

SHADOWRUN MISSIONS



SILVER ON A PLATTER

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The bar was dimly lit and nearly empty at this time of day. In one dark corner a cartoon boy with flaming hair sat talking quietly with a large black cat. Occasionally the virtual imagery rippled as data lines flowed through the place. A stage at one end stood empty and dark, and the virtual statue of The Beast was turned off, the usual lights and steam effects absent. The bartender agent program stood quietly at the bar, its standby routines polishing the same section of bar over and over with a dirty white rag as it waited for an order. Otherwise, the place was deserted.

I looked across the table, once again fascinated by the simplicity and elegance of the icon FastJack used as he sat down. A simple human form, but it appeared to be in constant motion, vibrating ever so slightly that it obscured any discernable features. Not for the first time, I wondered if Jack used a virtual representation of himself under that blurring.

"I found him," I said without preamble. I could hear my voice crack as I said it. Even now, it was a raw wound.

"Him?" FastJack replied, his voice tinny and synthesized. You mean ...?"

"Yeah. The fragger responsible for my baby girl's death." I grimaced, the old hurt bubbling to the surface. "He covered his tracks really damn well, and he's good. Really good."

"And yet, you found him." FastJack said simply. I sank my hands into my head, overwhelmed. He raised his hand and made a minute wave. A moment later, a waitress materialized next to the table from the ground up, pixel by pixel, a tall, shapely redhead wearing skin-tight jeans and a t-shirt that looked painted on with the Virtual Underworld 93 logo on it. FastJack gave a silent command to the waitress, giving me a moment to collect my thoughts and composure.

"So this person," FastJack said after a few moments. "He's the one behind the Mayan Cutter copycat last year?"

"It seems so." I nodded. My vision blurred slightly as I felt tears forming, which was strange. I never programmed this avatar to be capable of crying. I raised one large, meaty hand to my face and wiped my eyes clear. "Dammit! It's been over a year since she died. I've tried to find a way to cope with this drek, but dammit Jack! She was my little girl!"

The waitress returned and set a couple of large, foaming digital drinks down in front of us. I just stared at mine, watching the foam slide down the side. FastJack picked his up and took a sip, his eyes widening in pleasure. "This is pretty good. Really, this whole place is." He motioned around the virtual bar. "Tell the truth though, chummer. You're running this on your old cyberdeck, aren't you? 'Course, this is some ancient code. Shadowland era. I recognize Cap's foundation. If I had to guess, I'd say this won't even run on a modern nexus, least not without a serious code overhaul. I bet you had to write one hell of a conversion program to get it to even interface, especially with the current wireless protocols. Not bad."

I grimaced at him. He was changing the subject. I appreciated the effort, so I let myself be sidetracked. I took a drink, feeling the bite of the ale, then sighed. "Yeah, you got it in one. I took the last version Cap wrote for Shadowland and did some tweaking. Added a few things too. The stage displays real-time feeds from the meat Underworld 93 when there's a concert. And we slipped a bit of BTL code into the drinks. Not enough to

be really addicting, but enough that you'll think you're getting drunk if you drink too much."

"The place isn't as high-rez and it could be. Slamm-O! gives me drek about it, but it just ... it feels like home, you know? I know this code backwards and forwards, and can write it in my sleep." I lowered my voice. "Never tell Fred this, but I have to really concentrate when I deal with newer code. I have one hell of a time wrapping my wetware around the newer algorithms."

"I feel old, FJ." I said, not for the first time. It seemed to be a reoccurring topic for me these days. "I worry about Billy, of course. But he willingly stepped into this life. He knows what he's in for. And I know it's sexist and Marie would kill me for saying this, but he's a boy. I just don't worry about him that much; I trust he can handle himself. Rebecca though—she didn't choose this. She was going to school, she was going to make something of her life. I should have been watching over her better, I should have done something."

"You can't keep beating yourself up over this, Bull. It wasn't your fault. It wasn't even related to our biz. Just one of those fucked-up things that happens sometimes in this fucked-up world we live in."

I just nodded to him and sat back, draining the last of my ale. I motioned for the waitress agent to come get us refills. We sat in silence for a few minutes before I finally began speaking again.

"I'm going after him, Jack." I said grimly.

"Of course you are. I'd expect nothing less. You said he's good. Is he connected?"

"Yeah. Just a bit. Government." I snarled as I said the last, since in Seattle these days government meant one thing: Brackhaven.

"Oh hell." FastJack said, his eyes widening slightly. "Be careful with that. They're already not happy with you over this Ork Underground thing."

"Frag that drekeater." I snarled. "I'm hoping to find a solid connection straight to him. Even he can't cover something like this up. And even if I can only connect it to some of his people, that'll take him down a peg or two."

"You don't do vendettas in half-measures, do you?" FastJack grinned at me. "Let me know if you need help."

"Will do, but I think I have this handled. I have some local talent I think I can trust." I rubbed one large hand over my scalp between my icons minotaur horns. "This one's gonna be tricky. But I have some help from some insiders at Knight Errant, and there's some local talent I trust."

FastJack's eyes widened slightly. "Be careful, Bull. Really careful."

I nodded to my old friend, then signaled across the room for Slamm-O! and Netcat to join us. I ordered a round for everyone.



INTRODUCTION

SRM 04-05 On a Silver Platter is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at shadowrun4.com/missions, including 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 04-05 On a Silver Platter is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to that edition of the *Shadowrun* rules.

Adventure Structure

SRM 04-05 On a Silver Platter 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 will 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 04-05: On a Silver Platter* (or any *Shadowrun Missions* adventure).

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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



GENERAL ADVENTURE RULES

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

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

Non-Player Characters

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

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

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write-ups, including 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 steamrolling 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 opposing Factions who butt heads constantly. Characters can try to 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

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the 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, certain modules will request that you use the web reporting form available at <http://www.shadowrun4.com/missions/> to report the outcome of the Mission. Future adventures will reflect the outcome of this one. 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 that they can't afford, with little to no gain from it's largely SINless a population. The government also 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 sometimes before anyone knew it was news. Those days are past, but in 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 is a direct sequel to *CMP 2010-02 Copycat Killer*. It is suggested that gamemasters run or read that adventure before running this one, though it is not necessary. This adventure summarizes *CMP 2010-02 Copycat Killer* so that the gamemaster (and the players, if they talk to the right NPCs) can get all the relevant details.

A little over one year ago, Knight Errant Seattle VP of Records George Mathers had a lunch meeting with Edmund Jeffries, Governor Brackhaven's press secretary. The two were old college friends, and during that meeting the two discussed the "problem" of metahumans in Seattle and how nice it would be if the Ork Underground was shut down for good. Jeffries expressed regret that the Mayan Cutter had been caught before he could do more damage to the metahuman communities. Knowing that Jeffries' political position limited how much he could do, Mathers decided to impress his friend by taking the initiative and trying to handle it on his own. Using his Knight Errant connections, he commissioned a

deranged ex-UCAS Ranger named Shawn Walker to pretend to be the Mayan Cutter and target the leaders of the various metahuman rights groups, as well as random metahumans to make it less obvious what he was doing.

One of the Copycat Cutter's first victims was Rebecca MacCallister, a graduate student at the University of Washington. Rebecca was studying ork culture and the history of the ork underground as part of her thesis and had been living in the underground when the Cutter got hold of her. Unfortunately for Walker, Rebecca's father was a retired shadowrunner turned fixer who had recently set up shop in Seattle, and he turned his attentions and the shadowrunner talent at his disposal to finding and catching Walker. MacCallister and members of his family and old team interrogated then executed the Copycat Cutter. There were no direct ties to George Mathers, but there was a trail that MacCallister could follow, and he spent the next year finding out where that trail leads.

MISSION SYNOPSIS

MacCallister has finally tracked down a couple of solid leads that may help him find the culprit behind the copycat, and he has been working with Tosh Athack and his Black Knight unit to find him. Unfortunately, unbeknownst to either MacCallister or Tosh, one of the Knights is on Mathers' payroll and has been feeding info to him. This has let Mathers lay down a false trail and stay one step ahead of the ork. Knowing it's only a matter of time, however, Mathers finally decides to make a move on MacCallister. He points his Humanis goon squad at the ork fixer with orders to take him out by any means necessary.

Following the events of *SRM 04-01: Hiding in the Dark*, the Gold Mine, Johnny "Junior" Torinni's bar on the Tourist Highway in the Ork Underground, was put up for sale, and MacCallister decided to buy it to have a place to serve as a base of operations. The adventure starts with the runners getting a commcall to meet him there for a job. Just as the runners arrive on the scene, however, an explosion rocks the bar, the result of sabotage by Mathers' Humanis thugs who knew that MacCallister had a meet set up. MacCallister happened to be near the front entrance when the explosion hit, so he survives but is severely wounded and has had his right arm blown off. He shoots a quick text message to the runners' comms before passing out, directing them to a street doc, and telling them to call Tosh for more information on the job.

Tosh meets up with the runners and stands in for MacCallister, offering them a significant payday to complete the run. He is also helping the runners and is bringing his Black Knights with him for the ride. Tosh has to be careful investigating Mathers, as he doesn't want to

jeopardize his job, so he follows up some other leads that MacCallister had provided and sends the runners to break into Mathers' estate to look for evidence against Mathers and capture him if possible.

Mathers' large Bellevue villa is empty, Mathers having already fled, but the runners are able to find a hidden nexus that has complete records of over ten years of bribes, blackmails, favors, and other details that can incriminate him. It also details his dealings with Shawn Walker and indicates that Mathers has taken refuge with Humanis at a small fortress they've built in the Redmond Barrens. They can also find evidence of who the traitor in the Black Knights is, someone who's been reporting directly to Mathers all along.

Mathers, knowing the runners are on his tail, has information given to ADA Dana Oaks that indicates the runners are investigating corruption in Knight Errant, and that this individual is being targeted for assassination by MacCallister. Oaks attempts to hire the runners to turn over any evidence they find and help bring this individual in for arrest. Mathers feels that arrest would be far more preferential to being killed and is banking on his connections to get him a light sentence at worst.

The runners then confront Humanis in the Barrens in a heavily fortified compound, where Mathers is holed up. They can capture him for either MacCallister or Oaks, and Mathers offers the runners a hefty sum to simply let him escape. If the runners have uncovered the traitor and informed Tosh, he deals with the individual with extreme prejudice.

SCENE 1: COLD FIRE

SCAN THIS

The runners are contacted by MacCallister about a job.

TELL IT TO THEM STRAIGHT

It's late afternoon in the Emerald City, which means that as usual it's overcast, cool, and threatening to rain. You're busy doing whatever it is that a shadowrunner does on a lazy afternoon when he's not busy shooting people in the face for money when your commlink buzzes. Looking at the display, you see the familiar circular red ork smiley logo of the ork fixer, MacCallister. Answering it, you see an unusual sight: MacCallister isn't smiling. In fact, he looks angry.

"I've got a job and need you." He says without preamble. "This one's dangerous, but it's personal and pays well. If you're interested, come to the Gold Mine in the Underground at 9:00 p.m. The bouncers will be expecting you." He disconnects without waiting for your response. Something has him on edge.

BEHIND THE SCENES

If any of the players have run through *CMP 2010-02: Copycat Killer* they recognize the look on MacCallister's face. The normally easygoing, smiling ork decker-turned-fixer has looked like this after his daughter Rebecca was killed. This should give them some idea that this may be related to that event.

The call comes in at 6 p.m., so the runners have a few hours to get to the Gold Mine. If they ask around to their contacts to find out what's up, they are unable to contact Tosh Athack, and MacCallister doesn't answer. Other contacts will ask around, and 3+ hits on a legwork test reveals that MacCallister has been doing a lot of Matrix searches and asking a lot of questions about his daughter's death, but no one knows any details.

DEBUGGING

This is a straightforward hire scene, so shy of the runners turning the run down or managing to interrupt MacCallister and piss him off when he's trying to arrange the meet, there isn't much the players can do to screw this opening scene up.

SCENE 2: BENEATH, BETWEEN, AND BEHIND

SCAN THIS

The runners arrive for the meet in time to see the Gold Mine explode and collapse. MacCallister survives the explosion but is badly hurt. He directs the players toward a street doc he knows and Tosh Athack before passing out.

TELL IT TO THEM STRAIGHT

The Gold Mine is a restaurant and nightclub on the southwest side of the Tourist Highway, near the Big Rhino entrance. It resembles a simple, natural cave entrance flanked by a boutique shop on one side and a Cascade Ork souvenir stand on the other. A small stand is set up near the entrance to the bar and a young ork woman is handing out pamphlets promoting Prop 23, the upcoming vote to determine the legal status of the Ork Underground. You can see a bouncer standing just inside the entrance, and you are about to approach when a crack of thunder rips through the Tourist Highway, and a tongue of flame and dust comes shooting out of the Gold Mine. A wall of heat washes over you. For a moment it feels like an earthquake is rocking the Underground, and there's a moment when it seems like maybe the entire roof will cave in. Everything settles down moments later and there's an eerie silence through the Tourist Highway. Then the screams begin.

BEHIND THE SCENES

Following the disappearance of Johnny "Junior" Torinni, MacCallister bought the Gold Mine as a secure place to hold meetings in the Underground. Earlier today, a half-dozen Humanis Policlub goons playing at being tourists managed to sneak a number of powerful explosives into the nightclub and set them to go off during MacCallister's meeting with the runners to take out everyone involved. Killing a bunch of innocent OU residents was just a bonus for the goon squad. The timer goes off a little bit early and triggers right as the first few runners are approaching the bar. If any runner gets there really early, see **Debugging**.

SRM 04-01: HIDING IN THE DARK

SRM 04-05: On a Silver Platter takes place three months after the events of *SRM 04-01: Hiding in the Dark*. In that Mission, the players were tasked with tracking down a ruthless mafia crime boss named Junior who was racking up quite the body count and misery in Downtown Seattle. Junior turned out to be an alias used by Johnny Torinni, a wealthy denizen of the Ork Underground who was using the money he made as a mafia boss to fund the rebuilding of the Tourist Highway following a devastating fire during the summer of 2072. At the end of the adventure, the players have the option of turning Johnny over to A.D.A. Dana Oaks for a bounty, killing him, or letting him go and helping him fake "Junior's" death while he went into hiding.



Fortunately for MacCallister, he was near the entrance to the Gold Mine, talking with one of the bouncers when the explosives went off. The entrance resembles an old 1800s mineshaft, complete with props and decorations, and it winds around for several meters before visitors enter the main body of the club. This gave MacCallister enough distance and cover to survive the blast, but he is very badly injured. The interior of the club is mostly vaporized, and the rock that the entrance is carved out of has collapsed. Several Skraacha, the local ork gang who often act as an unofficial police and fire protection for the Tourist Highway, run over and immediately start trying to dig out the entrance to see if anyone survived. After a minute, they uncover MacCallister and the body of the bouncer.

MacCallister is near death and needs immediate medical attention—he is at three boxes of overflow damage when he’s dug out. Runners can heal him magically or with a medkit. The Skraacha have a Rating 3 Medkit handy and can stabilize MacCallister if none of the runners are able to help. He’s suffered severe damage, and his right arm has been severed just below the shoulder by the blast. Fortunately, the heat of the explosion mostly cauterized the wound, or he’d be dead already. He’s also suffered massive head trauma, and he drifts in and out of consciousness, regardless of how well the runners are able to heal him.

After the first bout of healing, he regains consciousness long enough to look at the runners for a moment, then collapses back into consciousness. Their commlinks beep and indicate a message from MacCallister, text only. It reads “Dr. What. Street Doc. The Narrows, east side. Then call Tosh. He knows details, will make payment arrangements.” After this he remains unconscious, occasionally

muttering things like “Whatcha mean train’s coming, Johnny?,” “Bugs! Get ‘em off!,” “This is for Rebecca,” and “Frag off and die, you painted up dandelion-eater!”

The runners are free to take MacCallister to the street doc he indicated, which means they’ll need to find it, requiring an Area Knowledge: Ork Underground (3) Test, or talking with the locals and passing an Etiquette (3) Test with a –2 dice pool penalty for humans and elves and a +2 bonus for orks. Bribes of 100 nuyen or more work as well. If they have Pip as a contact, he can lead them right to Dr. What, and since MacCallister is hurt, he not only guides the runners for free, he arranges a rickshaw to transport him.

If the runners call Tosh before taking MacCallister to a Street Doc, he admonishes them to take care of the ork fixer right away. He asks where they are taking the injured ork, and if they do not already have a destination in mind he suggests Dr. What’s clinic, since he is relatively close. He tells them to hang tight at the clinic; he will be there as soon as he can.

PUSHING THE ENVELOPE

The Humanis thugs have decided to hang around and make sure the bombs did the job. When the Skraacha or the runners pull Bull out and start to heal him, they immediately move to attack. They are unconcerned about collateral damage—there are no innocent bystanders in the Underground as far as they’re concerned. They unload with everything they have, including their grenades. The Tourist Highway is twenty meters across in this section, and the Humanis goons are on the far side of it, having been watching from a small “outdoor” café.

HUMANIS SOLDIERS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	4 (6)	5	3	4	3	4	1.85	8 (10)	1 (3)	14/9	11

Dice Pools: Athletics skill group 8, Automatics 11, Clubs 8, Dodge 6, Exotic Weapons (Goblin Stompers) 7, Perception 8, Pistols 10, Throwing Weapons 7, Unarmed Combat 8

Augmentations: Dermal plate 2, pain editor, wired reflexes 1

Gear: Armor jacket, AR contacts (Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision), FFBA half-suit, 2 extra clips EX-ex ammo, 2 high explosive grenades

Weapons:

Ingram Smartgun X [SMG, DV 6P, AP -1, RC 4, 32 (c), w/ gas-vent 3, under-barrel weight, smartlink, sound suppressor, EX-ex ammo]

Goblin Stompers [Exotic Melee, Reach —, DV 2P(f), AP -half.]

High explosive grenade [Throwing Weapon, DV 10P, AP -2, aerodynamic, Blast -2/m, smartlink enabled]

GOBLIN STOMPERS

Goblin stompers are an exotic melee weapon used to scar a subject with fire damage. The heated metal melts through most clothes unless they are treated for thermal resistance. These are often used to brand a symbol or logo on the target, such as a gang logo burned on during initiation, or a Humanis brand burned into their victims. For more info, see *Attitude*, pp. 154-155.

DEBUGGING

Runners that arrive really early (twenty minutes or more before meeting time) arrive before the explosion goes off. MacCallister calls any runners over to him near the front entrance one minute before the bomb goes off to make small talk while he waits for the other runners to arrive. He still looks very serious and angry, but he obviously is forcing himself to be pleasant to the runners (though it's clear that he's not upset with them). The explosives detonate as one or more of the other runners arrive, as described in **Behind the Scenes**. MacCallister looks up, panicked, as the internal scanners pick up the detonation signal too late for MacCallister to stop it. He pushes the runners toward the entrance, shielding them from part of the blast. The runners still have to resist 10P damage using impact armor, but they do not take the full force of the blast. Runners that stay inside the bar and refuse to come out must resist 45P from the resultant blast as multiple bombs explode around them. Gamemasters should do everything they can to make sure no runner stays inside the bar for the explosives.

If the runners refuse to stick around when the explosion happens and don't stay to help dig out MacCallister, they get a call from Tosh an hour later to meet them at Dr. What's clinic in **Scene 3: Best I Can**. He is furious that they abandoned MacCallister, and offers them 2,000¥ less for the job. He also has a +6 bonus to Negotiation Tests with the runners for the remainder of the Mission.

SCENE 3: BEST I CAN**SCAN THIS**

The runners rush a badly wounded MacCallister to a friendly street doc, then get hold of Tosh Athack to find out just what they're caught in the middle of. Tosh gives them the scoop on Rebecca MacCallister's murder the previous year and MacCallister's hunt for her killers.

TELL IT TO THEM STRAIGHT

The Narrows remind you a lot of the Barrens, if the Barrens were nothing but creaky old tunnels that never saw the light of day. Somehow, that makes the rotting refuse and the wretched homeless that clutter the Narrows all that more terrible. Grimy hands clutch at you as you move past, some begging for food, money, and drugs while others can only make incoherent moaning noises at you.

The numerous tunnels of the Narrows occasionally converge into larger caverns where food and aid shelters are set up. Near one such shelter, St. Mary's, is a small, unmarked, windowless brick building set against a cavern wall. This is the clinic of the street doc known as Dr. What.

The door to the clinic opens and an ancient, wizened human male of Asian descent peers out at you from behind thick goggles festooned with add-on attachments. "What are you? What do you want?" He croaks at you, then notices the condition of MacCallister. "Never mind that, get this man inside now! He obviously needs my help!"

When Tosh arrives, read the following:

Tosh stomps into the clinic, ducking low to avoid scraping his horns on the low ceiling. He ignores you and heads over to where Dr. What is hovering over MacCallister, monitoring the ork's vital signs. "How is he?" Tosh rumbles.

"What?" The street doc looks up, startled. "Who are you? Doesn't matter, I suppose. You mean the patient? He's going to be fine. It was a close thing, though. Massive head trauma, internal bleeding, severe burns. Not to mention losing one limb, and his other arm was a close thing. He's responding well to the treatments, though, so I'm confident he'll pull through. He'll be in an induced coma for a little while to allow the trauma to heal."

The befuddled street doc makes some more notes on MacCallister's medical chart as Tosh turns to look at you. "Ok chummers, as the ork would say. I want to introduce you to my team. Then let's talk biz."

Outside the clinic is a rather motley group of armed thugs. They look confident, at ease, and very capable. If it weren't for the Knight Errant badge that they each wear, you could easily mistake them for your average street gang.

BEHIND THE SCENES

As the flavor text says, the Narrows is the Ork Undergrounds equivalent to the Barrens, only magnified by a factor of ten. It is a maze



of tunnels filled with metahuman suffering. As such, some areas have a background count, fluctuating between 0 and 3 in places. Most of the tunnel junctions, where shelters and clinics are set up, are free of this background count. Since the runners are escorting an injured ork, and one that's becoming well known in the Underground, the locals are more helpful than normal, and the runners can find Dr. What's clinic pretty easily.

Dr. What himself is ancient, and it's impossible to determine his exact age, though ninety years old seems to be a conservative estimate. The doctor is a genius and knows medical treatments and basic cyber- and biotechnology backward and forward. Unfortunately, whether due to age, brain trauma, or some other issue, the doctor remembers little else beyond medicine, including his own name. He's also seems to be completely unable to form new memories, and as such never remembers any of his clients for more than an hour or so after they leave his clinic. He acquired the nickname Dr. What due to his habit of saying "What?" in response to just about any query or situation.

DR. WHAT AS A CONTACT

Dr. What gladly gives an AR business card to anyone who asks for it, and he's available as a street doc contact. He has a Connection Rating of 4 and is good for healing, cyber- and bioware maintenance, and is excellent at getting both types of 'ware. Due to his condition, however, he has zero knowledge about nanotechnology of any sort, and he's unfamiliar with any 'ware that dates after 2070, so he's unable to get or implant anything not out of the core rulebooks.

His Loyalty will always remain at 1, no matter how often the runners use Dr. What or how they treat him, as he never remembers them. He treats every meeting with a character as if it's the first.

The doctor is willing treat MacCallister, but he insists on 250 nuyen per box of damage the ork fixer has remaining, up front. Dr. What is aware of his condition, so he always insists on payment up front to prevent him from forgetting to collect. He quickly goes to work, leaving the runners to their own devices. After a couple hours of work, Dr. What tells the runners that the patient will be fine, but that he's suffered severe head trauma and has been placed in an induced coma for the time being. It might be a day or two before he regains consciousness.

The doctor's office is little more than large brick building with some basic facilities. It is filled with medical diagnostic equipment, some ancient and some state of the art. He also has a large number of small stuffed and mounted paranormal critters around the room including a bandit, a bulldog stoat, a century ferret, and a number of bombardier squirrels.

The runners were told to call Knight Errant Detective Tosh Athack, so if they haven't done so yet this is a good time for them to do so. Tosh asks a few brief questions about what happened, then tells them he'll be right there.

Tosh & the Black Knights

Tosh arrives about thirty minutes after the runners call him, and he brings the Black Knights with him. The Knights are Tosh's handpicked Knight Errant Special Crimes Task Force. Rather than pull directly from the rank-and-file of Knight Errant security, Tosh instead recruited ex-military and former shadowrunners for his team, sending them through an accelerated version of Knight Errant's Training Academy. His team has a certain amount of autonomy to operate outside normal Knight Errant channels, and they frequently work undercover or with the district attorney's office to target large gang and organized crime operations.

Tosh makes introductions to his team, then asks the runners what happened. He already knows most of it, as MacCallister was able to get a short comm message out to him before he lapsed into unconsciousness, but he is interested to see how straight the runners play it with him.

The troll bluntly lays out the details regarding the Mayan Cutter, the Copycat Cutter, and the events surrounding Rebecca MacCallister's death, should the players need it (see **Previously in Shadowrun Missions...** at the beginning of the adventure for more details). Because of his daughter's death, this is very personal to MacCallister, so he called in not just the runners for this job, but Tosh and his team as well. Tosh assures the runners that he is not acting as a cop on this one, but that he and his team are "paid consultants," just like the runners.

MacCallister almost has the identity of the Copycat Killer's boss figured out, he just needs to confirm a few more details. This is where the two teams come in. Tosh's team is going to track down some details though (mostly) legal channels, using their Knight Errant connections. Meanwhile, Tosh wants the runners to investigate George Mathers, a VP of Public Relations at Knight Errant's Seattle branch that MacCallister suspects has a connection to the Copycat Cutter murders from the previous year. Tosh has never dealt with him and doesn't know any more information off-hand about Mathers. Tosh also can't look into it on his end without possibly alerting Mathers. MacCallister may have had some information, but until he comes out of his coma there's no way to get it. If Mathers is guilty, Tosh wants him captured alive.

If and when the runners broach the subject of money, Tosh negotiates on MacCallister's behalf. His team is getting 15,000 nuyen each for the job, so he figures that MacCallister is willing to go that high as well, but he lowballs the runners early on in the negotiations, starting out at 10,000 nuyen. Tosh has a borrowed Rating 6 Empathy Software program that he runs during the negotiation, giving him 6 extra dice. Keep in mind how the runners handled MacCallister following the explosion in **Scene 2: Beneath, Between, and Behind**, as that can effect the negotiation as well. Tosh increases his offer by 500 nuyen per net hit, to a maximum of 10 hits. The troll stresses that MacCallister wants Mathers alive, and warns that the ork will only pay half if Mathers is killed. Also, MacCallister wants any proof of Mathers' guilt kept quiet for the time being and turned over to him, so that he and the ORC can study it and use it to their benefit. Again, the runners will lose half of their pay if they allow this information to get out.

Once the negotiation has finished, Tosh provides the runners with Mathers' address at 2112 Rush Street in Bellevue, and reminds them that this operation is strictly off the books, so if they get into trouble, he won't be able to help them.

PUSHING THE ENVELOPE

The Ork Underground is a dangerous place, and Dr. What doesn't always make the best choices due to his memory impairment. There is a dumpster behind his shop that he uses to dispose of "biological waste" (specifically, blood and body parts). What he doesn't remember is that there's no trash pickup in the Underground. So the meat has been attracting devil rats, which in turn has attracted other predators, specifically a mated pair of ghost gators.

If any of the runners waits outside Dr. What's shop (it's very small, and the waiting room only has a couple of chairs), or possibly as they're leaving the clinic, the gators decide to go after larger prey and ambush the runners. They use their Concealment and use their Wall Walking powers to climb along the ceiling above Dr. What's shop about seven meters off the ground. They then drop down on one of the runners, latching on with its powerful jaws. The ghost gators make no noise as they fight; they simply strike with deadly precision, and then move back into concealment to strike again. Both flee if either is badly wounded.

DEBUGGING

If the runners wish to take MacCallister to one of their own street docs, let them. The scene plays out mostly the same. The only real problem is if the runners refuse to contact Tosh for some reason and/or leave MacCallister at the street doc and doesn't follow up. If this happens, you can have MacCallister wake up long enough to send a message to Tosh, and he calls or tracks the runners down, or shows up at the clinic if they're still there. Like in **Debugging in Scene 2: Beneath, Between, and Behind**, Tosh won't be happy with the runners' attitude and offers them less money for the run.

If the runners do not have a hacker with them, Tosh suggests they look for Mathers' home nexus, probably one that is not attached to the Matrix, and just steal the unit. If MacCallister has woken up by then, he can hack the data, and if he hasn't then Tagger, the hacker for the Black Knights, can take a look at it. Or the runners can talk to their contacts and see if one of them can handle it.

GHOST GATOR

The ghost gator is largely considered a myth, a story told to scare children. The creatures are very rare, with rumors and stories about them only popping up in the last year or two. The pale white reptiles are fast and tough, with three-meter-long bodies; their tails adding another meter in length. Armored scales help the gator resist small arms fire, and its ability to gecko crawl and conceal itself plays an important role in stalking its prey.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	CM
10	5	6	8	2	4	2	4	2	6	6	10	2	13

Dice Pools: Intimidation 6, Perception 8, Swimming 7, Tracking 8, Unarmed Combat 10

Movement: 15/30

Powers: Concealment, Enhanced Senses (Thermographic Vision, Smell), Hardened Armor (6), Natural Weapon (Bite), Wall Walking

Weapons:

Bite [Natural Weapon, Reach 1, 8P, -2 AP]

SCENE 4: OPEN SECRETS

SCAN THIS

The runners are approached by the news agencies for a scoop.

TELL IT TO THEM STRAIGHT

Read this after the runners arrive at the Street Doc in Scene 3: Best I Can, but before they head out anywhere else.

Your commlink buzzes, indicating an incoming message. The caller ID simply shows the Seattle NewsNet logo. Answering, you see a million-dollar smile on a tanned, handsome blond man. "Joe Martin, NewsNet! I got a scoop that you might have seen some action down in the Ork Underground this evening, up close and personal. I'm looking for sources who know what's going on. If you're interested, let me know! I'm looking for exclusive reports, and standard rates apply!"

BEHIND THE SCENES

As usual, the news agencies are interested in anything exciting that happened in the Ork Underground. Joe Martin, ace reporter for NewsNet, is the first to contact the runners. Shortly thereafter, the runners receive a text comm-message from Athena Tatopoulos, KSAF's reclusive editor-in-chief offering the same thing as Joe. The runners know that "standard rates" are 1,000 nuyen for a general report of what's going on. Each runner is free to report to either news agency, or even both, and will get paid accordingly. Since each reporter wants exclusivity, selling out to one side means runners lose faction rep with the other, and while selling out to both earns a little extra cred but results in negative rep from both parties.

DEBUGGING

Nothing to debug here. The runners accept or they don't.

SCENE 5: THE ENEMY WITHIN

SCAN THIS

The runners are able to find the proof that they need to tie Mathers to the copycat Mayan Cutter. He's gone to ground, however, and during their investigation the runners discover that one of Tosh's team is a traitor.

TELL IT TO THEM STRAIGHT

It's obvious that George Mathers has done rather well for himself. He has a large, sprawling house that looks like it could house half the SINless population of the Ork Underground, surrounded by several acres of hills and woodland. The house is dark and looks as if no one is currently home.

BEHIND THE SCENES

George Mathers has many friends in high places, and he's been living the good life for a number of years now. He was highly placed with a comfortable, easy position with Lone Star thanks to his connections in the government, and when Knight Errant took over, those same connections made sure he was one of the few Lone Star personnel who retained their job with the new company.

The initial meet with MacCallister was at 9:00 p.m., and getting him to a street clinic and meeting with Tosh would have taken at least an hour, probably longer. It will also take the runners about an hour to travel from the Underground to Bellevue, so adjust the descriptions accordingly.

Depending on the time of day, the house may be completely deserted. Mathers has no family and lives alone. He has a small housekeeping staff that works from 8 a.m. to 6 p.m. and includes two housekeepers and a groundskeeper that the runners have to avoid or neutralize. Mathers himself is not on the premises, as he went into hiding as soon as he found out that MacCallister suspected him. The grounds and house have some heavy security behind them that the runners need to circumvent. See **Technical Security**, *SR4A*, p. 261 for more specific rules concerning security measures.

Mathers Villa Security

The grounds of the villa are surrounded by a four-meter-tall stonewall that counts as Structural Material (Armor Rating 12, Structure Rating 11). Strung along the tops of the walls is a line of monofilament wire (Perception (3) to notice, Climbing + Agility (3) to climb over it safely. It deals 8P damage (–half Impact armor) if runners fail to spot it or climb over it.

Motion sensors dot the wall at overlapping intervals scanning the inside of the walls out to ten meters. These sensors are turned on when the groundskeeper goes home for the evening and are designed to pick up movement by anything larger than a squirrel. Runners can defeat them by moving very slowly through the sensor field (one-half meter per Combat Turn) and succeeding at an Infiltration + Agility (3) Test. Characters with increased reflexes find it difficult to move this slowly and suffer a negative dice pool modifier equal to their extra Initiative Passes.

There are Rating 4 maglock cardreaders at all the main entrances to the villa, equipped with a Rating 4 anti-tamper system. To bypass this, the runners need either a legitimate keycard, a maglock passkey (Opposed Test vs. the cardreader), or the runners need to manually bypass the lock. To bypass it, they first need to remove the casing to access the maglock's electronics (Extended Hardware + Logic (8), 1 Combat Turn), then the runners must bypass the anti-tamper circuits (Hardware + Logic (4) Test), and finally they need to rewire the main circuits (Extended Hardware + Logic (8) Test, 1 Combat Turn). Failure at any step results in the alarm being triggered.

Inside the villa additional motion sensors cover each of the hallways, though not individual rooms.

All of the security is linked up to a single node connected to a PanicButton system that alerts Knight Errant directly if any of it is tripped. Mathers' villa is in an A-rated neighborhood, and the first KE units arrive three minutes after the alarm is triggered. The node also has a basic day-planner and some personal data, but this is a feint. Any players perusing this data can make a Logic + Intuition (2) Test to realize that it's very incomplete. A man as busy as Mathers would have a lot more entries in his planner, and there are no financial records included anywhere. Anyone who would go to the trouble to set up that much false information is probably hiding something elsewhere.

The Office

The entire house is decorated in tasteful but expensive furniture and art. It's obvious that Mathers has money at his disposal and a taste for the finer things. His office is no exception. A large bookshelf lines one wall, made of a deep red wood of some sort (Arcana (3) Test reveals that this is wood from the awakened Sangre Del Diablo tree found in South and Central America) lined with leather-bound books. His desk is made from dark mahogany and features a state-of-the-art holographic AR display unit built into it.

Mathers has a second home node set up in hidden mode that contains his true records. These records are all heavily encrypted (Rating 6 encryption). The nexus running the node is located in wall safe in Mathers' study, hidden behind a row of fake books on the bookshelf (Perception (3) to notice). The wall safe has an electronic maglock keypad connected to the PanicButton system, but fortunately for the runners the safe is an older model that Mathers' hasn't gotten around to updating. The maglock is considered Rating 4 for purposes of bypassing it manually using Hardware skill but is only considered a Rating 2 against a maglock sequencer (see p. 263, *SR4A*). Once they have opened the safe, the runners can try to hack the nexus and break the encryption, or they can simply take the nexus with them and hack it later on.

The hidden node contains a lot of damning evidence about Mathers once it is decrypted. Mathers is paranoid but also ruthless, and he keeps extensive records of all his illicit dealings.

- He's taken (and given) a huge number of bribes in the ten years he's been involved with the city's law enforcement, and he uses his position to make as much money as possible. He has spent nearly five million nuyen on bribes over the years, and has ten in ten times that amount.



MATHERS HOME NODE (PUBLIC)

Sculpting: This node uses default Matrix iconography.

Authentication:

Node 1: Passcode

Privileges: Admin

Attributes:

Node 1: Firewall 4, Response 3, Signal 3, System 3

Spiders: None

IC:

Node 1: Black Hammer Attack IC Rating 3

Resident Programs:

Node 1: Analyze, Browse, Edit (all at rating 3)

ARC:

Node 1: Scramble Attack IC

Node 1: Alert Knight Errant

Topology:

Node 1 has the entire security system tied to it, slaved to a single system.

MATHERS HOME NODE (HIDDEN)

Sculpting: The node is a virtual representation of Mathers' office.

Authentication:

Node 1: Passcode

Privileges: Admin

Attributes:

Node 1: Firewall 6, Response 6, Signal 2, System 6

Spiders: None

IC:

Node 1: Black Hammer Attack IC Rating 6

Node 1: Black Hammer Attack IC Rating 6

Resident Programs:

Node 1: Analyze, Browse, Edit (all at rating 6)

ARC:

Node 1: Scramble Attack IC

Node 1: Scramble Attack IC

Node 1: Alert Knight Errant

- He's a staunch supporter of Brackhaven and his government, and donated generously to Brackhaven's campaign fund, but never in his own name. He has several dummy SINS and organizations that exist in name only that he donates through to bypass limits on campaign contributions. His records show he donated heavily toward Brackhaven's recently announced 2074 campaign.
- There are a number of documents and vid recordings of Humans Policlub meetings. Mathers' has gone to great pains to hide any ties he might have to the organization, but he's met privately with high ranking members on a number of occasions, and attended Humanis meetings and rallies under disguise a few times.
- There is a series of vid-records filed together. One is of a meeting with Edmund Jeffries date-stamped over a year ago, shortly before the copycat Mayan Killer showed up. Jeffries is Governor Brackhaven's press secretary and, according to comments made on the video, an old college friend of Mathers. Jeffries is complaining about the political pressure that metahuman rights groups like the ORC are putting on the government, and he jokes that it's a shame the Mayan Cutter was killed by Knight Errant before he was able to really put a dent in the metahuman population. He adds that if they had their own Mayan Cutter, they could point him at high-ranking members of the ORC. It's obvious on the recording that he's slightly drunk and isn't really serious.
- Another recording shows Mathers meeting somewhere dimly lit with a blond-haired, blue-eyed male in a crewcut named Shawn Walker. Mathers pays Walker a large sum of money to start killing metahumans, with orders to specifically target the leadership of the Orc Rights Committee and the Mothers of Metahumans, but he is also ordered to add random targets into the mix to make it harder to spot the pattern.
- A voice-only recording time-stamped earlier that day is of a call Mathers' made to Humanis. Mathers is panicked and tells the unnamed person on the other end of the call that MacCallister is on to him. He says that he has a spy who has been tracking MacCallister's investigation into the copycat Mayan Cutter, and that the "bastard tusker" finally managed to make a connection back to him. He gives the Humanis contact the time of MacCallister's meeting with the runners at the Gold Mine, and his contact says that he'll arrange for an accident to take out MacCallister and the runners. Mathers is then instructed to rendezvous at Walker's old base of operations.
- There are a number of text-only messages as well as a list of payments that come from Mathers' informant. The last text message stored gives the time and location of MacCallister's meet with the runners. There is no name attached to any of the text messages, but many of the text messages refer to Knight Errant operations in general and the Black Knights in specific. There is a number attached to the payments, KE-174-09-2283, suggesting that the informant is a member of Knight Errant and possibly a member of Tosh's Black Knights.

Any players who have played through *CMP 2010-02: Copycat Killer* recognize Shawn Walker as the copycat Mayan Killer that they were hired to capture for MacCallister. They also know that Walker had a Humanis hideout located deep in the Redmond Barrens. Runners who haven't played that adventure will have to do some legwork, or they can simply ask Tosh.

The payment number is a Knight Errant payroll number. This is a valuable clue to the identity of the traitor within the Black Knights. If the runners say the number to the Black Knights as a whole at any point, they alert the spy that they're onto them. See **Scene 6: Between the Wheels** for more details.

PUSHING THE ENVELOPE

George Mathers has a staff of three that maintains his villa. Billy MacGregor is an older Scottish man who takes care of the lawn and landscaping. Billy is the archetypical grumpy old man with a dash of archetypical Scot in him. Molly Anders and Becca Yarborough are maids who take care of the house. Molly is an elderly woman in her late 60s, while Becca is quite young, only 22 years old and just recently employed by Mathers. Becca is very fond of Molly. All three are present during daylight hours. MacGregor arrives at 6 a.m. every day, and works until around 4 p.m. Becca and Molly arrive at 8 a.m. and stay until around 6 p.m. When Mathers is home, they also serve his meals.

Molly is old and has a heart condition. If the runners are rough with her or threaten her, she can collapse with a heart attack. Billy is a tough old goat and has an old shotgun in his work shed that he will get out in case of trouble. Becca, on the other hand, is young and fascinated by the Shadowrun culture that she sees on the trid, though she'll sour on that quickly if the runners threaten or harm Molly.

If the runners move on the villa at night and want to throw some of these characters in to trip up the players, MacGregor can have a small cottage on the edge of the grounds that he lives in. Molly is not present, as the poor old dear needs her sleep, but Becca might be on hand. She lives in a tiny, crappy apartment, so if she knows that Mathers is going to be gone for the evening, she stays late to use his Matrix access and watch moves on his home theater system. She also occasionally invites friends over and has small parties, which might complicate the runners' attempts to infiltrate the house.

DEBUGGING

The biggest problem here is if the runners have no hacker to get them past security. They can still try and sneak in using stealth or magic, but if they're having a really hard time of it or they ask Tosh for help, the troll can supply them with Knight Errant security overrides that temporarily shut down the security system. However, this method is risky, because either the Knight Errant officer using the code or the owner of the security system is supposed to call and give a passcode within ten minutes of the security being deactivated. After ten minutes, an alert is sent out through the PanicButton system that summons additional Knight Errant security forces. This means the runners have limited time to find and steal the nexus.

Another problem is if the runners simply fail to find the hidden nexus. Print books are fairly rare these days, so the runners may discover the hidden wall safe by accident if they are looking his books over. More literate runners may realize that while the books that make up the false front are all William Shakespeare plays, the titles are all slight off (*Hommllet*, *The Taming of the Weasel*, *A Midnight Summer Dream*, *King Vear*, etc.).

SCENE 6: BETWEEN THE WHEELS

SCAN THIS

Mathers has leaked word to ADA Dana Oaks that the runners are chasing down a corrupt Knight Errant official. She's interested in bringing this official in for questioning and trial, and she contacts the runners about bringing him in, putting her at odds with MacCallister's desire for revenge. Meanwhile, the runners do some legwork and meet up with Tosh to plan their next move.

TELL IT TO THEM STRAIGHT

This run has been a clusterfrag from the very start. Someone blew up your meet location as well as your Mr. Johnson, and now you know that the bomb was meant for you as well. To top it off, there's a traitor in the midst of your allies, the Black Knights. The drek is hitting the fan. Time to regroup, do some legwork, and figure out your next move.

Of course, that's when your commlink buzzes. It's the Assistant District Attorney for Seattle, Dana Oaks. That's when you realize it's a very, very large pile of drek. And a very, very small fan.

BEHIND THE SCENES

At this point, the runners have been more reactive than proactive. They've almost been blown up, they had to deal with MacCallister and his injuries, and then they were given an address to break into and find some data. The runners have been basically chasing a ball thrown by the gamemaster, so this scene is a chance for the runners to regroup and take the initiative a bit. Gamemasters should be careful to make certain that the players are not feeling railroaded. Give them some room to stretch and let them start figuring things out.

If the runners contact Tosh, he tells them that the leads he had didn't pan out. He suggests meeting with the runners somewhere to make plans. He leaves it to the runners to choose the place but suggests a Soybucks Coffee if the runners don't have any suggestions (or if it's late enough that most places won't be open).

At this point, they should have the data from Mathers' hidden nexus. They may still need to hack through the security and decrypt the data. If they do not have a hacker on the team, they need to find one. The Black Knights have a hacker, Tagger, but gamemasters should encourage the runners to find another contact to handle this, as the runners don't really know the Black Knights (beyond possibly Tosh) so they shouldn't really trust the Knights. Also, Tagger is the traitor working for Mathers. If Tagger ends up being the one to decrypt the data, he removes any records that could implicate him.

If the runners get the data decrypted on their own, the mention of a traitor should alarm them quite a bit. The runners have a couple of options at this point. If they decide that they can't trust anyone on the Black Knights, including Tosh, they may try to cut Tosh and his team out completely. This makes the next scene much more difficult, but success should still be possible if the team is careful.

The runners should feel like they can trust at least Tosh, since he's acting as Mr. Johnson in MacCallister's stead. Plus most players should

have dealt with him in earlier Missions adventures. If they approach him concerning the traitor, he takes one look at the information, gets very quiet, and is obviously very angry. He tells the runners that he knows who the traitor is and that he will handle it. He refuses to tell the runners who it is, but if they watch his actions closely from here on out, they may be able to deduce that it's Tagger, as Tosh is very careful to not give Tagger any real information until it's too late for him to stab them in the back.

Shawn Walker's Humanis base of operations was located in the Redmond Barrens at 11706 124th Ave NE. It was an old car dealership turned junkyard that Walker and his Humanis goons had fortified. Several months after Walker was taken down, Humanis fixed it up and increased the defenses of the base. Junked cars have been stacked and reinforced, forming three-meter-high walls around the perimeter of the car lot, and more stacked cars form barriers and walls inside the compound. Remote gun turrets line the walls, and Humanis has been moving some heavy hardware to this location for months. If the runners tell Tosh about it, he knows exactly where it is and notes that he's been watching it covertly for the last several months. Knight Errant expects Humanis retaliation if Prop 23 passes, and he figures this will be one of the major launching points. Tosh can provide the runners with an area map of the Redmond Junkyard.

ADA Dana Oaks

Tagger has been keeping tabs on Tosh and the runners, and while he doesn't know that he's been made (if he isn't the one that decrypted the nexus), he generally knows where the runners are at in their investigation and will keep Mathers informed. Once the runners have the nexus, Mathers' begins panicking and knows that the jig is up. He knows MacCallister wants him dead, so he figures that he can survive if he's brought in to trial instead. With his money and connections, he believes he'll be able to sweep most of his nefarious dealings under the rug and just get a light sentence. To that end, he's had information delivered anonymously to ADA Dana Oaks informing her that the runners have come across evidence of corruption in Knight Errant centered around Mathers, but that they've been hired as hitmen to take out Mathers instead. He is counting on Oaks' desire for justice and her vow to clean up corruption.

ADA Oaks contacts the runners. Each of their commlinks beeps, requesting a conference call. Once the runners accept, Dana Oaks gets right to the point. "Ladies and gentlemen, it has come to my attention that you have in your possession evidence that proves that a high-ranking member of Knight Errant may be involved in criminal activity. It has also been suggested that you may be engaged in an operation to capture this individual in order to deliver him to be executed. Kidnapping and accessory to murder are very serious crimes. I trust that this is not the case, however, and that you fully intend to turn said evidence over so that this individual can be properly brought to justice."

"I take crime in this city very seriously, and while I may be willing to bend the rules a little when necessary to work with 'freelance

consultants' or 'bounty hunters,' it is always done with the goal of making this a safer city for its citizens. Corruption in the city's law-enforcement agency is something that cannot be tolerated, though. Bringing this man to justice lets us prove to the citizens that we can keep them safe.

"Now, as part-time consultants for Knight Errant, I can authorize a reward if this information is turned over. I believe the reward works out to around 7,000 nuyen for each member of your team. Assuming the information you have is accurate, we could also authorize an additional payment if you are interested in some bounty work, which will come out to another 7,000 nuyen per team member. This secondary payment is only valid if the target is brought in alive, however. Detective Athack and his team are off duty for the next couple days, but I believe I can call them back in to coordinate with you on this operation."

Dana Oaks does not negotiate the fee, as she's been stretching her department's budget as it is. If the runners try haggling too much, or if they deny having the information, she adds that it's in their best interest to turn any information over to her. Theft, kidnapping, and murder all have very stiff penalties attached to them, and she will be forced to prosecute to the fullest if she finds out that the runners lied to her.

If the runners choose to take Dana Oaks up on her offer, the rest of the run stays the same, except that they're now turning Mathers over Knight Errant and Oaks instead of MacCallister. Tosh is very unhappy with this turn of events, because it means he doesn't get his payment from MacCallister, but he still carries out his job.

Planning Session

Tosh cannot provide the team with any gear before the run, which needs to be done as soon as possible, as Mathers likely won't stay at the Humanis compound for very long. He and his team are loaded for bear, however. With the compound being located in the Barrens, there's little chance that anyone will call the cops, though Knight Errant patrols the area slightly more frequently than Lone Star was willing to. Tosh can call in a couple favors and make sure that they won't be interrupted at all. Unless the runners have decided to sell out to Oaks, in which case Tosh is able to call in some additional support from Knight Errant in the form of a High Threat Response team.

Tosh lets the team choose how to deploy their resources. His preference is for a frontal assault, and he takes down as many Humanis scum (as he refers to them) as possible, but if the runners want to try a stealthier approach, he helps any way he and his guys can. Tosh insists that Tagger stays out of any direct assaults, however, claiming that the young hacker isn't really built for combat, and he should stay with the vehicles until Tosh feels it's safe to bring him in. Tosh is doing this to better keep an eye on Tagger and prevent a last-second double cross.

Tosh's team has all of the equipment listed in the **Cast of Shadows** section and as much ammunition as they need. They also have two of Knight Errant's new police cruisers, the Knight Errant Lancer XT. If the team is working with Dana Oaks, Tosh also calls in a Knight Errant High Threat Response team as additional backup. The KE HTR squad consists of one mage, one hacker, and four HRT officers, and they arrive in an Ares Citymaster.

PUSHING THE ENVELOPE

Use the Black Knights to have some fun and do some roleplaying here.

Tagger plays a number of Matrix games including Dawn of Atlantis and the Shadowrun MMORPG, and talks about them with any other runner who has similar interests (or who will listen to him for more than twenty seconds). He also plays Miracle Shooter and engages any runners who play it as well, often trying to sneak attack them when they're not watching.

Ironclaw challenges any tough runners to a game of "Punch." Punch is simple—you randomly determine who goes first and then take turns punching each other in the arm as hard as possible. The first player to say "ow" loses. Players say "ow" once they accumulate 3 or more boxes of Stun Damage.

Tina talks fashion with any female runners if they show any interest in fashion. Otherwise she talks about the local street gangs. Any runner who is in a gang, or used to be, get heavily questioned by her. She is particularly interested in the Ancients and some of the stranger local theme thrill gangs such as the Halloweeners or the Scatterbrains (a small, crazed gang that has a clown and circus theme).

Quince loves hearing stories about shadowruns, so he asks the runners about their past runs.

Proud Mary is a history buff, especially when it comes to wars and military conflicts. She either tells stories about old battles, speculates about current conflicts like the fighting in Bogotá and Desert Wars, or asks runners who were involved in any military conflicts about their experiences.

DEBUGGING

The Black Knights are fairly easygoing, but they have their pride. Runners who abuse them or treat them like hired help cause friction between the two groups. Tosh does his best to defuse the situation and make it clear that they're both employees of MacCallister on this job and they should treat each other as equals.

If the runners give Mathers' nexus to Tagger, he removes all traces of his contact with Mathers before giving the data over. He then alerts the Humanis compound at the first opportunity to let them know when the team is coming and what the plan of attack is, nullifying any stealth or surprise the runners and the Black Knights have.

Dana Oaks threatens the runners a bit in this scene, but the runners should know that her dealings with them aren't entirely legal, regardless of how she dresses it up with words like "bounty hunters" or "consultants." They know she won't bring the law down on them if they turn her down, though they will lose faction rep for it. Of course, working for her means losing rep with MacCallister, so the runners have to make a choice here.



SCENE 7: COUNTDOWN

SCAN THIS

The runners have tracked down the Humanis group that Mathers is hiding with to the Redmond Barrens. It's showtime.

TELL IT TO THEM STRAIGHT

The streets around the Humanis compound are strangely silent. The Redmond Barrens is normally something just this side of a warzone. Street gangs fight for territory, SINless squatters make homes out of anything that can provide shelter, and drug dealers peddle their wares on every corner to give those that call the Barrens home an escape, however brief. None of that is in evidence in this neighborhood, however. The buildings look the same, derelicts that should have been condemned and torn down decades ago stabbing their crumbling fingers into the sky and the rusted remains of cars clogging the streets. But the people are simply gone. Not so surprising when you think about it. After all, many of the SINless that call the Barrens home are metahumans. It wouldn't surprise you to find a mass grave somewhere in the area.

Steeling yourselves, you survey the Humanis compound, which resembles nothing so much as a fortress made up of rusting cars, sheet metal, bricks, and boards. A large, heavy steel gate rolls to one side as a car enters the compound, then rolls shut with the sound

of grinding metal. Watchtowers dot the walls with heavy manned gun emplacements. You can see the all-too familiar white hoods of Humanis behind those guns.

Tosh looks at you. "Last chance to back out," he rumbles.

BEHIND THE SCENES

Humanis has taken complete control of this area of the Barrens. Any metahuman within six blocks has been chased off or killed, and any human squatters or gang members have either fled or joined up with Humanis. When the ORC started making their big push for the Ork Underground and increased rights for its denizens, this Humanis cell began to prepare for war. They have been stockpiling weapons for months and have been bringing in the more militant and augmented members of the Policlub from around the CAS and UCAS in preparation.

The walls are three meters tall and count at Heavy Structural Material (Armor Rating 16, Structure Rating 13). The Watchtowers rise another meter above the walls and are made of the same materials. Each tower sports an Ingram White Knight with a 250-round drum magazine attached (treat this as a vehicle weapon mount). The turret has a 360-degree firing arc and provides Good Cover (+4 defense dice pool) for anyone manning it. The towers can be reached via ladders on the inside of the walls. Strung along the tops of the walls between the

towers is a line of monofilament wire (Perception (3) Test to notice, Climbing + Agility (3) Test to climb over it safely. It deals 8P damage (–half Impact armor) if you fail to spot it or climb over it). The gate is considered to be Structural Material (Armor Rating 12, Structure Rating 11), and it opens via an electronic mechanism located near the gate on the interior of the walls.

Astral space within a two-block radius of the scrapyard is hazy and tainted with a background count of 2, aspected toward humans. Human spellcasters and adepts get a +2 to their magic rating while in the background count, while any metahuman or non-human spellcaster or adept gets a –2. Spirits summoned count as the race of their summoner for purposes of the background count.

Each watchtower turret is manned by a Humanis thug. Inside the walls are six more Humanis thugs, six Humanis commanders, and two Humanis mages. There are a dozen more humans inside the compound wearing ragged clothing and armbands with the Humanis symbol on it. These are human squatters who were in the area and were press-ganged to serve the members of the Policlub against their will. They do not fight unless attacked, and they surrender as soon as they can.

Two watcher spirits patrol the compound watching for astral threats. The thugs and commanders take up defensive positions inside the buildings and in the main yard, using cars for cover. The mages have Increased Reflexes cast at Force 3 into their sustaining foci, and they summon Force 6 guardian spirits (who appear as ghostly Ku Klux Klan/Humanis-looking forms) and order them to use their Magical Guard power, re-summoning as needed. They then stay out of sight and concentrate on using counterspelling and banishing any spirits conjured by the Black Knights or the players. If the fight turns against them, the mages start overcasting Slay spells at any metahumans they can target.

Besides the weapons the Humanis goons are carrying, there are crates of weaponry stacked up and stored here. The runners can take some of it with them if they defeat all the Humanis goons, but Tosh warns them that more Humanis thugs are likely to be incoming shortly and they need to get out of the area quickly. Unless the runners are able to jam all signals prior to combat starting, Humanis has called for reinforcements, which arrive after five minutes (in the form of six thugs, two commanders, and a mage), with more on their way. So the runners have a limited amount of time to get Mathers and loot the area.

LOOTING THE HUMANIS COMPOUND

Humanis has been stockpiling weaponry for several months, so there is a large cache here. All the weapons count as stolen, so players can only sell them for ten percent of their base value. Each crate is large, heavy, and usually requires at least two people to lift (a minimum combined Strength of 7 per crate). The stockpile includes:

- 2 crates of AK-97, 10 each.
- 4 crates of Colt Manhunters, 20 each.
- 2 crates with 2 Ingram White Knights.
- 4 crates with 1,000 rounds of Heavy Pistol ammo.
- 8 crates with 1,000 rounds of Assault Rifle ammo.
- 4 crates with 1,000 rounds of LMG ammo.
- 1 crate with 20 HE grenades.

Capturing Mathers

George Mathers is hiding inside the main building and doesn't participate in the combat. If he is captured, he throws himself on the mercy of the runners and the Black Knights. He demands that Tosh arrest him, confessing his many crimes. When this fails, he resorts to bribery, offering both the Black Knights and the runners 10,000 nuyen each to let him. He increases his offer several times before topping out at 25,000 nuyen each, which is the limit of his cash reserves. At the highest amount, Tosh is willing to accept the bribe, but he leaves the final decision in the hands of the runners. He likes and respects MacCallister and wants to stick with his deal, but money talks. Mathers is only willing to make this deal if the runners give him all the evidence they've collected.

Tagger the Traitor

If the runners have informed Tosh of Tagger's betrayal, at some point during the fight (or after if the runners manage to avoid a fight) Tosh will deal with Tagger personally. A traitor in his midst infuriates him. Tosh is willing to cross a few lines to make a buck, but his team is his family and he would never betray them.

If the runners assault the compound (or fail to infiltrate it successfully and a fight breaks out), halfway through the battle Tosh calls Tagger in to help hack the computer security on the main door. Tosh calls over one or more runners to help. While Tagger starts looking the door locks over, Tosh pulls out a Lone Star-issue Ruger Thunderbolt loaded with APDS rounds and shoots Tagger in the head. Gamemasters should handle this cinematically, automatically killing the young hacker. If the gamemaster wants to roll dice, treat this as an Ambushing Surprise Test (see p. 165, *SR4A*). Tagger and Tosh roll opposed Reaction + Intuition Tests, with Tosh gaining +6 dice pool for being the ambusher, and Tagger losing –2 dice due to being distracted as he works on the lock. The troll then tosses the gun to the ground and says "Damn shame that one of these Humanis scum got the jump on him, huh?"

If the runners manage to avoid a combat situation, Tosh deals with Tagger "off screen" after the run.

PUSHING THE ENVELOPE

If the runner team is particularly large (seven or more players) and/or particularly strong, gamemasters should feel free to add more Humanis thugs and an extra Humanis mage.

DEBUGGING

If the fight starts turning against the players, gamemasters can help the players in the form of reinforcements. Either Tosh has another Knight Errant HTR team ready nearby, or MacCallister has woken up and rallied the Skraacha to come help assault the Humanis compound. This is an incredibly tough fight, so the runners need to be smart or lucky, preferably both. Unless the runners are acting monumentally stupid, gamemasters shouldn't simply kill them off because they're overmatched. Tone down the Humanis resistance if it's too much for the players—bring in help from Knight Errant or the Skraacha, or have the humans that were press-ganged into helping Humanis turn against them.

HUMANIS THUGS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4	4 (5)	3	2	3	2	4	2.9	7 (8)	1 (2)	10/8	11

Dice Pools: Automatics 9, Dodge 7, Gunnery 9, Heavy Weapons 7, Perception 6, Pistols 9, Unarmed Combat 7

Augmentations: Dermal plating 2, smartlink, wired reflexes 1

Gear: Armor jacket, commlink (Device Rating 3), 2 high explosive grenades

Weapons:

- AK-97 [Assault Rifles, DV 6P, AP -1, SA/BF/FA, RC -, 38 (c), w/ smartlink]
- Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC-, 16 (c), w/ smartlink]
- High explosive grenade [Throwing Weapon, DV 10P, Blast -2/m, AP -2]
- Ingram White Knight* [Light Machine Gun, DV 6P, AP -1, BF/FA, RC 5(6), 250 (drum), turret mounted]

*Only applies to NPCs manning gun turrets

HUMANIS COMMANDERS (PROFESSIONAL RATING 4)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	4 (6)	4 (6)	4 (6)	3	4	3	5	0.52	8 (10)	1 (3)	13/11	11

Dice Pools: Athletics skill group 8, Automatics 12, Dodge 9, Gunnery 11, Heavy Weapons 11, Perception 8, Pistols 13, Stealth skill group 9, Unarmed Combat 10

Augmentations: Muscle replacement 2, orthoskin 3, smartlink, wired reflexes 2

Gear: Full body armor, commlink (DR4), goggles [Rating 5, w/ flare compensation, image link, low-light vision, thermographic vision, smartlink], 2 high explosive grenades

Weapons:

- AK-97 [Assault Rifles, DV 6P, AP -1, SA/BF/FA, RC -, 38 (c), w/ smartlink]
- Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, RC-, 16 (c), w/ smartlink]
- High explosive grenade [Throwing Weapon, DV 10P, Blast -2/m, AP -2]
- Ingram White Knight* [Light Machine Gun, DV 6P, AP -1, BF/FA, RC 5(6), 250 (drum), turret mounted]

*Only applies to NPCs manning gun turrets

HUMANIS MAGE

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

Astral Init/IP: 8/3

Dice Pools: Assensing 8, Astral Combat 9, Athletics Group 6, Automatics 7, Banishing 13, Counterspelling 11, Dodge 7, Perception 8, Pistols 7, Spellcasting (Combat) 11 (13), Summoning (Guardian Spirits) 11 (13), Unarmed Combat 7

Qualities: Magician, Mentor Spirit: Adversary (+2 Manipulation, +2 Banishing)

Initiate Grade: 2

Metamagics: Reflection, shielding

Spells: Increase Reflexes, Manabolt, Physical Barrier, Slay Dwarf, Slay Elf, Slay Ork, Slay Troll, Stunball, Stunbolt

Gear: Commlink (DR4), goggles (Rating 4, w/ image link, low-light vision, smartlink, thermographic vision), sustaining focus (silver Humanis symbol, Force 4, currently sustaining Increase Reflexes 3)

GUARDIAN SPIRIT (FORCE 6)

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	CM
7	8	9	8	6	6	6	6	6	6	6	15	2	12

Dice Pools: Assensing 12, Astral Combat 12, Automatics 14, Blades 14, Clubs 14, Counterspelling 12, Dodge 14, Perception 12, Unarmed Combat 14

Movement: 15/40

Powers: Astral Form, Combat Skills (Automatics)* Fear, Guard, Magical Guard, Materialization, Movement, Natural Weapons (Blades), Sapience

*Spirit will arm itself with an automatic weapon if there are any lying on the ground

Weapons:

- Natural Weapons [Blades, Reach -, DV 6P, AP -]

SCENE 8: AFTERIMAGE

SCAN THIS

MacCallister is now awake. Time for the runners to finish their job and get paid.

TELL IT TO THEM STRAIGHT

Your commlinks buzz and you see the familiar red ork smiley logo on it. MacCallister is calling you. Answering the call, the ork decker looks like he's been, well, blown up. His face is heavily bandaged and he looks old and worn out.

"Hoi chummers," he says in a rough, raspy voice. "Apparently I've been out of the loop for a little bit. I had a message from Tosh saying that he stood in for me as your Mr. Johnson. That's wiz to hear. Now that I'm awake though, I decided to call to see if I could get a sitrep from you. How's the biz going with that fragger Mathers?"

BEHIND THE SCENES

MacCallister is in bad shape. The explosion did massive internal damage, not to mention blowing his arm off. His spinal

cord took some damage, and while Dr. What thinks it's temporary, it's going to be a while before MacCallister walks again. He has a vatjob arm growing to replace the one the ork lost, but that too will take a while.

What happens next depends on the choices the runners made. There are multiple possible outcomes for this run.

Captured Mathers for MacCallister

This is the job the runners were originally hired to do. MacCallister is ecstatic to know that the job is done, and he asks the runners to meet him at a dockside warehouse in Tacoma. He gives them each a certified credstick in the amount that Tosh bargained for. If the runners took him to Dr. What (or another street doc), he also pays them back for any nuyen they had to pay the street doc, plus a 1,000 nuyen bonus each for saving his life.

Afterward, a younger ork steps up next to MacCallister and takes his wheelchair. The ork thanks the runners and dismisses them, saying "My father and I have some business to finally finish." As the runners leave the warehouse, they can hear screams coming from inside.

Captured for Dana Oaks

MacCallister is furious with the runners for renegeing on their deal. “That fraggin’ son of a slitch is mine! Jail is too good for the slottin’ bastard! I can’t believe you fraggers screwed me! Slot off and die!” the orks screams through the comm. He then hangs up on the runners.

Dana Oaks is much happier with the runners, on the other hand. She asks the runners to let Tosh and his team bring in Mathers and the evidence so that she can keep their names out of it, and she’ll slot them their payment.

Mathers is Killed

MacCallister is unhappy if Mathers is killed, as it denies him his firsthand revenge. If the runners sold the information to Dana Oaks,

he’s also very upset with the runners, and only pays them 25 percent of the originally agreed-on price. He will reimburse the runners for any expenses accrued at the Street Doc, but does not give them a bonus.

If the runners were working for Dana Oaks, she only pays them for the information, as a dead Mathers is of no use to her. She wants justice, not vengeance and vigilantism.

Mathers is Let Go

Both MacCallister and Oaks are upset that Mathers escaped. Mathers uses his money and connections to get a fake SIN and goes to ground. MacCallister or Oaks pays for the evidence, if the runners still have that; the ork fixer pays half the agreed-on price, and Oaks pays only 7,000 nuyen.

PICKING UP THE PIECES

MONEY

- 10,000 nuyen per runner, plus 500 nuyen per hit on negotiation, with a max of 10 net hits from MacCallister (via Tosh) to find incriminating evidence on George Mathers and then bring him in alive. MacCallister only pays half if Mathers is killed, and only half if the evidence is sold to any other party. He only pays 25 percent if both Mathers is killed and the evidence is sold.
- 1,000 nuyen from either Joe Martin or Athena Tatopoulos (cannot collect both).
- 7,000 nuyen from Dana Oaks for turning over incriminating evidence on George Mathers to her, and another 7,000 nuyen for capturing Mathers alive (pays nothing if he’s killed)
- 1,000 nuyen bonus from MacCallister if the runners saved his life after the Gold Mine exploded and captured Mathers for him.
- 10,000 to 25,000 nuyen from George Mathers for letting him go.

KARMA

- 1—Saving MacCallister after the Gold Mine explosion.
- 1—Successfully breaking into George Mathers’ villa without help from Tosh.
- 1—Discovering the Black Knights traitor.
- 1—Recovering Mathers’ hidden nexus and getting it decrypted.
- 1—Killing George Mathers.
- 2—Capturing George Mathers alive.
- 1—Letting Mathers go free,
- 3—Surviving the adventure

An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 12.

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.

ORC

- +1 Faction Reputation if the players capture George Mathers for MacCallister.
- +0 Faction Reputation if the players kill George Mathers or let him escape.
- 1 Faction Reputation if the players capture George Mathers for Dana Oaks.

Seattle Government

- +1 Faction Reputation if the players capture George Mathers for Dana Oaks.
- +0 Faction Reputation if the players kill George Mathers or let him escape.
- 1 Faction Reputation if the players capture George Mathers for MacCallister.

NewsNet

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

KSAF

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

At the end of each adventure, runners will 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 (see 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 for capturing Mathers.
- +1 Street Cred for killing Mathers.
- +1 Street Cred for killing more than 12 Humanis Policlub members.
- +1 Notoriety for killing any innocents during the run.
- +1 Public Awareness if the runners trigger the PanicButton at Mathers' villa and have to run from Knight Errant.

CONTACTS

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

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

- **MacCallister:** For capturing Mathers for him, gain MacCallister at Loyalty 1, or gain +1 Loyalty if they already have him (to a max Loyalty of 4).
- **A.D.A. Dana Oaks:** For capturing Mathers for her, the runners gain Dana Oaks at Loyalty 1, or gain a +1 Loyalty if they already had her (to a max Loyalty of 4).
- **Tosh Athack:** For successfully uncovering the traitor to the Black Knights, gain Tosh at Loyalty 1, or gain +1 Loyalty if they already had him (to a max Loyalty of 4).
- **Joe Martin:** If any runner gives Martin the exclusive scoop, that runner gains him at Loyalty 1, or gain +1 Loyalty if they already had him (to a max Loyalty of 4).
- **Athena Tatopoulos:** If any runner gives Athena the exclusive scoop, that runner gains her at Loyalty 1, or gain a +1 Loyalty if they already had her (to a max Loyalty of 4).

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 200¥.

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

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

GEORGE MATHERS

Contacts to Ask: Corporate, Law Enforcement

CONTACTS	DATA SEARCH	INFORMATION
0	0	Who the frag is that?
1	3	I think he's with Knight Errant, maybe?
2	6	He's middle management at Knight Errant.
3	10	He used to be with Lone Star before they lost their contract.
4	18	He started his career off at Fuchi.
5	—	There are rumors that Mathers is dirty. Nothing that can be proved, of course, but I've heard he has friends in high places in the government and low places in Humanis and Alamos 20K.

HUMANIS POLICLUB

Contacts to Ask: Street Contact, Law Enforcement

CONTACTS	DATA SEARCH	INFORMATION
0	0	Didn't they win the division last year?
1	3	Humanis is a political club, where humans can be with their own kind.
2	6	Racist thugs who think that metahumans are less than human.
3	10	They're not happy with Prop 23 and the support the Ork Underground has been getting.
4	18	They're putting pressure on Brackhaven and his cronies to shoot down Prop 23.
5	—	Rumor has it that they're ready to move on the Ork underground if it looks like they have a chance of winning. I hear they're stockpiling weapons out in the Redmond Barrens.

CAST OF SHADOWS



TOSH ATHACK

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

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

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

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

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

Augmentations: Cybereyes [Rating 3, w/ flare compensation, image link, low-light vision, flare compensation, thermographic vision, vision

enhancement 3], wired reflexes 2

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

Weapons:

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



A.D.A. DANA OAKS

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

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

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

3, Swimming 4, Unarmed Combat 2

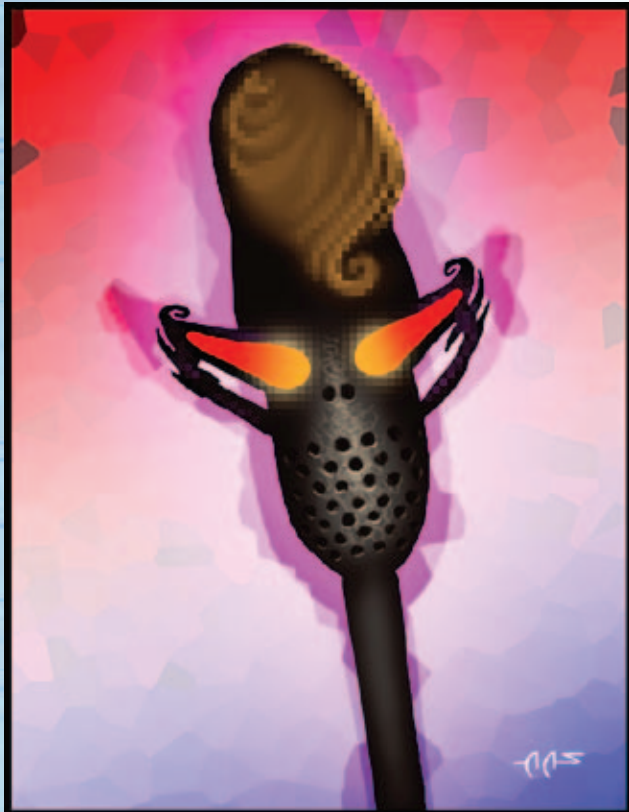
Knowledge Skills: Corporate Procedures 4, Crime Syndicates (Seattle) 6 (+2), Law (Seattle) 6 (+2), Literature (19th Century) 3 (+2), Politics (Seattle) 4 (+2), Seattle Street Gangs 5

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

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

Weapons:

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



ATHENA TATOPOULOS

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

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

B	A	R	S	C	I	L	W	Edge	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 bodysculpted and tanned to perfection, and he's got a charismatic smile that just wins you over. He oozes charm and charisma in a way that almost makes you feel dirty, but you still can't help but want to like and trust the guy. Despite his looks, though, he's not just a desk jockey. He's relentless in his pursuit of the next big story for NewsNet Seattle, and he's not afraid to get his hands dirty or put himself in the line of fire to get it.

B	A	R	S	C	I	L	W	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,

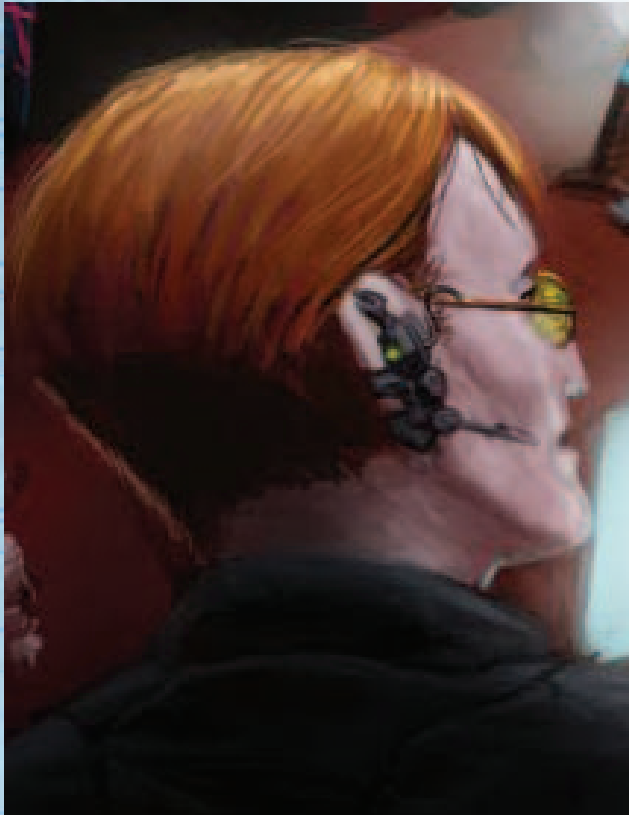
Programs: Analyze 8, Armor 10, Attack 10, Black Attack IC 10, Black Hammer 10, Blackout 9, Bio-Feedback Filter 8, Browse 6, Command 7, ECCM 7, Edit 6, Empathy 6, Encrypt 6, Exploit 6, Medic 6, Scan 8, Sniffer 6, Stealth 10, Track 6

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]



MICHAEL “QUINCE” RALEY

Quince is the newest member of the Black Knights and is both a former Lone Star DPI officer and a shadowrunner from the Denver area. He's only been with the Knights for a month and is still getting used to the group dynamic. He is quiet and reserved, and Tosh and the rest of the Knights tease him for being a newbie by referring to him as Redshirt, which annoys him quite a bit. Quince considers himself a professional and conducts himself as such.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
4	3	3	3	5	5	5	5	4	5.19	6	8	1	12/10	10/11

Active Skills: Spellcasting 6, Ritual Spellcasting 4, Counterspelling 4, Conjuring skill group 4, Con 4, Etiquette 4, Leadership 4, Negotiation (Bargaining) 4 (+2), Enchanting (Artificing) 1 (+2), Assensing 1

Knowledge Skills: Magic Theory 1, Magical Threats 1, Religion 1, Law 1, Police Procedures 3, Military Operations 1, Current Events 2, Shadowrunning Lore 2, Conspiracy Theories 1, Business 2, History 2, Psychology 2, Police Procedures 3, Writing 1, Acting 1, Underworld Politics 1, Corporate Politics 1, Local Area Knowledge (New York) 1, Local Area Knowledge (Seattle) 1, Local Area Knowledge (Denver) 1, Local Area Knowledge (Chicago) 1

English N, French 2, German 2, Spanish 3, Japanese 3, Mandarin 2, Arabic 1, Russian 2, Italian 2, Spherethiel 1, Or'zet 1

Qualities: Magician (Chaos Mage), Analytical Mind, Biocompatibility (Cyberware), SINner, Nickel Allergy (C, M), Peanut Allergy (C, M)

Initiate Grade: 1

Metamagics: Divination

Augmentations: (all betaware) Skillwires 4 w/ skillwire expert system, cyberhand [right, obvious w/ Bod increase 3, Agi increase 3, Str increase 3, increased capacity 2, datajack, nanohive (2) with learning stimulus

nanites (3) and neocortical nanites (3), fingertip compartment (holding foci)], implanted commlink [Firewall 6, Response 6, Signal 6, System 6, Common Use programs 4, TacNet and Unrestricted Agent (5)], reusable auto injector (6), trauma damper, platelet factory, sleep regulator

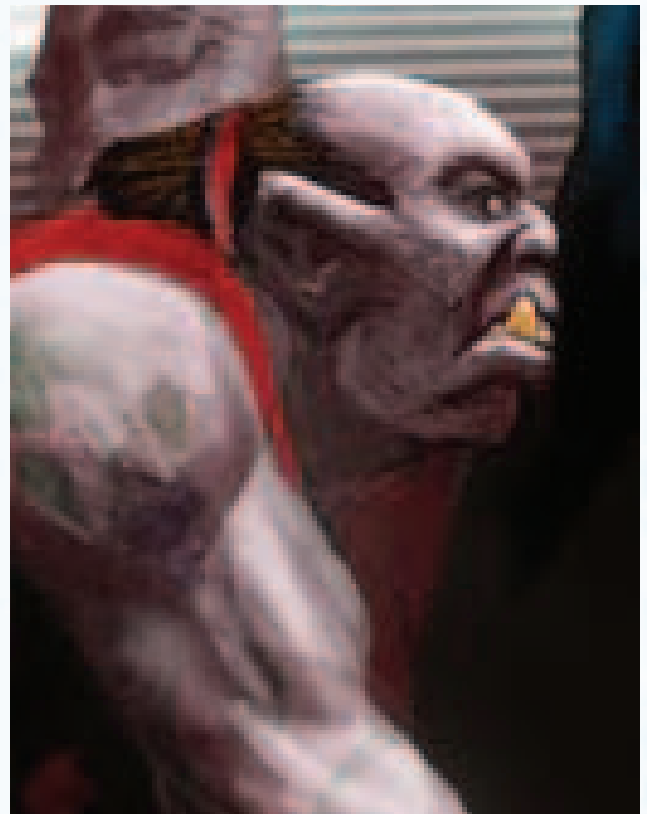
Gear: Sustaining foci (Health) x 2 (tiny braided pine needle (Force 5), small chip of mica (Force 5)), power focus (pyrite crystal, Force 5), Mortimer Greatcoat w/ Securetech PPP, medkit (Rating 6), full face mask, plastic restraints

Spells: Control Actions, Fireball, Heal, Improved Invisibility, Increase Agility, Increase Body, Increase Logic, Increased Reflexes, Increase Willpower, Levitate, Manabolt, Mind Probe, Physical Barrier, Physical Mask, Powerbolt, Soundwave, Stunbolt, Trid Phantasm

Bound Spirits: Spirit of air (Force 6, 12 services), spirit of earth (Force 4, 7 services), spirit of fire (Force 8, 4 services), spirit of man (Force 5, 10 services), spirit of water (Force 6, 3 services)

Weapons:

Ingram SuperMach 100 [SMG, DV 4P, AP-4, SA/FA, RC 4 (5), 60 (c), w/ personalized grip, APDS ammo]



RICHARD “IRONHEART” GARFIELD

Growing up as an ork was not easy, but it strengthened Richard Garfield's body and character. He joined the army as soon as he was old enough, and while it gave him a good impression of what was out in the larger world, it didn't satisfy his need to achieve more. He was highly valued because of his enhanced physical adept powers, though he doesn't really consider himself to be magic. To Ironheart, it's just part of who he is. After the army he took to shadowrunning for several years, operating around Seattle, and when Tosh was putting his team together, Ironheart was his first recruit.

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

Active Skills: Athletics skill group 2, Automatics 5, Blades 7, Dodge 5, Etiquette 3, Infiltration 4, Pistols 6 (+2), Perception 4, Pilot Ground Vehicle 3, Unarmed Combat 6

Knowledge Skills: Corporate Security 3, Military Tactics 4, Police Procedures 3, Safehouses 3, Seattle Gangs 3, Underground Fighting 4

Qualities: Adept, Allergy (Gold), Aptitude (Blades), Flashbacks, High Pain Tolerance

Initiate Grade: 4

Metamagics: None

Adept Powers: Astral Perception, Improved Reflexes (3), Improved Ability (Unarmed Combat) (2), Improved Attribute (Strength) (2), Killing Hands, Mystic Armor (4)

Gear: Armor jacket, full camouflage suit, leather clothes, business clothes, commlink (Device Rating 5), glasses [Rating 1, w/ smartlink (over skinlink)], katana (weapon focus, Force 2), quickdraw holster

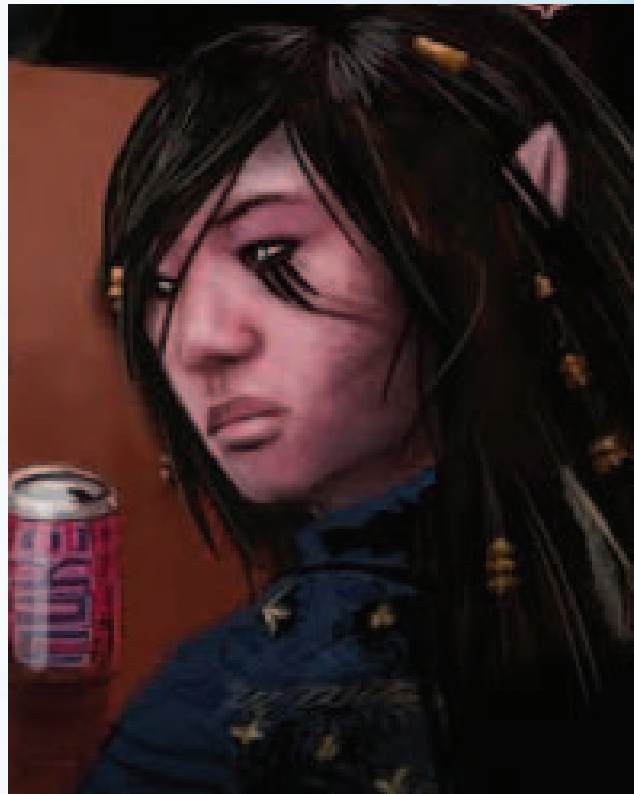
Weapons:

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

Katana [Blades, Reach 1, DV 8P, AP -1, Weapon Focus 2]

Killing Hands [Unarmed Combat, Reach —, DV 5P]

***Incompatible:** The weapon's internal electronics utilize outdated protocols. They normally require physical connections through a fiber optic tether or skinlink to current PANs. These weapons can communicate with current-generation commlinks and visual display devices with the use of a translation program.



TINA ARASHI

Tina is a chameleon, an expert at both becoming anyone she needs to be as well as becoming invisible at will. She is originally from Detroit, where she operated as a trainer in infiltration techniques for Ares and its Knight Errant division, but transferred to Seattle when KE got the city contract, where she was immediately snatched up by Tosh for the Black Knights.

B A R S C I L W Edg Ess Init IP Arm CM
 4 7 6(8) 4 6 5 4 4 6 2.64 11(13) 1(3) 10/8 10/10

Active Skills: Archery 3, Climbing 5, Close Combat Group 4, Computer 3, Con (Seduction) 7 (+2), Data Search 3, Demolitions 3, Disguise (Cosmetic) 6 (+2), Dodge 4, Escape Artist 4, Etiquette 5, Exotic Melee Weapon: Monofilament Whip 5, Firearms Group 4, First Aid 3, Gymnastics 5, Infiltration (Urban) 5 (+2), Instruction 5, Intimidation 4, Negotiation 4, Palming (Pickpocket) 5 (7), Perception 4, Pilot Ground Craft 3, Running 3, Shadowing (Tailing) 5 7, Survival 3, Throwing Weapons 3, Tracking 3

Knowledge Skills: Corporate Politics (Ares) 4 (6), Corporate Security 6, Fashion 4, Police Procedures 4, Small Unit Tactics 3, Street Gangs 4

Qualities: Allergy (Uncommon, Moderate: Silver), Ambidexterous, Aptitude: Con, Double Jointed, Photographic Memory

Augmentations: (all alphaware) Cyberears [Rating 3, w/ audio enhancement 3, balance augmenter, damper, ear recording unit, select sound filter 3, sound link], cybereyes [Rating 4, w/ eye recording unit, flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3, vision magnification), datajack, hand razors, wired reflexes 2

Gear: Armor vest, commlink (Device Rating 5)

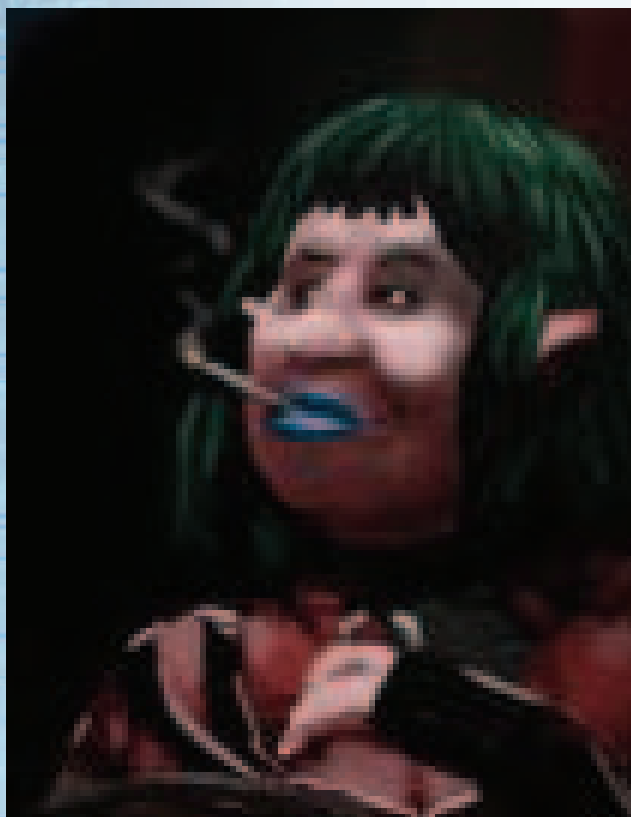
Weapons:

Ares Viper Slivergun [Heavy Pistol, DV 8P(f), AP +5, SA/BF, RC —, 30 (c), w/ smartlink, sound suppressor]

HK MP-5 TX [Submachine Gun, DV 5P, AP -4, SA/BF/FA, RC 3, 20 (c), w/ APDS, folding stock, gas-vent 2, smartlink]

Hand razors [Blades, Reach —, DV 3P]

Monofilament whip [Exotic Melee Weapons, Reach 2, DV 8P, AP -]



“PROUD MARY” EVANS

Proud Mary is a female dwarf, short and very stocky. She is not physically very attractive, but she's tough and smart. She is of Amerind descent and has dark ruddy skin, dark brown eyes (nearly black), and thick, course black hair that she wears in a single braid.

Mary is a career officer who moved over from Lone Star when Knight Errant took over the city contract. She has a datajack in her right temple, and her left arm has been replaced by a bulky, obvious cyberarm. She has a tattoo on her right arm of the Lone Star Circle & Star logo, with the number 17 on the bottom of it as a tribute to her old Lone Star precinct office. She wears baggy black BDUs, combat boots, and a tight black sleeveless shirt over top a Kevlar vest. She has no other jewelry or markings.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
6	6 (9)	4 (5)	7 (10)	2	4	4	6	4	0.3	8 (9)	1 (2)	8/6	11/11

Active Skills: Armorer Heavy Weapons 4 (+2), Close Combat skill group 3, Computer 2, Dodge 3, Firearms skill group 4, Gunnery 5, Heavy Weapons (Machine Guns) 6 (+2), Intimidation 4, Perception 3, Pilot Ground Craft 3

Knowledge Skills: Military History 4, Military Tactics 4, Police Procedures (Lone Star) 5 (+2), Urban Brawl 4

Qualities: Allergy (Common, Moderate, Seawater), Guts, Magic Resistance (4), Uncouth

Augmentations: Cyberarm (alphaware, obvious, main hand w/ cyberarm gyromount, Agility 6, Body 6, Strength 9, Enhanced Strength 3), muscle replacement 3, smartlink, wired reflexes 1 (alphaware)

Gear: Armor jacket, commlink (Device Rating 5)

Weapons:

Ares Alpha [Assault Rifle, DV 6P, AP -5, SA/BF/FA, RC 5, 42(c), w/ APDS, gas-vent 3, smartlink]

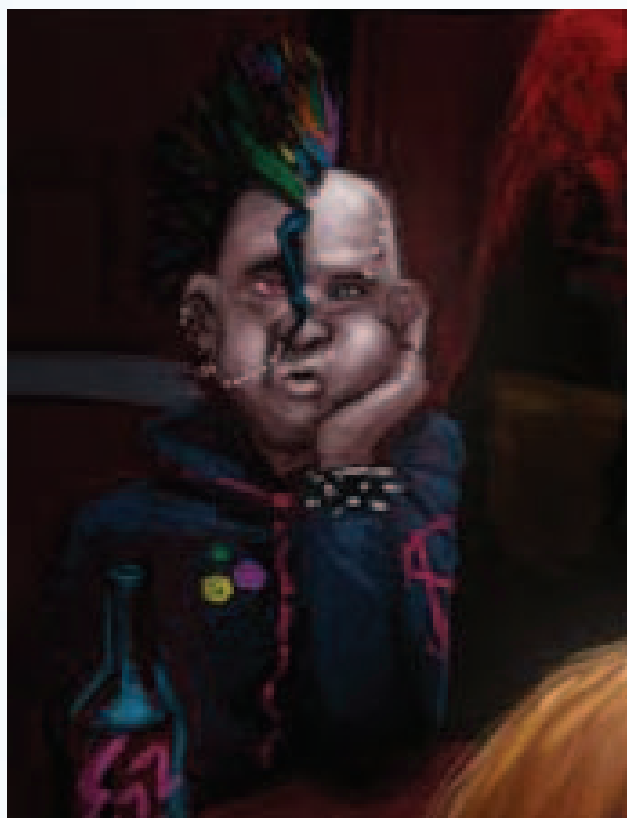
Ares Alpha Grenade Launcher [Grenade Launcher, DV 10P, Blast -2/m, AP -2, SS, RC —, 6(c), w/ high explosive minigrenades]

Mitsubishi Yakusoku MRL [Missile Launchers, DV 16P, SS, RC —, Blast -1/m, AP +5, 2(m), w/ fragmentation missiles, smartlink]

Mossberg AM-CMDT [Shotguns, DV 9P(f), AP +5, SA/BF/FA, RC 3, 10(c), w/ smartlink]

Ruger Super Warhawk [Pistols, DV 6P, AP -6, SS, RC —, 6 (cy), w/ APDS ammo, smartlink]

Ultimax HMG-2 [Heavy Machinegun, DV 7P, AP -7, FA, RC 13, 100 (belt), w/ APDS ammo, gas-vent 3, shock pad, smartlink, tripod]



MICHAEL “TAGGER” O'REILLY

Tagger is barely more than a kid, the youngest of the Black Knights by far. Tagger is an orphan and a street hacker who (barely) made it through Knight Errant basic training so that he could be on Tosh's team. He's small (1.65 meters tall) and rail thin. He looks like a street punk. Half of his head is shaved, the other half has grown long and is dyed multiple colors. He has numerous piercings and tattoos on his arms and neck.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
4	4	4	2	4	4	5	5	3	5.0	8	1	8/6	10/11

Active Skills: Artisan (Matrix Art) 2 (+2), Athletics skill group 2, Cracking skill group 4, Electronics skill group 4, Etiquette (Matrix) 2 (+2), Perception 3, Pistols 4, Stealth skill group 2

Knowledge Skills: Corporate Matrix Security 4, Game Design Theory

4, Matrix Games 5, Matrix Hangouts 4, Police Procedures 3

Augmentations: Commlink, control rig, datajack, sim module

Gear: Commlink (Firewall 6, Response 5, Signal 5, System 5, Analyze 4, Armor 4, Attack 4, Blackout 4, Bio-Feedback Filter 4, Browse 4, Command 5, ECCM 4, Edit 4, Encrypt 4, Medic 5, Scan 4, Track 4), contacts (Rating 2, w/ image link, smartlink)

Weapons:

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

GEORGE MATHERS

George Mathers is career middle manager. He fell into a job with Fuchi in their security division, and it was there that he began to cultivate an extensive network of contacts and favors, using his position to advance himself financially and politically. When the corp broke apart, he accepted a position at Lone Star in their records division. When Lone Star lost the contract for Seattle and Knight Errant took over, a few favors he called in allowed him to retain his position under the new management when most of his colleagues found themselves without a job. Mathers is ambitious but is careful not to overreach himself. He's happy in middle management, because there's no real responsibility but plenty of opportunities if you're willing to bend the rules.

Mathers is a staunch supporter of policlubs such as Humanis, but he has been careful to keep his affiliation with them distant, knowing that it would be political poison. He is also a supporter of Governor Brackhaven and his party, and is friends with several members of Brackhaven's cabinet.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	3	3	3	5	5	4	5	7	5.9	8	1	0/0	10/11

Active Skills: Computer 3, Con (Fast Talk) 6 (+2), Data Search 2, Etiquette (Corporate) 6 (+2), Forgery 4, Intimidation (Mental) 5 (+2), Leadership 5, Negotiation (Bargaining) 5 (+2), Perception 4, Pilot Ground Craft 2, Pistols 2, Unarmed Combat 3

Knowledge Skills: Corporate Politics 5, Seattle Politics 5, Racist Policlubs 4, Police Procedures 3, Blackmail Techniques 4

Qualities: First Impression, Photographic Memory

Augmentations: Datajack

Gear: Commlink (Device Rating 5)

Weapons:

Ares Viper Slivergun [Pistols, DV 8P(f), AP +2, SA/BF, RC —, 30 (c)]



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.

MACCALLISTER

Fixer

Faction: Ork Rights Committee

Male Ork

Connection Rating: 5

Loyalty:

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

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

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

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



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

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



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)



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

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

JOE MARTIN

NewsNet Reporter

Faction: NewsNet

Male Human

Connection Rating: 3

Loyalty:

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

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

Uses: Rumors and Information

Places to Meet: Bars, Nightclubs, Restaurants



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NewsNet Reporter

Faction: NewsNet

Male Human

Connection Rating: 3

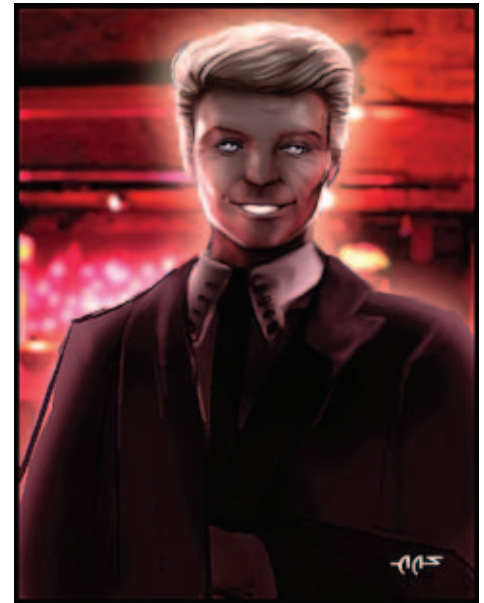
Loyalty:

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

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Faction: NewsNet

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Connection Rating: 3

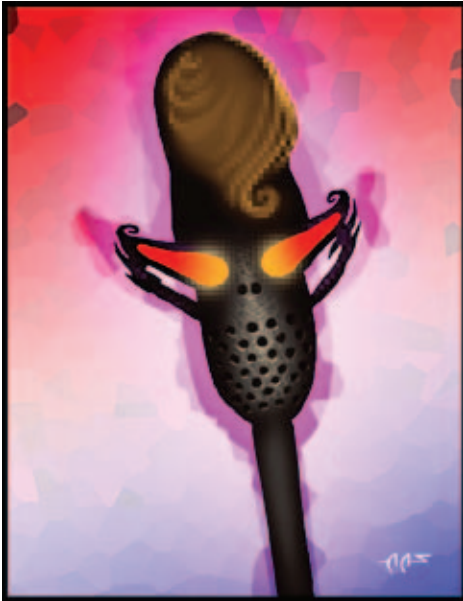
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ATHENA TATOPOULOS

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

ATHENA TATOPOULOS

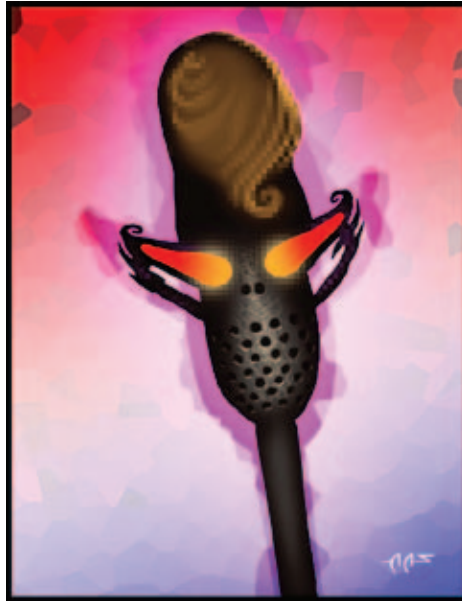
KSAF Chief Editor
Faction: KSAF
Female Human
Connection Rating: 4
Loyalty:

Key Active Skills: Electronics, Hacking, Negotiation

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

Uses: Rumors and Information

Places to Meet: Matrix



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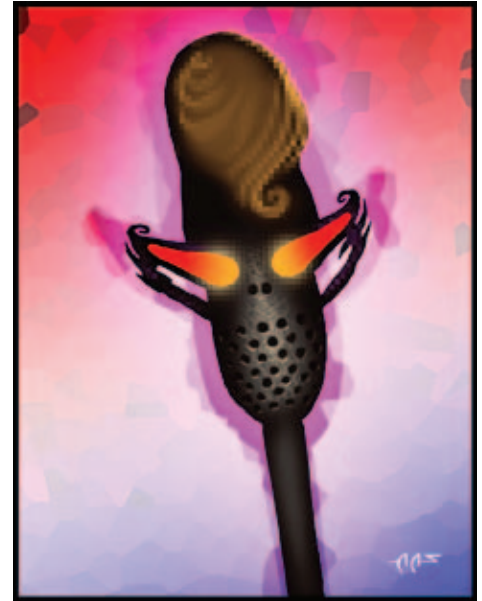
KSAF Chief Editor
Faction: KSAF
Female Human
Connection Rating: 4
Loyalty:

Key Active Skills: Electronics, Hacking, Negotiation

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

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Places to Meet: Matrix



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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



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

Faction: None

Male Troll

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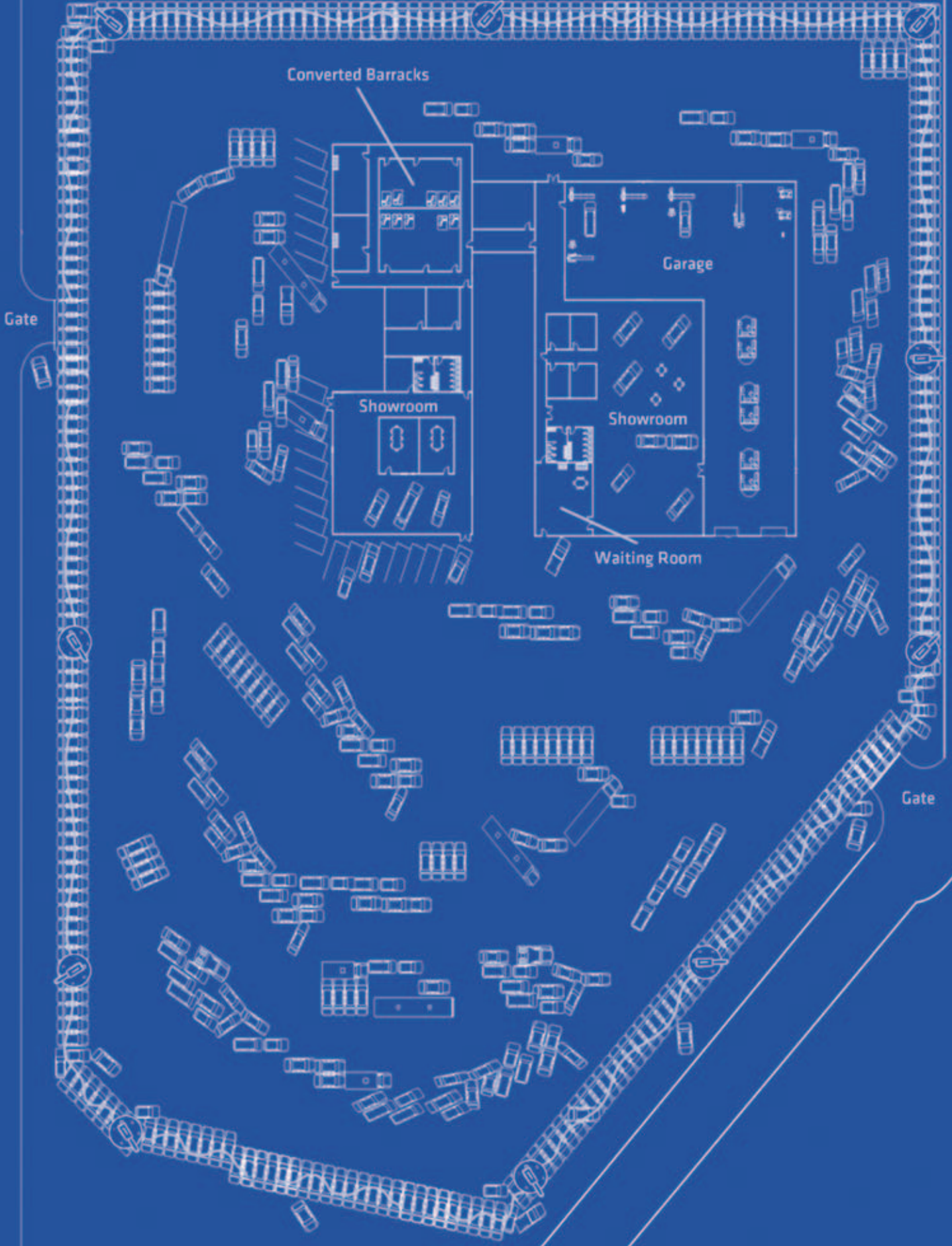
Knowledge Skills: Police Procedures, Seattle Organized Crime, Seattle Street Gangs, Security Procedures,

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

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

MATHERS' VILLA





Converted Barracks

Garage

Showroom

Showroom

Waiting Room

Gate

Gate

PLAYER _____ DATE / /
 CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 04-05 ON A SILVER PLATTER

MacCallister has tracked down his daughter's killer. He hires both the runners and the Black Knights to investigate and bring him George Mathers, a VP at Knight Errant who has taken refuge with Humanis.

- George Mathers captured for MacCallister
- George Mathers captured for Dana Oaks
- George Mathers killed
- George Mathers escaped
- Black Knights traitor uncovered
- George Mathers evidence given to MacCallister or made public
- George Mathers evidence given to Dana Oaks

SYNOPSIS

Names

O.R.C.

-5 -4 -3 -2 -1 0 1 2 3 4 5

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Seattle Government

-5 -4 -3 -2 -1 0 1 2 3 4 5

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

NewsNet

-5 -4 -3 -2 -1 0 1 2 3 4 5

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

KSAF

-5 -4 -3 -2 -1 0 1 2 3 4 5

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

MISSION RESULTS

Character Improvement	Karma Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TEAM MEMBERS

FACTIONS

ADVANCEMENT

Previous Available _____

Earned _____

Spent _____

Remaining Available _____

New Career Total _____

Street Cred _____

Notoriety _____

Public Awareness _____

- MacCallister
- Dana Oaks
- Tosh Athack
- Athena Tatopoulos
- Joe Martin

KARMA

REPUTATION

Previous Available _____ ¥

Earned _____ ¥

Spent _____ ¥

Remaining _____ ¥

GM's Name _____

GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

