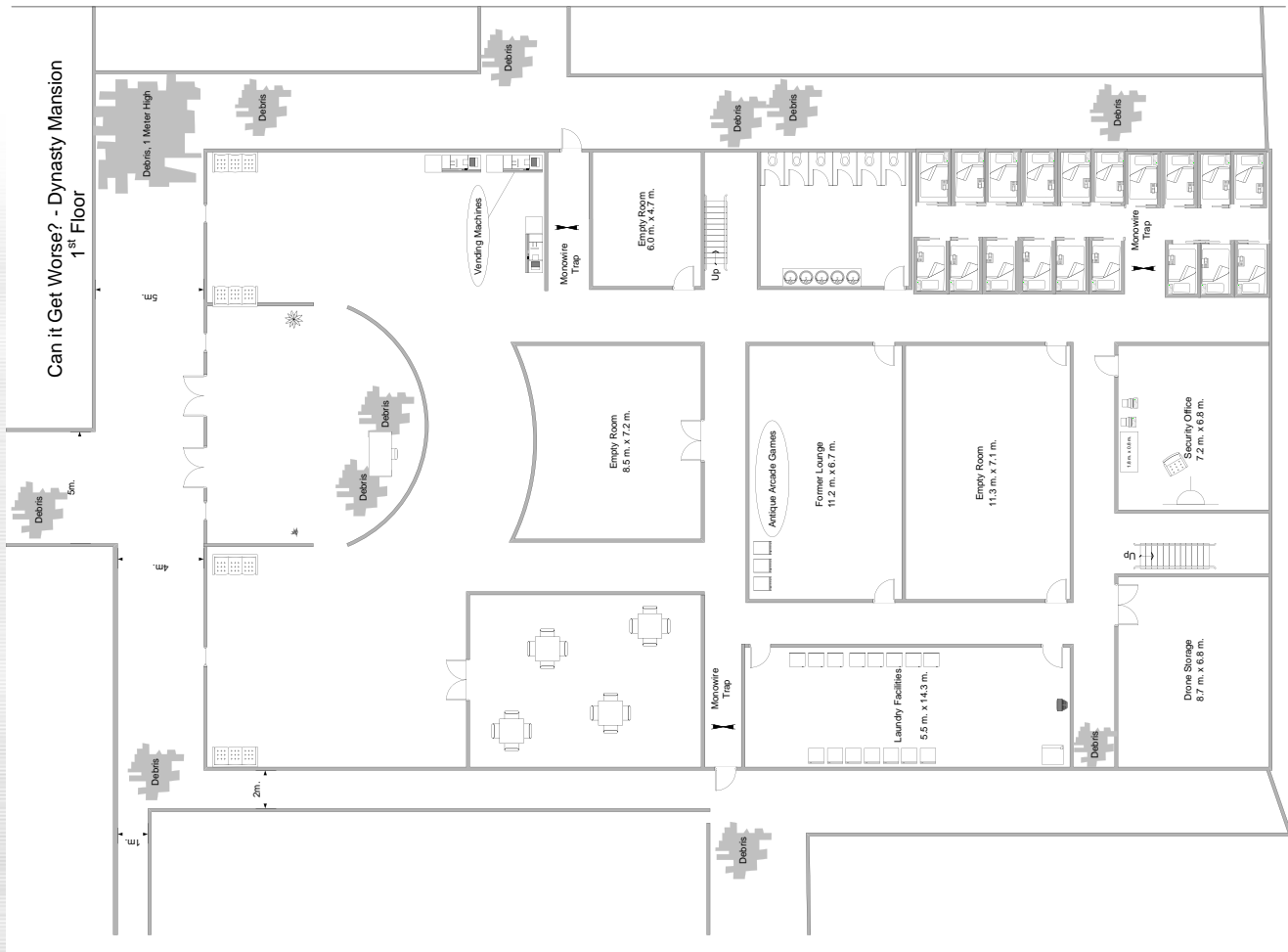
Ambush - Why are the Drugs Gone?



Can it Get Worse? - Dynasty Mansion
2nd Floor



Can it Get Worse? - Dynasty Mansion
1st Floor



APAL—PISTOL ADEPT

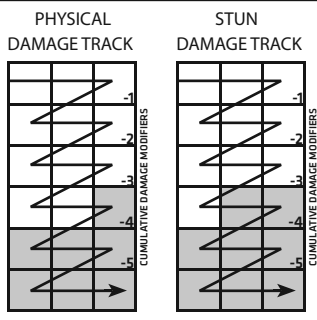
Attributes

Body	6	Charisma	3	Edge	4
Agility	6	Intuition	5	Essence	6
Reaction	5(7)	Logic	3	Magic	7
Strength	4	Willpower	4	Resonance	—
Initiative 11(13)		Initiative Passes 1(3)			
Matrix Initiative —		Ballistic Armor 8			
Astral Initiative —		Impact Armor 6			

Vitals

Real Name	Larit Pline	Nationality	Maghrieb	Weight	54 Kg (119 lb)
Metatype	Dwarf	Place of Birth	Algeria	Hair	Black
Date of Birth	10/11/2045	Current Residence	Caracas	Eyes	Brown
Gender	Male	Height	1.2m (3'11")		

SHADOWRUN



Active Skills

Skill Name	Rating	Attr
Athletics Group	4	Str
Dodge	3	Agi
Etiquette	3	Cha
Infiltration	3	Agi
Perception (Visual)	4 (+2)	Int
Automatics (Machine Pistols)	7(10) (+2)	Agi
Unarmed Combat (Subdual)	5 (+2)	Agi

Knowledge Skills

Skill Name	Rating
Arms Dealers	2
Firearm Design	4
Gun Trivia	3
Knight Errant Protocols	3
Physiology	2
Meditation	4
Language Name	Rating
Arabic	N
English	2
French	1
Spanish	2

Qualities

Name	Level
Adept	—
Ambidextrous	—
Bland	—
Aptitude (Pistols)	—
Astral Chameleon	—
Bad Luck	—
Geas (Can't Kill)	—

Gear

Actioneer Business Suit (5/3)
 Armor Clothes (4/0)
 Armor Jacket (8/6)
 Camouflage Suit (8/6)
 Doc Wagon Gold
 Subvocal Microphone
 Ear Buds—Audio Enhancement (3)
 Contacts—Flare Comp, Image link, Smart link, Vision Enhancement (3), Vision Magnification
 Fake SIN (Rating 5) x 2
 Fake SIN (Rating 6) x 1
 Fake SIN (Rating 4) x 1
 Secondary Middle Lifestyle
 Ceska Black Scorpion (x2)—Internal Smart link, Concealable Quick-Draw Holsters, Gas-Vent 2
 210 Gel Rounds, 70 Stick-N-Shock Rounds, 6 Clips
 Available Cash: 6,700 ¥

Adept Powers

Name	Level
Attribute Boost	3
Improved Ability (Automatics)	3
Improved Reflexes	2
Linguistics	—
Magic Sense	—
Wall Running	—

Commlink

Hermes Ikon	Custom OS
Response 4	Firewall 4
Signal 3	System 4
Programs	
Analyze 3	Edit 3
Browse 3	Purge 3
Command 3	

Weapons

Weapon Name	Skill Used	Ammo Type	Mode	AP	DV	Recoil [Reach]	S (0)	M(-1)	L(-2)	Ext(-3)	Ammo Cap
Ceska Black Scorpion	Pistols	Gel	SA/BF	+2	6S	2(3)	0-5	6-16	16-30	31-50	35 (C)
Ceska Black Scorpion	Pistols	S-n-S	SA/BF	-half	6S(e)	2(3)	0-5	6-16	16-30	31-50	35 (C)

Note: Ammo AP/DV and accessories already incorporated into table

APAL—PISTOL ADEPT

Traits

Distinguishing Physical Characteristics

Extremely short and thin; Brown eyes that are bland until he begins to fight, then they glow with inner power.

Personality/Psychological Traits

Larit is very quiet, speaking only when it's important and adds to a valuable conversation. He believes that if he takes the time to talk, then people should listen the first time, and thus doesn't repeat himself often.

His heritage and physical features lends to him blending in well. There's something about him that causes people to never be able to describe him aside from he is a dwarf (or a child).

History

Larit grew up as a rambunctious child in the streets of Algeria. He found that he could feel something flowing through him. He held this over his brothers, as they didn't have this gift. While not as strong as others, he could work faster, and smarter. He also learned how to talk with anybody if he just had to sit and listen to them.

He quickly turned into a body guard for low level Algerian diplomats. One night, upon sensing magic moving towards him at his station, he yelled out for the person to stop. They said something that he couldn't understand, and didn't stop. Larit then decided to stop the magician before the magician got closer. After a couple of bursts from

his gun, he charged in, only to find his brother laying there, riveted with perfectly placed bullet holes.

Larit, realizing that his brother had awakened at a late age, was torn up, and he swore that no one would ever die by his hands again. He quickly left the country, leaving his work for someone else to do.

The plane he got on was a smuggler's plane, and in this he met Durrim Gilhak. Durrim was a gun for hire, and introduced Larit to both Reinam Perez and the shadows once the plane touched down in Caracas.

Larit, in his solace, became less rambunctious, and more introspective on all things in life.

Contacts

Reinam Perez

Male Dwarf Weapon Smith
Connection: 1 Loyalty: 2

Reinam is a unique gunsmith, specializing in security weaponry. For most, this means scarce quick kill solutions. For Larit, it means easy non-lethal solutions. Larit and Reinam spend quite a bit of time discussing all models of firearms, their uses, and the people that use them.

Durrim Gilhak

Male Human Mercenary
Connection: 2 Loyalty: 1

Durrim works as a gun for hire, but has found satisfaction in a constant business of smuggling goods into Caracas. While he knows little about smuggling (leaving that to his Rigger), he's seen a bit of the world and always up for trading stories.

Teammates

Brittany "Dolly" (Face)

Larit likes Britt for the sole fact that she draws attention away from him. She's very nice, but can seem condescending at times.

Ludiv "Ugla" (Hacker)

A great asset to the team, Larit works well with Ludiv since both like to stay out of site and out of mind, spotting for each other and covering each other's backs. Larit considers all of Ludiv's drones (except the mice drones) friends to be protected.

Rod "Shade" (Covert Ops B/E)

Larit and Shade say little to nothing to each other, as they don't have too. They

work together like they were born to do it. Larit appreciates Shade's subtlety and attention to getting things done.

Hue "Grit" (Melee Specialist)

Larit barely finds Grit tolerable. Larit thinks that Grit is too loud and boisterous for his own good. Larit also cringes slightly when Grit discusses his great "victories".

Raoul "Jove" (Mage)

Larit sees Jove as someone very good to work with. As the other magic user in the party, they can discuss magical insight and it's multi-purpose usefulness.

Quotes

"Killing you serves no purpose."

(In response to someone saying he looks familiar.) "No."

Notes

Geas

If Apal kills someone intentionally, he loses all of his Adept powers for 24 hours.

Racial Abilities

Thermographic Vision
+2 dice for Body Tests to resist pathogens and toxins

SHADOWRUN

DOLLY—FACE

Attributes

Body	2(3)	Charisma	7	Edge	5
Agility	3(6)	Intuition	5	Essence	2.6
Reaction	5(7)	Logic	3	Magic	—
Strength	2(5)	Willpower	4	Resonance	—
Initiative 10(12)		Initiative Passes		1	
Matrix Initiative —		Ballistic Armor		8	
Astral Initiative —		Impact Armor		6	

Vitals

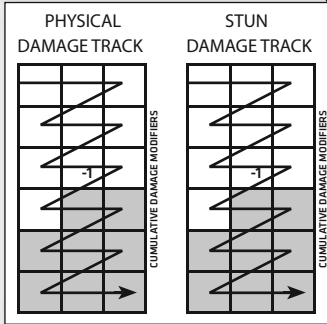
Real Name	Brittany Cedarno	Nationality	Hispanic	Weight	54 Kg (119 lb)
Metatype	Human	Place of Birth	Caracas	Hair	Black
Date of Birth	03/18/2048	Current Residence	Caracas	Eyes	Crystal Blue
Gender	Female	Height	154cm (5'1")		

Active Skills

Skill Name	Rating	Attr
Athletics Group	3	Str
Con	6	Cha
Dancing	3	Agi
Disguise	5	Int
Etiquette	7	Cha
Exotic Weapon (Monofilament Whip)	5	Agi
Leadership	6	Cha
Negotiation	6	Cha
Perception	3	Int
Pistols	3	Agi
Singing	1	Cha

Knowledge Skills

Skill Name	Rating
Wines	3
Latin Music	3
Fine Cuisine	4
Safe Houses	2
Brothels	2
Local Area Knowledge	2
Night Clubs	2
Seduction Methods	3
Language Name	Rating
Spanish	N
Chinese	2
English	3
French	1
German	1
Japanese	1
Sperethiel	1



Qualities

Name	Level
First Impression	—
Exceptional Attribute (Cha)	—
Aptitude (Etiquette)	—
Augmentation Addict	—
Mild Addiction (Personafix)	—
High Maintenance	—
Cyberware	—
Spirit Bane (Spirit of Man)	—
Mild Allergy (Silver)	—

Augmentations

Name	Rating
Internal Commlink	—
Datajack	—
Digestive Expansion	—
Cybereyes—Eye Recording Unit, Image Link, Low-Light Vision, Flare Compensation, Smartlink, Thermographic, Vision Enhancement (R3)	3
Cyberears—Damper, Ear Recording Unit, Spatial Recognizer, Audio Enhancement (R3), Select Sound Filter (R2)	2
Fingertip Compartment (w/ Monofilament Whip)	—
Muscle Replacement	2
Reaction Enhancer	1
Damage Compensator	5
False Front (w/ Mimic Option)	3
Reflex Recorder (EWP: Monofilament Whip)	—
Suprathyroid Gland	—
Synthacardium	2
Tailored Pheromones	3

Commlink

Internal	Custom OS
Response	3
Signal	3
Firewall	3
System	3
External (Fake)	Custom OS
Response	1
Signal	3
Firewall	1
System	2

Gear

Actioneer Business Suit/Skirt (5/3)
Armor Clothes (4/0)
Armor Jacket (8/6)
Camouflage Suit (8/6)
Closet full of clothes
5 x Datachips
2x Fake SIN (Rating 4)
DocWagon Gold
Subvocal Microphone
4x Signal Drug
2x Mimic Signal Drug (Unprogrammed)
1x Fake SIN (Rating 1)
Certified Credstick
Colt America L36—Fake License (Rating 5), Concealable Holster, Internal Smartgun (2 clips)
Ares Predator IV—Fake License (Rating 5), Internal Smartgun, Silencer (EX Ammo 4 clips)
Defiance EX Shocker—Concealable Holster (10 darts)
Available Cash: 75 ¥

Weapons

Weapon Name	Skill Used	Ammo Type	Mode	AP	DV	Recoil [Reach]	S (0)	M(-1)	L(-2)	Ext(-3)	Ammo Cap
Cold America L36	Pistols	Regular	SA	—	4P	—	0-5	6-15	16-30	31-50	11 (C)
Ares Predator IV	Pistols	Ex-Ex	SA	-2	6P	—	0-5	6-20	21-40	41-60	15 (C)
Defiance EX Shocker	Pistols	Taser	SS	-half	8S(e)	—	0-5	6-10	11-15	16-20	4 (M)
Monofilament Whip	Exotic	—	Melee	-4	8P	[2]	—	—	—	—	—

Note: Ammo AP/ DV and accessories already incorporated into table

SHADOWRUN

DOLLY—FACE

Traits

Distinguishing Physical Characteristics

Brit has made a life out of being beautiful. Everything about her can change from day to day, depending upon her latest fancy or job. This includes who she is.

Current Piercings

Left Ear: 8 (Auricle, Lobe x 2, Pinna x2, Scaffold, Tragus, Weaving)

Right Ear: 8 (Auricle, Lobe x 2, Pinna, Industrial via Rook, Tragus, Weaving)

Nose: 1 (Left Nostril Jeweled Stud)

Tongue: 1

Surface: 24 (Left Side Lacings x11, Right Side Lacings x11, Nipple x2)

Current Tattoos

Gold Teardrop inside left thigh

Illuminati pyramid with singed dollar sign in peak of pyramid on the small of back.

Personality/Psychological Traits

Brittany is a people pleaser. She learns as much as she can about people, learning what makes them tick. She will reveal herself to anyone if it helps her get farther into their head. Even then, what she reveals is only what they want, not always the truth.

She likes to portray herself as an innocent little girl. Brittany has no problems gaining someone's trust and then betraying them if it accomplishes what needs to be done. She won't betray those that she considers friend out of respect. She won't betray those that she runs with because it's bad for business.

Quotes

"A girl has to know how to defend herself."

"I can take care of that for you."

"¡Deseo eso!" (Translation: "I want that!")

"Él es el mío." (Translation: "He Is Mine")

Notes

Out of Character Notes

All of her piercings are either titanium, gold, or white gold.

History

She grew up on the streets of Caracas, and remembers little about how she got to where she's at. She came up from a life on the street, and at a young age doing whatever she could to make nuyen. Her knowledge of the street and of people ended her in being a muñeca, a Spanish doll. Terrance took her under his wing, and taught her to protect herself.

In her jobs, she discovered that she could make herself better than what she was. She could even become another person completely. This led to a craze of piercings, tattoos (electronic and adjustable), cyberware, bioware, and p-fixes. It was in a search of what was possible that she met Iván, an Orc that was happy to cut into and modify Britt. He spent so much time with her under his knife, that he watches out for her life as he would if she was his daughter.

One of her biggest clients at the age of 19 was a suit that went by the name of Juan.

There was something about him that stuck out. He seemed to actually care about Britt's wants and desires. He even brought her presents from time to time, from new body jewelry to a recently cut off finger. Britt loved it due to what it had in it, something new: a hidden compartment with a very thin wire in it. Iván installed it for her, and continued to take care of the cuts and scars from her attempting to use it.

Britt finally came into the life of luxury that she wanted when she started running the shadows. She started running when Terrance suggested her as someone that could negotiate on tough terms. She's since stayed in the shadows to feed her desire. Her new life, mixed with more surgeries, and a constantly changing appearance, has led to either losing or suppressing her old life. She still knows her friends, the people that have taken care of her. The rest, gone. For that, she's happy.

Teammates

Larit "Apal" (Pistol Adept)

Brit is the one that gave Larit his nickname. The name is short for apacible, which means gentle. She admires and has great respect his ability to be powerful, and chooses not to kill.

Raoul "Jove" (Mage)

Brit thinks that Jove is a lot of fun, a great friend and partner on runs and off. She enjoys how adaptable he is secretly desires that she could have his abilities so she could use them on herself whenever she wanted. When possible and not obvious, she'll always team up with him.

Ludiv "Ugla" (Hacker)

Brit finds Ludiv strange, at best. She enjoys working with him because he's good at what

he does. She can't understand what's so much better about his virtual world than her physical. Some things will forever be a mystery.

Rod "Shade" (Covert Ops B/E)

Britt finds something exotic about Rod, aside from his accent. She can't ever place her finger on it though. She finds his quiet and secretive demeanor somehow alluring.

Hue "Grit" (Melee Specialist)

Brit considers Hue a tool, a great means to an end. There's no reason to get her hands dirty as long as he's around since he's always happy to do it. She likes to stroke his ego to get him to do what she wants.

Contacts

Damsel Dahlia

Female Human Fixer (C: 3 L: 2)

Dahlia and Britt formed a relationship over Tequila, and teasing and snobbing guys that hit on them. They occasionally still have a girls night out away from business.

Senor Juan

Male Human Mr. Johnson (C: 2 L: 2)

Juan has always been known by that name. It's obvious he's a suit for someone, but Britt doesn't know who, nor does she care. Everyone has their secrets. What she does know is that he's in the business of information, and has also been able to provide some of her "toys".

Iván Galindo

Male Ork Street Doc (C: 1 L: 3)

Iván has been performing operations on Britt since she was a little girl. As such, he sees her as both his best customer and as someone he's bonded with.

Terrance Cavendish

Male Elf Pimp (C: 2 L: 4)

Brit owes much to Terrance, as he's the closest thing she has to a father. He also got her a consistent and safe (as safe as can be expected) job. He also knows a lot of people since sex sells, and he's dealing.

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GRIT—MELEE ARTIST

Attributes

Body	9	Charisma	2	Edge	4
Agility	4(6)	Intuition	3	Essence	1.8
Reaction	6(8)	Logic	2	Magic	—
Strength	11(15)	Willpower	3	Resonance	—
Initiative	9(12)	Initiative Passes	1(3)		
Matrix Initiative	—	Ballistic Armor	10		
Astral Initiative	—	Impact Armor	8		

Vitals

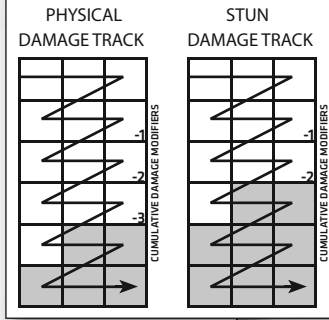
Real Name	Hue Karkov	Nationality	Georgian	Weight	348 kg (763 lbs)
Metatype	Troll	Place of Birth	Georgia	Hair	Black
Date of Birth	11/08/2045	Current Residence	Caracas	Eyes	Dark Brown
Gender	Male	Height	2.57 m (8'5")		

Active Skills

Skill Name	Rating	Attr
Athletics Group	3	Str
Close Combat Group	6	Agi
Dodge	5	Agi
Intimidation	4	Cha
Pilot Ground (Car)	1(+2)	Rea
Pistols (Heavy)	3(+2)	Agi
Throwing Weapons	3	Agi

Knowledge Skills

Skill Name	Rating
Gang ID	3
Gang Turf	2
Street Docs	1
Fight Clubs	3
Language Name	Rating
Georgian	N
English	3
Spanish	1



Qualities

Name	Level
Guts	—
High Pain Tolerance	3
Quick Healer	—
Resistance (Toxins)	—
Incompetent (Hacking)	—
Addiction Mod (Stims)	—
Uncouth	—

Gear

Actioneer Business Suit (5/3)
 Armor Clothes (4/0)
 Armor Long Coat (6/4)
 Camouflage Suit (8/6)
 DocWagon Gold
 Subvocal Microphone
 Contacts—Smartlink, Imagelink
 4x Fake Licenses Rating 5
 Fake SIN Rating 6
 Fake SIN Rating 4
 3x Trauma Patch
 10x Stim Patch Rating 4
 10x Stim Patching Rating 2
 Ruger Superhawk—Quick Load Cylinder,
 60 rounds EX-Explosive, Quick Draw
 Holster
 Ares Predator IV—Concealable Holster,
 Internal Smartgun, Silencer (APDS
 Ammo 6 clips)
 Combat Axe
 Monofilament Sword
 Survival Knife
 Available Cash: 7,000 ¥

Augmentations

Name	Rating
Internal Commlink	—
Datajack	—
Titanium Bone Lacing	—
Wired Reflexes	2
Adrenaline Pump	1
Muscle Augmentation	4
Muscle Toner	2

Commlink

Internal	Custom OS
Response 3	Firewall 3
Signal 4	System 4

Weapons

Weapon Name	Skill Used	Ammo Type	Mode	AP	DV	Recoil [Reach]	S (0)	M(-1)	L(-2)	Ext(-3)	Ammo Cap
Ruger Superhawk	Pistols	Ex-Ex	SS	-3	7P	—	0-5	6-20	21-40	41-60	11 (Cy)
Ares Predator IV	Pistols	Ex-Ex	SA	-2	6P	—	0-5	6-20	21-40	41-60	15 (C)
Unarmed	Unarmed	—	Melee	—	10(11)P	[1]	—	—	—	—	—
Combat Axe	Blades	—	Melee	-1	11(12)P	[3]	—	—	—	—	—
Mono Sword	Blades	—	Melee	-1	10(11)P	[2]	—	—	—	—	—
Survival Knife	Blades	—	Melee	-1	8(9)P	[1]	—	—	—	—	—

Note: Ammo AP/DV and accessories already incorporated into table

SHADOWRUN

GRIT—MELEE ARTIST

Traits

Distinguishing Physical Characteristics

Grit is a troll... a BIG Troll... A VERY STRONG BIG TROLL

Personality/Psychological Traits

Grit has always had something to prove, and he's found that he can most easily prove himself using force. He has a huge ego, and as earned it. He's the best at what he does, and knows it.

Grit doesn't back down easily from a fight, or anything else that provides an adrenaline rush. If it's dangerous or fast, Grit is there.

He speaks with a heavy Eastern European accent, and knows that he's not as smart as some people, and has even accepted his handicap as a way of giving everyone else an edge.

He doesn't like to deal with computers, and is thankful for the easy to use AR icons.

Contacts

Damsel Dahlia

Female Human Fixer (C: 3 L: 1)

Dahlia was the person who introduced Grit to Dolly and Uglia for his first run of the Caracas shadows.

Kyle Ewing

Male Human Street Doc (C: 2 L: 3)

Nobody takes care of Grit better than Kyle. Kyle is a street doc with a heart of gold, and well known for taking payments in forms other than Nuyen. At times, being a strange middle man and taking payment from someone else to get a patient work.

Izotz

Male Ork Gang Leader (C: 2 L: 3)

When Grit first game to Caracas, his only contact was Izotz. Grit still helps Izotz's gang out from time to time, and Izotz returns the favor with anything Grit might need.

Droge

Male Human Drug Dealer (C: 2 L: 1)

Grit met Droge through Izotz, and uses him to keep his adrenaline coming in several different forms. You can't beat cheap and reliable.

Quotes

"I can open dat for ya."

(After a fight) "Dat was a good warm up."

"It shouldn't take dis long."

History

Growing up as a grunt for the Knyazevich Gang in the country of Georgia, Hue was always the muscle, the intimidation. He's broken more bones than a person could count, and enjoyed it a little too much.

After several years and upgrades, he was sent to assist a group they were partnered with in Brazil. When

he single handedly wiped out an opposing force, only to realize he'd been betrayed. He then turned and killed everyone he had worked with, and decided to stop hiding behind a gang and enter the shadows.

He's since found that Caracas has been great for adding to his long list of achievements.

Teammates

Larit "Apal" (Pistol Adept)

Grit thinks that Apal is strong, for a little guy. He sees Apal's not wanting to kill as a weakness, but appreciates that he can at least hold his own.

Raoul "Jove" (Mage)

Grit tries to watch over Jove, knowing that his own greatest weaknesses are spell slingers. He tries to take care of his own spell slinger in hopes of making a friend that will take care of the other mages out there.

Ludiv "Uglia" (Hacker)

Grit can't even begin to understand Uglia. He sees the AR owl as useful, but considers Uglia a coward for hiding

behind technology. He tries to bite his tongue about this, because everyone shoots him an ugly look if he brings it up.

Rod "Shade" (Covert Ops B/E)

Grit is impressed by and has respect for Shade after seeing him drop a person or two with the claws on his hands. While he doesn't think Shade could do that to him, he doesn't want to risk it.

Britt "Dolly" (Face)

Grit knows that anyone with muscle needs a pretty face as eye candy with them, and that's how Grit sees Britt, as his arm candy.

Notes

Troll Attributes

+1 Natural armor, +1 Reach

Titanium Bone Lacing

+3 to Body for damage resistance tests
+1 to both Ballistic and Impact armor.

Adrenaline Pump

When the adrenaline pump is triggered, the user ignores injury modifiers from Stun damage, and will not fall unconscious when Stun damage reaches its maximum. The adrenaline pump's rating is also added to Strength, Agility, Reaction, and Willpower attributes (up to the user's augmented maximum). The

pump works for Rating x 1D6 turns; this duration cannot be ended prematurely. When the duration ends, the user crashes, immediately taking one box of unresisted Stun damage for every turn the pump was active. After the effects end, the attribute values return to normal and the user can no longer ignore the injury modifiers of the Stun damage taken. While an adrenaline pump is in effect, the character is unable to rest. After the effects have worn off, the pump requires 10 minutes to regenerate its supply—during that that time it cannot be activated.

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JOVE—SHAMAN

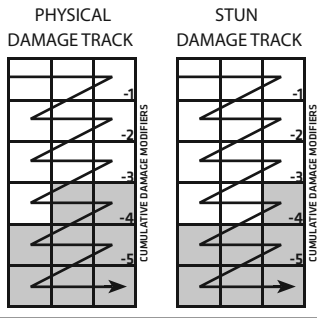
Attributes

Body	4	Charisma	3	Edge	2
Agility	5	Intuition	5	Essence	6
Reaction	5	Logic	3	Magic	7
Strength	2	Willpower	6	Resonance	—
Initiative	8	Initiative Passes	1		
Matrix Initiative	—	Ballistic Armor	8		
Astral Initiative	10	Impact Armor	6		

Vitals

Real Name	Raoul Simoni	Nationality	Italian	Weight	82 Kg (182 lb)
Metatype	Human	Place of Birth	Italy	Hair	Brown
Date of Birth	08/01/2047	Current Residence	Caracas	Eyes	Black
Gender	Male	Height	1.8m (5'11")		

SHADOWRUN



Active Skills

Skill Name	Rating	Attr
Assensing	3	Int
Astral Combat	3	Wil
Blades	3	Agi
Conjuring Group	3	Mag
Dodge	3	Agi
Etiquette (Street)	1 (+2)	Cha
Perception	2	Int
Pistols	1	Agi
Sorcery Group	5	Mag

Knowledge Skills

Skill Name	Rating
Chemistry (Tobacco)	1(+2)
Cigarette Trivia	2
Drug Rings	1
Magic Background	4
Magic Theory	4
Raves	2
Language Name	Rating
Italian	N
Spanish	2
English	2

Qualities

Name	Level
Mage (Shaman)	—
Astral Chameleon	—
Addiction, Moderate (Tempo)	—
SINner	—
Initiate	1

Spells

Eyes of the Pack	(F ÷ 2+1)
Heal	(DV - 2)
Improved Invisibility	(F ÷ 2)+1
Increase Reflexes	(F ÷ 2)+2
Manaball	(F ÷ 2)+2
Manabolt	(F ÷ 2)
Mind Probe	(F ÷ 2)+2
Shatter	(F ÷ 2)-1
Stabilize	(Overflow)-2
Stealth	(F ÷ 2)+1
Masking (Metamagic)	—

Commlink

Hermes Ikon	Custom OS
Response 4	Firewall 4
Signal 3	System 4

Gear

Actioneer Business Suit (5/3)
 Armor Clothes (4/0)
 Armor Jacket (8/6)
 Camouflage Suit (8/6)
 Doc Wagon Gold
 Subvocal Microphone
 Ear Buds—Audio Enhancement (3)
 Contacts—Flare Comp, Image link, Smart link, Vision Enhancement (3), Vision Magnification
 Gold Cigarette Case with Tobacco and Papers
 10 Doses of Tempo
 Crystal Lighter (Sustaining Focus 4)
 Binding Focus (Force 7)
 Binding Foci (Force 4) x2
 Ares Predator IV (2 clips Regular Ammo)
 Monofilament Sword (Weapon Focus 1)
 Available Cash: 0 ¥

Bound Spirits

Type	Force	Services	Optional Powers
Spirit of Man	7	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Fear, Innate Spell (Mana Bolt)
Spirit of Beast	4	3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Natural Weapon
Spirit of Air	4	4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Noxious Breath

Weapons

Weapon Name	Skill Used	Ammo Type	Mode	AP	DV	Recoil [Reach]	S (0)	M(-1)	L(-2)	Ext(-3)	Ammo Cap
Ares Predator IV	Pistols	Ex-Ex	SA	-2	6P	—	0-5	6-20	21-40	41-60	15 (C)
Monofilament Sword	Blades	—	Melee	-1	4P	—	—	—	—	—	—

Note: Ammo AP/DV and accessories already incorporated into table

JOVE—SHAMAN

Traits

Distinguishing Physical Characteristics

Jove has angular facial features, showing through his Italian heritage. He's always well groomed and clean. His hair is short and well kept.

Personality/Psychological Traits

Jove is very nostalgic, and enjoys hearing the stories of the lives of other people. In fact, he feeds off of it. He believes that life is meant to be lived and enjoyed. However, he sees his place as the quiet listener.

Jove's magic is driven by the life of those around him: people, animals, anything that has life. He believes that anything that enhances life should be enjoyed. He'll take the time and patience needed to ensure that everything is done correctly. This attention to detail is shown in his cigarettes. While Jove has several pre-rolled (by him) cigarettes, he uses these to pass out to friends. Each is color coded for the tobacco blend used.

Jove always tries to be polite and charming. He enjoys watching other people have fun and enjoying themselves. He'll enhance this from time to time (minimum of once per day) by smoking one of his pale blue cigarettes. These cigarettes have a smooth tobacco blend mixed with a drug he knows as Flip-Side. When given free time, he'll go to places that have large amounts of people enjoying themselves. He finds himself drawn to raves (with other people taking mood enhancing drugs), dance clubs, and themed restaurants.

Contacts

José "Dime" Chavez

Male Human Drug Dealer (C:2 L:2)

José introduced Jove to the shadows, and continues to supply him with several variants of tobacco, as well as with Flipside.

Anita Cortéz

Female Human Talismonger (C:2 L:1)

In looking for magical items, Jove met Anita. She claims that her family is descended from the great Cortez himself, and that some of her magical family heirlooms once belonged to him. Jove met Anita through word of mouth, and occasionally goes in simply to hear stories about the various items she has.

Quotes

"To each their own."
"Let me help you with that."
"I'll go with you."

History

Raoul's family moved from Italy to Caracas when his father was transferred to a satellite branch of a small A class corporation. He was raised to always be polite and proper, to respect everyone, especially to those that didn't deserve it.

As a teen Raoul found he had much in common with Jove, the Italian god of the sky: Both treasured freedom, and experienced the longing for new experiences. Raoul found that in surrounding himself with life, and appreciating what life could bring, he had a connection that that life; with the mana itself. He used this to learn to cast spells, spells that would always be useful.

With his new found connection to life, he attracted several people wanting

him to work for them. He turned down corporate offers as he never wanted to be tied down.

It was when José "Dime" approached him. Dime was in the business of fine organics, and needed someone to help him. He taught Raoul all he knew, and encouraged Raoul to take a new name. Raoul took the name of Jove, to always remind him of his connection to freedom and life.

Jove (while on Flipside) met Britt at a flash rave. Britt tugged on him all night, dragging him away from his comfort zone. It was in this that they discovered that each enjoyed a life in the shadows.

Teammates

Brittany "Dolly" (Face)

Jove enjoys watching Britt's over the top manner of enjoying life. Frequently he'll go out to clubs and parties with her and end up being a "wallflower".

Ludiv "Ugla" (Hacker)

When it comes to working together, Jove wouldn't want anyone watching his back. Everyone has their place, and Ugla's is out of site and in your mind.

Rod "Shade" (Covert Ops B/E)

Jove knows that Shade has several odd types of bio-ware, but ignores it. Jove sees Rod is a

good guy and tries to be as nice as possible to him.

Hue "Grit" (Melee Specialist)

After hearing "Geek the mage!" more often than he likes, Jove likes to use Grit as a body shield, quite literally. He can't really stand the guy and his arrogance and aggressiveness, but tries to play nice.

Larit "Apal" (Pistol Adept)

Jove has started to call Larit "delicat" due to his style. Jove treats Larit in a very polite yet still condescending manner. Larit is too cautious for Jove's flow of life.

Notes

Jove has several colors of pre-wrapped cigarettes list below. He also keeps several types of loose tobacco and papers so that he can roll his own when able.

White Paper—Generic blend, very smooth with a light after taste.

Dark Red Paper—A very strong blend, chokes most people. Its smoke smells of spice.

Light Red Paper—A Cherry based blend, and one that is handed out more than kept.

Light Green—A unique blend of smooth tobacco of mint.

Light Blue—This isn't actually tobacco, but the drug known as Tempo.

Effects of Tempo:

Addiction Level: 1/day

It is typically taken in crowds of people having fun, as it seems to feed off of their emotions.

You automatically begin astrally perceiving for 2D6 minutes. You gain a +2 to any assensing checks made during this time. Your mood is changed to match that of a heightened version of anyone that you are astrally perceiving.



SHADE—COVERT OPS

Attributes

Body	2	Charisma	3	Edge	2
Agility	7(9)	Intuition	5	Essence	2.72
Reaction	5	Logic	3	Magic	—
Strength	2(4)	Willpower	3	Resonance	—
Initiative 10(12)		Initiative Passes 1(3)			
Matrix Initiative —		Ballistic Armor 8			
Astral Initiative —		Impact Armor 6			

Vitals

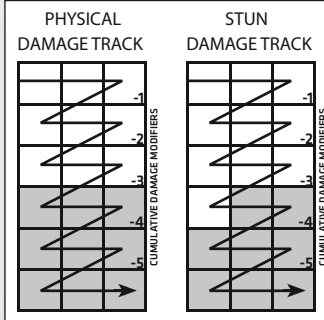
Real Name	Rod Freimuth	Nationality	British	Weight	68 Kg (149 lb)
Metatype	Elf	Place of Birth	Unknown	Hair	Shaved
Date of Birth	Unknown	Current Residence	Caracas	Eyes	Dark Green
Gender	Male	Height	1.9m (6'2")		

Active Skills

Skill Name	Rating	Attr
Athletics Group	3	Str
Disguise	5	Int
Electronics Group	4	Log
Escape Artist	4	Agi
Etiquette	4	Cha
Infiltration	6	Agi
Perception	5	Int
Pistols	3	Agi
Shadowing	4	Int
Unarmed Combat	5	Agi

Knowledge Skills

Skill Name	Rating
Biology	2
Chemistry	3
Safe Houses	3
Security Systems	5
Security Procedures	4
Language Name	Rating
English	N
Chinese	2
Japanese	2
Spanish	4



Qualities

Name	Level
Double Jointed	—
Genecraftad	—
Toughness	—
Will to Live	2
SINner	—
Weak Immune System	—
Gene Freak	—
Implant-Induced Immune Deficiency	—

Augmentations

Name	Rating
Internal Commlink	—
Datajack	—
Cybereyes—Eye Recording Unit, Image Link, Low-Light Vision, Flare Compensation, Smartlink, Thermographic, Vision Enhancement (R3), Retinal Duplication (R3)	3
Cyberears—Damper, Ear Recording Unit, Spatial Recognizer, Audio Enhancement (R3), Select Sound Filter (R2)	2
Wired Reflexes	2
Hand Razors	2
Muscle Toner	2
Orthoskin	1
Vocal Range Enhancer	—
Reakt	—
Synch	—
Qualia	—
Echolocation	—
Gecko Hands	—
Adapsin	—
Tactile Sensitivity	—
Electroshock	0

Gear

- Actioneer Business Suit/Skirt (5/3)
- Armor Clothes (4/0)
- Armor Jacket (8/6)
- Camouflage Suit (8/6)
- DocWagon Gold
- Subvocal Microphone
- Gas Mask
- Nanopaste Disguise
- 200m Stealth Rope with Grapple Hook
- Lockpick Set
- Autopicker (Rating 4)
- Wire Clippers
- Maglock Passkey (Rating 5)
- Keycard Copier (Rating 5)
- Cellular Glove Molder (Rating 3)
- Maglock Sequencer (Rating 5)
- Miniwelder
- Electronics Kit
- White Noise Generator (Rating 4)
- 4x Fake SIN (Rating 5)
- Fichette Security 600—Silenced, Hidden Arm Slide, Internal Smartgun, (90 rounds APDS)
- Ares Predator IV—Concealable Holster, Internal Smartgun, Silencer (90 rounds APDS)
- Available Cash: 5,500 ¥

Commlink

Internal	Custom OS
Response 4	Firewall 4
Signal 3	System 4
Browse 6	Stealth 6
Scan 6	
External (Fake)	Custom OS
Response 1	Signal 3
Firewall 1	System 2

Weapons

Weapon Name	Skill Used	Ammo Type	Mode	AP	DV	Recoil [Reach]	S (0)	M(-1)	L(-2)	Ext(-3)	Ammo Cap
Fichette Security 600	Pistols	APDS	SA	-4	4P	(1)	0-5	6-15	16-30	31-50	30 (C)
Ares Predator IV	Pistols	APDS	SA	-5	5P	—	0-5	6-20	21-40	41-60	15 (C)
Hand Razors	Unarmed	—	Melee	—	3P	—	—	—	—	—	—
Electroshock	Unarmed	—	Melee	-half	6S(e)	—	—	—	—	—	—

Note: Ammo AP/DV and accessories already incorporated into table



SHADE—COVERT OPS

Traits

Distinguishing Physical Characteristics

He appears to be a pale and sickly most of the time, due to his poor immune system. His eyes are very reminiscent of a cat's, as his posture. Jove shaves his head, as not to leave any trace of himself where he goes.

Personality/Psychological Traits

Jumpy, skittish, and a little ADD. Everything that's in Shade has juiced up his want to move and keep going. He acts like a cat, confident in his skills, and jumpy when surprised or startled.

He always wears thin clear gloves due to his gecko hands. This keeps him from grabbing onto things and not being able to drop them. When he wants to climb, he pretends to put on climbing gloves, when in fact those gloves have no fingers or palms, allowing him to use his gecko hands freely.

Contacts

Anneliese

Female Elf Fixer (C: 3 L: 2)

Anneliese is a globe trotting fixer. She seems to know someone from anywhere that can do or get exactly what's needed. Rod sees her as the sister he never had. He's not sure why she's so nice to him, but appreciates that one person doesn't judge him.

Quotes

"Don't ask how I do it, just know I can."

"This might take a second."

"They will never know that I'm there."

History

Rod grew up as a science experiment, though he's unsure of by whom or what all was done. It's a blur that hurts too much to try to clear up.

He also knows that he's a freak, transgenetically modified with the genes of animals. He keeps this a secret, for fear of becoming a science experiment again.

He knows and truly trusts only one person with his secrets, the beautiful person

that got him into Shadowrunning, Anneliese. She never asked questions about his past, and helped him escape it. No matter where Rod was, it seemed as if Anneliese was nearby when he needed her.

Since she brought Rod to Caracas, he has felt safe and well hidden. He was the metaphorical needle in a haystack. It was through her contacts, someone name Dahlia, that he met the rest of the group.

Teammates

Larit "Apal" (Pistol Adept)

Rod knows if anyone has his back, it's little Apal. Rod respects and trusts the dwarf. Rod sees him as a peer and co-worker more than as a friend.

Raoul "Jove" (Mage)

At first Rod was cautious of the mage, for fear of him picking up on his past on his aura (not knowing how much the magically active can and can't see). However, Rod hasn't picked up on any strange actions and has learned to be more relaxed around him.

Ludiv "Ugla" (Hacker)

Rod sees the owl as his cyber counterpart. Rod treats Ugla with great respect, and always takes his ideas seriously.

Sometimes this gets Rod in trouble when Ugla is joking around..

Brittany "Dolly" (Face)

Rod is very attracted to Britt, both physically (as most people are) and emotionally. However, he knows that someone with his past could never be with someone like her in a serious relationship. He is still very protective over her.

Hue "Grit" (Melee Specialist)

Rod knows that stealth can't take care of everything, and for those other things, he's thankful to have Grit. He tries to humor Grit and his stories, knowing that Grit does have reason to brag. And, if the enemy concentrates on Grit, then they won't see Rod sneaking up on them.

Notes

Reakt:

+2 dice to Reaction Tests to defend yourself (combat, indirect combat spells, etc). Not for Initiative or Surprise tests

Synch:

+1 die to all Perception Tests
+1 die to all combat tests against each opponent after the enemy's first attack.

Tactile Sensitivity:

+2 dice to touch based Perception Tests (stacks with above)

Qualia:

+1 die to all Intuition-linked skill tests.

Gecko Hands:

+2 dice to grapple or subdue

Orthoskin:

+1 die to Ballistic and Impact Armor

Gene Freak:

-3 dice on all Social Skill Tests not via Matrix
+2 dice pool to Intimidation Tests

When Shade attacks with an unarmed attack (with Hand Razors), he deals Electroshock damage or physical damage

SHADOWRUN

UGLA—HACKER

Attributes

Body	3	Charisma	4	Edge	4
Agility	4	Intuition	3	Essence	3.0
Reaction	4	Logic	5	Magic	—
Strength	2	Willpower	5	Resonance	—
Initiative	7	Initiative Passes	1		
Matrix Initiative	10	Ballistic Armor	8		
Astral Initiative	—	Impact Armor	6		

Vitals

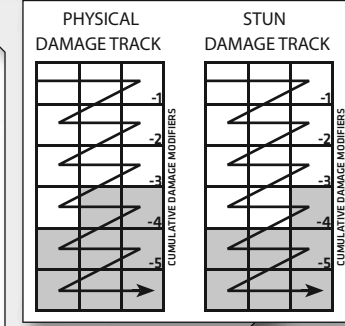
Real Name	Ludiv Sesom	Nationality	Slavic	Weight	54 Kg (119 lb)
Metatype	Human	Place of Birth	AGS	Hair	Brown
Date of Birth	12/07/2042	Current Residence	Caracas	Eyes	Brown
Gender	Male	Height	1.8m (5'11")		

Active Skills

Skill Name	Rating	Attr
Cybercombat	5	Log
Electronics Group	4	Log
Electronic Warfare	5	Log
Hacking	7	Log
Gunnery	4	Agi
Infiltration	1	Agi
Perception (Visual)	2 (+2)	Int
Unarmed Combat (Parry)	2 (+2)	Agi

Knowledge Skills

Skill Name	Rating
Modern Tech	2
Hacker Hangouts	4
Hardware Design	4
Yakuza Businesses	3
Matrix Security Protocols	3
Software Exploits	2
Stimulants	4
Language Name	Rating
German	N
Spanish	2
English	2
French	1



Qualities

Name	Level
Aptitude (Hacking)	—
Codeslinger	—
Natural Hardening	—
Codeblock	—

Programs

Type	Rating
All Common Use	6
Armor	6
Attack	5
BioFeedback Filter	5
Black Hammer	5
Data Bomb	6
Decrypt	5
Defuse	5
Exploit	6
Medic	5
Spoof	6
Stealth	6
Track	5

Commlink

Internal	Custom OS
Response 6	Firewall 6
Signal 6	System 6
External (Fake)	Custom OS
Response 4	Signal 4
Firewall 4	System 4

Gear

- Actioneer Business Suit (5/3)
- Full Suit FFbA (6/3)
- Yamaha Sakura Fabuki (80 regular rounds)
- Satellite Link
- Keycard Copier (Rating 5)
- Tag Eraser
- Holoprojector
- Stealth Tags (20)
- 2x Fake SIN (Rating 5)
- Fake SIN (Rating 6)
- Fake SIN (Rating 4)
- 4x Repeater Drone (Signal 6)
- Steel Lynx (w/ MMG, Pilot 4/ Targeting 4)
- 2x LoneStar iBall
- 4x Shiawase Kanmushi (appear as mice)
- Dragonfly Drone(A/V Mod)
- Smokeycloud Drone
- Available Cash: 2,176¥

Augmentations

- Datajack
- Implanted Commlink
- Encephalon Rating 2
- Simsense Booster

Weapons

Weapon Name	Skill Used	Ammo Type	Mode	AP	DV	Recoil [Reach]	S (0)	M(-1)	L(-2)	Ext(-3)	Ammo Cap
Yamaha Sakura Fabuki	Pistols	Reg	SA/BF	—	4P	(1)	0-5	6-15	16-30	31-50	10 (ml) x4

Note: Ammo AP/DV and accessories already incorporated into table

SHADOWRUN

UGLA—HACKER

Traits

Distinguishing Physical Characteristics

Tall and thin, it is almost possible to pass as an elf. Shy and unassuming in person, but vibrant and alive in VR.

Personality/Psychological Traits

Ludiv "Ugla" Sessom would be more comfortable if the world was just a bank of computers. He isn't anti-social, so much as socially awkward. The German prefers to spend his time in VR where he can talk with his drones.

His persona is a small barn owl. The owl swoops around in AR and VR carried near his team through the signal carriers of his drone network.

Contacts

Anneliese

Female Elf Fixer (C: 4 L: 2)

Anneliese is a globe trotting fixer. She seems to know someone from anywhere that can do or get exactly what's needed. The fixer knows that Ugla can do things with computers that she's never even heard of. Ludiv doesn't know why she picked this team for him but they all work out.

Hoodwink

Male Blogger/Spider (C: 5 L: 4)

Hoodwink worked with Ludiv on the other side of the Atlantic for years until his friend dropped off the grid. Though they have never met face to face, both men trust each other implicitly. Both hackers share networks of data feeds and have been known to break into high-security nodes to meet for clandestine information exchanges.

Quotes

"I'll be in the hotel room..."

"Take a few friends with you" referring to his microdrones

History

With the inception of AR, Ludiv found the piece of himself that had always been missing. Computer overlays and a digital projection of reality on top of the meat made sense to him. The technological wonders eventually led to dissociation from people.

After a falling out with the data haven that he helped administrate in Hamburg, the hacker needed a place to hide. Ludiv came to Caracas and began running cyber-crimes for Anneliese. She put him together with a team who would be able to deal with his "quirks."

Teammates

Larit "Apal" (Pistol Adept)

With seeming unending patience, Larit is always there to watch Ludiv's back. Ugla tries to return the favor as much as possible, warning Larit when trouble is on the horizon.

Raoul "Jove" (Mage)

Jove is a good person to have on your side, he always is comfortable leaving Ludiv to do his thing without any questions. Ludiv once asked if astral projection was anything like VR and the comparison left both of them a little confused.

Rod "Shade" (Covert Ops)

Rod is the closest thing Ludiv has to a friend that he has actually shaken hands

with. Ludiv likes being able to stay out of sight and knowing that Rod will get his drones where they need to be.

Brittany "Dolly" (Face)

Ludiv always feels self-conscious around Brittany. Her social grace and ability to meld with crowds makes him wonder how truthful her interactions with him really are.

Hue "Grit" (Melee Specialist)

The big guy is hot and cold—one second he will be growling about how Ludiv never does anything and then he goes completely silent. Ludiv doesn't know why Grit hates him but tries to keep out of the way whenever he is with the group.

Notes

Codeslinger

(slow probing attack) +2 dice pool modifier

Codeblock

(hacking on the fly) -2 dice pool modifier

Encephelon (Rating 2)

Applies a +1 dice pool bonus to all Active Skill Tests using skills linked to Logic (the bonus does not apply to Logic-linked Knowledge skills).

This bonus applies to Matrix tests when using these skills as well. Also provides an additional +1 dice pool modifier to skill tests using skills from the Cracking and Electronics skill groups when using augmented or virtual reality.

Simsense Booster

Provides an additional extra Initiative Pass when operating in VR (for a maximum of three Initiative Passes when operating in cold sim and four Initiative Passes when operating in hot sim).

