

SHADOWRUN

MISSIONS



ELECTION DAY

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REDACTION

As far as the eye could see, protesters lined the street in front of the governor's mansion. Only a thick double-line of Knight Errant riot-control police prevented the anti-Proposition 23 crowd from tearing into the metahumans broadcasting their sympathies for the Ork Underground and Project Freedom. AR graffiti painted the UCAS flags along the mansion's perimeter in lurid coats of neon colors, each "for" and "against" message desperately trying to override the opposition. None of the groundskeepers dared go out into the crowd to remove the "protest art," and several employees called in sick rather than brave the crowds for work.

The reflected image of a grimacing Governor Brackhaven shined in the bulletproof glass of his office window. "That pesky FBI agent is sniffing around. I don't know what to do anymore, Emile. How could this whole Ork Underground district nonsense have gotten so out of hand?"

Standing on the other side of the governor's desk, Emile Corrigan shuffled through sheets of electronic paper, barely glancing at the contents. "I'm not sure, Governor."

Brackhaven spun around, slapping a heavy hand on his desk. "Unacceptable. Simply unacceptable. Dammit, Emile, Proposition 23 was supposed to die a silent death. 'Ignore it and it will go away.' I distinctly remember saying those words, telling everyone to keep their mitts off. And now, this." He waived his hands at the view outside the mansion. "Did you hear what they're calling it on the news? 'Project Freedom.' How the hell is anyone supposed to bury that?"

Corrigan waited a moment to be sure the rant had finished before shrugging. "We could postpone the election."

As Corrigan expected, Brackhaven snorted in refusal and sat. "And tell the press what, exactly?"

"The truth. Due to the escalating violence, Knight Errant is over-extended and cannot guarantee the safety of the voters. The election will be rescheduled when the criminal anarchist factions are contained or when we've had a chance to bolster the city's security forces. We'll make an appeal to the president for UCAS reservists to help out during our time of trouble. This election was only called because of Representative Anders' untimely death. Since it's just a special election, and not a constitutionally required election, we can simply keep the appointed representative in her office until the next scheduled election. By that time, the supporters of Proposition 23 should lose their momentum."

The governor frowned and clasped his hands together on his desk. "You know damned well that I'll be crucified in next year's campaign for that kind of decision, Emile. What would possess you to come up with an idea like that?"

"You asked for my opinion, governor," Corrigan pointed out. "I can only give you advice. It's up to you whether you take it or ignore it."

"Don't suppose we could alter any results we don't like before it gets reported to the newsies," Brackhaven said wistfully.

"Get caught doing that and your entire staff will be crucified, governor. You included. Hell, you might not even make it to next year's elections."

The echoed taunts of shouting protestors filled the air as both men sat in temporary silence. Brackhaven's eyes narrowed as he sipped as his imported coffee. After a long moment, he broke the tension. "Emile, you and I go a long way back. I trust you with everything, you know."

"Yes, governor."

"If I didn't trust you, you wouldn't be my chief of staff."

Corrigan stiffened. His fingers left indents on the papers they now clenched. The last time Brackhaven talked to a staff member that way, she found herself playing scapegoat the next morning when Knight Errant arrested her for a fraud she hadn't committed.

Brackhaven put his cup down and folded his hands before him once again. "I want to know what happened. Find the bastard who gave those idiot trogs legitimacy and bring me that name. I don't care who he or she is, what job he may hold, or who his friends might be. Find him and bring him to me alive and in one piece. I have questions that I will get answers to before I skewer that son of a bitch to the wall and ruin his life. I run this office. I dictate policy. No one so much as sneezes around here without my say so, and everyone better remember that."

Cold wormed its way inside Corrigan's gut like a parasite waiting to devour him from the inside out.

"Find him, Corrigan. Now."

Corrigan knew a dismissal when he heard one. He acknowledged the order and beat a hasty retreat like the good little toady Governor Brackhaven expected him to be. Once in his office, after the door was securely closed behind him and the sound dampeners had been activated, Corrigan dropped both the papers and his meek demeanor.

He sat down, pulling a disposable commlink and a pair of AR glasses from a secret compartment in his desk. Leaning back, Corrigan activated his agent that waited for instructions with artificial patience. "Search the city employment records for an ambitious employee with no family and who is willing to follow orders, no questions asked. And get me Edmund Jeffries' schedule—the private one he keeps on his home commlink."

The agent acknowledged the commands and disappeared with its usual brisk efficiency.

Exchanging the glasses and link for an empty mug, Corrigan allowed himself one brief moment of temper.

"Damn that man!" he shouted as he threw a mug at the wall.

INTRODUCTION

SRM 04-11: Election Day is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at shadowrun4.com/missions and includes a guide to creating *Missions* characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 04-11: Election Day is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

SRM 04-11: Election Day consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 04-11: Election Day* (or any *Shadowrun Missions* adventure).

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

GENERAL ADVENTURE RULES

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

Please keep in mind when preparing for the adventure that the PCs will not necessarily compose a balanced party. It's entirely possible

that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

Non-Player Characters

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

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

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

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party but should never be insurmountable for a team playing it smart.

Choosing Sides

During the course of a scenario, the PCs will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict and is full of opposing Factions who butt heads constantly. Characters can try and remain neutral, but often any decision they make will favor one Faction over another. These choices

will earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably, and is more inclined to deal with the runner. High enough Faction Rep will earn the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

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

A Note on Commlinks

In 2074, commlinks are a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paperdata.

Paperwork

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

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

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

Finally, once an adventure is completed gamemasters should head over to the official *Shadowrun* forums at forums.shadowrun4.com and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the *Missions* adventure. Future adventures will be affected by these results. Without gamemaster feedback, the PCs' exploits will be unable to affect the campaign.

MISSIONS FACTIONS

BURIED UNDERGROUND PLOTLINE

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

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

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

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

PREVIOUSLY IN SHADOWRUN MISSIONS ...

This Mission builds on, and is the climax of, the entire run of *Season Four Missions*, including CMP 2010-02 *Copycat Killer*, SRM 04-03 *Rally Cry*, SRM 04-05 *On A Silver Platter*, SRM 04-07 *Burn* and SRM 04-09 *Assassination Nation*. It is suggested that gamemasters run or read these adventures before running this one, though it is not necessary. This adventure summarizes the situation so that the gamemaster (and the players, if they talk to the right NPCs) can get all the relevant details.

The disenfranchised orks of Seattle are agitating for recognition, voting rights, and the establishment of the Ork Underground as its own political district. Somehow, the various metahuman rights groups have managed to get the issue on the ballot for this year's elections. "Project Freedom," a.k.a. the infamous Proposition 23, grants the Ork Underground full district status, acknowledging it and its denizens as a recognized part of the city rather than the embarrassing neighbor they have tried to ignore and forget for the last five decades. As a result, violence has erupted across the city. Politicians have been assassinated, metahumans murdered, riots have devastated enormous swaths of Seattle, and multiple arsons have razed sections of the Underground. The Sons of Sauron have declared war on Humanis while M.O.M. tries to present a peaceful, united front. Retired shadowrunner turned fixer William "Bull" MacCallister has reluctantly stepped into the limelight as a respectable Underground leader while trying to honor his murdered daughter's memory, and A.D.A. Dana Oaks has made both Underground enemies and friends as a result of her mission to clean up Seattle's crime-ridden streets.

Among the anti-Prop 23 crowd is Edmund Jeffries, Governor Brackhaven's press secretary. For the past two years, he has made multiple attempts to solve the "ork problem." Instead of destroying the orks, though, his work seems to have generated sympathy for their cause. The disaster started with an off-the-cuff remark about Seattle's "ork problem" to old college chum George Mathers, a former Knight Errant employee and Humanis member. Wanting to impress Jeffries, Mathers took matters into his own hands. He hired an unstable ex-UCAS Ranger named Shawn Walker to impersonate a serial killer, called the Mayan Cutter, and kill the leaders of various metahumans rights groups, along with a few innocents along the way to throw the authorities off the trail. One of Walker's first victims was MacCallister's daughter Rebecca, a student living in the Ork Underground while doing research into her ork heritage. Bull activated his considerable network of contacts and took down Walker. Though Walker's interrogation gave few clues as to who hired him, the copycat serial killer left a trail.

Using his KE connections to keep him informed about the evidence uncovered by the unit investigating Copycat Cutter's murders, Mathers managed to protect himself for the better part of a year. Unfortunately for him, MacCallister's shadow sources provided additional information that Mathers couldn't contain, leading to Mathers' capture. Mathers died under mysterious circumstances shortly after providing MacCallister with the information he needed.

During all of this, a series of explosions and fires spread across the Underground. One such explosion killed a classroom of ork children, enraging the metahuman population. The ork gangs went on a revenge spree while MacCallister hired a team to track down the culprits. The runners discover that known criminal Captain Jack Turner, and current prisoner of Knight Errant, is selling information on the arsons to the local media. After being sprung from jail, Turner gives the runners information that assists with locating the arsonists. The arsonists die without revealing much useful information, but MacCallister's team recovers a damaged commlink the arsonists tried destroying before their untimely deaths.

Recently, a terrorist calling himself Anarchy orchestrated the murders of District Attorney David Beatty, most of his assistant district attorneys, and high-ranking members of ork Mafia. This leadership shakeup has severely affected the morale of everyone in Seattle, making even the toughest people in Seattle jump at shadows. A.D.A. Dana Oaks barely escaped with her life thanks to the quick thinking of Knight Errant Detective Theodore "Tosh" Athack and is now, as the only survivor, Seattle's Acting District Attorney.

Not everyone in the Seattle government is against Prop 23, and some are more than willing to exploit that. On the flip side, not everyone in the Ork Underground is thrilled with the idea of going legit. Election Day is around the corner, and the bloodshed has just started.

MISSION SYNOPSIS

Emile Corrigan is not a happy man. For years he has played the power behind Governor Brackhaven's throne in secret while working at Brackhaven Investments, manipulating things politically through his extensive web of contacts while staying safely out of the limelight, carefully handling the dirty work that Brackhaven couldn't know about. Earlier this year he reluctantly stepped in as chief of staff to clean up after the scandal that Brackhaven's previous Chief Marin Parker was caught embezzling (see *Dirty Tricks* for more details). Now his subtle web of intrigue, bribes, and blackmail is beginning to tear. His primary pawn, Press Secretary Edmund Jeffries, has botched the Ork Underground issue on multiple occasions. Corrigan is a skilled political manipulator. He can deal with failure, assuming the culprit is willing to admit a problem exists. But not only is Jeffries refusing to admit he screwed up, something that is increasingly obvious to everyone on Brackhaven's staff, but the man is showing signs of paranoia and a nervous breakdown. It's only a matter of time before Jeffries does something that leads directly back to Brackhaven's office, something that will shatter Corrigan's private little empire. Therefore, Jeffries must be taken out of the equation.

Election Day is tomorrow. Today is the day before all of Seattle turns out for the most important vote in the city's history. As a prelude to the festivities, Corrigan wrangles a low-level bureaucrat to play Mr. Johnson and hire a group of shadowrunners to start a riot between Humanis and the Sons of Sauron at a polling station. Starting the riot

GAMEMASTER NOTE

After the first job, the runners will receive a series of offers that will have a direct effect on the election outcome. Not all jobs have to be accepted. In fact, some missions are deliberately scripted to interfere with each other. Feel free to change the order of the middle scenes to suit the runners' actions. Make sure to read each scene carefully as there are multiple possibilities to play within the latter half of the mission.

In addition, non-essential subplots are noted throughout the mission for gamemasters who would like to turn this into a campaign or wish to offer the players more choices than the main scenes.

Even if the runners have MacCallister as a contact, he is not to be used as one of the fixers for any of the plots in this mission. In the last few weeks MacCallister has become one of the public faces of Project Freedom. If he is caught fixing up criminals (runners), it would only serve to prove Brackhaven's point that the Underground is full of low-life scum. Therefore, MacCallister will do anything he can to avoid the appearance of criminal behavior. If the runners approach him, he politely blows them off, unless they come bearing gifts that he might find useful.

should be easy. Tensions are so inflamed already that it shouldn't take much. And as luck would have it, Jeffries is meeting an Alamos 20,000 contact at a nearby restaurant. If the runners do the job correctly, Jeffries will become an unfortunate casualty of the riot, and no one will ever know the difference.

When the runners are hired, all they know is that Mr. Johnson has a lot of nuyen to burn and wants as much collateral damage as possible. They are encouraged to spread the riot out to certain nearby restaurants and create an atmosphere of terror and fear in the voting populace. It's a wonder the gangs aren't already rioting given the scuffles happening when the runners arrive at the scene. It doesn't take much to get the fight started, and it quickly goes out of control. The hard part for the runners is finding an injury-free escape route.

Not knowing that Corrigan is cutting him off, Jeffries has arranged a nearby meeting between himself and Tia Viamonte, his contact with terrorist organization Alamos 20,000. He has one more scheme he needs her assistance with, and then he needs to get her out of town. Word has leaked to the street that Viamonte orchestrated the recent bombings in the Ork Underground, and Jeffries is terrified because the only other people who knew (the arsonists Viamonte hired) are dead. When the riot disrupts his lunch date, his new paranoid side kicks into gear. A riot is perfect cover for an assassination attempt. Jeffries takes off, leaving his briefcase behind. Viamonte also takes off rather than stay around to answer any awkward questions. She doesn't want her fellow KE officers knowing what she's up to.

After the Copycat Cutter incident, Jeffries has become a paranoid man. He knows he is indirectly responsible for the death of MacCallister's daughter, and he has done enough research to learn about the ork's sinister reputation. Though MacCallister seems to hold Jeffries' friend Mathers to blame for Rebecca's death, he hasn't stopped digging for the motivation behind the killings. Fearful for his life, Jeffries goes into hiding and hires the runners to find his briefcase and deliver it to Viamonte. He's also looking for a body double to sit in for him at the meeting and draw out any potential assassins.

In the meantime, Oaks and Tosh are investigating Viamonte's connection to a collection of counterfeit commlinks stolen from the Knight Errant evidence room. They have a trace out for the commlinks, waiting for the thief to use the commlinks. Since one of these commlinks was used by the arsonists involved with the Ork Underground firebombings, MacCallister has his own sources tracking both the investigation and the commlinks. When the runners end up with one of these commlinks, Oaks, Tosh, and MacCallister immediately try to meet with the runners to get more information. Always looking for a story, Joe Martin and Athena Tatopolous are also tracking down the runners for the scoop on the morning's riot and the counterfeit commlink investigation.

Catching wind of Jeffries' continued attempts to screw with the election, Corrigan has Mr. Johnson contact the runners with a new mission: kidnap Jeffries and set him up as a drunk, BTL addict. Throwing salt on the wound, the runners are to have Jeffries discovered by the local media in a metahuman brothel with several bedmates. Mr. Johnson is keen to stop Jeffries' antics, without exposing the press secretary's connection to Humanis or Alamos 20,000.

