

MISSIONS

MISSIONS
MATERIAL



READY, SET, GOGH!

SRM3-00 READY, SET, GOGH CREDITS

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SRM3-01: Ready, Set, Gogh

INTRODUCTION

SRM03-01 Ready, Set, Gogh is a Shadowrun Missions campaign adventure. Full information on the Shadowrun Missions campaign is available at www.shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ.

PREPARING THE ADVENTURE

SRM03-01 Ready, Set, Gogh is intended for use with Shadowrun, Fourth Edition, and all character and rules information refers to the fourth edition of the Shadowrun rules.

Adventure Structure

SRM03-01 Ready, Set, Gogh 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.

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player

after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM03-01 Ready, Set, Gogh* (or any Shadowrun Missions adventure).

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

GENERAL ADVENTURE RULES

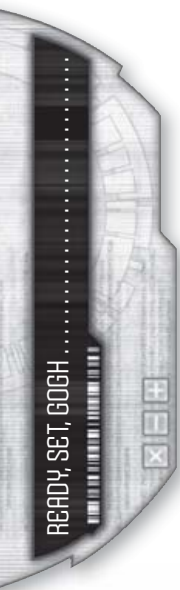
Shadowrun Missions adventures use the rules presented in Shadowrun, Fourth Edition (SR4). Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in SR4 and are not repeated in this adventure.

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

Non-Player Characters

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

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your



group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p.277, SR4). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. In addition, when NPCs or devices are making tests for anything except resisting damage, award them a number of bonus dice equal to the TR as an additional situational bonus.

Before beginning game play, ask the players to agree on a TR from one to six for the scenario. Instruct them that beginning players and characters are expected to play at TR 1. More veteran players and characters may choose to raise this difficulty. Explain to the players that as the difficulty increases, the rewards also increase. Once the players have agreed on a TR value, use that value consistently through the scenario.

Selling Out

Through the course of a scenario, a PC may become affiliated with one or more of the corporations that make up the board of the Manhattan Development Corporation. If an unaffiliated PC completes a secondary objective (see Corporate Interests), even accidentally, then he gets an offer to affiliate instead of the reward. Affiliates are not become full-fledged Company Men, but rather act as "deniable assets," "covert agents," or to put it bluntly, "spies."

Each corporation has an interest in what's going on around New York. As a result, each corp has a task it wants its people to accomplish during each scenario. Naturally, each corp also has a reward it gives to those agents that accomplish these objectives.

Affiliations are supposed to be kept secret, in keeping the theme of espionage, so the players of affiliated characters should be notified in a subtle way. If your gaming group is comfortable with keeping in-character information separate from out-of-character, then tell them where all can hear. If you are uncertain about this, passing a note may be more appropriate.

PCs who choose to accept this affiliation will have the opportunity to earn special rewards and undertake special tasks in select scenarios. When applicable, these rewards will be noted in Picking up the Pieces.

Losing Corporate Affiliation

One of the most important parts of the deal for a corporation's "loose contract" with a shadowrunner is secrecy. If the corp can't deny the runner's involvement with its dealings, the runner is of little value to it.

If a shadowrunner allows his affiliation to become known, or deliberately works against the affiliated corporation's secondary objective, the GM should make a Public Awareness Test against the affiliate near the end of the adventure, just before the final scene. The threshold for the test and the possible consequences are given on the Affiliation Betrayal table below; the greater the infraction, the lower the threshold. If the test succeeds, the consequences listed below are applied by the GM to the affiliate.

Affiliation Betrayal

Affiliate Action	Public Awareness Threshold	Consequence
Affiliate drops hints about his affiliation.	3	Corporate reward withheld, even if secondary objective is successful.
Affiliate reveals his affiliation, even to other affiliates of the same corp.	2	As above, plus affiliation revoked, +1 Notoriety, -1 Street Cred.
Affiliate deliberately prevents the completion of affiliated corp's secondary objective.	1	As above, plus an additional +1 Notoriety and -1 Street Cred, and the corp sends a "cleaner" to kill the (ex-)affiliate during the final scene. See Cleaner Table, below.

Cleaner Table

Table Rating Cleaner NPC*

1	Use stats for Triad Lieutenant (p. 284, SR4A)
2	Use stats for Red Samurai Lieutenant (p. 283, SR4A)
3	Use stats for Tir Ghost Lieutenant (p. 283, SR4A)
4	Use stats for Combat Mage (p. 99, SR4A), Enforcer (p. 102, SR4A), or Gunslinger Adept (p. 104, SR4A)
5	Use stats for Combat Mage (p. 99, SR4A), Enforcer (p. 102, SR4A), or Gunslinger Adept (p. 104, SR4A) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, SR4A), Enforcer (p. 102, SR4A), or Gunslinger Adept (p. 104, SR4A) with a +4 bonus to all dice pools.

*Gamemasters are encouraged to customize cleaners if they desire, but to stay roughly at the power level given.



A Note on Commlinks

In SR4, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be started out in the adventure text. For NPCs who do not have a started commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). 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 GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (pp.257-8, SR4).

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

Finally, please fill out the Event Summary report and e-mail it to the campaign coordinator at missions@shadowrun4.com or use the web reporting form available at <http://www.shadowrun4.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

PLOT SYNOPSIS

The runners are hired by Mr. Gary Deltona to steal a transgenic artwork called *Starry Night*, from the Museum of Modern Art and deliver it to a location. It's a bold and ambitious undertaking. Give the runners enough rope and a few days time to figure out how to steal the artwork which is a large aquarium.

On successful pickup and delivery of said piece, the runners are approached by a different Mr. Johnson. This Mr. Johnson is Mr. Hong, head of security for the corporation that employs Mr. Deltona. Mr. Deltona is an important asset to the company, yet his eccentricities, such as this event would be damaging to the company if known.

This problem must be fixed and Mr. Deltona punished discreetly to save face for Horizon, Mr. Deltona, and Mr. Hong.

Mr. Hong wants the runners to steal back *Starry Night* as well as take two other specific pieces of transgenic art from Mr. Deltona's collection as punishment. The specific pieces are not the most valuable of his collection, but are selected for other reasons to bring Mr. Deltona to heel without breaking him. The runners are to return *Starry Night* to a specific location, or deliver it in a fashion that the Museum or police can pick it up. The two other pieces are to be anonymously donated to charitable establishments.

If successful, everybody saves face. Horizon will not be associated with the theft. Mr. Deltona will not be associated with the theft but will be knocked down a peg or two by his own loss. The runners gain some corporate rep and possible affiliation in the deal.

CORPORATE INTERESTS

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in Priming. Secondary objectives are always delivered discretely (e.g. by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

Ares: Take out some NYPD, Inc. personnel or property.

Aztechnology: Get tissue samples from at least three different works of transgenic art and drop them off at the Eleemosynary Children's Clinic.

Horizon: Assist Ieto Hong without question, and do everything he asks without any setbacks or snafus.

NeoNET: Get some dirt on Mr. Johnson and send it to NeoNET.

NYPD Inc.: Start a fight with security forces (not NYPD, Inc.) at the Museum or Deltona's penthouse.

Renraku: Gain Admin access on the nodes of the Marquee, the Museum, and Deltona's penthouse without being detected. Note that this is not an objective, but merely something that will attract the attention of the corporation. Renraku affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

Saeder-Krupp: Use Social skills to get into the Museum or Deltona's penthouse. Note that this is not an objective, but merely something that will attract the attention of the corporation. Saeder-Krupp affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

Shiawase: Convince the team to give—somehow—to the Eleemosynary Children's Clinic non-profit, should the opportunity arise.

Spinrad: Acquire a stealth RFID tag and attach it to the *Starry Night* transgenic artwork.

Neo-Anarchists: Have no other affiliation, plus get NYPD, Inc. to be called to the Museum and escape before they can arrive.

Urgent Message ...



THE CANVAS

SCAN THIS

The first Job in Manhattan. While the job is routine, the environment is new.

TELL IT TO THEM STRAIGHT

Your commlink chirps loud enough to get your attention that it's 7PM. Along with the alarm you notice that your fixer left you a message. Apparently he has a job for you, or at least the message header says to meet Mr. Johnson at the Marquee Nightclub at 8PM. That's in Manhattan, and you think over how important it is to blend in, behave yourself, and stay under the radar while you are there.

BEHIND THE SCENES

The message gives the location of the Marquee Nightclub (289 Tenth Ave. between 26th and 27th street) and that the name on the reservation is Vincent. It mentions to look for the man in the wide-brimmed hat. The message is accompanied by a seven-day temporary tourist pass into the island, good from the moment it is received.

The Marquee is in Manhattan. The characters will be subject to normal ID screens when entering the island, unless they have a means of smuggling themselves on or begin there.

DEBUGGING

If the runners don't have a fixer, then the message will be auto relayed by an agent on a shadow node. It's not the best way to find work (like putting yourself in the want ads), but it's anonymous.

PRIMING

SCAN THIS

Runners are invited to an upscale club for business. The club is very posh with a restrictive dress code. Mr. Johnson doesn't mind mixing business with pleasure, as the meeting gets interrupted several times. Very unprofessional, but the time and money for the job are well portioned.

TELL IT TO THEM STRAIGHT

The Marquee glows with light reflecting from brass and polished wood. The entrance is more of a gentleman's club; bar, booths etc, yet it can't contain the reverberating beat of the music up the stairs and beyond the curtain. The clientele is well dressed with some sweet bling. Even the Ork bouncers at the front door wear Berwick line of clothing.

BEHIND THE SCENES

The club is rocking. After getting past the bouncers, the runners will be seen by the maitre d'. He asks you for the name on the reservation. The runners are escorted up the stairs and beyond the curtain. An outrageous party is going on in the center, while the surrounding area has many booths. The runners are lead to a booth, where a man with an incredibly wide-brimmed hat sits. Mr. Johnson (see Gary Deltona in **Cast of Shadows**) is a blonde

haired gentleman dressed in a Zoé suit, with five men in dark suits within one to two meters from him. The Security team is also dress nicely in this club (see **Cast of Shadows** for Men in Black).

At the booth are three gorgeous women who are drinking and talking amongst themselves. When the runners arrive, they giggle and head toward the dance floor. Mr. Johnson tries to raise his voice above the music, but fails, and instead motions the runners to join him. He sets a small device on the table. It's a private chatroom node (DR 4, but Signal 0) with short-range connectivity. He also has a set of trodes for runners that don't have their own. The node requests that they join the meeting.

When logged in, Mr. Johnson apologizes for this. While he could bring the meeting downstairs, this is more private and he can't leave the ladies. After that he goes into business:

He's looking to acquire a large living target that he expects the runners to pick up intact and still alive. The payment is 4,000¥ (+1,000 * TR) per person with 2,000¥ up front.

At this point, the meeting is interrupted by one of the women bringing a fruity drink to Mr. Johnson and him giving her a credit-stick that she looks at with confusion and disdain.

He continues that the timeframe is one week, the sooner the better. Negotiations on the price are interrupted twice. First by a waiter taking drink orders, then by dancers from the floor bumping into the runners at the end of the booth. Their grinding and flirting causes a -1 distraction penalty to negotiations for everyone. Each net hit will raise the price (250¥ * TR) to a maximum of 5 net hits per team of which up to 4,000¥ is up front.

Once an agreement is reached, