

SHADOWRUN

Missions

SRM02-08 CHASING THE DRAGON
BY: CLIFF HENSLEY



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INTRODUCTION

Chasing the Dragon is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Chasing the Dragon* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-08B, *Chasing the Dragon, Playing Aids*.

Preparing the Adventure

Chasing the Dragon is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

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

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

What's up, chummer? provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

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

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

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

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

Running the Adventure

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

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

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

General Adventure Rules

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

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

Non-Player Characters

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

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters,

especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (SR4 p.277). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

A Note on Commlinks

With the change to SR4, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of

Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (SR4 p59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

Contacts

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

Tracking Faction

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through gameplay.

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (SR4 pp257-8).

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

Finally, please fill out the Event Summary report and e-mail it to the campaign coordinator at missions@shadowrunrpg.com or use the web reporting form available at <http://www.srrpg.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

Plot Synopsis

The runners are hired by a Ms. Johnson—Junko “Lady Jade” Tetsuya or Donna Westmore, depending—to locate and bring to justice the murderer of 11-year-old Catherine Westmore, whose fate was sealed by the events of SRM02-03: *The Grab*. Finding Catherine’s killer requires all of the team’s ingenuity and resolve. Eventually, they find Takeshi Modori, former lover of Lady Jade and prime suspect in Catherine’s murder investigations hiding at Mystic Curiosities, a Talismonger’s shop in CAS. Takeshi tells them that he witnessed Catherine gunned down by her own father.

Their investigation resumes on the trail of Kazuya “The Dragon” Hotomi: an ex-Yakuza assassin. Kazuya has cut a deal with Lin Yao, a White Lotus Triad lieutenant for protection. To bring Kazuya to justice, the runners will have to deal with Lin Yao or infiltrate Klub Karma: a Triad controlled club in the heart of Chinatown. By doing so, they risk earning the enmity of the powerful organization.

Once Catherine’s killer is in their hands, they are to take him to an abandoned flophouse in the Aurora Warrens—the very spot where Catherine’s life ended. There, Ms. Johnson exacts her revenge either by using the runners to brutally torture Kazuya or, if the runners were involved in Catherine’s death, by betraying them and attempting to bring their lives to a fitting end.

Adventure Background

Greed, desire, and revenge pretty much cover it. For years, Kazuya Hotomi lived two lives: one as The Dragon, an assassin for the *Yamato-rengo*, and the other as the lover of a *gaijin* named Donna Westmore. Their daughter, Catherine, was born just over a decade ago. Despite Kazuya’s love for her, he knew he could never hide his secrets from her as her husband, so he became her partner in every other possible way.

All of this changed a month ago, when Donna became aware of Kazuya’s secret. Unable to cope with the blood on his hands, Donna severed their relationship and forbade him from seeing Catherine. In anguish, Kazuya decided to leave the Yakuza to be with his family. Unfortunately, his greed kept him from leaving honorably and destroyed his plans to reunite with his family. Kazuya knew the *rengo* recently acquired a mysterious artifact called The Dragon Stone. He knew selling it to the right fence would ensure he never had to work again while hiding from the Yakuza. Kazuya stole the priceless artifact and hid the stone. Then, he convinced the White Lotus Triad to give him protection in exchange for a cut of the profits and then he could leave Denver.

Kazuya laid low, while working to find a buyer. He only made one attempt to contact the outside world not related to offloading The Dragon Stone during this time: he visited Donna.

He told her of his overwhelming desire to be with her, to have a “normal life”, to give up a life of bloodshed, to raise his daughter like the father he knew she deserved. He told her of his plan, and swore they would never have to want for anything again. Realizing his rash action would put her and Catherine in jeopardy, Donna refused to flee Denver with him. She told him she knew he was not the man she’d come to love. She knew he would always be a cold-blooded killer, and the last thing she intended to do was give him a lifetime to prove it.

As Kazuya waited for his stolen merchandise to sell, a seething hatred of Donna came to the surface. He’d done everything for her, and he despised her for throwing it back in his face. Opportunity for revenge came from a news broadcast. His

daughter had been taken hostage in the Aurora Warrens. He knew this was the opportunity he'd been waiting for.

If he couldn't have his family, neither could Donna. Kazuya put his skills to use one last time, infiltrating the perimeter around the abandoned flophouse. He set up position on a nearby rooftop, and waited with his rifle. When his daughter emerged, he took aim and fired. A single shot removed the contents of her skull; bringing her young life to an end before she even knew what hit her—the quick death was a father's mercy.

Unbeknownst to Kazuya, he was not the only person who'd hatched this plan. An old enemy, Takeshi Modori, had been lurking in the shadows with a rifle of his own, intent on taking his vengeance for Kazuya's murder of his family years ago by murdering Kazuya's daughter in return. Shocked that he was beaten to it, Takeshi chased Kazuya down and a battle ensued, resulting in Takeshi nearly being mortally wounded.

Now Takeshi is still recovering from his wounds in the care of Zhang Wong. Two different women—the Ms. Johnson responsible for Catherine's botched kidnapping, and Catherine's own mother—have decided to take the law into their own hands. Having never intended for Catherine to die, Lady Jade has decided the only way she can make amends is to bring her killer to justice. Donna Westmore just wants revenge. One of them will hire a team of runners to find the killer, apprehend him, and teach him the true meaning of pain.

GM's Note

This adventure takes place about a month after the events of *The Grab*. It has been written to allow PCs who did not participate in *The Grab* to take part, but some events play out differently for those who did. Be sure to check the Debriefing Logs of any characters who did play through *The Grab*, and prepare for how the mission results could alter scenes in *Chasing the Dragon*.

A mixed group of players who all experienced *The Grab* but whose outcomes in several key areas were completely

different poses a problem for *Chasing the Dragon*. In the event that any scenario from *The Grab* that has a bearing on the events of *Chasing the Dragon* was completed with different results for different team members, always defer to the most immutable outcome. For example, if Frost survived in the timeline of events played out by four out of five of the team members but got geeked in the timeline of one team member, leave Frost out of the adventure. It's far less damaging to continuity and the player's suspension of disbelief if Frost is mysteriously absent than it is if he suddenly comes back to life!

There are two Ms. Johnsons who can start this run. The first is Junko "Lady Jade" Tetsuya, the woman responsible for *The Grab*. The second is Catherine's mother, Donna Westmore. Gamemasters should consult the Debriefing Logs of the characters to determine which employer it is more fitting for the hire to come through, and select the appropriate introductory scenario: **Meeting Lady Jade** or **Meeting Donna Westmore**.

As a final note, this adventure explores some very dark territory. Every good gamemaster should keep in mind first and foremost the enjoyment of their players. Some are more sensitive than others. It is likely that an NPC may ask the characters to commit an act of torture in carrying out their job. This is not intended to condone such activity. One challenge, of the roleplaying medium is the presentation of challenging situations both from a storytelling standpoint that can include hard ethical dilemmas. *Chasing the Dragon* presents hard ethical questions to the characters. Some players may not be comfortable with this, expecting that they are expected to engage in these acts in character because the people who hire them ask them to. This is not the case. In fact, ideally the adventure should end with them making a choice to "do the right thing". This could confuse players, because somewhere in the back of their mind they want to "win" and may see this as part of their objective.

Meeting Lady Jade

What's up Chummer?

Lady Jade contacts the runners. They meet at Five by Five, a smuggler haunt, to discuss the terms of the job. They are hired to track down the murderer of Catherine Westmore, the eleven-year-old daughter of Federated Boeing researcher Donna Westmore whose fate was sealed in *The Grab*. After the meet, they have an opportunity to mingle with the locals, learn more about their enigmatic employer, and forge new contacts, before heading out.

Tell it to them straight

For PCs who played The Grab:

Rain caresses the windows of your doss, baptizing away the dirt and grime of the city. It's a feeling your soul may never know. Will you ever forget the girl's name, or her face? You didn't know Catherine. Your only real interaction was to snatch her from her protectors, and drag her to her fate. Your solace has been that you didn't know her life would be snuffed out before she ever had a chance to live.

As you lay in bed, you wonder if you've finally crossed the line from mercenary to assassin.

Saving you from this epiphany, your commlink buzzes to life. You reach for it, but find yourself hesitating. Your stomach churns. The commlink rings three times while you try to put your game face on. At last, you answer.

Lady Jade stares back at you in your image link, a bad memory brought back to life in high definition digital clarity. "Hey, chum," she says. Her voice sounds about as numb as your head feels right now. "We need to talk. Meet me at Five by Five. Tonight, six o'clock. It's important."

For PCs who have not played The Grab:

It's another late afternoon in the sprawl, and it's shaping up to be about as exciting as educational trid. Your commlink chimes to let you know rent is due, and you wonder why you're sitting in your doss doing jack shit when there's money to be made on the streets of Denver. You've been working your contacts for a solid week, asking them to find you some work before you get kicked

out into the street. If you keep calling, they're going to quit answering. There are limits. Still – no dice?

As if in answer to your prayers, your commlink notifies you of an incoming call. You almost connect before the first ring is finished, but discipline yourself to wait until at least the third. Then you put your game face on, and answer.

The image link reveals the face of an attractive Asian woman, her skin like porcelain and her eyes like ice. This isn't one of your contacts, but neither does she look like a typical Johnson. Her shoulder length hair cascades in short, tight dreads. The collar of her leather jacket is upturned and raises high to her jaw, concealing the nape of her neck. Her voice, smooth as the silk of her hyper color tank top, greets your ears. "My name is Ms. Johnson, and I have some business I'd like to discuss. Meet me at Five by Five, six o'clock. Sound good?"

At Five by Five:

Located in Denver's abandoned subway projects, you simply don't know the tunnels well enough to travel all the way to Five by Five by vehicle. Walking there, you recall previous trips, but somehow, the twists and turns just don't match up with your memories. Just as you're nearly convinced you've gotten yourself lost, your commlink blinks back to life. You make out the sounds of carousal ahead. Rounding a final corner, you are greeted by a doorway built into a subway portal. Layers of graffiti covering its surface form a makeshift sign: Five by Five.

You push your way through the entrance. Inside, another sign proclaims, "Drop it or be dropped," with an arrow pointing down. Beneath, a crate of small arms beckons. Apparently, you've found the weapon check.

Five by Five is a haven for the villainous, where every scheming smuggler, jaded jammer, and conniving coyote can gather to share a pint and a war story. A tall human male with reddish brown hair energetically tends a bar that really does take all kinds – every metatype is present. They sit at the bar, and at tables, and at crates made into tables, cutting up and killing time. A few of these characters even offer you nods and waves as you enter, welcoming you to the party.

You get the feeling everybody knows your name.

In the private room:

Ms. Johnson downs a shot before speaking. “I’ll keep this brief. A child is dead. The killer is still on the loose. No one knows who that killer was, or what his motive may be. The authorities are useless. I want you to hit the streets and use any means necessary to determine the killer’s identity. Locate him, apprehend him, and deliver him to me alive. He’s no good to me dead. I’ll pay each of you (3,000¥ + [2,000¥ * **TR**]), with ten percent up front. Is this agreeable?”

Hooks

If you ran *The Grab*, you may notice the similarity between the **Tell It To Them Straight** text here and in the opening of that adventure. This is done to play up the dichotomy of this scene if the team is a mixture of newcomers and survivors of *The Grab*. This scene is about coming of age and realizing actions have an effect on the world. This will be evident to survivors of *The Grab* when they hear how their characters have been affected by Catherine’s death, and then observe the attitudes of runners unscarred by such an event. *Chasing the Dragon* is about dealing with that change, and how far characters may fall without even realizing it. For convenience, it may be best to seat players who played *The Grab* on one side of the table, and new players on the other.

Behind the Scenes

Meeting Lady Jade opens with the assumption that characters who survived *The Grab* aren’t complete bastards. The shadowrunners may be hardened criminals who’ve seen and done a lot in their time, but the fact of the matter is child murder is a far more debased experience than typical shadowruns. Even when wetwork is the order of business, the person getting geeked did something to deserve it. Knowing they took part in an innocent’s death shouldn’t sit well with most characters. If anyone protests that their character is too hard to be so emotionally affected, don’t argue the point. Just shrug and keep that in mind as a modifier for social tests.

Lady Jade (see *Cast of Shadows*) has made arrangements with **Matty Zorn** (see *Cast of Shadows*), the owner of Five by Five, to meet with the characters in a private room behind the bar. It is an alcove in the kitchen, separated by a thick burlap sheet hanging from the ceiling. If the characters don’t approach the bar, but seem at a loss as to where their employer is, have Matty approach them. Once Matty has made contact, it shouldn’t take long for him to figure out they’re here to meet the Lady. He escorts them to the private room where she is already waiting.

After Lady Jade makes her pitch, give the characters a moment for any Negotiations. Have the runner who has emerged as the face make a Negotiation test. (SR4 p120-1) Ms. Johnson’s desire to see Catherine’s killer brought to justice gives 3 bonus dice to the PC’s die pool. Each net success will increase each character’s fee by 5%. This does not increase the size of the initial retainer.

Lady Jade is not receptive to attempts to Con or Intimidate her. She will coolly respond, “Flush the bullshit, chummer. I’m not in the fucking mood.” Negotiation is no longer possible after this faux pas.

After terms of employment have been established, Lady Jade will answer any questions they have for her before leaving. Following are some likely questions, and her responses. In some instances, rolls may be required to gather information from her. These details are also noted.

How did Catherine die?

Catherine was kidnapped by a group of thugs and held for ransom in the Aurora Warrens. When Lone Star got wind of what was going down, they surrounded the place. After a lengthy standoff, the kidnappers agreed to release the girl. While being passed into Lone Star custody, a sniper executed her from a nearby rooftop.

By succeeding in a Negotiation + Charisma Opposed Test with Lady Jade, the runners can get her to admit to hiring both the runner team who kidnapped Catherine as well as the team who held her for ransom in the warrens. She is plagued with guilt at the results of the run—she never intended for Catherine to die.

Who Did this?

Getting this one out of Lady Jade takes a Negotiation + Charisma Opposed Test, with a -3 modifier. With success, she admits there is one person who has a motive to kill Catherine. All she will give them on success is a name—Takeshi Modori. Even uttering his name is difficult, and she starts to break down. She will promptly conclude the meeting and exit the club, asking that they contact her once their investigation is complete.

After the meet, characters may linger in Five by Five. The patrons of Five by Five do keep their ears to the ground, and the bar is known for being a great place to network. Players can make an Etiquette + Charisma success test at a -2 modifier because the patrons of Five by Five are generally nervous about talking too loosely with people they don't know. Apply Notoriety as Negative modifier, but add Street Cred as a positive modifier. The total number of hits determines the number of thresholds worth of information in the Legwork section of the adventure that can be gleaned while in the club. They can spend these successes however they see fit. For example, if the character rolls three successes, they could choose to get three levels of information from one Legwork chart, two from one and one from another, etc. Note that each character's legwork successes do not stack

on top of one another. If one can get two pieces of info out of a bar patron, and the other one piece of info, they can still only hit that second info tier—not the third.

Matty Zorn, the bartender, is another source of information. Allow the characters to grill Matty on any Legwork. For each topic make an Etiquette + Charisma Opposed Test (SR4 p.121). Each net success yields one threshold worth of information about that topic from Matty. However, each threshold must still be purchased with a 100¥ bribe. If the runners are friendly and treat Matty with respect, they will earn him as a contact.

Debugging

If a runner chooses not to take the job, hand the player a roadmap to your local pizza joint, then send him on his way. He's just become your gaming group's official errand boy for the rest of the night.

If all the runners choose not to take the job, ask what is holding them back. Be fair to their needs, but don't be a pushover. Perhaps some of the survivors of *The Grab* are wary of working with Lady Jade again. Maybe some of the newcomers aren't too keen on getting involved with a Johnson who is very clearly taking this way too personally. Whatever the case, address the issue and make any necessary adjustments to keep things moving if their concern seems reasonable.



Meeting Ms. Johnson

What's up Chummer?

If the runners were involved in *The Grab* and failed to conceal their identities from Donna Westmore and Federated Boeing, the hire for *Chasing the Dragon* comes through her instead of Lady Jade. After initial contact, they make their way to Regency Tech Center (CAS Sector, 7800 W. Tufts Ave.) to meet with their new employer and get things under way, all the while unaware of her true identity.

Tell it to them straight

Six o'clock. That's when your contact told you to arrive at the Regency Tech Center. Located in the heart of the Denver Tech Center district of the C.A.S. sector, the once illustrious luxury hotel stands tall as a testament to the truth that cutting edge doesn't last forever. Now a shadow of what it once was, the Regency struggles to survive in a world that has outgrown it.

Following your contact's instructions, you push through the glass double doors leading into the hotel's foyer and make your way past the front desk. Synth-jazz greets your ears, but the usual plethora of AROs are absent. This place really is outdated.

A rotund American Indian ork woman, wearing the hotel uniform behind the counter, greets you with a tusked smile as you make your way to the elevator.

The synth-jazz seems to follow you, now emanating from the elevator speakers. You step out on the sixth floor and make your way to room 623, where your contact told you Ms. Johnson would be waiting. Time to get some work.

Hooks

Donna Westmore (see Cast of Shadows) is a classic femme fatale. She is a mysterious, dangerous woman, with an offer the runners can't refuse. She has become ruthless in her search for revenge. The seduction of secrecy, the pain of a damsel in distress, and the seedy dark shadows of the dilapidated hotel room should all be played for the noir atmosphere. The runners cannot be permitted to decipher the true identity of their Ms. Johnson.

Behind the Scenes

This scene is intended for teams that took part in *The Grab*, but failed to neutralize Catherine's eye-recorder. Donna has decided to hire the team who kidnapped Catherine to hunt down her daughter's killer. She intends to betray them in the end. It is also possible for new teams to be hired by Donna. In that case, her dealings with them are entirely honest. After all, she has no reason to hold a grudge against them.

When the runners arrive at her room and knock on the door, Donna answers. Since there was no way for them to acquire an image of the mother during the course of *The Grab*, they shouldn't be privy to her identity. She invites them in, and offers them bottled waters from the room fridge. Once introductions are complete, she makes the same offer of work that Lady Jade would have made. The difference here is that Donna has much less info than Lady Jade. In fact, she doesn't know why her daughter was kidnapped or who was behind it. They really are, pretty much, flying blind at the outset.

Another difference is Donna isn't comfortable in the shadows. Have Donna make an opposed Etiquette test against the players. If she fails, they'll realize she's new at this.

Once the terms of employment have been negotiated, Donna sends them on their way. She offers the same pay that Lady Jade would have: $(3,000 + [2,000 * TR])$ nuyen per runner. She has no idea who could have wanted her daughter dead, and can offer no information to help them in their search.

Pushing the Envelope

The Regency Tech Center has seen better days, and some of its residents aren't exactly of civilized ilk. If you feel like shaking things up right at the start, have a few rowdy thugs ambush them in the elevator hoping to score some cash for drugs (use Halloweeners Street Gang, p.275 **SR4**).

Debugging

As with the previous scenario, the biggest problem you could face here is the runners choosing not to take the job. If this happens, have Donna plead to the character's moral sensibilities—an eleven year old girl who never had a shot at life deserves revenge, won't they help her deliver it? If they still don't bite, send them on their way.

One fun alternative to at least give them something out of the adventure is available, if the runners took part in *The Grab* and Donna is aware of their identities. When she fails to hire them, have the shadowrunners they would otherwise encounter in *Scene of the Crime* enter from an adjoining room. Roll Initiative and throw down—Donna was hoping to get some use out of them, but since they're not cooperating she might as well try to kill them. This will at least give the players a little bit of action before you send them home for the night.



Mystically Curiouser and Curiouser

What's up Chummer?

The runners have finished their legwork, and all signs point to Takeshi Modori. They decide to visit Zhang Wong at *Mystic Curiosities*. There they discover that he is hiding Takeshi, who tells them a disturbing story. Whether they choose to believe him or not, their employer does.

Tell it to them straight

If the runners have been to Mystic Curiosities:

Having visited *Mystic Curiosities* before, you easily navigate the back roads and alleyways of Chinatown all the way to the storefront. Crossing the threshold, you find the familiar face of Zhang Wong turning to smile at you as he gently cradles an ornate vase in his hands, carrying it from one corner of the room to another shelf where he puts it down. "Hello there," he says. "It's good to see you again. How can I help you today?"

If this is their first visit to Mystic Curiosities:

You make your way through a snake of back alleys until you come to a shop, with a traditional Chinese exterior and a neon sign hanging in the window. A couple bad bulbs flicker on and off, irritating your eyes and yet drawing them to the two words they fail to correctly spell every few seconds: MYSTIC CURIOSITIES.

You cross the threshold into the shop. A middle-aged Chinese gentleman dressed in a traditional robe and wearing narrow spectacles looks up from behind the counter. "May I help you?"

Behind the Scenes

As a mutual friend of Lady Jade and Takeshi Modori, Zhang Wong (see **Cast of Shadows**) has taken in the fugitive. Takeshi is recovering from nearly fatal wounds he received while tussling with Kazuya. If the runners try to end his life, he won't put up much of a fight. On the other hand, Zhang believes Takeshi to be innocent and will not stand idly by if the runners attack him. When they first arrive, Zhang acts as if his day has been business as usual, and pretends he's

the only person there. If the runners press the issue, snooping around or asking to see Takeshi outright, have them make an appropriate Social Skill Opposed Test with Zhang.

On failure, Zhang attempts to send them on their way. On success, he leads them into the back room where Takeshi is currently resting. His only request is that they hear Takeshi out before they make a decision about his fate. Takeshi has told Zhang a very disturbing story, and believes they will be convinced of his innocence if they take the time to hear it.

In the back room, the runners find a wounded Takeshi lying on a cot in the corner. He is weakened by blood loss. When it becomes evident to Takeshi that the runners are here to bring him to justice, he'll try to tell his story. If they do not, Zhang will protest and insist that they do.

Takeshi's story is, indeed, disturbing. According to the wounded ex-Yakuza, he was at the site of Catherine's death the night she was killed. He was waiting on a nearby rooftop with a rifle, intent on executing her. He explains that many years ago, her father murdered Takeshi's family. Her father, he explains, was Kazuya "The Dragon" Hotomi—a merciless Yakuza assassin. When he heard her father had fallen out with the rengo, he began to do some legwork and learned that he had a daughter. When he heard about the kidnapping, he went to the place where she was being held in the Aurora Warrens and waited for an opportunity to kill her. When that opportunity came, he learned something about himself—he didn't have the strength to murder a child. He lowered his gun... and then he heard a gunshot! Takeshi determined the shooters location based on the sound, and the bloody scene he saw playing out in the street beneath him, and quickly descended to street level to try and head off the murderer. When he finally

caught up with him, Takeshi was shocked to be staring into the cold gaze of none other than *Catherine's own father*. They fought, and Kazuya shot him three times in the chest. If Lone Star hadn't been in the middle of a gunfight with Catherine's kidnappers, they both would have been caught. As it happened, Takeshi succeeded in limping away from the scene before any officers came to investigate. He made his way swiftly to Zhang Wong—the only person he felt he could trust.

If the runners don't listen to Takeshi's story despite his and Zhang Wong's pleas, move on to **Scene of the Crime**, removing all references to Kazuya and replacing them with Takeshi instead. On the other hand, move on to either **Krashing Klub Karma** or **Lin Yao's Offer**—depending on where their legwork takes them—if they choose to pursue Kazuya instead.

Debugging

Some teams will see Takeshi as the culprit, and want their investigations to end right here and now. Many GMs may not be comfortable with the adventure wrapping up in this way. If you want the adventure to move forward, and not end with Takeshi's apprehension, have the appropriate Ms. Johnson contact the runners while they're en route to the final scene. How the troubleshooting plays out depends on which Johnson they're working for.

If the Johnson is Lady Jade, Zhang Wong contacted her shortly after the runners left. He told her Takeshi's story, and she believes him. She instructs the runners to let Takeshi go and hunt down Kazuya instead. If this is the case, Zhang will be much more receptive and will have Takeshi ready to relate his story to the team.

If the Johnson is Donna Westmore, she has learned of Kazuya's involvement through some other means. She asks the runners to kill Takeshi and ditch the body, then focus their efforts on locating Kazuya. For finishing off Takeshi as well, she agrees to pay them a 1,500¥ bonus at the end of the run.

Krashing Klub Karma

What's up Chummer?

With no other options, the runners assault Klub Karma to apprehend Kazuya. Along the way, they must avoid killing innocent bystanders while sneaking past astute club guards and engaging in running gun battles with skilled Triad enforcers. Finally, they contend with Kazuya, who refuses to go quietly. No matter what happens, the runners earn the enmity of the powerful White Lotus Triad, and specifically the ire of Lin Yao, the woman responsible for protecting Kazuya, for the remainder of their careers in Denver.

Tell it to them straight

So, you think you have what it takes to take on the Triads? Best of luck, chummer. Everybody knows security at Klub Karma is nothing to sneeze at. As you stand outside, staring up at the towering structure, once a warehouse, now thoroughly clubbed out, you are aware of one thing: getting Kazuya Hotomi out of here is going to be one hell of a magic trick. The club is busy—you can feel the pulsing drum and bass shaking the walls even from the filled parking lot—so you'll be contending with innocent bystanders. Of course, there are also the bouncers and the armed guards patrolling the back rooms.

You know one thing: before this night is over, someone is going to die. Hopefully, it won't be you.

When the runners find Kazuya:

You open the door to the room. Inside, you find a small bed and a desk, at which a strikingly handsome Japanese man is sitting, and reading a book. He looks up at you, and the light from the desk lamp reveals ferocious eyes only the face of a killer could hold. "Who the fuck're you?" he asks.

Hooks

The runners are descending into the lion's den here. Klub Karma is enemy territory, and if they don't play their cards right they will die. The tension should be high, even if they're just walking around the club talking to patrons and trying to figure

out how to penetrate it. At all times, they should feel that if they slip up they're going to be leaving Karma in body bags.

Behind the Scenes

Please see the maps of Klub Karma in the Handouts section to assist in running this part of the adventure. The goal here is to handle what can happen in various sections of the club. Each section of the club is labeled on the map. Reference the sections below for information on each area.

For all bouncers in the club, use Corporate Security Unit (**SR4** p275). For all Triads encountered in the upper parts of the club use Triad Posse (**SR4** p276). Also include one Triad Lieutenant in each Triad encounter. Security at Klub Karma is tight as a Johnson's wallet right now, and they do not fuck around.

1. **Front Entrance:** Three bouncers at the front entrance check all club goers for arms. Anyone who refuses to let them scan for weapons is turned away.
2. **Rear Entrance:** This is the entryway staff uses to enter the club. A lone bouncer guards it. A maglock (TR + 2) bars unauthorized access to the club proper.
3. **The Main Bar:** The main bar is bustling with activity. Two human bartenders are currently working it.
4. **The Side Bar:** The side bar is a little more secluded than the main bar, and has fewer patrons. Only one bartender is working it.
5. **Booths:** Various patrons fill the club booths, drinking and enjoying the evening. Most of the clientele are Chinese, both human and metahuman. There is very little the characters could use to their advantage here, but nothing that really works against them either.
6. **The Corner Booth:** The corner booth is a different story from the others. A very powerful man occupies it—An Peng, Hung Kwan of the Golden Triangle Triad (see **Cast of Shadows**). An Peng is doing his best to blend in, and not draw attention to himself; but he is here on business. Through his own channels, An Peng has learned that Lin Yao is holding Kazuya "The Dragon" Hotomi in protective custody. This doesn't concern him much. What does, however, is that

she must be doing it for profitable reasons. Curiosity has gotten the better of him, and he's here to learn more. Should the characters approach An Peng, make an opposed Etiquette Test. On success, he buys them a drink and agrees to speak with them. After some discussion, he asks the characters if they are interested in some work. He agrees to use his contacts to gain them access to the upper floors of the club, in exchange for them bringing back information on what Lin has stored there. Unaware that this would be payment enough he offers them 2,000¥. The fee is non-negotiable. If the characters agree, An Peng makes a phone call in rapid fire Chinese. When he hangs up, he explains that in a few minutes one of the bouncers will let them up. This bouncer is on Peng's payroll, keeping his ear to the ground for anything of interest. Peng will stress that just because he's gained them access to the upper level, that doesn't mean they're supposed to be there. They should remain alert for trouble, and try not to get caught.

7. **The Stage:** This is where the band is performing. They are on stage when the characters arrive, and the club's patrons pack the dance floor like sardines. The band is Chinese girls in schoolgirl uniforms screaming hardcore shock rock in Chinese. A mosh pit is active at the front of the stage. Clever players may use this as a distraction. Have anyone who gets into the pit and wants to rile things up make a Con + Charisma (2) Test. On success, people start throwing punches and a fight breaks out. All the bouncers in the club rush over to break it up, including the thugs by the elevator. The fight will occupy them for 2D6-TR minutes.
8. **Store Rooms:** The storerooms are filled with bar supplies. There isn't much of interest in storeroom 8-A. On the other hand, should the characters sneak into storeroom 8-B, they hear the sound of lovemaking from behind one of the racks. If they investigate further, they catch one of the senior wait staff and a patron with their pants down. If the player's play their cards right, they may be able to convince him they're in the

back room on legitimate business and work for the club. Make a Con + Charisma (2) Test. If none of them are Asian, apply a -1 modifier. If he believes this, he could be intimidated into further believing the characters intend to turn him in. Make an Intimidate + Charisma (2) Test. On success, he will do "just about anything" if they'll forget what they saw—he doesn't want to lose his job. If the players ask, he will give them his keycard for the elevator.

9. **Men's Restroom:** A restroom. No more, no less. If the runners are working for Lin Yao, and intend to deliver her "message" to An Peng, this is the best place for it to happen. At some point during his time in the club, he will make his way into this restroom to relieve himself. Here, the runners can pretty safely jump him, beat the daylights out of him, and deliver Lin Yao's message.
10. **Ladies Restroom:** Two club goers are shooting up at the counter. They pay the runners very little attention, except to ask if they want to join in. They aren't really open to conversation otherwise, and are too strung out to be of much help anyway. If the runners stick around long enough, one of the girls will start to O.D. A quick-thinking runner could use a medkit and make a First Aid check to stabilize her. Doing so earns them a contact – her friend, a joygirl who goes by the street name Katie Kaboom (see **Cast of Shadows**).
11. **The Office:** A storage node in this office can be used to access the club's network. The Device Rating is TR + 3. A hacker or technomancer who gains access to the node may discover paydata pertaining to local Triad operations worth 750¥.
12. **The Elevator:** This elevator is the only way to the club's upper levels, where Kazuya is held. It is guarded by two bouncers, and a Smart Security terminal with a device rating of TR + 4. Negotiation and Intimidation will not work on these guys. However, good roleplaying *might* be worth a Con test. If the PCs' web of deceit is particularly impressive, allow them an opposed Con test. Success gains them access to the elevator. Failure gets them turned away from the elevators, and alerts security. If

security is alerted and the characters find another way to the upper level, increase the number of opponents in any upper floor encounter by 2.

13. **Upper Floor Halls:** Three groups of three Triad thugs patrol the upper halls. The characters should be required to make Infiltration tests as they scour the halls if they wish to avoid being seen. If caught, the Triad posse will radio for help and combat will begin. The second patrol will arrive in twelve seconds, the third in eighteen seconds, after the first posse radios for help.
14. **Upper Floor Rooms:** Kazuya Hotomi is held in one of these rooms. Which one, however, is anybody's guess. Each time the characters check a room, have the character with the highest Edge make an Edge + Intuition (TR/2, round up) Test. On success, they find the right room. On failure, they walk in on either a couple of bouncers on break, or a couple of Triad guards. Fortunately, their radios aren't in hand so the characters have time to deal with them before their opponents radio for help.
15. **Upper Floor Office:** A TR + 4 Device Rating Storage Node in this office contains the e-mail "Handout A" — An Peng may find this useful! This office also houses the core computer terminal for the club network. There is no consequential data contained anywhere on the wireless network of the club. Everything of value to the runners is stored in the offline storage nodes.

When the characters find Kazuya's room, he'll figure out they're here to apprehend him. He has an Ares Predator IV, loaded with APDS ammunition, laying on the table in front of him and concealed by his book. Have the characters make a Perception + Intuition (3) Test to notice the gun. If they don't do something before Kazuya figures out why they're here, he will attempt to Quick Draw the weapon and open fire. He won't let the characters take him alive, if at all possible—which poses a problem, since that's their objective. Further, his Predator isn't silenced. The sound of gunfire will draw all remaining Triads on the upper floor to his location in 6-TR rounds. This should be a nasty gunfight.

Pushing the Envelope

If you really don't think sneaking into a Triad controlled club is difficult enough as it is, here are a few suggestions for ways to make things more difficult. Increase the Device Ratings of all electronics, and the Threshold for all Success Tests by 1. You could also upgrade the ammunition of the Triad thugs to EX Explosive, add a fourth posse to the hallway patrols, or raise the number of thugs in each posse from three to six.

Debugging

If the players roll poorly, all social options for breaking into the upper level could fall on their faces. They might have to resort to violence to get past the elevator bouncers. Upstairs, a poorly prepared team could quickly find themselves overrun by Triads with their chances of survival diminished greatly by the round. This is a tough encounter!

If you think the numbers are too overwhelming, trim them down by reducing the Triad patrols to one or two posses. The biggest problem the players may encounter would be if they kill Kazuya in their confrontation. Ms. Johnson wants him alive. If Kazuya gets geeked, they won't get paid. If it seems appropriate, fudge this and assume he's hanging on for dear life.

If you decide to involve Lin Yao in this scene, make her office any one of the second floor offices that the PCs have not entered in their search for Kazuya.

Some characters who played *The Grab* may recall that Lone Star was offering a reward for Catherine's murderer. If they choose to pursue this option, it's a simple matter of turning Kazuya in to them. Keep in mind that some characters may have a hard time in a face-to-face encounter with Lone Star officers. Characters will need to pass through a standard TR-rating MAD to enter the precinct, and undergo a SIN authentication (TR-rating scanner) to receive their reward. See **Picking up the Pieces** for details on the monetary compensation.

Lin Yao's Offer

What's up Chummer?

In this scene, the runners opt for a less aggressive approach to apprehending Kazuya. Having learned the White Lotus Triad is protecting him in the depths of Klub Karma, they head there to speak with the woman in charge. In exchange for Kazuya, they cut a deal with her to permanently remove a troublesome individual, perhaps earning the enmity of a powerful criminal organization in the process.

Tell it to them straight

When you arrive at Klub Karma, pulsing drum-and-bass threatens to rupture your eardrums even as you make your way through the parking lot to the entrance. Standing tall in front of you is a large warehouse, completely brick, with absolutely no windows. Outside stand two well-built Asian men in suits and a long line of club-goers wrapped around the side of the building and waiting to get in.

When the runners reach the top:

Your escort leads you to a set of double doors and pushes them open, ushering you into a large office and closing them behind you. A woman sits behind a desk near the back wall, two bodyguards at parade rest just behind her—to her left and her right. As you approach, you can make out her appearance in greater detail. Her hair is long and fine. Silver wire-framed glasses rest on her nose. She sports a stylish woman's business suit, white in color, and a simple silver chain around her neck that matches the glasses like a dream. She honestly doesn't appear all that threatening, but you of all people know looks can be deceiving in the shadows.

A couple sofas occupy the space in front of her desk, and she motions to them as you enter. "Greetings," she says, with a slight Cantonese accent. "I am Lin Yao. It is my understanding you have some business to discuss that involves my current arrangement with The Dragon. You have five minutes. What can I do for you?"

Hooks

The runners are in the lion's den, and they're meeting the lion. A definite tension should lurk just beneath the surface. If they say the wrong thing or set Lin Yao off in the wrong way, they could very well be dead.

Behind the Scenes

Before this scene can happen, the runners must make contact with Lin Yao's secretary and set up a meeting. Reaching Lin Yao's secretary is as easy as calling Klub Karma and asking to be forwarded to anyone in charge. Setting up a meeting with Lin Yao is more difficult. Doing so involves a Fast Talk + Charisma, and they only have a shot if they mention Kazuya. Lin Yao (see *Cast of Shadows*) is a very busy woman, and anything less than pertinent business won't get the runners an audience.

When they arrive at the club for the meet, the bouncers outside will check them for weapons. Have any runners who wish to keep any of their armaments at the pat down make the appropriate tests (**SR4** pp301-2). Anyone who refuses to give up their weapons, or refuses the pat down, will not be allowed to attend the meeting.

Once the runners are disarmed to the best of the security team's ability, one of the bouncers will escort them to Lin Yao's private office. Negotiating with her shouldn't be too difficult. She finds Kazuya's actions deplorable, and she's only working with him for the profit. Fortunately for the runners, she can profit from partnering with them too. A member of the Golden Triangle Triad is hanging out in the club, and she knows he's here to gather intelligence on the Dragon Stone. Lin Yao doesn't want him to learn about it, but it's important that he doesn't suspect any retaliation comes from her—that could damage relations between their respective organizations. As neutral parties, she knows the runners are well suited to deal with this matter. Have the runner who acts as the face for this meeting make an opposed Negotiation test. On success, she decides to make an offer of work in exchange for Kazuya's life. On failure, she decides it might be in her best interests to play it safe and pass on working with them. This approach to acquiring Kazuya is closed to them.

The job she offers is a fairly simple one. On a flat panel wall screen, she pulls up a feed from one of the club security cameras. It has been zoomed in on a booth in the club proper, where a well-dressed Troll is sitting alone. A single horn juts from the right side of his head, glistening from a recent waxing. Lin Yao explains that this is An Peng and she would very much like the characters to “beat the shit out of him”. Under no circumstances are they to kill him, nor should they allow him the slightest inclination that they are working for Lin Yao or that the White Lotus is involved in the assault. When they are done, he should be in such bad shape that he leaves the club and not come back for the rest of the night. If they succeed, she will give them access to The Dragon and no one will intervene with his apprehension.

If any of the runners ask about The Dragon, she will clarify that she speaks of Kazuya Hotomi. She is under the impression that his reputation has preceded him. Lin Yao will explain that this was his street name.

Once they have dealt with An Peng, and returned to Lin Yao’s office, she gives them directions to Kazuya’s room. She tells her henchmen that the characters are coming to claim him and not to interfere.

Debugging

Some teams may see setting up a meet with Lin Yao as a simpler alternative to the room for room sweep of the club outlined in *Krashing Klub Karma*. If they go this route, let them have a shot, provided they actually succeed in getting any weapons into the room. Lin Yao and her bodyguards are formidable opponents, and won’t give in to the team’s aggression or intimidation without a no-holds-barred fight. Should they succeed in subduing her and her goons, she could be persuaded to give up Kazuya in exchange for her life. This course of action definitely won’t score the runners any points with the Triad though, or Lin Yao.

Scene of the Crime

What’s up Chummer?

The runners have Kazuya (or Takeshi). After contacting Ms. Johnson, she gives them the address of an abandoned building in the Aurora Warrens. What happens next depends on which Johnson they’re working for. Lady Jade prepares for some gruesome actions. Donna Westmore does much the same if the team was not involved in her daughter’s kidnapping in *The Grab*. If they were, Frost and The Trinity (see **Cast of Shadows**), or a second team hired by Donna, are waiting to exact vengeance.

Tell it to them straight

If the runners are a new team:

You make your way into the Aurora Warrens, a dilapidated and forgotten neighborhood of the UCAS sector. All around you are shacks and shantytowns in disrepair. Your commlink blinks off and on again intermittently as you make your way through blackout zones and out again—the phone companies don’t worry too much about keeping the Warrens connected to the rest of the world these days.

You round a final street corner and find yourself staring at one of the many shacks that qualify as homes here. It doesn’t look all that different from any other one. Luckily, you notice, there does seem to be a wireless signal here, though just barely. You shouldn’t have any trouble contacting your employer as requested and getting the final part of this job over and done with.

If the runners are a team from The Grab employed by Lady Jade:

You make your way into the Aurora Warrens, a dilapidated and forgotten neighborhood of the UCAS sector you’ve visited at least one time before. In fact, each road you drive along and every corner you take as you follow Lady Jade’s directions is eerily more and more familiar than the first. Your heart rate quickens as you realize where, exactly, you’re going.

With one final turn, your headlights bring the destination into view: a run down flophouse; an exterior you’ll never forget. This is the same place you dropped Catherine Westmore off last time you

worked for the Lady. This is the place where she died.

A quick glance at your commlink tells you there's a clear wireless signal here. It's barely holding on at one bar, but you shouldn't have any trouble contacting your employer. The sooner you get this done, the sooner you can get the hell out of here—and hopefully never come back, ever again.

If the runners are a team from The Grab employed by Donna Westmore:

You make your way into the Aurora Warrens, a dilapidated and forgotten neighborhood of the UCAS sector you've visited at least one time before. In fact, each road you drive along and every corner you take as you follow Ms. Johnson's directions is eerily more and more familiar than the first. Your heart rate quickens as you realize where, exactly, you're going.

With one final turn, your headlights bring the destination into view: a run down flophouse; an exterior you'll never forget. This is the same place you dropped Catherine Westmore off last time you worked for The Lady. This is the place where she died.

As Ms. Johnson promised, a GMC Stepvan is waiting to claim your quarry. You put your car into park and climb out, making your way toward the stepvan with your prisoner in tow. As you do, a human male in a long lined coat steps out from around the back of the van. His hair is short, and blonde. He smiles, and you recognize the unforgettable face of Catherine's former bodyguard. "Remember me, mother fucker?"

With that, he hefts a gyro stabilized Ingram White Knight—and lights your ass up!

Behind the Scenes

After the runners have apprehended their murder suspect, they contact their Ms. Johnson who instructs them to take him to the place where Catherine was killed—an abandoned flophouse in the Aurora Warrens. How events unfold varies considerably depending on exactly the team's *Shadowrun Missions* history with regards to *The Grab*. There are two things you must consider. Which Johnson are they working for? If they're working for Donna Westmore, were they involved in Catherine's

kidnapping and is she aware of this, or are they an entirely new team?

If the team is working for Lady Jade, or is a new team working for Donna Westmore:

Ms. Johnson is waiting for them inside the flophouse—along with a chair, and table on which are laid out pliers, scissors, scalpels, a hammer, nails, and a power drill. A baseball bat also leans against the side of the table. When the runners enter, she is sizing up her instruments. She motions to the chair and asks them to tie their captive up. Once this is done, she thumbs the trackball on her commlink and each character's bank account is fattened up by the amount agreed upon in their initial meeting. She then hefts the power drill, pulls the trigger a couple times while eyeing the tied up victim whose resolve begins to break at the intimidating sound of the drill in motion, and asks the characters to leave with a very twisted smile dancing across her face.

Have every character make a Willpower + Charisma (3) Test. On success, they feel a sense of unease at the extreme she's about to go to for vengeance but are able to maintain self control. On failure, the idea of it all disgusts them so much they either have to say something about it or **immediately** leave in an angry huff to avoid losing their temper or getting sick. After all, vengeance is one thing but torture is something else entirely. Wouldn't killing him be just as much punishment? Isn't she just stooping to his level of evil by dragging it all out? Is she really all that different from him?

If any character tries to protest that she may be taking this a little too far, perhaps trying to get her to just flat out end his life instead of carving him into bits and pieces when they leave, she will angrily begin to reason out loud (to the characters, or to herself?) that what she is doing is right and just. This confrontation is the true climax of the adventure, so milk it for all it's worth. For every point the player's have about why they shouldn't torture Kazuya, Ms. Johnson will attempt to offer a counterpoint. The philosophical banter could run the gamut; so feel free to take it as far as you want it to go. Eventually, have the character that is most vocal during roleplay make a Negotiation + Charisma Opposed Test with Ms. Johnson. Apply an appropriate positive modifier,

ranging from 0 to 4, as a reward for the player's eloquence and strong roleplay during this scene as you see fit. On success, she realizes that torturing Kazuya makes her just as much a monster as him. Flustered and breaking, she drops the power drill, pulls out an Ares Predator, and shoots him in the head. The deed is done. On failure, she chides the characters for having such weak stomachs and asks them to leave again. It's all they can do, to the sound of the drill and Kazuya's screams echoing through the walls of the flophouse behind them.

Should the character's do something really extreme, like circumvent her torture by killing the captive themselves before she can do anything, she will totally fly off the handle calling them every name in the book. Characters who have previously earned her as a contact take a Loyalty reduction of 1. New characters who would have earned her as a contact by completing this adventure don't.

If the team is a returning team working for Donna Westmore:

Donna knows the characters were involved in the kidnapping. She's taken great pains to conceal her identity from them because she doesn't intend to let them off the hook. If this is the path the adventure takes, Donna isn't waiting at the flophouse. Instead, the runners are greeted with Frost and The Trinity; antagonists from *The Grab*. They also bring enough hired help along for the ride to ensure they are evenly matched with the PCs. Add in TR+2 Red Samurai Detachment, (SR4 p.276). Frost opens up on them with an Ingram White Knight firing APDS while his companions provide fire from various points of cover nearby, in the neighborhood. If The Trinity is dead, Donna Westmore will have hired the Black Cats to avenge her daughter's death instead.

Neither team is willing to fight to the death to avenge Catherine. Donna pays well, but not well enough for them to die. If half of the team goes down, they will focus all their efforts on collecting their wounded and fleeing. The only exception is either Diva or Deimos of The Trinity, if the survivor's partner was slain by the characters in *The Grab* or here. In such event, the survivor will not flee with his or

her companions, but will fight the characters to the death.

It goes without saying: if the characters survive, Donna won't pay them...

Pushing the Envelope

It's easiest to up the difficulty if Donna intends to betray the team. Upgrade the ammo of the opposing runner team to EX Explosive, but expect it to get ugly if you do.

Debugging

The most likely problem is if the Donna hired the team and intends to betray them. It's quite possible an unprepared team could drop like flies. The thing is karma's a bitch. It may take strategy, superior firepower, or Edge for the PCs to win the day here. With that in mind, you may need to be generous in what you accept as an effective strategy.



Picking up the Pieces

If all went well, the characters have navigated the insanity of the adventure: either An Peng has had a very bad day or Klub Karma is in need of remodeling, Kazuya Hotomi (and/ or Takeshi Modori) is dead, the Dragon Stone's has surfaced, and everyone can sleep knowing they avenged Catherine Westmore's death.

As the runners and Ms. Johnson part ways, they receive notification that payment has been transferred to their accounts—provided, of course, Donna Westmore didn't betray them. If she did, they receive **Handout B**.

Money:

For successfully completing the run, each runner receives (3,000¥ + [2,000¥ * TR]), minus the retainer received up front. If the characters convince Lady Jade to end his life quickly instead of torturing him, she pays them each a 1,000¥ bonus for saving her from falling into dishonor after she's had a couple days to realize the runners were right. Donna Westmore, on the other hand, doesn't offer any bonus for her torture being halted.

If the runners turn Kazuya in to Lone Star, the award will be the same as the expected compensation from their Johnson.

If the runners are a returning team who are betrayed by Donna Westmore, they receive no pay.

If the runners collect the email pertaining to The Dragon Stone from the upper floor office of Klub Karma and return it to An Peng, he will reward them with 2,000¥ to divide up as they see fit.

Faction

If the characters have a hostile encounter with the Triads while infiltrating Klub Karma or turn on Lin Yao after she agrees to meet with them, they lose one (1) point of Triad faction. If the characters agree to work with Lin Yao or An Peng, they gain one (1) point of Triad faction instead.

Reputation

If the runners convince Lin Yao to meet with them, but then choose to turn their guns on her and force her to hand over Kazuya, they gain one point of Notoriety.

If the runners turn Kazuya in to Lone Star, they will be compensated by a loss of one point of Notoriety.

Karma:

1—Surviving the run.

1—Excluding the confrontation with Kazuya, infiltrating Klub Karma without violence.

1—Attempting to convince Ms. Johnson to show mercy.

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is 6 karma.

Contacts

In all cases, if characters re-earn a contact they already have, increase that contact's Loyalty by 1, to a maximum of 4. Unless otherwise stated, new contacts start at Loyalty 1.

Runners who interact with **Matty Zorn** in Five By Five, gain him. (Connection: 3)

If the characters spare **Takeshi's** life at Mystic Curiosities, they gain him. (Connection: 2) If they deal with **Zhang Wong** without resorting to strong-arm tactics, and spare Takeshi's life, award him. (Connection: 2)

If the character's save **Katie Kaboom's** friend, they earn her. (Connection: 1)

If the characters agree to do a job for **Lin Yao**, and succeed without betrayal, they gain her. (Connection: 3)

If the characters work for **An Peng** and succeed in getting him what he wants, they gain him. (Connection: 3) If the runners fight An Peng for Lin Yao, and they had him as a contact, decrease his Loyalty to them by 1 if he is aware of their identity.

A runner team working for **Donna Westmore** who didn't take part in *The Grab*, and thus are not betrayed by her at the conclusion of this adventure, gain her. (Loyalty: 2, Connection: 2)

If the runners work for **Lady Jade** and are successful in their mission, they gain her. (Connection: 3)

Legwork

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

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

A Data Search may also be utilized to gather information from the following charts. They may only attempt to gather information in this manner a number of times equal to their Data Search skill rating (SR4 p.58). Every 4 hits with Data Search may be substituted for 1 hit of Contact information.

If any characters learn of The Dragon Stone and try to do legwork on it, no other information is available except the off-hand comments gathered from the tables below. It's too new and too hot to have circulated enough for the circles the runners move in to really be privy of it.

Some characters may want to return to the scene of Catherine's death to do some investigation. Unfortunately, there is nothing to be found here. Lone Star and Federated Boeing Security have long since combed the scene. They did a very thorough job of collecting evidence, leaving none behind. The runners will have to rely on rumor and conjecture with their contacts to pursue a course of action.

Lady Jade

1. Her real name is Junko Tetsuya. A powerful arms dealer in these parts. Cut her teeth hustling for the *Yamato-rengo*.
2. She left the clan a few year's back, out of necessity more than desire. Something happened to make her walk away. Something bad.
3. A real good friend of hers geeked the family of another real good friend. When she heard the Yak's signed off on it, she told them to slot off and left.
4. The guy whose family was killed—name of Takeshi Modori?—she was having an affair with him before it happened, or so the streets tell me. Word is he got real frosty with her after that.
5. She took justice in her own hands a little while back. Had the daughter of the guy who killed Takeshi's family kidnapped. Didn't turn out so well. I saw it on the news. The guilt must be eating her alive.

Catherine Westmore

1. Little girl geeked awhile back? Yeah, I remember. Something bad went down in the Warrens and a sniper shot her.
2. You know she's half Yakuza right?
3. Her father used to run around with a guy named Kazuya Hotomi. (*True, but a false lead.*)
4. They had a falling out awhile back. Some people think it might have something to do with why The Dragon went into hiding.
5. That's what they used to call Catherine's father in the shadows. The Dragon. With a father like that, I'm sure her death will be avenged soon enough. I feel sorry for the poor slot who killed her. He or she's a dead chummer walking.

Kazuya Hotomo

1. Kazuya Hotomi has some pretty strong ties to Denver's very own *Yamato-rengo*.
2. See, he used to be one of their top hitmen. He earned a lot of loyalty points with the organization when he murdered a friend's family without question, just because they asked him to. Those Yaks love loyalty, after all.
3. That friend's name was Takeshi Modori. It's been a few years since they fell out. I bet he's still pretty pissed about it. Probably sick for revenge.
4. Of course, he's probably taking some solace in the fact Kazuya's fallen on hard times. Word is he's holed up in Klub Karma 'cause his former bosses are gunning for his ass.
5. They want him dead because he betrayed their loyalty. Stole something real valuable from them I hear. The proprietors of Klub Karma are getting a piece of the profits in exchange for protection. It must be pretty damn valuable, whatever it is.

Takeshi Modori

1. Yeah, I know him. Former lover of Junko Tetsuya, the Lady Jade. They don't talk anymore.
2. They haven't spoken since Kazuya "The Dragon" Hotomi murdered his family years back. I hear he makes end's meat dealing cheap Chinese BTL these days.
3. Right now he's squatting with that Talismonger, owns Mystic Curiosities in Chinatown.
4. You should know Kazuya didn't kill his family for shits and giggles. Takeshi'd disgraced the *rengo*, given up the paydata on some drug trade to the Star. The son of a somebody in the organization got killed, so they killed his family as punishment.
5. Is it any wonder he was shot fleeing the scene when Kazuya's daughter got geeked? I bet I know whose smoking gun's responsible for that clusterfuck.

Klub Karma

1. Omaa, Karma is the hottest club in Chinatown. Everybody who's anybody hangs out there—well, as long as their skin tone is right.
2. Klub Karma is one hundred percent owned and operated by the White Lotus Triad. They don't tolerate shit going down in there.
3. A lot of important people have been coming and going lately, and security's gotten real tight. They must be protecting something—or someone.
4. The manager right now is a chick named Lin Yao. She's pretty frosty, but she's good looking—for a human.
5. You know, that something or someone I mentioned just a second ago? Well, I think it may be a little of both: Kazuya "The Dragon" Hotomi, and something called "The Dragon Stone" to be exact. Don't ask me what it is, I don't have a damn clue; and I don't think anyone else really does either.

Lin Yao

1. She's the manager of Klub Karma.
2. Which of course means she has ties to the Triads. The White Lotus Triad to be exact.
3. Right now, she's protecting some ex-Yak.
4. Used to be an enforcer for the Lotus, but she's all biz. It's all bottom line for Lin Yao.
5. Fucker must have deep pockets to buy her loyalty--or something so valuable he doesn't need any pockets.

Cast of Shadows

Junko “Lady Jade” Tetsuya

Human Female; Connection Rating 3

B A R S C I L W E D G E S S I N I T I P C M

3 3 3 3 5(8) 5 4 5 4 5.4 8 1 10

Active Skills: Con: 4; Dodge: 2; *Close Combat*: 4; Etiquette: 5; Intimidation: 3; Negotiation: 5; Perception: 3; Pistols: 4

Knowledge Skills: Denver Yakuza Operations: 4; Denver Underworld Politics: 4; Weapon Values: 4

Gear: Ares Predator IV, Lined Coat, Suzuki Mirage, Tailored Pheromones (Rating 3).

Ms. Johnson is one of Denver’s most powerful independent arms dealers. She is sexy and tough. Her communication skills can rapidly polarize from civilly intellectual and delicately eloquent to brutish, crass, and brigandine. A harbored grudge of lethal proportions against Catherine’s father prompted her to stage the kidnapping that is the crux of *The Grab*. As a former member of the Yakuza, Junko is no stranger to cruelty; but neither is she a stranger to honor. She would never want to kill an innocent child, and has taken every possible step to ensure Catherine’s survival--including hiring a team of professional runners with solid Street Cred to ensure just that. Should something happen to the girl, aside from the events at the end of the adventure that are beyond the team’s control, she will definitely blame them for their failure and expect them to fall on their swords. When they don’t, their lack of honor could trigger her wrath and fuel a whole new vendetta in the future. Lady Jade is loyal to a fault, but she can make as ruthless of an enemy as she does a reliable ally.

Matty Zorn

Human Male; Connection Rating 3

B A R S C I L W E S S I N I T I P C M

2 3 2 3 4 3 2 3 6 5 1 10

Active Skills: Automatics: 3; *Electronics*: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4

Gear: HK MP-5 TX (w/ EX Explosive ammo), Armor Jacket, Control Rig, Cyber eyes (Rating 3, w/ Flare Compensation, Low Light, and Thermographic Vision), Datajack, Reaction Enhancers (Rating 2), Touchlink

A professional barman who just wants to be left alone by the syndicates, Matty Zorn set up shop down in the abandoned subway developments. He knows people who know people, and serves as a middleman, never asking too many questions and just handing over names and phone numbers. Pushing forty with a vengeance, the Denver native doesn’t like to worry about everything that happened before he was born and focuses on the present, thinking as far forward as next month’s supply shipment. 5’10” and 160 lbs, Matty sells drinks at honest prices to dishonest men, but they all pay in advance. Brown hair with red highlights that give hint at an Irishman several generations back, the bartender has been a sounding board often enough that he jokes he should have been a priest but he liked the drink too much to give it up.

Donna Westmore

Human Female; Connection Rating 2
B A R S C I L W E D G E S S I N I T I P C M
2 3 3 2 5 5 4 4 3 6 8 1 9
Active Skills: Computer: 4; Con: 4; Data Search: 4; Etiquette: 4 (Corp +2); Negotiation: 5; Perception: 3; Pilot Ground Craft: 2; Pistols: 2
Knowledge Skills: Corporate Finance: 3; Corporate Rumors: 6; Corporate Security Procedures: 2 (Federated Boeing +2); Engineering: 4 (Aerospace +2)
Gear: GMs Discretion

Donna is a researcher for Federated Boeing, who recently lost her only child—Catherine Westmore—in a botched kidnapping attempt. Now, she is out for vengeance against both the killer (or killers) and the team of runners responsible for her kidnapping. She is a waifish Caucasian woman whose face, once delicate and beautiful, is now marked by the stress and age that can happen to a mother overnight when she sees her flesh and blood gunned down in the streets. Her blonde hair is boyishly short and curly, and she dresses in black woman’s business “power suits”.

Zhang Wong

Human Male; Connection Rating 3
B A R S C I L W E D G M I N I T I P C M
3 3 3 3 3 4 4 5 3 4 7 1 10
Active Skills: Biotech: 4; Etiquette: 2; Negotiation: 2; *Sorcery*: 4; Enchanting: 3; Assensing: 3; *Conjuring*: 4
Knowledge Skills: Underworld Rumors: 3; Eastern Mysticism: 4; CAS hospital procedures: 2; Magical Background: 3; Magical Goods Value: 4
Gear: GMs Discretion

A Talismonger who makes a modest living in the international district of Denver’s CAS Sector, Zhang Wong is the owner and proprietor of Mystic Curiosities, a shop that specializes in exactly what the name implies. He is a venerable man, a traditionalist in a non-traditional world, whose knowledge of things arcane and keen insight into the ebb and flow of life make him an invaluable source of information in the streets of the Treaty City.

Takeshi Modori

Human Male; Connection Rating 1

B A R S C I L W E S S E D G I N I T I P C M

3 3 3 3 5 5 4 5 6 4 8 1 10

Active Skills: Con: 4; Dodge: 2; Pistols: 2; *Electronics*: 2; Etiquette: 5 (Street +2); Pilot Ground Craft: 2 (Car +2); Intimidation: 3; Negotiation: 5; Perception: 3

Knowledge Skills: Crime Syndicates: 4; Fences: 3; Illegal Goods: 5; Dealers: 4; Street Rumors: 4

Gear: GMs discretion

The former lover of Junko Tetsuya, Takeshi is also an ex-Yakuza. Ever since the *Yamato-rengo* sent their assassin “The Dragon” to slay his family years ago, Takeshi has fallen into a downward spiral of depression and addiction. A chronic alcoholic and BTL user now, he also makes a living dealing the cheaply manufactured chips he hits on a daily basis. Despite Junko’s attempts to help him get his life straightened out, Takeshi has remained resistant and they barely talk anymore. When they do, it is usually an awkward and embittered experience. Once upon a time, Takeshi was an athletic gentleman Asian with style who wore only the most expensive clothes and would fit in at the chicest of clubs. Now, he is unhealthily underweight and wears secondhand jeans and t-shirts. It’s about all he can afford, since the drugs eat most of his cash flow.

Katie Kaboom

Human Female; Connection Rating 1

B A R S C I L W E S S I N I T I P C M

2 2 2 2 5 4 4 2 6 6 1 9

Active Skills: Etiquette: 3 (Street +2); Unarmed Combat: 2; Con: 3; Negotiation: 3; Blades: 1

Knowledge Skills: Biology: 2; Corporate Rumors: 2; Fences: 3; Media Stars: 3; Medical Advances: 1; Organleggers: 2; Sports: 2; Street Rumors: 5

Gear: GMs discretion

Katie is a joygirl who works most of the big clubs, looking for wealthy (and connected) clients. She is barely eighteen, and it doesn’t take more than one intimate encounter with Katie for her customers to figure out what the “kaboom” in her street name is for. Her hair is red with purple streaks that match her makeup. Her favorite outfit is a purple bikini top and short black leather vest, unbuttoned, with black heels and a black leather miniskirt. Her demeanor is uncharacteristically innocent in its friendliness, and overall she is bright and bubbly—not the typical “jaded hooker”. Katie claims she is only working the streets to “pay her way through school”. This is only half true—a very smart girl (she studies biology, and wants to pursue a career as a pharmaceutical researcher one day), she hopes she can use her body and turn tricks to meet “well connected men” which could give her a leg up when she tries to jump careers into the corporate world... as something other than a meat toy, that is.

Lin Yao

Human Female; Connection Rating 3

B A R S C I L W E D G E S S I N I T I P C M

3 3 3 2 5 5 3 4 3 6 8 1 10

Active Skills: Computers: 2; Perception: 3;
Data Search: 2; Etiquette: 3 (Triad +2);
Instruction: 4; Leadership: 3; Negotiation: 3;
Pistols: 1

Knowledge Skills: Business: 3; Law: 4;
Local Politics: 3; Police Procedures: 2;
Psychology: 4; Triad Politics: 5

Gear: GMs discretion

The manager of Klub Karma, Lin Yao is a ranking member of the White Lotus Triad. She is a brutally emotionless woman who largely concerns herself only with the “bottom line”—it is this attention to profit and gain versus risk and loss, as well as her swift and no nonsense approach to problem solving, which has attributed to her rapid rise through the Lotus ranks. Her dark hair falls to the middle of her back, and she keeps it pulled into a tight ponytail or braid depending on her mood. She always dresses conservatively, wearing cream colored woman’s business suits with a simple silver necklace and matching wire-framed glasses. Few would suspect the soul of a ruthless underworld figure lurks between her quiet, yet firm and businesslike, demeanor. She speaks with a slight Cantonese accent and avoids slang, relying on “business casual” English at all times to avoid any confusion in translation since it is not her native tongue, and demands that others who speak to her do the same if they cannot, or are not, willing to converse in her native tongue.

An Peng (Triad Hung Kwan)

Troll Male; Connection Rating 3

B A R S C I L W M E S S I N I T I P C M

7 3 3 7 3 4 4 5 3 6 7 1 12

Active Skills: Banishing: 3; Dodge: 2;
Etiquette: 3; Intimidation: 4; Negotiation: 3;
Sorcery: 4; Unarmed Combat: 3;
Summoning: 3

Knowledge Skills: Triad History: 3;
Narcotics: 4; ZDF Procedures: 3

Advantages: Magician (Wuxing)

Spells: Flamethrower; Knockout; Phantasm;
Physical Barrier; Stunball

Gear: Lined Coat

An is the Hung Kwan for the Golden Triangle Triad. He stands at 2.5 m tall and weighs in at about 305 kg. He dresses in a lined coat, which is heavily embroidered with Wuxing symbolism. His single horn juts from the right side of head, and from the way it glistens, it’s clearly been waxed recently and well maintained. It’s pretty much impossible to estimate An’s age.

An is a native of the Denver area, so speaks with no noticeable accent. He is extremely direct, and does his best to intimidate with his physical presence. For a master of Eastern mysticism, he is rather impatient and has a surprisingly short fuse.

Kazuya Hotomi

Human Male;

B A R S C I L W E D G E S S I N I T I P P M S M

2 5 5(7) 2 3 4 4 3 4 4.7 9(11) 1 9 10

Active Skills: *Athletics:* 3; *Close Combat:* 3;
Electronics: 2; *Disguise:* 2; *Etiquette:* 2;
Infiltration: 4; *Perception:* 2; *Pistols:* 2;
Shadowing: 3

Knowledge Skills: *Street Docs:* 3; *Criminal Organizations:* 3; *Security Procedures:* 3;
Security Systems: 3

Gear: Armored Jacket, Ares Predator IV,
2 clips APDS Ammo, Smartlink Contacts

In another life, Kazuya Hotomi was known as The Dragon and he was one of the *Yamato-rengo's* most ruthless assassins. He is the former lover of Donna Westmore, and father of Catherine Westmore. When Donna learned of his ties to the Yakuza, she alienated him from his daughter and herself. In a desperate effort to get her back, he stole a very valuable item from his employers and tried to get them to leave the city at his side and start a new life. When that didn't work out, he instead hatched a brutal plan for vengeance. Kazuya's eyes are those of an ice-cold killer, and his expressions are hardened by years of burder. He is lean and lithe, with short dark hair. His entire wardrobe is filled with classic designs of non-annoyance and blandness, ensuring he never stands out in a crowd even when he's out on the town. No one pays attention to Kazuya... unless he wants them to. By then, it's usually too late.

Jack "Frost" McPherson

Human Male; Connection Rating 2

B A R S C I L W E D G E S S I N I T I P C M
4 3 5(7) 4 3 4 4 3 4 5 11 1 10

Active Skills: *Athletics:* 3; *Close Combat:* 3; *Electronics:* 3; *Firearms:* 3; *Infiltration:* 3; *Perception:* 2; *Negotiation:* 3.

Gear: : Actioneer Business Suit, Armor Jacket, Ingram Smartgun, Ares Predator IV (w/ Smartlink), Reaction Enhancer (Rating 2), Cyber eyes (Rating 3, w/ Flare Compensation, Low-Light, Smartlink, Thermographic, and Vision Magnification).

Frost is an imposing brick wall of a man, in his mid-40's, with short cropped white-blond hair. He has a penchant for wearing Actioneer business suits and Revo sunglasses. As ex-UCAS Special Forces, Frost is no stranger to action. In the years following the second crash, he led the three current members of The Trinity as part of a black ops unit. They have remained close friends since that time.

Jackhammer

Troll Male; Connection Rating 2

B A R S C I L W E D G E S S I N I T I P C M
9 3 3(5) 7 4 3 2 3 2 3 8 1(2) 13

Active Skills: *Close Combat:* 4; *Con:* 2; *Dodge:* 3; *Etiquette:* 3; *Firearms:* 4; *Intimidation:* 4; *Negotiation:* 3

Gear: Actioneer Business Suit, Lined Coat, Remington 990, Monofilament Sword, Wired Reflexes (Rating 2).

Jackhammer worked as a linguistics expert for the UCAS military before moving into special operations under Frost. His training made him an ideal successor for leading The Trinity in Denver's culturally diversified climate. His respect for his former commanding officer is unparalleled, and he often tries to emulate him. They even wear the same style of suit.

Diva

Human Female; Connection Rating 2

B A R S C I L W E D G M E S S I N I T I P C M
3 4 4 3 4 3 3 4 2 5 6 7 1 10

Active Skills: *Astral Combat:* 4; *Conjuring:* 3; *Counterspelling:* 3; *Dodge:* 3; *Etiquette:* 2; *Pistols:* 3; *Spellcasting:* 5; *Gunnery:* 3.

Advantages: Magician (Hermetic)

Spells: Armor, Heal, Increase Initiative, Levitate, Lightning Bolt, Manaball, Manabolt, Physical Barrier

Gear: Ares Predator IV (w/ Smartlink, and EX Explosive ammo), Contact Lenses (w/ Image Link, Smartlink), Armor Jacket.

Diva's role in the UCAS military was magical security, before she was brought on board Frost's team. Diva is madly in love with Deimos. Should he die, she would hunt his killers to the ends of the earth for revenge, until she had either succeeded or met death herself.

Deimos

Human Male; Connection Rating 2

B A R S C I L W E E S S I N I T I P C M
3 4 4(6) 3 2 5 4 3 3 4.4 11 1(3) 10

Active Skills: *Automatics:* 3; *Electronics:* 4; *Gunnery:* 4; *Pilot Aircraft:* 6; *Pilot Ground Craft:* 4

Gear: HK MP-5 TX (w/ EX Explosive ammo), Armor Jacket, Control Rig, Cyber eyes (Rating 3, w/ Flare Compensation, Low Light, and Thermographic Vision), Datajack, Reaction Enhancers (Rating 2), Touchlink

Deimos is the team's electronics expert. He worked in signal jamming, cryptography, and counterintelligence for the UCAS, military before joining Frost's unit. While Jackhammer leads the team as far as negotiations and public image is concerned, Deimos is the undisputed tactical expert. He takes charge during mission planning, and his snap decisions are followed without question in the field. Deimos is madly in love with Diva. Should she die, he would hunt her killers to the ends of the earth for revenge, until he'd either succeeded or met death himself.

The Black Cats

Note: The bond between the Cats transcends that of ordinary runners, they are in the Lakota term *mashké*. Within Sioux tribes, the Elders say you are lucky to have one *mashké* in your lifetime. To acknowledge another woman as a *mashké* is to commit to that individual for the rest of your life. *Mashké* commitments are just between the two people involved. These terms allow two people to share confidential information, and no one will pry into their personal matters. A *mashké* will not reveal information about the other person, especially if it endangers the other.

Kyra Blackfoot

(Face and Recon)

B A R S C I L W M ESS INIT IP PM SM

2 5 5(7) 2 3 4 4 3 4.7 9(11) 1 9 10

ACTIVE SKILLS

Athletics Skill Group: 3, Close Combat Skill Group: 3, Electronics Skill Group: 2, Disguise: 2, Etiquette: 3, Infiltration: 3, Perception: 2, Pistols: 2, Shadowing: 3

KNOWLEDGE SKILLS

Corporate Politics: 3, Finances: 2, Fine Cuisine: 3, Modern Literature: 2, Safe Houses: 2, Security Systems: 3,

CYBERWARE

Cybereyes (Rating 3, w/Flare Compensation, Low-Light, Smartlink, Thermographic, and Vision Magnification) Reaction Enhancers (2) Spur

GEAR GMs discretion

Younger than Lena, Kyra is the leader of the Black Cats. She's impulsive and nigh reckless sometimes but her thoughts are always on her sisters. A traditionalist who believes in the older values of the tribe, Kyra still counts coup. The black feather she leaves behind on each run, is her way of honor counting. Kyra stands about 1.8m and weighs 68 kgs. Her dark hair is usually pulled tightly into a bun or French braided to keep out of her face.

Lena Walks-With-Ghosts

(Shaman)

B A R S C I L W M ESS INIT IP PM SM

5 3 3 5 4 4 4 5 5 6 7 1 11 10

ACTIVE SKILLS

Assensing: 2; Banishing: 2; Binding: 3; Dodge: 2; Infiltration: 3; Palming: 2; Perception: 2; Sorcery Skill Group: 3; Summoning: 5; Survival (Urban): 1

KNOWLEDGE SKILLS

Tribal Rock: 2; Local Charity Shelters: 4; Local Area Knowledge: 4; Magical Theory: 4; Public Transportation Routes: 3; Safe Houses: 2; Spirits: 5

GEAR GMs discretion

SPELLS

Confusion, Heal, Improved Invisibility, Manabolt

Growing up on stories of the Great Ghost Dance and always sensing the world-changing forces that were built up when the tribe joined together to pray for rain and wish their warriors to come home safely, Lena knew she was different. Despite her abilities, she has always been a faithful companion to her sisters—occasionally acting as their conscience. Lena is heavy boned and darker skinned than her sisters. Short cut hair that verges on boyish, she lives by a strong code and sees the world in black and white.

Jennifer Sundancer

(Weapons Specialist)

B A R S C I L W E S S I N I T I P P M S M

3 4 4 3 4 3 3 3 6 7 1 10 10

ACTIVE SKILLS

Archery: 2, Armorer: 5, Close Combat Skill Group: 3, Demolitions: 3, Dodge: 2, Firearms Skill Group: 4, Heavy Weapons: 2, Negotiation: 2, Throwing Weapons: 2

KNOWLEDGE SKILLS

Blade Design: 3, Chemistry: 2, Engineering: 4, Firearm Design: 4, Gun Trivia: 2

GEAR GMs discretion

The daughter who should have been a son, Jennifer spent most of her adolescence splitting her time between her sisters and her father, whenever he wasn't away on deployment. He taught her everything he knew because it was the only thing he could teach her. Jennifer is the one who trained Tala for the most part, though she feels guilty that her "little sister" has undergone so many surgeries. The entire team paid for the modifications to help them survive, but Jennifer worries at what price Tala paid spiritually. Combat is an art form for her and she is a master painter. Standing at 2m she is an imposing figure even when she's not loaded down for bear. Reserved amongst strangers, she often says more in one or two well-chosen words than most people do all day.

Tala Blackfoot

(Razor Girl/Street Sam)

B A R S C I L W E S S I N I T I P P M S M

4 5(7) 4(6) 5(7) 2 3 2 3 0.8 7(9) 1(3) 10 10

ACTIVE SKILLS

Athletics Skill Group: 3, Automatics: 5, Blades: 4, Dodge: 3, Heavy Weapons: 3, Infiltration: 2, Negotiation: 2, Pilot Ground Craft (Bike): 1 (+2), Pistols: 4, Unarmed Combat: 5

KNOWLEDGE SKILLS

Firearm Design: 3, Safe Houses: 4, Tribal Customs:3

CYBERWARE

Wired Reflexes (Alpha) (2), Dermal Plating (Alpha) (2), Muscle Replacement (Alpha) (2), Cybereyes (Rating 3, w/Flare Compensation, Low-Light Vision, Protective Covers, Smartlink, and Thermographic Vision)

GEAR GMs discretion

Tala is Kyra's cousin. She got swept up into this life through the bonds she had with her cousin and friends. No one ever asked why she made the changes to her body or what the four women were doing because it would be inappropriate. Tala occasionally wonders if she made the right choice devoting her life to combat and death. Now she just hopes that the four of them live long enough to retire. She can't undo the past and won't abandon her sisters. The youngest and smallest of the Black Cats, Tala stands at 1.5m. Wired to the gills, she is twitchy and hyper-vigilant. Her hair is cut short to match Lena and is as impulsive as her sister is honorable.