In following the trail from Viamonte to Oaks, the runners discover Jeffries' connection to every anti-Ork Underground incident over the past couple years: the serial killer, Mathers, and the Underground Bombings. Regardless of what jobs the runners accept, they eventually uncover solid proof of Jeffries' complicity with the crimes against the Ork Underground. There is no end to the number of people who would pay to get their paws on this high-grade paydata (A.D.A. Oaks, Tosh, MacCallister, Martin, and Tatopolous), or who would pay to hush it up. Both Corrigan and Jeffries would do almost anything to keep this information secret, but there it is now clear that someone wants Jeffries to disappear and may be willing to pay additional nuyen as a bonus to anyone who chooses to assist with that disappearance.

The morning of Super Tuesday dawns and the runners have a choice. Expose Jeffries, or keep his secrets. Their decisions might influence on the outcome of the elections and Proposition 23, but more importantly they could influence the future of the Brackhaven administration—assuming it has a future.

SCENE 1: WHAT A MORNING

SCAN THIS

The runners get a call from their respective fixers about an easy job. They are asked to meet Mr. Johnson at a 24/7 donut shop where he will hire them to start a riot between the Sons of Sauron and Humanis protesters.

TELL IT TO THEM STRAIGHT

The past few months have been grueling. Kidnappings, sabotage, assassinations, and arson. It's like Seattle itself has gone completely insane, and taken her populace with her. Given the rumors about cities actually having spirits, this may be closer to the truth than people would like to admit. Then again, maybe this is all just business as usual and you just haven't had enough sleep.

Tensions are high due to tomorrow's special election. Will Prop 23 pass or fail? No one knows, and as tired as you are, you don't have the energy to care. The horizon will be lightening soon as dawn breaks and the weatherman is calling for a bright, sunny day. It's time for all naughty little runners to be in bed. But just as you go vertical, your commlink buzzes and your favorite fixer is on the line. (*Gamemaster Note: Since MacCallister is keeping a low profile, this should be a different fixer or some other contact.*)

"Oh, shut yer gob," the fixer says, cutting off any complaints about the early hour. "Stop whining. This is business. I've got work coming out of my ears today, and you're the top of my list. Don't worry. This is an easy one. You get a quick grand just for meeting with Mr. Johnson, and then you have to do one little job that shouldn't take more than an hour. You'll be back in that poor excuse for a bed before lunch. I promise. Meet up at Yak's Donut Shop within the next hour. Mr. Johnson is springing for breakfast."

If it's not one thing, it's another. But free donuts and a 1,000 nuyen per person just for listening to the pitch? Might as well hear the man out, right?

When the runners get to the donut shop

Tucked away in a little corner between the Stuffer Shack and Tab's Tactical Talismans is a dingy little donut shop that looks barely able to hold three people. Looks can be deceiving, however. Inside, the shop stretches back far enough to allow for sixteen small tables and dozens of chairs. The usual low-level wageslave crowd is flowing in and out with their breakfast-to-go orders, while a few sit scattered around the shop, flecks of powdered sugar falling around them like snow as they eat. The Muzak plays a happy, upbeat tune, but there are no smiles on these faces. Everyone is watching everyone else out of the corners of their eyes. The customers are actively avoiding physical contact, even with the people they are eating with. Many of the wageslaves have even shut down their PANs, though a few of the braver people are broadcasting "Down with 23!" or "Say Yes to Freedom" messages.

There is a moment when you worry about how you'll find Mr. Johnson, then you spot the red-faced, portly man sitting in a far back corner at a table with several empty chairs, a pile of donut boxes, and enough soykaf to drown a swordfish. Wonderful, a newbie. Just what you needed. But a well-dressed newb, in a bland gray suit that is

YAK'S DONUT SHOP

CHERRY STREET AND FOURTH AVENUE

Yak's is located between a Stuffer Shack and a talismonger's place called Tab's Tactical Talismans. It doesn't look like much from the outside, having only a single glass door front entrance and two thick glass windows on either side. AROs promise the best hot donuts this side of the expressway. Local wageslaves come and go from the place in a steady stream. The smell of roasted soykaf and fresh pastries floats through the air, drawing the attention from even the most indifferent passerby.

- Originally an expansion of the Houngan Donuts chain before they sold out to Aztechnology, the adspam for this place doesn't lie. They still use Mama Houngan's original recipes (the ones from before AZT messed with it), and they're willing to work with you to create almost any flavor combo you can imagine. My favorites are the bacon-Caramel-Chocolate Fudge donuts. I kill at least a box of those a week now that I'm a stay-at-home dad.
- Slamm-0!
- That explains a few things.
- Netcat

tailored, not rack bought, with designer shoes whose AROs proclaim them to be the footwear of kings.

He eyes you warily as you sit down, looking for obvious weapons, but relaxes when you give him the name of your fixer.

"Oh, good. It is you. Strangers have been trying to take my donuts all morning." He opens the top box and passes it around. "So, how would you like to start a riot?"

BEHIND THE SCENES

Mr. Johnson is a low-level city bureaucrat. While he is only a front man for this job, he will do his best to play himself off as the big man. Johnson is ambitious enough to dream of a better job outside the basement offices of City Hall, and a smart negotiator. He's not that brave, however. Any obvious weapons will make him pale and shake, while also making other customers run for the hills with or without their breakfast orders. Though a few of these wageslaves think of themselves as tough people, they are cowards at heart when confronted with the runners.

The job takes place later this morning at Spring Street and 24th Ave E in downtown Seattle, at a polling station that is set up specifically to take troll- and ork-sized voters. The District 6 station at Lefty's Lanes, a battered and rundown old bowling alley, is expected to see the most traffic during the election tomorrow, with many of the district's voters expected to vote for Proposition 23. Protest permits have been granted to both Humanis and the Sons of Sauron today, but the groups are required to remain on opposite sides of the street. Knight Errant will have a presence there to keep things from getting out of hand, but with the level of violence rising in the city, they have their hands full.

The runners' mission is to start a fight between Humanis and the Sons of Sauron and to cause as much collateral damage as possible. Mr. Johnson is very specific. He wants that street crossed, he wants

the violence to spread as far as possible down the block and back again. “It’s okay if people get trampled,” he’ll the team. “The object is to scare people into staying home tomorrow, so the more violence, the better. In fact, see if you can’t cause a little damage to some of the restaurants in the area too.” The protests should start at 8:00 a.m., so the riot should not be get going until 9:00 a.m. That gives the runners two hours to do legwork, put together a plan, and get things cooking.

If pushed, Mr. Johnson won’t be able to tell the players which restaurants specifically he wants them to hit. He hesitates as he tries to figure out what answer to give, as if he’s trying to remember something (namely Corrigan’s instructions). In the end, he just shrugs and says it doesn’t matter. So long as some restaurants are hit, and the runners are not fingered as the instigators, he’ll consider the job complete. If the runners get caught by the authorities, leave proof of starting the riot, or start the riot at the wrong time, they won’t get paid. Mr. Johnson is very adamant about that point.

MR. JOHNSON

Mr. Johnson forgot to turn off his commlink. A Hacking + Exploit (3) Test gives the team his real name (Fred Tennison). A successful Data Search + Browse (3) Test tells them he is an administrator at the city planning department, his income level is middle, he is single, rents an apartment downtown, and pays all his bills on time.

What a boring guy.

The job pays 3,000 nuyen per runner (including the 1,000 nuyen they got for showing up). An opposed Negotiation + Charisma Test can net the team an additional 500 nuyen per hit up a maximum of five hits, for a maximum of 5,500 nuyen per person. If the runners are particularly adept at negotiating, feel free to challenge them by having Mr. Johnson spend Edge on his Negotiation test, give him a Rating 3 empathy program, or both.

DEBUGGING

This is supposed to be an easy introductory scene, and a chance for the players to prepare for what is coming. Try to steer the players away from aggressive or combative behavior. Everyone in Seattle is on edge, today more than other days because tomorrow is The Big One. In a city seething with aggression, the runners should not want to take the chance of getting involved in unnecessary hostilities.

If the players start threatening people or acting aggressive, the donut shop owner hits his panic button and announce to the runners that Knight Errant is on the way. They’d better leave or they will get arrested.

If the players don’t want the job, remind them that Mr. Johnson doesn’t actually expect them to kill anyone themselves, or even cause any damage themselves. He just wants them to get everyone else fighting. Given how jumpy everyone is, starting a fight should be easy. A few “yo, momma” insults, a little shoving, and an anonymously thrown rock could surely start something.

If the players feel the money offered for this job is not enough, feel free to tell them (out of character) that this is just the first of several money making opportunities in this mission. In character, Mr. Johnson might mention that he needs a reliable crew to be on retainer for future jobs, but he needs to make sure the runners are as professional as their fixer led him to believe.

MR. JOHNSON (FRED TENNISON)

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	3	3	2	5	4	4	5	3	6	7	1	4/0	10

Dice Pools: Computer 7, Data Search 7, Etiquette (City Government) 8 (+2), Negotiation (Bargaining) 9 (+2), Perception 6, Pilot Ground Craft 4

Gear: Armor clothing, commlink (DR 3)



SCENE 2: RIOTOUS INTENTIONS

SCAN THIS

The runners show their creative chops by getting other people angry while trying not to get shot in the process. Starting the riot will be easy enough. The participants are rowdy and ready to rumble. But given that tempers are at the boiling point, escape from the unleashed violence will not be easy. The targets and the runners are not the only ones present, however. A group of crowd-control Knight Errant patrolmen, several news reporters, and two very special persons of interest are also present.

TELL IT TO THEM STRAIGHT

It's unseasonably warm, muggy, and this morning's attempt at a sunrise has become a persistent drizzle that soaks into the bone. Not the best of days to be outside working a job, but not the worst you've ever had to deal with. Lefty's Lane, an old-fashioned bowling alley with both real and AR games, is currently closed as city workers set up the polling booths and registration tables. It's a little ridiculous that the average guy can't log onto the Matrix and cast his vote from home, but some traditions are sacred. And though voting is done electronically, the only way to access the app is from within the polling booth after passing a SIN check.

Though you may be tempted to mess with the voting app, the real job is outside, with the hordes of angry protesters gathered on either side of the street. The street itself has been blocked off from

traffic, with a Knight Errant crowd control crew (dressed to the nines in riot gear) and barricades separating the two groups. Lefty's is also barricaded off and protected by patrolling drones and canine units. Scattered throughout the crowd are a few reporters, collecting interviews from everyone who will talk to them.

The protesters themselves are screaming insults to both their counterparts and the police. Many of them are making insulting gestures, and every time one person gets his voice heard over the din of shouting, the other side gets even louder. Many nervous wageslaves are avoiding the growing crowd, and several businesses that would normally be open at this time have AR notices proclaiming them closed for the election holiday. Down the block, the International Haus of Waffles has opened its doors hoping to get some business from the hungry crowd. The employees linger in small groups in front of the restaurant. The tables are currently empty. None of the protesters seem inclined to wander away for food.

Tempers are high. The protesters are anxious. A few police rookies seem nervous. But no one has crossed the line into violence.

Not yet, anyway.

BEHIND THE SCENES

The crowds are not divided along racial lines. Even though Humanis (a human-only policlub) and the Sons of Sauron (an ork

political movement with a penchant for violence) have the proper permits for protesting, there are plenty of bystanders attracted by the protests and joining both sides. Several humans support Prop 23, as well as trolls, dwarves, and a few elves. On the other hand, some orks, trolls, dwarves, and elves think Prop 23 is a waste. While the Humanis contingent will pull away from the metahumans on their side of the street, some in obvious disgust, that will not prevent other metas from joining the anti-Prop 23 group. In this case, though, the Humanis group will be easily spotted by the way they react to the non-humans on their side of the street.

Reporters Telly Vangel (works for KSAF) and Joe Martin are on opposites of the crowd, trying to get the big scoop. (NOTE: *As head editor at KSAF, Athena Tatopolous will see this footage at a time convenient for the gamemaster.*) With a Perception + Intuition (3) Test, Martin or Vangel notices the runners and quite probably will blackmail the runners later on during the session into giving them the details on what the runners are doing. If they can, Martin and Vangel will discreetly film the runners' actions without giving themselves away, unless Martin or Tatopolous (in proxy for Vangel) is a contact of one of the runners and succeeds in a Loyalty + Loyalty (3) Test. If the runners have previously made an enemy or nuisance of themselves to Martin or Vangel's boss (Tatopolous), that reporter will definitely do what they can to gather proof of the runners' current nefarious deeds with the intentions of handing over the evidence to Knight Errant.

TELLY VANGEL

KSAF Reporter on the Street

This young, hungry female dwarf is an idealistic avenger in high heels, loud jewelry, and sparkly clothes. As a investigating journalist and activist-in-training, she sees a need for poetic justice in the world. Her willingness to take huge risks for big payoffs has earned her the position of Athena Tatopolous's protégé. Athena doesn't always watch over Telly's shoulder, but when trouble is brewing, she is quite likely to be whispering Telly's ear, teaching the young woman exactly what shots to grab, what questions to ask, and how to get the heck out of Dodge when things get rough.

TELLY VANGEL

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
4	2	2	4	5	5	4	5	4	5.5	7	1	8/6	10

Enhanced Senses: Thermographic Vision, Resistance to Pathogens and Toxins +2

Dice Pools: Computer 9, Con 5, Data Search 7, Dodge 4, Negotiation 6, Perception 6, Running 6

Augmentations: Commlink (Firewall 6, Response 3, Signal 5, System 5, Analyze 4, Browse 5, Command 3, Edit 5), cybears (Rating 2, w/ damper, ear recording unit, noise analysis, select sound filter 1, sound link)

Gear: Armor jacket (8/6), camera drone (DR 3)

There are fifteen Knight Errant personnel on the street, two of them mages. Each has three watcher spirits called up and patrolling, and they both have a two bound Force 5 spirits (man and air) that they can call up if needed. In addition there are two K-9 units, one dog and one handler, and two anti-riot drones. All these guards have strict instructions to not engage with the protesters unless threatened

with bodily harm. Their job is to prevent anyone without proper city employee SINs from entering the polling station.

The protesters number at about sixty, growing by the hour. Very few people actually came ready to fight, which means real weapons are limited to the few members of Humanis and the Sons of Sauron who thought to bring them, and to anything the rioting crowd can grab off the street (or the cops).

This scene should give the runners the opportunity to showcase their creativity. They get to indulge in violence, but they also need to be careful in how they indulge in it.

The following information may not come into play during this scene. It all depends on whether the runners are interested in investigating the restaurant angle of this job. Later scenes will give them the opportunity to catch up, so don't panic if the runners choose to concentrate on starting the riot and then escaping.

The International Haus of Waffles is the one of two area business currently open (the other being the Soybucks Coffee for this block). At 8:55 a.m., Tia Viamonte, a corrupt KE officer and an Alamos 20,000 member, shows up and sits at a table in front of the restaurant. At 8:59 a.m., her boss Edmund Jeffries arrives, carrying a black briefcase. They are using the protest as cover for their meet since most of the attention will be focused on the fractious crowd. After the many spectacular failures of his efforts to kill Proposition 23, even the ones that weren't his fault, Jeffries has become paranoid and is trying to clean up some loose ends. His own boss, Emile Corrigan, made an off-hand observation about a top-secret investigation by Acting District Attorney Dana Oaks into the disappearance of bootleg commlinks from KE's evidence locker. Some of those commlinks, liberated by Viamonte, could lead back to the arsonists, Viamonte, and even Jeffries.

Unknown to Jeffries, Corrigan not only knows about this meeting but has set up this riot to take Jeffries out without a hint of scandal. Unfortunately for Corrigan, Jeffries is paranoid enough to recognize the riot for what it is—an excuse for a hit—and takes off as soon as the violence gets started. The runners have a chance with Perception + Intuition (5) Test to recognize him as he runs off, and with a

A NOTE ABOUT THE COMMLINK

The commlink is a cheap, disposable model. There is nothing significantly special about it. But if the runners choose to trace it, a Data Search + Browse (3) Test lets them know that this commlink is one of several hundred counterfeit comms confiscated last year by Knight Errant and then stolen out of the 14th Precinct evidence room. Unless the runners cover their tracks and pass a Stealth + Agility (6) Test, this search will catch the attention of A.D.A. Oaks, Detective Athack, and Bull MacCallister. If this happens, the runners are contacted by Oaks and MacCallister (individually) no matter what else the runners may be doing. The first call (choose the caller) happens almost immediately. The second call occurs several minutes after that.

The runners cannot investigate the commlink while they are in Scene 2, but feel free to interrupt any other scene with urgent calls from Oaks and MacCallister. If the runners ignore Oaks, they get a visit from Tosh and his squad later on in the adventure. If the runners ignore MacCallister, they get a call from their favorite fixer. The gist of the call is this: "We need to meet. Now. Drop whatever the hell you're doing and get over here."

If the runners take the meeting, skip to **Scene 5: Truth and Consequences**. If they don't take the meeting, allow the runners to continue with their current actions, but refer to **Scene 4: Full Stop** for details on additional things that happen. Scenes 4 and 5 are both meant to be played contiguous with the rest of the adventure. Feel free to fit them in whenever it feels right instead of trying to play them in order.

See the **Legwork** section for more details on the encrypted datachip.

Perception + Intuition (4) Test they can recognize Tia Viamonte's body language as that of a trained cop should they get close enough to the restaurants to notice the pair. Given that Viamonte and Jeffries are the only people in the area not paying attention to the protesters (behavior that is at odds with the way everyone else is acting), a Perception + Intuition (2) Test serves to draw the runners' attention in their direction, if even for a moment.

If the runners go after the pair, Viamonte and Jeffries bolt as quickly as possible. Viamonte fights back if cornered, but will do whatever she has to in order to escape, including calling backup or Knight Errant (and burning Edge as needed). Left behind at the table is a locked briefcase. If the runners don't snag it, one of the restaurant employees will. The briefcase contains a disposable commlink, a certified credstick, and an encrypted datachip.

If the runners manage to record Viamonte and Jeffries, they can use the footage to later identify both parties using a Data Search + Browse (3) Test with the aid of a facial recognition program. They can then choose to do legwork on either (or both) parties.

PUSHING THE ENVELOPE

There is plenty that can go wrong for the runners in this scene. The reporters may recognize them and suspect something is up. Likewise the cops could recognize them, notice any weapons they are carrying, or note any suspicious behavior on their part and start watching them closely.

The riot should be easy to start, but the escape should be frantic and fraught with danger. The runners are outnumbered here, so it is more likely that the gamemaster will need to intervene on their behalf rather than push the envelope (see Debugging below).

If the danger really needs to be increased, have the runners recognized by someone in the crowd. An old contact might have a grudge and rat them out to Knight Errant (or one of the gangers). The runners might be mistaken for foes by combatants on either side, or someone in the crowd realizes that the runners are responsible for starting the riot. Maybe KE sics an anti-riot drone on the team, or the team gets separated in the riot.

RIOT-STARTING IDEAS

Are the runners having problems getting started? A successful Logic + Intuition (3) Test presents one idea from the below list, with each additional hit adding another idea. If the runners choose to do a teamwork test, this drops to a Logic + Intuition (2) Test with each additional hit adding another idea.

- Generate an illusion of a KE officer firing into the crowd.
- Hack into a protester's AR and feed him a vision of the opposition crossing the barriers.
- Throw a rock or grenade into the crowd (this doesn't have to be complicated, people!).
- Send a mini-drone with an explosive into the crowd.
- Punch someone.
- Hack a KE drone and turn it on the crowd.
- Stab someone in the back.
- Cast an illusion of a dead body in the middle of the street.
- Take control of a spirit and have it attack someone at random.
- Call a spirit with accident-causing powers.
- Break a water main or a fire hydrant, dousing the crowd.
- Start a fire at a nearby business.
- Break a few windows and blame someone else.
- Send a nearby vehicle careening into the crowd or the police.
- Set an explosion in one of the nearby businesses.

DEBUGGING

It is quite likely this scene will require debugging. Since the runners are outnumbered, it would be very easy to accidentally overwhelm them with an en-masse attack. The gamemaster should remember, though, that this is a riot. Once the violence of a riot really gets started, it's usually every ganger for herself, even if her best friend is getting pounded on. So try to avoid the five-against-one odds if possible. Most rioters will concentrate on the target right in front of them to the exclusion of all else. This makes it easier to justify a switch of attention from the runners to the guy that just bumped into the runners' attackers.

Not everyone brought a weapon to this fight. Most rioters will be fighting with their hands. If things get too tough, let the runners hack a riot-suppression drone or steal some gas grenades off one of the cops. Cut back the number of spirits and cops by having some of the rioters inadvertently assist the runners. Or have Tosh show up on the scene with more cops, which scatters the rioters and (hopefully) the runners too. If push comes to shove, the reporters could also be used to lead the runners through the crowd to safety, in exchange for their version of events, of course.

The runners should ideally end up with the briefcase and the commlink. If they avoid the restaurant completely or fail their Perception Tests, the briefcase will need to come to them. Jeffries could come running out of the restaurant with the briefcase in hand and run into one of the runners, dropping it and running off in a panic and leaving the runners to pick it up. Another option is to have a waiter from the restaurant come out of the restaurant looking for the owner, where he gives (or sells) the briefcase to the runners when he doesn't see Jeffries anywhere. If they refuse to put themselves in a position to get the briefcase (such as staying far away from the restaurant for whatever reason), use the optional opening to **Scene 3: Paranoia Doesn't Kill**.

The key to this scene is to avoid protracted combat. The runners have other things they need to accomplish before the end of the game session, so keep them moving and get them out alive, if you can.

KE HTR OFFICER

(Professional Rating 5 for all Knight Errant)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4 (5)	3	3	4	3	3	2.5	8 (9)	1 (2)	13/11	10

Dice Pools: Clubs 8, Dodge 8, Firearms Skill Group 10, Law Enforcement (Professional Knowledge) 6, Perception 10, Unarmed Combat 8

Augmentations: Bone lacing (titanium), wired reflexes 1

Gear: Knight Errant patrol armor (10/8), Knight Errant patrol helmet (includes AR display, low-light vision, thermographic, flare compensation, vision enhancement 3, camera, smartlink, and mic), commlink (DR 3)

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC -, 15(c), w/ 1 clip of stick 'n' shock, 1 clip of regular ammo, 1 clip of APDS ammo]

SPAS-22 [Shotgun, DV 6S, AP +1, SA/BF, RC (1), 10 (m), w/ 20 gel shotgun shells]

Defiance EX Shocker [Taser, DV 8S(e), AP -half, SS, RC -, 4 (m), w/ 8 taser darts]

Stun baton [Club, Reach 1, DV 6S(e), AP -half]

KE MAGE

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4 (6)	4	3	5	3	4	5	6	5	7 (9)	1 (3)	12/10	11

Dice Pools: Automatics 6, Counterspelling 10, Clubs 6, Dodge 6, Law Enforcement (Professional Knowledge) 6, Perception 9, Pistols 6, Spellcasting 11, Summoning 10, Unarmed Combat 8

Gear: Knight Errant patrol armor, Knight Errant patrol helmet (w/ AR display, low-light vision, thermographic, flare compensation, vision enhancement 3, camera, smartlink, and mic), commlink (DR 3), sustaining focus (Force 3, sustaining Increase Reflexes Force 3)

Spells: Armor, Chaotic World, Heal, Hot Potato, Increase Reflexes, Invisibility, Manabolt, Mob Mood, Stunball, Stunbolt

Spirits: Spirit of air (Force 5, 5 services), spirit of man (Force 5, 5 Services)

Weapons:

- Ares Predator IV [Heavy Pistol, DV 6S(e), AP -half, SA, RC -, 15(c), w/ 2 clips of stick 'n' shock ammo, 2 clips of APDS ammo]
- SPAS-22 [Shotgun, DV 6S, AP +1, SA/BF, RC (1), 10 (m), w/ 20 gel shotgun shells]
- Defiance EX Shocker [Taser, DV 8S(e), AP -half, SS, RC -, 4 (m), 8 taser darts]
- Stun baton [Club, Reach 1, DV 6S(e), AP -half]

KNIGHT ERRANT RIOT CONTROL DRONES

Handl	Accel	Speed	Pilot	Body	Arm	Sens
+0	10/25	100	3	3	6	3

Weapons:

- ArmTech MGL-12 [Minigrenade, Nausea Gas, Vector Inhalation, Range 20M, Duration 3, Power 6],
- Yamaha Pulsar [Taser, DV 6S, Range 5/10/15/20, Speed Immediate]

KE K-9 OFFICER

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4 (5)	3	3	4	3	3	2.5	8 (9)	1 (2)	13/11	10

Dice Pools: Animal Handling (Police Dogs) 9 (+2), Clubs 8, Dodge 8, Firearms skill group 10, Law Enforcement (Professional Knowledge) 6, Perception 10, Unarmed Combat 8

Augmentations: Bone lacing (titanium), wired reflexes 1

Gear: Knight Errant patrol armor, Knight Errant patrol helmet (w/ AR display, low-light vision, thermographic, flare compensation, vision enhancement 3, camera, smartlink, and mic), commlink (DR 3)

Weapons:

- Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC-, 15(c), w/ 1 clip of stick 'n' Shock, 1 clip of regular ammo, 1 clip of APDS]
- SPAS-22 [Shotgun, DV 6S, AP +1, SA/BF, RC (1), 10 (m), w/ 20 gel shotgun shells]
- Defiance EX Shocker [Taser, DV 8S(e), AP -half, SS, RC-, 4 (m), 8 taser darts]
- Stun baton [Club, Reach 1, DV 6S(e), AP -half]

KNIGHT ERRANT DOGS

B	A	R	S	C	I	L	W	Ess	Init	IP	CM
2	3	3	2	3	3	1	3	6	6	1	10

Movement: 10/45

Dice Pools: Intimidation 2, Perception 2, Tracking 2, Unarmed Combat 3

Powers: Enhanced Senses (Smell), Natural Weapon (Claws/Bite: DV 2P, AP -)

HUMANIS POLICLUB GOON

(Professional Rating 3 for all Humanis members)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4 (5)	3	3	4	2	3	2.9	8 (9)	2	10/8	10

Dice Pools: Athletics skill group 7, Blades 8, Dodge 7, Perception 7, Automatics 11 Unarmed Combat 8

Augmentation: Dermal plating 2, smartlink, wired reflexes 1

Gear: Armor jacket, commlink DR 3

Weapons:

- UZI IV [SMG, DV 6P, AP -1, RC 1, 24 (c), w/ 3 clips EX-Ex ammo],
- Knife [Blade, (Str/2+1)P, 0 AP, 0 Reach]

HUMANIS POLICLUB MAGE

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

Dice Pools: Automatics 6, Counterspelling 10, Dodge 7, Perception 8, Pistols 6, Spellcasting 10, Summoning 9

Qualities: Magician (Hermetic)

Gear: Ares Predator IV, Armor Jacket (8/6), Commmlink DR 3

Spells: Armor, Chaff, Heal, Hot Potato, Increase Reflexes, Invisibility, Stunbolt, Fireball

Spirits: Spirit of Man (Force 3, 2 Services)

Weapons:

- Ares Predator IV [Heavy Pistol, DV 5P, AP -1, RC -, 15 (c)],

SONS OF SAURON GOONS

(Professional Rating 3 for all SoS members)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
7	4 (6)	3 (5)	5 (7)	3	3	3	3	0.9	6 (8)	1 (3)	8/6	12

Dice Pools: Athletics skill group 9, Automatics 13, Close Combat skill group 11, Dodge 10, Intimidation 7, Perception 7, Pilot Ground Craft 8, Pistols 12, Throwing Weapons 7

Enhanced Senses: Low-Light Vision

Augmentation: Muscle replacement 2, smartlink, wired reflexes 2

Gear: Armor jacket, commlink (DR 3)

Weapons:

- Ares Predator IV [Heavy Pistol, DV 5P, AP -5, RC -, 15 (c), w/ 3 clips APDS]
- HK 227-X [AMG, DV 5P, AP -, SA/BF/FA, RC 3, 40 (c), w/ gas-vent 2, shockpad, 3 clips regular ammo]
- SAP [Club, Reach 1, DV 4(5)P, AP -]
- Knife [Blade, Reach -, DV 4(5)P, AP -]

SONS OF SAURON MAGE

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	3	4	4	4	3	3	5	6	7	1	8/6	11

Dice Pools: Banishing 8, Clubs 5, Counterspelling 9, Dodge 7, Intimidation 7, Perception 6, Pistols 6, Spellcasting 10

Enhanced Senses: Low Light Vision

Qualities: Magician (Shamanic Tradition)

Gear: AR Contact Lenses 2 (Flare Compensation, Smartlink), Armor Jacket (8/6), Commmlink DR 3

Spells: Bugs, Chaos, Demolish Gun, Heal, Fireball, Foreboding, Heal, Increase Reflexes, Knockout

Weapons:

- Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC -, 15 (c), w/ APDS rounds]
- Sap [Club, Reach 1, DV 3P, AP -]



SCENE 3: PARANOIA DOESN'T KILL

SCAN THIS

Edmund Jeffries thinks someone is out to get him, specifically William MacCallister. After all, Jeffries inadvertently got MacCallister's daughter killed and was behind the Ork Underground arsons, and this morning's riot is exactly the type of scheme he would concoct if he were covering up an assassination attempt. So Jeffries has gone into hiding and won't come out until it's safe. He plans to hire hitmen to take out MacCallister as soon as he handles his current business with Viamonte. Until then, there's a job that still needs doing, and Jeffries needs his briefcase retrieved. Once that small task is accomplished, the briefcase can be delivered to Viamonte so she can continue her part of the job, and everything will be just fine.

Now all Jeffries needs is the patsies to do the work for him and take the bullets he believes are coming his way.

TELL IT TO THEM STRAIGHT

If the runners have the briefcase and have opened it

A hard morning's work deserves a big lunch. Just as you're dreaming about burgers, fries, and honest-to-goodness real ice cream milkshakes, the commlink you found comes to life. It blinks and buzzes and shakes with all the indications of an urgent incoming call. The ARO

doesn't give much information about the caller, just that the number has been blocked.

When you answer, an AR window pops up with a camera-ready face that seems familiar.

"Hello, *omae*," says the smooth-talking man on the window. "My name is Edmund Jeffries. It appears you have something of mine. Don't panic. I have no intentions of calling the authorities on you. In fact, if you're in the mood for a little extra something, I'd like to offer you a job for delivery of the briefcase and all its original contents to a friend of mine.

"Interested?"

If the runners have the briefcase but didn't open it

A hard morning's work deserves a big lunch. Just as you're dreaming about burgers, fries, and honest-to-goodness real ice cream milkshakes, an ARO pops up over the briefcase with an urgent incoming commlink call message. Sure enough, when you pop open the briefcase, a commlink, a certified credstick, and a datachip are inside. The ARO doesn't give much information about the caller, just that the number has been blocked.

When you answer, an AR window pops up with a camera-ready face that seems familiar.

“Hello, *omae*,” says the smooth-talking man on the window. “My name is Edmund Jeffries. It appears you have something of mine. Don’t panic. I have no intentions of calling the authorities on you. In fact, if you’re in the mood for a little extra something, I’d like to offer you a job. Two thousand nuyen each for delivery of the briefcase and all its original contents to a friend of mine.

“Interested?”

If the runners don’t have the briefcase

A hard morning’s work deserves a big lunch. Just as you’re dreaming about burgers, fries, and honest-to-goodness real ice cream milkshakes, your fixer gives you a call.

“I’m sending over a courier with a package for you. Far as I know, it’s nothing dangerous. The kid will meet you at the corner Stuffer Shack in ten minutes. Be there or the package goes in the trash.”

So you saunter over to the Stuffer Shack, grab some grub, and while you’re chewing, a go-ganger pulls up on a cheap bike with a small brown box. He tosses it in your direction and drives off without a word. Seconds after he delivers it, an ARO pops up on the box top with an urgent incoming commlink call message. Sure enough, the box contains a cheap, disposable commlink. The ARO doesn’t give much information about the caller, just that the number has been blocked.

When you answer, an AR window pops up with a camera-ready face that seems familiar.

“Hello, *omae*,” says the smooth-talking man on the window. “My name is Edmund Jeffries. I have a job offer for you. A briefcase of mine has gone missing, courtesy of your little riot this morning. It disappeared at the International Haus of Waffles. If you retrieve it for me, I’ll give you two thousand nuyen each and an option for a second job that pays even better than this job does.

“Interested?”

BEHIND THE SCENES

Jeffries is in dire straits. His briefcase contains incriminating evidence that can be used against him, and it needs to be delivered to Viamonte straight away. The start of this scene can be played one of three ways. One, the runners picked up the briefcase and don’t know who it belongs to when they get contacted; two, they picked up the briefcase and identified Jeffries as its owner before the contact; or three, an IHOW employee grabbed the briefcase and the runners have to chase her down to get the briefcase back.

If the runners have the briefcase and already identified its owner, they have the option of contacting Jeffries before he contacts them. He happily offers them the job and then asks if any of them have the ability to impersonate him. A bonus is offered for playing body-double and bodyguards during the delivery.

If the runners have the briefcase and have not identified the owner, or they have not contacted Jeffries, the commlink inside the briefcase buzzes out an incoming call notification. It continues to ring until the players answer the call or destroy the commlink. Regardless, the commlink is eventually traced back to the players by various interested parties.

If the runners do not have the briefcase, their fixer sends them a package (from Jeffries) containing a disposable commlink from the same batch as the stolen counterfeits. Jeffries tells them about the briefcase, asks to be contacted once the briefcase is found, and is unwilling to offer details about the second part of the job until the briefcase is retrieved. In this case, an enterprising employee named Sidmona

Krueger of the IHOW has taken the briefcase home and is debating on whether or not to sell it on BidNow’s Auctions (a Matrix chatroom where people sell things such as toast in the shape of the Pope).

The employee’s coworkers are happy to rat on Sidmona for a small fee if asked about the briefcase (they don’t like her). They sell her out for as little as fifty nuyen, but don’t set a starting price; leave it up to the runners to figure out how much to offer. Sidmona bragged about finding a certified credstick in the briefcase, and the other employees figure she’s likely to be at the Biske Dog Track, betting on the morning races.

When the runners track Sidmona down, she’s managed to lose almost all 5,000 nuyen on the certified credstick (only a mere 500 nuyen remains). She still has the briefcase and is willing to sell it (and the rest of its contents) to the runners for another 1,000 nuyen. She also gives it up with a successful Intimidation + Charisma (2) test.

If the runners found the briefcase at the IHOW, the job pays 2,000 nuyen per runner. Jeffries requires that all contents be returned, including the 5,000 nuyen certified credstick, to receive payment. If the runners try to use the credstick as a bargaining chip, he explains that the credstick is part of what he is paying them with. If the runners were contacted by their fixer and have to chase Sidmona down and recover the briefcase, he is willing to pay the runners 2,500 nuyen each and requires that the datachip, commlink, and credstick be retrieved along with the case. He is willing, however, to believe that Sidmona gambled it away once they recover everything. In either case, the runners can attempt a Negotiation + Charisma (4) Test to increase their payment. Each net hit raises payment by 100 nuyen, to a maximum of 5 net hits (500 nuyen) per runner.

Once the briefcase is retrieved, Jeffries arranges a meet at a random warehouse where the runners are to deliver the briefcase to Viamonte. They are to report any difficulties to him immediately. Viamonte is a suspicious person by nature. She won’t trust the runners any further than she could throw them, and if they do anything to suggest they are a danger to her mission, she has her people take the runners down.

In addition, Corrigan has hired a professional assassin to take down Jeffries. The assassin doesn’t know where Jeffries is, but he does know where Viamonte calls home, so he is following her and hoping she leads him to his target. The assassin is a sniper, not a hand-to-hand combatant. If no one is playing Jeffries’ body double, the assassin won’t attack them. If he is attacked first, however, he attempts to defend himself long enough to escape.

PUSHING THE ENVELOPE

Viamonte is under surveillance by Tosh and his squad. As the briefcase is handed off, Tosh’s squad busts down the door, kicking butt and taking names. The runners can surrender, escape, or rescue Viamonte. But each choice has a consequence. If one of the runners is actually masquerading as Jeffries, then up the ante by having Viamonte recognize the deception and think Jeffries has betrayed her.

In addition, Viamonte might insist the runners come along on the next part of the job (see Scandalous Designs Sidebar).

DEBUGGING

If the runners opened the briefcase and decrypted the chip, they may decide to blackmail Jeffries. While this could be fun to play, Jeffries is not afraid of the runners and will brush off the attempt with his job

SCANDALOUS DESIGNS

The following subplot is designed with the home campaign in mind since the usual four-hour convention slots don't have time for additional adventuring. If there is extra time, however, feel free to run with one of the below options.

OPTION 1

Viamonte is engaged in a ballot box-stuffing scheme, only there's a twist. The votes are pro-Proposition 23 (not against). The idea is to leak word to certain members of the Ork Rights Committee that someone is hacking the voting app at Lefty's Lane's. The members being leaked to are a bit headstrong and prone to react instead of think. Viamonte and Jeffries are counting on them to raid Lefty's Lanes to fix the issue and get themselves caught red-handed with the encrypted datachip in the briefcase.

This is all about creating a scandal, not getting people arrested. The propaganda value of O.R.C.'s assumed crime will do wonders for Brackhaven's and Alamos 20K's shared agenda, killing Project Freedom in its tracks. So if Viamonte needs to substitute replacements who can pretend to be members of O.R.C. (like using the shadowrunners), she's more than willing to do so. For this to work, though, she needs scapegoats that look like metas, so an all-human shadowrun team might not cut the mustard unless they've got some really kick-ass disguise skills.

Depending on where the team's sympathies lie, though, Viamonte may lie about the true mission. If this happens, she'd give the runners a version of the scheme they would be willing to do, then call her KE buddies to drop the hammer on the runners in the middle of the job.

OPTION 2

Mothers of Metahumanity (M.O.M.) has received intel that a group of Humanis thugs intend to sabotage the voting app at Lefty's Lanes so that every "yes" vote for Proposition 23 is changed to "no." A low-ranking member of the organization hires the runners to sneak in after dark and stop the saboteurs. If the runners miss the saboteurs, they are to hack into the local node and undo the damage that has been done.

Unfortunately for the runners, this is exactly what Viamonte wants. The node has been previously hacked, and poorly, so that when the runners hack it, their virtual fingerprints will be left all over the node as incriminating evidence. Knight Errant responds to Viamonte's breaking-and-entering call. And so do Martin and Tatopolous. The cops are coming, the cameras are rolling, and the runners need to fix the damage and get out without being spotted. If they don't, the scandal will be all over the early morning news, torpedoing Project Freedom's chances.

NOTE

See the legwork Section more details on the encrypted datachip.

offer. If the runners push the point, he cheerfully points out that the runners are criminals and he is not. Jeffries will start recording this conversation and report the runners to Knight Errant, setting up a whole new set of problems if the players don't cooperate with his schemes.

If the runners have trouble tracking down who took the briefcase, suggest they watch the news (which might have a scene of the briefcase retrieval on it) or check any recordings they made of the riot. As a last resort, Martin or Tatopolous tracked down the errant employee as a follow-up story and they want the runners to decrypt the chip for a small fee. Hackers can also try and find video footage from the security cameras of the IHOW or local businesses.

If the players are having trouble stopping the assassin, have him take a shot at Viamonte. The Alamos 20k goons will jump in the fight to defend her (not the players), which will have the same effect as if they were helping the players.

ALAMOS 20,000 GOONS

(Professional Rating 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	3	2 (3)	3	3	3	2	5.75	6	1	6/4	10

Dice Pools: Athletics skill group 6, Automatics 9, Dodge 4, Perception 6, Pistols 10, Unarmed Combat 6

Augmentation: Smartlink, muscle augmentation 1

Gear: Armor vest, counterfeit commlinks (DR 3)

Weapons:

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC -, 16 (c), w/ regular ammo, smartgun system]

DWARVEN ASSASSIN

(Professional Rating 4)

The assassin is looking for Jeffries and will only fire on Jeffries or someone looking like Jeffries. He will not attack otherwise unless attacked first. He avoids close-combat situations and has a habit of shooting his target with a paint pellet to mark where his second shot (the kill shot) is going to go. He likes giving his targets that moment of panic before killing them. His is a professional and will not rat out his employer as a point of professional pride.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	6	5 (7)	4	3	5	4	4	4.95	10 (12)	1 (3)	8/6	11

Dice Pools: Athletics skill group 9, Dodge 9, Exotic Ranged Weapon (Grapple Gun) 9 (+2), Infiltration 11, Longarms (Sniper Rifle) 14 (+2), Perception 13, Pistols 12, Shadowing 11, Tracking 9

Enhanced Senses: Thermographic vision, resistance to pathogens and toxins +2

Qualities: Adrenaline Surge, Hawk Eye, Perceptive 1, Distinctive Style 2

Augmentation: Synaptic booster 2, smartlink

Gear: Armor jacket, grapple gun, commlink DR 3, goggles (w/ vision enhancement 3, low-light vision, vision magnification, eye recording unit, image link)

Weapons:

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC -, 16 (c), w/ smartlink],

Grapple Gun [Single Shot, DV 5S, AP -, RC -],

HK PSG Enforcer [Sniper Rifle, DV 7P, AP -, SA, RC 3, 12 (c), w/ additional clip (paint pellets, no DV), folding bipod, imaging scope, silencer, smartgun system]

SCENE 4: FULL STOP

SCAN THIS

So the runners are too busy to take a few calls? No problem. If they aren't willing to go to the mountain, the mountain will come to them, escort and all. It doesn't matter what the runners are doing. At some point, Tosh, MacCallister, Martin, or Tatopolous will track the runners down to get the inside scoop. It doesn't matter if it requires nuyen, force, or a little extortion, someone will get the details they need from the players.

TELL IT TO THEM STRAIGHT

Encounter 1

You just can't catch a break today. It seems intrepid report Joe Martin is actually following you. How did he manage to track you down? Wait. Is that a camera drone on the other side of the street? That bastard is filming you. And waving at you.

"Hello," he calls loudly. "Saw you at the riot this morning. Care to comment?"

Oh look. There's a Knight Errant patrol car coming around the corner. Slowly, as if the cops are looking for someone.

So much for trying to blend in.

Encounter 2

You just can't catch a break today. It seems Athena Tatopolous has managed to hack into your team's private comm signal. Her avatar hangs in your AR vision, refusing to go away. How did she manage that? Wait. Is that a camera drone on the other side of the street? Oh, wonderful. There's her little minion, Telly Vangel. Telly's filming you and waving.

"Hi, Hello, Hi" Athena says. "What a wonderful job you did of starting that riot this morning. We should chat."

Oh look. There's a Knight Errant patrol car coming around the corner. Slowly, as if the cops are looking for someone.

So much for trying to blend in.

Encounter 3

Seattle is the noisiest of cities today. The riot this morning seems to have spread across the entire city like a wildfire of violence. Rampaging waves of homeless and wageslaves alike are tearing a swath of destruction around the bay. Sirens are everywhere, getting louder as the day goes on.

Wait. Those sirens are coming toward you. From multiple directions. There's a Knight Errant patrol car. And there's another. It's like you're being surrounded.

Oh, hell. Is that Detective Athack in the front seat of the third car?

Encounter 4

It's been a long, hard day, but before you can catch your breath, your fixer calls. The ARO says it's urgent. High priority urgent. The longer you wait to answer, the louder the buzz gets in your ear.

Encounter 5

Seattle is the noisiest of cities today. The riot this morning seems to have spread across the entire city like a wildfire of violence. Rampaging waves of homeless and wageslaves alike are tearing a swath of destruction around the bay. Sirens are everywhere, getting louder as the day goes on.

Coming around the corner, voices screeching in fury, is a biker gang of young orks bent on destruction.

Wait a second. These kids aren't rioting. They're shooting at you.

Encounter 6

Seattle is the noisiest of cities today. The riot this morning seems to have spread across the entire city like a wildfire of violence. Rampaging waves of homeless and wageslaves alike are tearing a swath of destruction around the bay. Sirens are everywhere, getting louder as the day goes on.

A van screeches around the corner before you. A window from the building beside you shatters. The van stops, disgorging a group of armed humans as the driver pulls out a heavy pistol and fires at your least armored teammate.

BEHIND THE SCENES

This scene only comes into play after the runners have attempted to trace the commlink or used it (see **Scene 3: Paranoia Doesn't Kill**) and refused to answer any calls for a meeting. If the players have agreed to a meet, skip this scene and proceed to **Scene 5: Truth and Consequences**. There are several options presented, not all of which should be used. As gamemaster, you should pick the one that makes the most sense based on any other missions the players have completed, or what factions they may have allied themselves with. If this is the first mission the players have completed or you are unsure of which option to take, roll a 1D6 and check the table for which encounter will take precedence.

Remember to tailor the Tell Them Like It Is section to the runners' current environment.

ENCOUNTER OPTIONS

1D6	Encounter Option
1	Joe Martin
2	Telly Vangel/Athena Tatopolous
3	Dana Oaks and Det. Tosh Athack
4	The Fixer
5	Skraacha
6	Alamos 20,000

Martin or Vangel/Tatopolous will corner the runners at the most inconvenient time and place possible, armed with any footage they may have of the runners' antics in Scene 2. Martin is following up on a counterfeiting commlink story and has heard the runners have one of the stolen commlinks. Tatopolous has heard a rumor that the runners are investigating the connection between the Ork Underground arson attacks

Oaks and Tosh are getting a bit impatient with the runners' refusal to take their calls, or accept a meeting. So they arrange an escort of Knight Errant personnel to bring the players to Reno's for a private meeting about the commlink. Tosh sends a squad to round up the runners as discreetly as possible, but the squad won't hesitate to use force to knock out and drag the runners to the meeting. The invitation is one the runners are well advised not to resist.

The runners' favorite fixer (besides MacCallister) gives them a call and offers them two thousand nuyen each to show up at the Big Rhino for an urgent meeting with "a friend of a friend." If the runners refuse, he offers three thousand. If the runners still refuse, the fixer will inform them that he is permanently removing them from his contact list. He won't give them the details of the meet, only telling them that this could make or break their shadowrunning careers. After this point, their fixer will only help them through the rest of this adventure if they've agreed to the meet. Contacts directly involved with the **Buried Underground Shadowrun Missions** political plotline, such as MacCallister or ADA Dana Oaks will have heard of what's going on and will be careful to avoid getting too tied up with the runners, while other contacts may be concerned about rumors that are already spreading.

A few Skraacha members will hit the runners in an attempt to steal the chip and commlink. They've been hired by Tennison to retrieve the items in question. The ork gangers make up in enthusiasm what they lack in skill. They don't know exactly why they've been hired to make off with the goods, only that they're going to make a lot of money if they turn them over to Tennison.

If the runners ended up with the datachip and commlink as a result of the riot and are hesitant to meet with Viamonte, they will be ambushed by members of Alamos 20,000. The group wants their stuff back and will do whatever it takes, starting with intimidation and promises they don't intend to keep, then moving onto threats. Viamonte also wants to know where Jeffries is holed up.

PUSHING THE ENVELOPE

If the runners have things too easy, you can always make the encounter public where anyone can record the runners and their actions. The ante can also be upped by interspersing two or three of the above encounters into the session. Just don't use more than three and don't place them back to back. If the runners don't get the hint they have access to valuable intel after the third encounter, just run the rest of the mission as if nothing were wrong.

DEBUGGING

There is always the possibility the runners will be entirely out-classed in any of these scenarios. If they appear in danger of dying or not completing the rest of their mission, throttle back the number of thugs. If the runners didn't agree to any meetings, and there is the danger of running out of time for the rest of the mission, feel free to skip these encounters. While these scenes can help the runners get to the point of this adventure, they also run the risk of distracting the players and chewing up time. Use the runners' contacts and faction allegiances as needed to focus the run back on target.

Also, if the runners get annoyed with Telly and try hurting her, they will incur Tatopolous's wrath, and that will not end well for them. Feel free to warn them either in or out of character if the conversation starts heading in that direction.

KE PATROL OFFICER

(Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4 (7)	4	4 (5)	3	3	4	3	3	2.5	8 (9)	1 (2)	13/11	10

Dice Pools: Clubs 8, Dodge 8, Firearms Skill Group 10, Law Enforcement (Professional Knowledge) 6, Perception 10, Unarmed Combat 8

Augmentations: Bone lacing (titanium), wired reflexes 1

Gear: Knight Errant patrol armor, Knight Errant patrol helmet (w/ AR display, low-light vision, thermographic vision, flare compensation, vision enhancement 3, camera, smartlink, and mic), commlink (DR 3)

Weapons:

Ares Predator IV [Heavy Pistol, 5P, AP -1, SA, RC -, 15(c), w/ 2 clips regular ammo, 2 clips of stick 'n' shock]

Defiance EX Shocker [Taser, DV 8S(e), AP -half, SS, RC -, 4 (m), 8 taser darts]

Stun baton [Club, Reach 1, DV 6S(e), AP -half]

KNIGHT ERRANT CHARGER LS

Ares' answer to the Chrysler-Nissan Patrol-1, this heavy-duty automobile is built for power, speed, and protection. Introduced only three short years ago in select areas, Ares put the KE Charger into full production for all their Knight Errant offices in 2072 after receiving the police contract for Seattle. The distinctive red-on-black design and the gold KE shield are now a common sight anywhere that Knight Errant patrols.

Handl	Accel	Speed	Pilot	Body	Armor	Sensors
+3	15/50	200	3	10	12	3

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

SKRAACHA LIEUTENANT

(Professional Rating 3)

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

Dice Pools: Athletics skill group 7, Blades (Cyber-Implant Blades) 9 (+2), Dodge 7, Negotiation 8, Perception 8, Pistols 10, Unarmed Combat 7

Enhanced Senses: Low-Light Vision

Augmentations: Hand razors, wired reflexes 2

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

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC -, 15 (c), w/ smartlink],

Hand razors [Blade, Reach -, DV 5P, AP -],

Unarmed Strike [-, Reach -, DV 4S, AP -]

SKRAACHA GOONS**(Professional Rating 2)**

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	3	5	2	3	2	2	6	6	1	8/6	11

Dice Pools: Athletics skill group 6, Clubs 8, Dodge 6, Perception 6, Pistols 10, Unarmed Combat 5

Enhanced Senses: Low-light vision

Gear: AR sunglasses [Rating 3, w/ image link, smartlink, thermographic vision], armor jacket

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC -, 15 (c), w/ smartgun system],

Nail bat [Club, DV 5P, AP -, Reach]

Unarmed Strike [-, Reach -, DV 3S, AP -]

**ALAMOS 20,000 FORD-NISSAN
2500 TRANSPORT VAN**

Handl	Accel	Speed	Pilot	Body	Armor	Sensors
+0	5/10	100	2	17	6	2

ALAMOS 20,000 GOONS**(Professional Rating 2)**

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	3	2 (3)	3	3	3	2	5.75	6	1	9/7	10

Dice Pools: Athletics skill group 5, Automatics 7, Dodge 4, Perception 3, Pistols 8, Unarmed Combat 6

Augmentation: Smartlink, muscle augmentation 1

Gear: Armor vest, Counterfeit commlinks DR 2

Weapons:

Ceska Black Scorpion [Machine Pistol, DV 4P, AP -4, SA/BF, RC 1, 35 (c), w/ APDS ammo, folding stock, smartlink]

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC -, 16 (c), w/ regular ammo, smartlink]

SCENE 5: TRUTH AND CONSEQUENCES

If the runners do not know the commlink is a stolen counterfeit by now, find a way to drop a hint before this scene starts. Feel free to read off the news items at the beginning of this mission, or the scream-sheet snippets included as a handout. There's also some information from Legwork (p. 24) that they could get from their contacts should they go asking.

SCAN THIS

As if life weren't complicated enough, suddenly everyone and their pet dog wants a piece of the runners. That stupid commlink is a counterfeit, one of hundreds stolen right out of KE's 14th precinct evidence room during an investigation of a counterfeiting ring. So what's the big deal? Well, that depends on who you talk to. A.D.A. Oaks and Detective Athack are investigating the possibility of a dirty cop. While MacCallister is hot on the trail of the person behind the Ork Underground bombings.

And then there are Martin and Tatopolous, both of whom are willing to offer certain considerations to runners in exchange for information on this story.

TELL IT TO THEM STRAIGHT

In *The Heights of Xanadu*, heroine Suki Redflower was warned by the Monkey King that there'd be days like this. He warned her, in fact, that the last thing a shadowrunner needs is to be "wanted." She laughed it off, promising she wouldn't be caught by megacorp security or the cops.

What you wouldn't give now for the Monkey King's wisdom on how to avoid this kind of attention. The only redeeming part of this whole crapshoot is that, unlike the movie, there isn't a dragon involved. That you know of.

BEHIND THE SCENES

This scene only comes into play after the runners have attempted to trace the commlink or used it (see **Scene 3: Paranoia Doesn't Kill**, p. 13). There are various elements in this scene, not all of which should be played through. If the runners agreed to any of the meeting requests, the NPCs involved will be much more friendly and willing to negotiate. If the runners did not agree to any meeting requests, then the NPCs will be much more hostile and unwilling to negotiate.

The intent of this scene is to give the runners options of how they can dispose of the datachip at the end of the mission (or now if time is running short). Make sure to give the runners at least two of these options, so they start thinking about what they want to do. All options will allow the players to affect the outcome of the Seattle elections.

Encounters 1 and 2

Any meetings with Martin and Tatopolous depend entirely on the runners' current standing with either reporter. If the runners have Martin as a contact and have dealt fairly with him in the past, Martin is more likely to pay a small sum for the story and to share his information on the counterfeit commlinks than he would be to use footage of the riots to extort the information out of the runners. The same goes for Tatopolous.

If the runners have made enemies of both reporters, though, both Martin and Tatopolous are likely to send the runners a copy of the riot footage, highlighting the runners' efforts, in order to get the details on the runners' current activities and why the runners have a stolen counterfeit commlink in their possession. If the runners obtained the commlink, datachip, and credstick during the riot, both reporters managed to catch footage of the incident. They want details on the datachip and credstick. Neither reporter has footage of Jeffries or Viamonte, though, as they were concentrating on the protests and the runners. Both can identify Viamonte or Jeffries for the runners if provided details, and they will only do so if the runners cooperate with them. Vangel will likely redirect queries to her boss if she feels she's getting in over her head.

Encounter 3

Oaks and Tosh are investigating the possibility of a dirty cop in league with someone from the governor's office. Viamonte has known anti-metahuman sympathies and has been linked with stolen property before, though none of the investigators have proof. Oaks and Tosh want information on where the runners came across this commlink and any details that accompany this information. These two aren't playing around and will threaten the runners with charges of obstruction of justice if the commlink and any relevant details aren't handed over. If the runners play for time, they might be able to convince Tosh and Oaks to give them a day before handing over the link and any other details. Or the players can make a break for it and put themselves on Oaks' Most Wanted list.

Encounter 4

MacCallister's own investigations have revealed that a commlink used by the Ork Underground arsonists is part of a group of counterfeit links stolen from KE's evidence room. Additionally, his people have found a few of those commlinks in the possession of Alamos 20,000 members. MacCallister suspects a dirty cop (Viamonte) of being involved somehow, but has no proof. He knows of Oaks' investigation into Viamonte, and also knows Viamonte isn't clever enough to be the real mastermind. He wants to track down who gives her orders, but given his new public position as a voice of the Ork Underground, he can't be seen consorting with shadowrunners the day before the election. So he will work through intermediaries, friends of friends, to convince the runners to turn their proof over to the authorities as soon as possible with the promise of future payment or a favor owed. Of course, MacCallister would love a copy of all the information for his own investigations.

Encounters 5 and 6

These encounters are excluded from this scene because they have already occurred in **Scene 3: Paranoia Doesn't Kill** or **Scene 4: Full Stop**.

DEBUGGING

Be careful not to box the runners into a no-win situation, which is especially possible if they've been forced into one of these meetings. While the NPCs will definitely play hardball to get what they want, they should also leave room for negotiation. If the runners become aggressive or pushy, mention that their best option may be to play for time. If at all possible, use contacts or other scene details to drop hints that there may be more to this than just a counterfeit commlink. After all, don't the runners have a datachip as well?

If the runners are about to hand over the datachip without any thought, find a way to remind them that there are multiple factions involved in this. If it takes a call from someone who hasn't previously tried to contact the runners, then make that happen. But give the runners multiple options and nudge them to the door as quickly as possible, with as little violence as possible. Things are coming to a head, and the runners still have work to do.

There is the possibility that the runners decide to offload the datachip right here, before they reach **Scene 7: Turning Points**. If that happens, don't panic. Scene 7 can be altered or dropped from the adventure as needed. And if the players gave the datachip to Viamonte in Scene 3, then give the runners a chance to sell the real story to Martin and Tatopolous or turn whatever other evidence they have over to Oaks, Tosh, or MacCallister.

SCENE 6: LOOSE ENDS AND OTHER DREK

SCAN THIS

Jeffries is a liability and someone wants to make sure he doesn't make it through the elections intact. Since he wasn't killed during the riots or by the assassin, the runners are hired by Tennison to completely obliterate Jeffries' reputation.

The catch?

Tennison is dead. The runners just don't know it yet.

TELL IT TO THEM STRAIGHT

Seattle is all ablaze with vicious rumors and brutal violence, half of which you helped start. The humidity has kicked up a notch, the rain is coming down in buckets, and just as you're ready to call it a day, your commlink buzzes again.

It's the rookie Mr. Johnson. His avatar seems a little shaky, pixelating around the edges. "Sorry to bother you. Really sorry, but I have an important job. Since you did such a wonderful job with the riot, I instantly thought of you."

"It's a simple character assassination, but it needs to be done tonight and set up for a public scandal. I heard you know a reporter. Is that right? Well, call in a favor to get this guy busted on the evening news. Here are the details."

Your commlink notifies you of an incoming file. When opened, the file reveals the image of Edmund Jeffries, his home address, and his common daily activities. It's quite detailed, actually.

Mr. Johnson adds, "We want him caught in a cheap brothel, surrounded by whores and drugs, maybe even some illegal BTL. Forge bank account transactions to known drug dealers or metahuman traffickers. Pepper the Matrix with rumors about him having mental instability and substance abuse issues. Then make sure the media catches him in the act, on video, as soon as possible. The offer is 5,000 nuyen. Each."

JEFFRIES' SAFEHOUSE

Edmund Jeffries is hiding in a coffin motel on the edge of Renton. It's neither cozy nor plush, but it's also the last place he thinks anyone will look for him. He changes rooms daily and uses a fake SIN (4) under the name of Jeff Edmund (he's still new at this surreptitious stuff). He used an encrypted channel on his personal commlink to contact the runners for the initial job, and a Computer + Trace User (4) Test on the last call Jeffries made to the runners should enable them to locate Jeffries.

BEHIND THE SCENES

The runners are contacted by Mr. Johnson (Tennison) to locate and set up Edmund Jeffries. The job is a simple character assassination: Doctor Jeffries' bank account to show payments to known drug dealers and prostitutes, start some Matrix rumors about his substance abuse problems and recent mental instability, kidnap him, juice him up, and stick him in a brothel. Then contact a high-profile reporter with details on Jeffries' recent recreational activities so he ends up on the evening news.

The runners have several opportunities here.

For one, they can take the job, set Jeffries up, and make their nuyen, no questions asked.

For two, they could report the job offer to Jeffries to see what he says about it. Jeffries is willing to match Tennison's offer if they track down Mr. Johnson and find out some of the motivation for this character assassination. If the runners reveal Tennison's identity to Jeffries, Jeffries knows that there is no way this man has the brains to come up with a scheme like this. He wants the runners to investigate and find out who is really behind this. It's a closed loop, though. Corrigan is covering his tracks, and the runners will be paid out of an anonymous slush fund that appears to belong to the city but has been lost in the paperwork shuffle of government politics.



The runners could also choose to investigate Tennison on their own (without Jeffries' input), especially if they have been attacked by the Skraacha and want to know why they should work for him again.

If the runners investigate Tennison (see Legwork, p. 24), they can discover the poor man died in an apartment fire several hours before he called them for this last job. The fire engulfed only his unit and appears to be an accident. The complex's fire-suppression systems are supposed to be state of the art and worked for several other apartments, but they failed to save Tennison or his home. Tennison's own bank records show that he is seriously in debt and has no funds (in contrast to anything the runners found out about him earlier), and he was fired from his job last week due to embezzlement of city funds. *This information is in deliberate contrast to anything the runners learned earlier.*

To be clear, there will be no additional payout collected by the runners from Mr. Johnson. If they try to negotiate with "Tennison," he tells them that any additional amounts depend on how well they accomplish this mission. Meaning, he acts as if he's willing to negotiate for outlandish amounts after the job is completed. Since the runners won't get paid by a dead man, though, it doesn't matter what they want to negotiate for after the job is completed.

If they take Jeffries up on his offer to match Mr. Johnson's offer, though, the job will pay 5,000 nuyen per runner. A successful Negotiation + Charisma (4) Test nets the team with an additional 300 nuyen per hit, up to a maximum of 5 hits for a total of 6,500 nuyen.

DEBUGGING

This scene is less about the dice rolling and more about the role-playing. So long as the PCs come up with some plausible, or interesting

BUILDING THE MISSION INTO A CAMPAIGN

For the campaign-minded gamemaster, here are a few subplots to stretch this adventure out across multiple sessions.

PARANOID DELUSIONS

Terrified that MacCallister hired the assassin in Scene 3, Jeffries hires the runners to assassinate MacCallister. Unfortunately for the runners, both the Ork Rights Committee and Mothers of Metahumanity have formed a volunteer bodyguard around the Big Rhino and MacCallister for the duration of the election insanity. There are quite a few MacCallister doubles running around to draw fire, and a lot of angry orks willing to hunt down anyone who tries to take a potshot at their beloved defender.

PUBLIC ENEMIES

A group of shadowrunners, of the same basic make-up as the PCs, engages in a series of destructive attacks against Seattle's polling stations. Martin and Tatopolous identify the PC runners as the guilty parties, setting Knight Errant on the runners' trail. Now the runners not only have to stop the real culprits, but prove their own innocence before Tosh and Oaks lock them up for good.

FIND THE FED

According to rumors, a federal agent named Seth Dietrich was looking into Jeffries' various shenanigans, and he was getting close to connecting some of Jeffries' actions directly to Brackhaven. Then Dietrich disappeared. Lots of Seattle, including A.D.A. Oaks, would like to find him and use whatever evidence he has to pin Jeffries to the wall. The question is whether Dietrich went to ground himself, or if someone got to him first and is holding on to him, waiting for someone else to come looking for him. Or if they already put him into the ground to keep him quiet.

options, let them enjoy themselves with the plotting and the doing. Try not to hinder them unless they try to blast their way through this scene with all guns blazing.

Whichever option the runners choose, this scene should be played at a moderate difficulty level. They should run into a few obstacles, but not anything that causes them a great amount of grief.

If the runners have thoroughly ticked off Martin and Tatopolous, neither reporter is willing to jump on the offered story unless the runners send the information anonymously. Even if the runners are

in the reporters' good graces, Martin and Tatopolous are professional investigative reporters, not some yellow-journalistic hacks. They will want details on how the runners came by this information and why the runners are calling them about it. But a story is a story, and if the runners manage to set things up well enough, Martin or Tatopolous will run with it. This is also a good time for the runners to be asked about that pesky little commlink if the opportunity hasn't previously presented itself, or if the runners themselves have forgotten about it.

SCENE 7: TURNING POINTS

SCAN THIS

It's been a hard day's work and it's time to collect. The runners have unwittingly uncovered Jeffries' connection to Alamos 20k, a plot to kill or humiliate Jeffries, and a "higher power" that may be behind all of the trauma of this year's election campaigns. They have either proof or circumstantial evidence tying the threads all together, but now they need to make a decision. Do they sell this information to anyone? If so, whom? Do they keep it all to themselves and stay out of politics?

It's time to step up, make the hard choices, and potentially leave a lot of enemies in their wake.

Shadowrunning was never supposed to be easy.

TELL IT TO THEM STRAIGHT

The rain has finally pattered to a stop, and so has most of the city-wide violence. Seattle stumbled into an exhausted semblance of sleep somewhere around 2 a.m., with even the 24/7 shops closed in the wee hours of the morning of Election Day. In just a few short hours, the sun will rise, the polls will open, and the face of Seattle will change forever. Or so Martin and Tatopolous claimed in last night's broadcasts. There's not much left for a tired runner to do except count his nuyen and wait for the next job.

Then again, there is one last thing you might be able to do. Information seems to be the ticket to wealth these days. And you have so much of it.

BEHIND THE SCENES

Jeffries is willing to shell out up to 10,000 nuyen per runner to keep the information and the datachip buried. Negotiation Tests will not earn the runners any extra money because that is all the money Jeffries has left on his person. If he tries to transfer more out of his accounts, he will be traced and caught. Should the runners suggest that they can help him hide his electronic trail, he turns them down flat. He doesn't trust his bank account information to a bunch of criminals, nor will he trust anyone's skills against what he believes to be MacCallister's considerable stable of expert contacts.

By the same token, either Martin or Tatopolous (whichever one the runners deal with) are unable to pay more than 500 nuyen per runner for the paydata (also no negotiation), but their contact loyalty greatly increases if the runners. Share the information with them (even if it's only a copy of the data that was sold to another NPC). Plus the reporter in question will even bury any riot footage of the runners and potentially warn them if anything bad is heading their way in future missions.

Oaks and Tosh will pay a finder's fee of 6,000 nuyen per runner for the paydata, which a Negotiation + Charisma (3) Test can increase by 200 nuyen per hit (up to a maximum of 5 hits for a total of 7,000 nuyen). They will also ignore any lesser infractions the runners may commit in the future. This may include springing them from jail for misdemeanor offenses or weapons charges.

MacCallister can't do any official business with the runners during this mission, but he hovers in the background as a friendly frontman discusses the paydata on his behalf. This paydata definitely catches his interest, and he wants it, but he can't pay for it right now. After the election nonsense is over, he might be able to come up with something. But right now all he can do is appeal to the runners' better natures, and drop hints that if they can't just give him the paydata, then giving it to Oaks and Tosh is the second best thing. It would be, in his words, "a great favor."

PUSHING THE ENVELOPE

If there's time to push the envelope here, the runners could start an auction for the paydata amongst the various factions. They need to be cautious on how they do this, however, as none of their prospective buyers appreciate this tactic. Tosh is more likely to have the runners arrested and the data taken from them (with Oaks' permission); Jeffries is likely to contact his Alamos 20k allies to take down the runners; the Skraacha might make another run for the paydata after hearing about the auction through the grapevine; and Corrigan will hire another team of runners to take out the PCs as soon as possible.

DEBUGGING

If the players are having trouble figuring out what to do, make a few suggestions based on the runners' current sympathies. Who did they support the most during this mission? Who did they react badly to? It is okay if they don't want to sell the datachip. It's also okay if they don't want to sell any evidence they collected or if they gave the datachip away already. This is the adventure wrap-up, where all debts are paid and all faction/contact loyalties are earned. There's really not a whole lot more to do other than the mission debrief and note taking.

If the runners do not choose to sell their information (or the datachip) to anyone, that is their choice. Make sure to note this in the Debrief Log. If they choose to sell, make sure to note if the runners are selling information without the datachip, information with the datachip, or just the datachip. These choices are all important and will affect the *Shadowrun* metaplot. So make sure to turn in your reports!

PICKING UP THE PIECES

MONEY

- 1,000 nuyen per runner for listening to Mr. Johnson about the riot and then refusing the job. If the runners accept the job, payment is 3,000 nuyen plus 500 nuyen per net negotiation hit up to a maximum 5,5000 per runner for starting the riot.
- 2,000 nuyen plus 100 nuyen per net negotiation hit up to a maximum of 2,500 nuyen per runner for delivering the briefcase (which the runners must previously have had in their possession) to Viamonte.
- 2,500 nuyen plus 100 nuyen per net negotiation hit up to a maximum of 3,000 nuyen for the retrieval of the briefcase and delivery to Viamonte.
- 0 nuyen per each runner for the character assassination of Edmund Jeffries. Tension is both dead and broke and thus cannot pay his bills.
- 5,000 nuyen, plus 300 nuyen per Negotiation hit up to a maximum of 6,500 nuyen per runner for turning on Tension and working for Jeffries to investigate Tension.
- 10,000 nuyen per runner (non-negotiable) if they bury any information regarding the briefcase, the datachip, and Jeffries' connections to Alamos 20k.
- 500 nuyen (non-negotiable) per runner if the evidence and/or the datachip (or a copy) are turned over to one of the reporters (not both). This is in addition to turning the evidence over to one of the other NPCs, not counting the other reporter.
- 6,000 nuyen finders' fee, plus 200¥ nuyen per negotiation hit up to a maximum of 7,000 nuyen per runner if the datachip and all evidence of Jeffries' activities is turned over to Tosh and Oaks.

KARMA

- 1—For getting the briefcase before Jeffries calls
- 1—For figuring out Jeffries' and Viamonte's plans for Prop 23 without help
- 1—For delivering the briefcase to Viamonte
- 1—For serving as body double for Jeffries
- 1—For turning the evidence over to Oaks and Tosh
- 1—For turning the evidence over to MacCallister (or Oaks and Tosh at his request; this then combines with the point above)
- 1—For turning the evidence over to a single reporter (0 if the runners try to slip it to both or also give it to Tosh/Oaks or MacCallister)
- 1—For remaining loyal to Jeffries and not assassinating his character
- 1—For assassinating Jeffries' character

An additional 1 to 3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 9.

FACTION REP

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

Seattle Government

- 1 Faction Reputation if the players turn over the evidence to MacCallister, Tosh and Oaks, or a reporter.
- +1 Faction Reputation if the players bury the evidence and the datachip.

Ork Underground

- 1 Faction Reputation if the players go after MacCallister or help Viamonte with the ballot box-stuffing scheme.
- +1 Faction Reputation if the players give the evidence to MacCallister, notify MacCallister about the ballot box stuffing scheme, or help M.O.M. against the ballot box stuffing scheme.

KSAF

- +1 Faction Reputation if the group gives Athena Tatopolous/Telly Vangel the exclusive without prompting.
- +0 Faction Reputation if the group only gives Tatopolous the exclusive because she blackmails them with riot footage.
- 1 Faction Reputation if the group does not.

NewsNET

- +1 Faction Reputation if the group gives Joe Martin the exclusive.
- +0 Faction Reputation if the group only gives Martin the exclusive because he blackmails them with riot footage.
- 1 Faction Reputation if the group does not.

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

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



FACTION REP

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

REPUTATION

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

- +1 Street Cred if the players are able to clear their names.
- +1 Notoriety if a player is particularly brutal and bloodthirsty.
- +1 Public Awareness if the team causes extensive collateral damage within the city.
- +2 Public Awareness if the news cameras caught the runners instigating the riots at the bowling alley.

CONTACTS

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

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

A.D.A. Dana Oaks: For giving either Oaks or Tosh the proof (copy or original) of the chip, gain Oaks at Loyalty 1 or gain +1 loyalty if they already had her as a contact (up to a maximum of Loyalty 4).

Det. Tosh Athack: For giving either Oaks or Tosh the proof (copy or original) of the chip, gain Tosh at Loyalty 1 or gain +1 loyalty if they already had him (up to a maximum of Loyalty 4). Give the players -1 loyalty if the runners kill a Knight Errant officer.

Joe Martin: If the runners as a group gave Martin the chip and the exclusive, that runner gains him at Loyalty 1, or +1 if he was already a contact (up to a maximum of Loyalty 4).

Athena Tatopolous: If the runners as a group gave Athena (or Telly) the chip and the exclusive, that runner gains her at Loyalty 1, or +1 if she was already a contact (up to a maximum of Loyalty 4). Give the players -1 loyalty if they try to harm Telly Vangel in any way.

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 the number of levels of information about that topic the Contact reveals 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 200 nuyen per level of information.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make a Connection + Connection (20 minutes) Extended Test. Additional information will be available at a cost of 750 nuyen.

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

TIA VIAMONTE

Contacts to Ask: Law Enforcement, Law/Legal, Humanis, Skraacha Gang Member

CONTACTS	DATA SEARCH	INFORMATION
0	0	Dunno what you're yammerin' about. Got a smoke?
1	3	She works for Knight Errant.
2	6	Viamonte has a ruthless streak. Lot of metas get beat up on her watch.
3	10	Everyone knows the bitch is a dirty cop. They just can't prove it.
4	18	Rumor has it she's affiliated with Alamos 20,000.

EDMUND JEFFRIES

Contacts to Ask: Reporters, Politicians, Shadowrunners

CONTACTS	DATA SEARCH	INFORMATION
0	0	Yeah, he's that guy. You know. That guy.
1	3	He works as Governor Brackhaven's press secretary.
2	6	The guy is totally paranoid. He's been jumping at his own shadow since the Ork Underground got toasted.
3	10	He's been asking an awful lot of questions about William MacCallister lately.
4	18	You know about the copycat Mayan Cutter? One of Jeffries' friends hired that bastard.

FRED TENNISON

Contacts to Ask: Bureaucrats, Contact Any

Prior to Scene 6: Loose Ends and Other Crap

CONTACTS	DATA SEARCH	INFORMATION
0	0	Come again?
1	3	Isn't that the main character of some kids show where there was a watch and aliens?
2	6	Yeah, he's a neighbor of my cousin. Lives at the Double Pine Apartments.
3	10	Just another small-fish city bureaucrat who enjoys torturing people with red tape because he thinks he's more influential than he really is.
4	18	He's been spending quite a bit of time in Emile Corrigan's office lately.

After Scene 6: Loose Ends and Other Crap

CONTACTS	DATA SEARCH	INFORMATION
0	0	I have no clue, omae.
1	3	Hey, is that the dude they're talking about on the 6 o'clock news?
2	6	I heard he just died in a fire at the Double Pine Apartment complex. The only casualty from what I heard.
3	10	Tennison got fired from his job last week and started posting suicide notes on the Matrix to get sympathy.
4	18	He embezzled millions from city funds, then blew it all gambling in Triad-run games.

EMILE CORRIGAN

Contacts to Ask: Reporters, Politicians, Shadowrunners, Cops

CONTACTS	DATA SEARCH	INFORMATION
0	0	The best combat biker ever!
1	3	Corrigan? I think he works for Governor Brackhaven.
2	6	He's Gov. Brackhaven's chief of staff.
3	10	The worst I've heard about Corrigan is that he works for that racist bastard Brackhaven.
4	18	He's the perfect image of an honest politician. Now you tell me what's wrong with that.

COUNTERFEIT COMMLINKS

Contacts to Ask: Any

CONTACTS	DATA SEARCH	INFORMATION
0	0	Come into my studio and I'll show you my 'links.
1	3	The commlinks were confiscated six months ago in a raid on an Mafia-owned warehouse.
2	6	Someone stole the entire run of commlinks from Knight Errant's evidence room.
3	10	It's all hush-hush, you see, but the D.A.'s office is investigating the commlink theft. Rumor has it a cop is involved.
4	18	Bull MacCallister has people looking for those commlinks. Seems one of them was used by the arsonists who attacked the Ork Underground.

ALAMOS 20,000

Contacts to Ask: Any

CONTACTS	DATA SEARCH	INFORMATION
0	0	Davy Crockett, right? Remember the Alamos!
1	3	An old metahuman hate club. I didn't think they existed anymore.
2	6	I remember that they napalm-fired an Ohio town back in '36 and killed twenty people.
3	10	Weren't they responsible for the Underground bombings a while back?
4	18	The streets say Alamos 20k has something big planned for Election Day. I don't know what, but I'd pay good nuyen for that information.



WILLIAM "BULL" MACCALLISTER**Contacts to Ask: Contact Any**

CONTACTS	DATA SEARCH	INFORMATION
0	0	Lemme guess. The dude has horns.
1	3	Isn't he the public face of Project Freedom?
2	6	He's a retired shadowrunner turned fixer. Owns the Big Rhino.
3	10	His daughter, Rebecca, was murdered by the Mayan Cutter Copycat Killer a while ago. It nearly destroyed him, they say.
4	18	He's on the warpath, trying to track down some counterfeit commlinks that are linked with the Ork Underground bombings.

DATACHIP DETAILS

The datachip is encrypted and requires an Electronic Warfare + Decrypt (6, 1 Combat Turn) Extended Test to decrypt and Hacking + Exploit (6, 1 Combat Turn) Extended Test to get the data. If none of the runners have the ability to crack the chip, they can pay a hacker or technomancer contact 5,000 nuyen to do it for them, but they won't get the details until near the adventure. If the runners hack the chip themselves, they will find detailed building plans for Lefty's Lanes from city hall's own archives, Knight Errant security plans for the polling station, a list of the voting app's IC, an administrator's account credentials, a worm designed to insert thousands of pro-Proposition 23 votes using randomly generated SIN information into the voting app, and the "fingerprints" of a sophisticated (and expensive) agent program commonly used by shadowrunners and gangers with nuyen to burn. Investigation into the agent program itself reveals the signature of a hacker closely associated with M.O.M.

A successful Computer + Analyze (4) Test tells the runners that there is something off about the agent program. Further investigation (Hacking + Exploit (4) after the initial Hacking Test to get into the node) reveals that the "fingerprints" have been deliberately placed in the program. Beyond that, there is little detail the runners can get from the chip without access to a full forensic lab.

Armed with this information and any legwork completed on Viamonte, the runners have several options:

- 1) Sell this information to Martin or Tatopolouspolopous, with any proof they have of Viamonte's and Jeffries' meeting.
- 2) Give the chip, commlink, and proof to Oaks and Tosh.
- 3) Blackmail Jeffries.
- 4) Do the ballot stuffing job for Jeffries.
- 5) Give the chip and commlink to MacCallister or contacts within M.O.M.

CAST OF SHADOWS

EDMUND JEFFRIES



Edmund Jeffries is a dark-haired man in his mid-40s. Balding and overweight, he doesn't seem impressive. Yet something about his body language oozes arrogance and over-educated superiority. He's devoted to Governor Brackhaven but likes to take his own initiative. As a result, Jeffries often oversteps his bounds and causes more trouble than his tactics actually resolve.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	2	3	2	5	4	5	5	3	6	7	1	9/5	10/11

Dice Pools: Computer 5, Con 5, Data Search 5, Etiquette (Politics) 5 (+2), Leadership 6, Negotiation 5, Perception 4, Running 2

Gear: Commlink DR 6, Synergist armored suit (suit jacket, shirt, slacks, long coat)

TIA VIAMONTE



Tia Viamonte is a short human with chopped curly hair and a horizontal scar across her nose. She wears a perpetual scowl on her face and dresses in functional clothing that includes an armor jacket and AR sunglasses. She always wears her pistols prominently on her hips, like an old-fashioned cowboy. She doesn't take crap from anyone. While Viamonte may come off as suspicious, temperamental, and racist, she's shrewder than most people give her credit for, and she can be quite subtle when the situation calls for it. She's not the most gorgeous woman anyone has ever met, but she can be incredibly persuasive when she needs to be. Just don't expect her to play the "sexy woman" card. Viamonte relies on more traditional methods of persuasion, such as bribes, blackmail, extortion, and threats (as a last resort).

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	3(4)	3(4)	3	4	3	3	4	4.5	6(7)	1(2)	11/9	11/10

Skills: Athletics skill group 3, Automatics 5, Dodge 4, Intimidation 2, Leadership 3, Negotiation 3, Perception 4, Pistols 6, Stealth skill group 4, Unarmed Combat 4

Augmentation: Muscle toner 1, orthoskin 3, smartlink, synaptic booster 1

Gear: AR sunglasses [Rating 4, w/ image link, smartlink, vision enhancement 2], armor jacket (8/6), counterfeit commlink (DR 2)

Weapons:

Fichetti Executive Action [Light Pistol, DV 4P, AP —, SA/BF, RC —, 18 (c), w/ smartgun system]

Walther P109 [Heavy Pistol, DV 6P, AP -2, SA, RC 1, 12 (c), w/ EX-Explosive rounds, smartgun system]

TOSH ATTACK



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

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

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

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

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

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

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

Weapons:

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

A.D.A. DANA OAKS



Acting District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest district attorneys in Seattle's history and is relentless and single-minded in her pursuit of justice. She has recently begun working with Knight Errant's Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She's been very vocal in her frustration with the Ork Underground and the fact that it's a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to "plug a serious threat to Seattle's public safety." She recently survived a major assassination conspiracy which killed every person in the D.A.'s office except her, and she now does not go anywhere in Seattle without a Knight Errant bodyguard for protection. Oaks also now wears armored clothing for an added layer of personal protection.

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

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

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

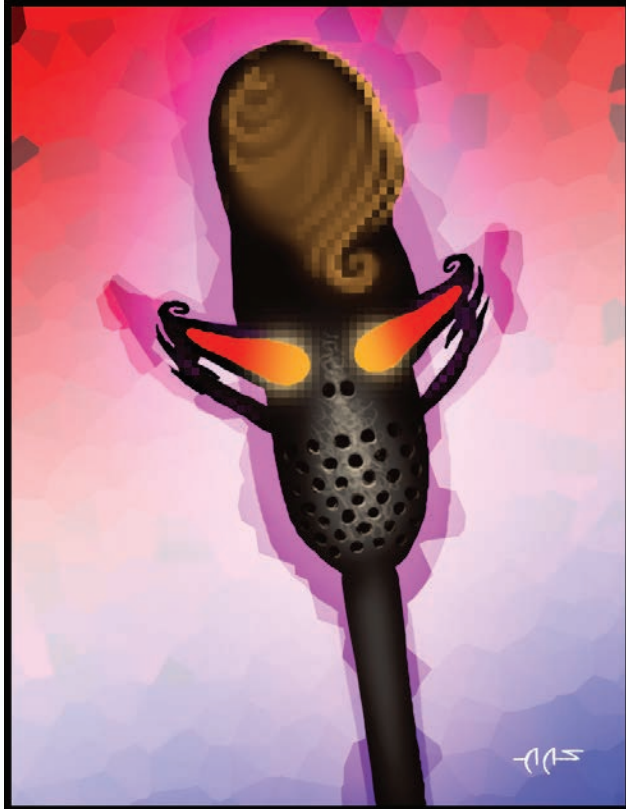
Qualities: Photographic Memory, Analytical Mind, Perceptive (lv 2)

Gear: Actioneer Business Clothes w/ gel packs, Fichetti Tiffani Self-Defender (navy blue), commlink (Firewall 6, Response 5, Signal 4, System 6), common-use programs (all at Rating 4), Black IC (Rating 6)

Weapons:

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

ATHENA TATOPOULOS



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

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

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

*Matrix Attributes

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

Knowledge Skills: Corporate Procedures 6, Journalism 6, Matrix Rumors 5, Political Rumors 5, Politics 6, Street Rumors 6

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

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

JOE MARTIN



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

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

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

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

Qualities: First Impression, Exceptional Attribute (Charisma)

Augmentations: Minor modification biosculpting, clean metabolism, dietware, silky skin, enhanced pheromone receptors 3, vocal range enhancer, tailored pheromones 3, cybereyes [Rating 4, w/ flare compensation, image link, low-light vision, recording unit, smartlink, thermographic vision, vision enhancement 3, vision magnification], cyberears [Rating 4, w/ audio enhancement 3, recording unit, select sound filter 6, sound damper, sound link, spatial recognizer]

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

MACCALLISTER



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

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

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

Active Skills: Athletics skill group 4, Automatics 4, Automotive Mechanic 3, Close Combat skill group 4, Computer 6, Cybercombat 6, Data Search 6, Dodge 5, Electronic Warfare 6, Etiquette 4, First Aid 3, Hacking 6, Hardware 6, Heavy Weapons (Assault Cannon) 5 (+2), Leadership 4, Longarms 4, Negotiation 5, Perception 4, Pilot Ground Craft 4, Pistols (Revolvers) 5 (+2), Software 6, Stealth skill group 4

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

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

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

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

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

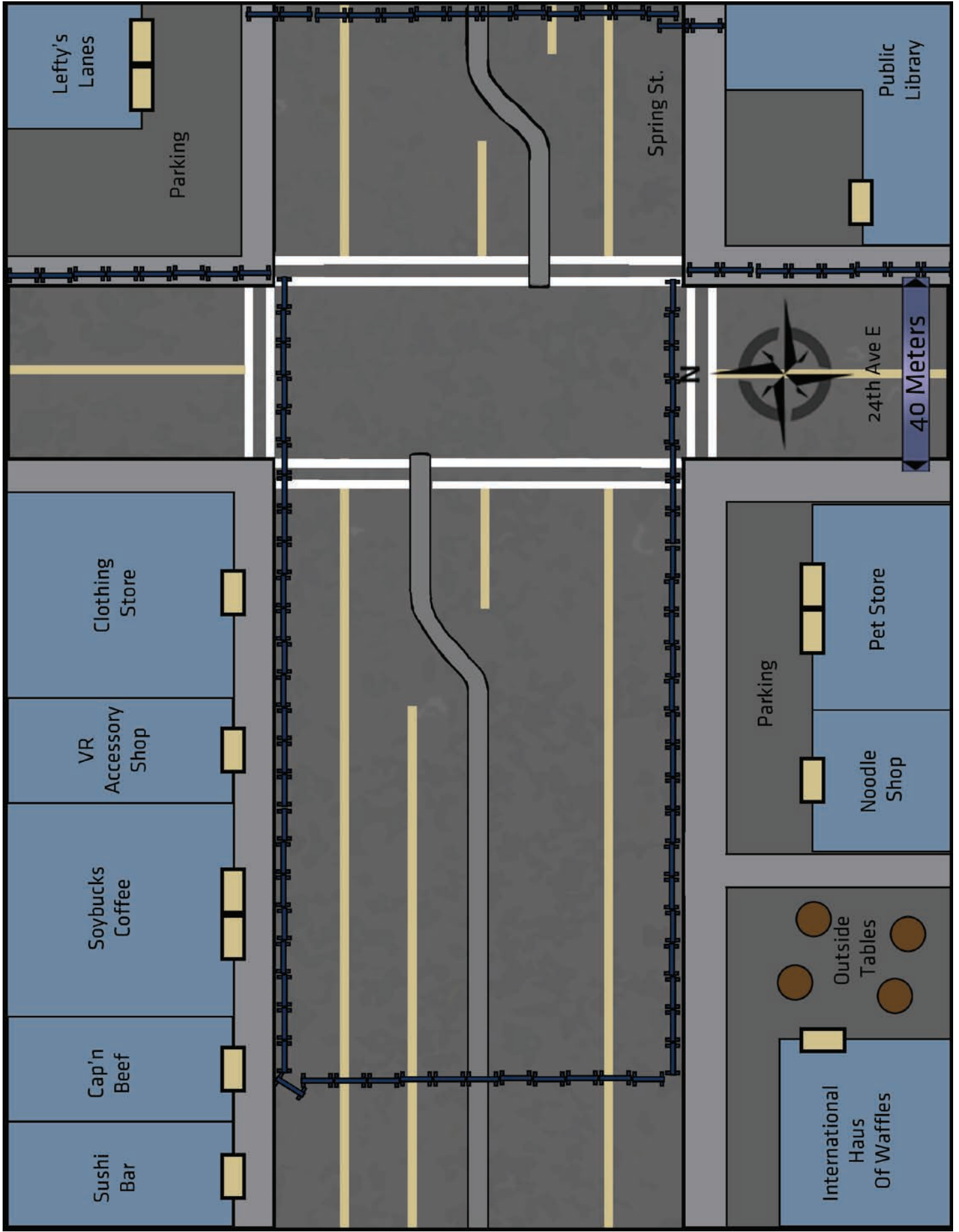
Programs: Analyze 8, Armor 10, Attack 10, Black Attack IC 10, Black Hammer 10, Blackout 9, Bio-Feedback Filter 8, Browse 6, Command 7, ECCM 7, Edit 6, Empathy 6, Encrypt 6, Exploit 6, Medic 6, Scan 8, Sniffer 6, Stealth 10, Track 6

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

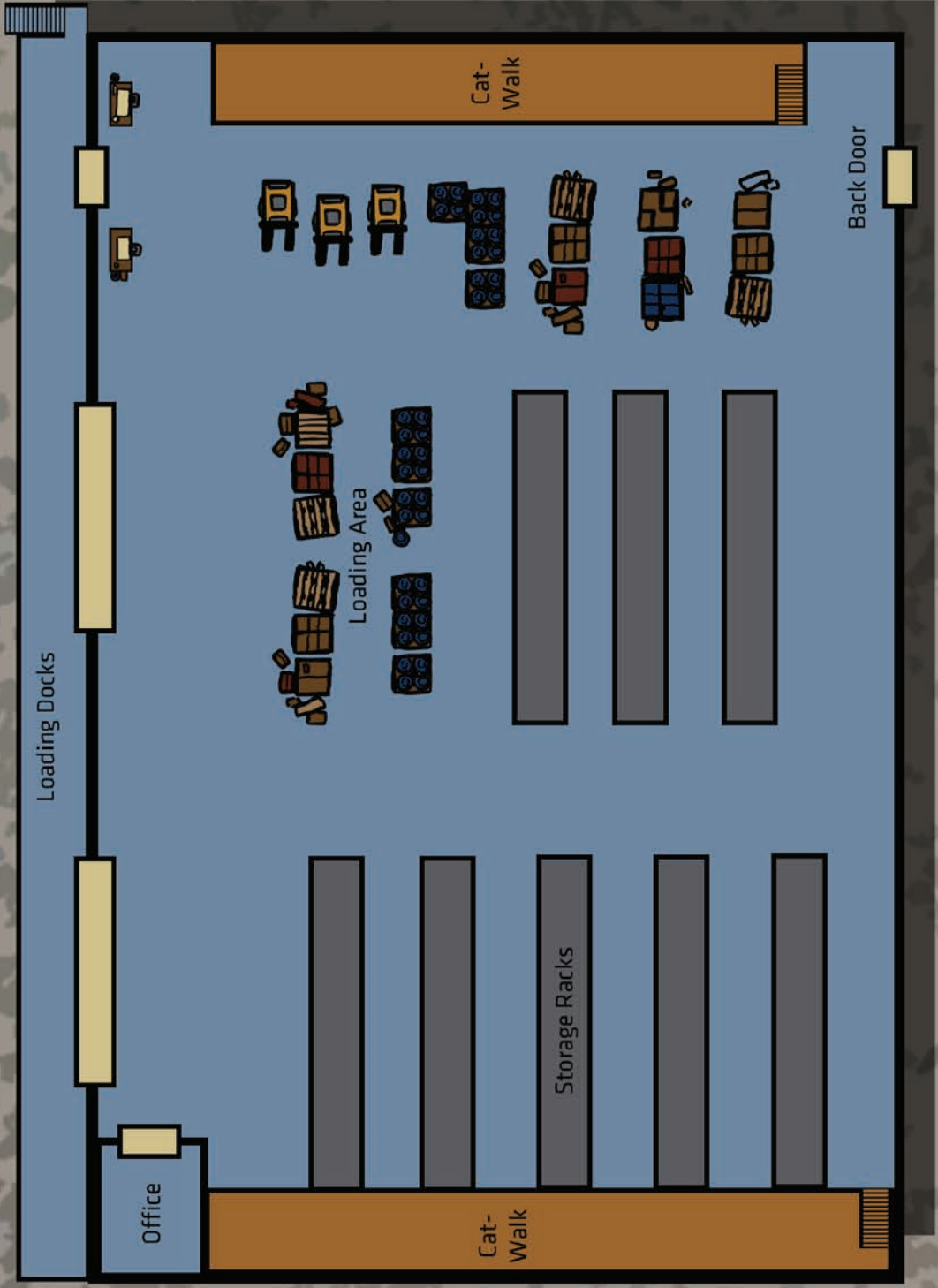
Weapons:

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

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



Warehouse





DANA OAKS

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

DANA OAKS

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

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

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

Uses: Jobs, Information, Law-related favors

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



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JOE MARTIN

NewsNet Reporter

Faction: NewsNet

Male Human

Connection Rating: 3

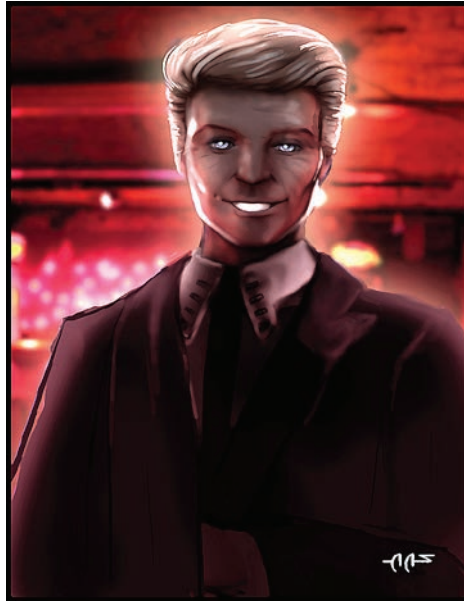
Loyalty:

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

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

Uses: Rumors and Information

Places to Meet: Bars, Nightclubs, Restaurants



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JOE MARTIN

NewsNet Reporter

Faction: NewsNet

Male Human

Connection Rating: 3

Loyalty:

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TOSH ATHACK

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

Tosh is a bit of a thug. A big troll, he tops 3 meters high, not counting his bull-like horns. He knows that trolls are expected to be stupid and will play on that stereotype. He's been frequently cited for excessive force and even brutality on the job, but he's proven himself valuable enough to the department that he's avoided demotion or suspension so far.

TOSH ATHACK

Knight Errant Detective

Faction: None

Male Troll

Connection Rating: 2

Loyalty:

Key Active Skills: Pistols, Long Arms, Unarmed Combat

Knowledge Skills: Police Procedures, Seattle Organized Crime, Seattle Street Gangs, Security Procedures,

Uses: Police Aid, Police Information, Street Rumors, Street Information

Places to Meet: Soybucks Coffee Shop, small local bars.



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Knight Errant Detective

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Male Troll

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Loyalty:

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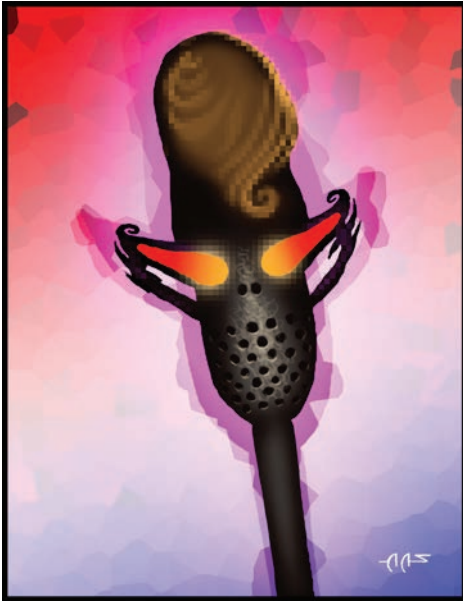
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Places to Meet: Soybucks Coffee Shop, small local bars.



ATHENA TATOPOULOS

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

ATHENA TATOPOULOS

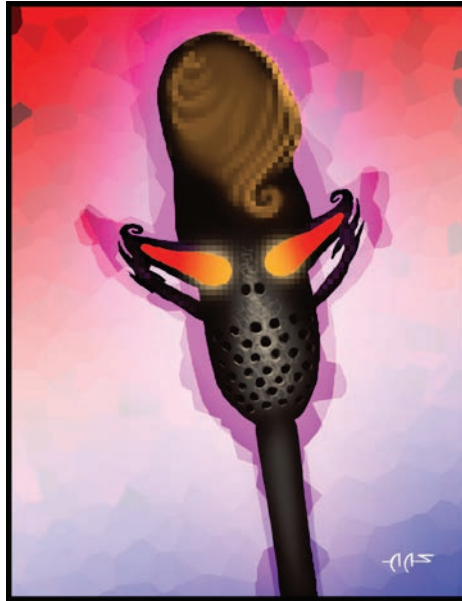
KSAF Chief Editor
Faction: KSAF
Female Human
Connection Rating: 4
Loyalty:

Key Active Skills: Electronics, Hacking, Negotiation

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

Uses: Rumors and Information

Places to Meet: Matrix



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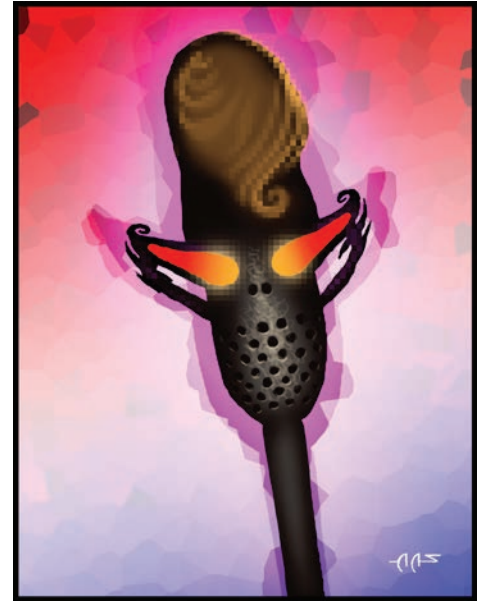
KSAF Chief Editor
Faction: KSAF
Female Human
Connection Rating: 4
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Female Human
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Knowledge Skills: Corporate Procedures, Journalism, Matrix Rumors, Political Rumors, Politics, Street Rumors

Uses: Rumors and Information

Places to Meet: Matrix

The following screamsheet notices are designed to be handed out one at a time as the adventure calls for it.
Do not hand out all news items at once.

Incoming Message



KNIGHT ERRANT LOSES EVIDENCE IN CRUCIAL COUNTERFEITING CASE

Date: October 18, 2084

The breakup of the Seattle Mafia's counterfeiting ring was slated to be the biggest coup in local law enforcement history until Knight Errant bungled the case by losing the evidence. In an embarrassing turn of events, nearly one thousand of counterfeit commlinks seized in the Bellevue raid disappeared from the 12th precinct's evidence locker without a trace. According to a confidential source within the precinct, a string of power outages left the security node offline at a crucial time. But how the commlinks were carried out of the precinct without any of the officers noticing remains a mystery even today.

Knight Errant public relations officer Catanya Kent commented, "Knight Errant remains committed to investigating the counterfeiting ring and collaborating with the District Attorney's office in all matters on this issue." No word yet if the evidence theft is actively being investigated.

Incoming Message



APARTMENT COMPLEX FIRE, 1 DEAD, NONE INJURED

A freak fire broke out at the Double Pines Apartment Complex in downtown Seattle early this afternoon. The complex's fire suppression system managed to take down the worst of the blaze before Seattle firefighters arrived, but one apartment was completely gutted by the flames. According to our sources, this apartment was the source of the fire and its as-yet unidentified occupant died as a result. No other injuries were reported. Fire Chief Juan Juarez issued a statement urging all neighborhood residents remain calm as the fire appears to be unconnected to this morning's riot and the other pre-election violence currently sweeping Seattle.

Incoming Message




POLLING STATION RIOT STARTS CITYWIDE VIOLENCE


A riot between members of the Humanis policlub and the ork gang, the Sons of Sauron, decimated the downtown area this morning. Knight Errant riot police were on the scene when the violence erupted, but they were stretched so thin they were unable to effectively stop the riot from spreading out over several blocks.

As news of the riot spread, it sparked already high tensions in Redmond, Puyallup, and Fort Lewis. Mini-riots broke out, along with random looting and firebombings. Governor Brackhaven has yet to make a statement on the spreading violence, but a spokesperson for the Governor has advised all Seattle residents to remain indoors today unless travel is essential.


In further news, Press Secretary Edmund Jeffries has not been seen at all today either in his office or at the governor's mansion.




PROP 23 YES!
SEATTLE for all!




NERPS
Vote early, Vote often!




NO! Prop 23
Keep crime OUT of our city!




NERPS
Vote early, Vote often!




BURN DOWN THE UNDERGROUND




NERPS
Vote early, Vote often!




PROP 23
It's for Everyone




NERPS
Vote early, Vote often!



Equality for ALL!
PROP 23 YES!




NERPS
Vote early, Vote often!




~~PROP 23~~ **KEEP SEATTLE SAFE!**



NERPS
Vote early, Vote often!



PROP 23 means MORE CRIME!




NERPS
Vote early, Vote often!




PROP 23 YES!
Everyone deserves a home!



NERPS
Vote early, Vote often!



~~PROP 23~~



NERPS
Vote early, Vote often!

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 04-11 ELECTION DAY

As Prop 23 goes up for election, chaos ensues with the runners at the heart of it.

- Started a riot at Lefty's Lanes
- Delivered the briefcase to Viamonte
- Buried the evidence on Edmund Jeffries
- Gave evidence on Jeffries to a reporter
- Gave evidence to Tosh and A.D.A. Oaks

SYNOPSIS

MISSION RESULTS

Names	Seattle Government	Ork Underground	KSAF	NewsNet	Character Improvement	Karma Cost
_____	-5 -4 -3 -2 -1 0 1 2 3 4 5 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	_____	-5 -4 -3 -2 -1 0 1 2 3 4 5 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

TEAM MEMBERS

FACTIONS

ADVANCEMENT

Previous Available _____	Street Cred _____	<input type="radio"/> Tosh Athack
Earned _____	Notoriety _____	<input type="radio"/> A.D.A. Dana Oaks
Spent _____	Public Awareness _____	<input type="radio"/> Joe Martin
Remaining Available _____		<input type="radio"/> Athena Tatopolous
New Career Total _____		

KARMA

REPUTATION

Previous Available _____ ¥	GM's Name _____
Earned _____ ¥	_____
Spent _____ ¥	GM's Signature _____
Remaining _____ ¥	_____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

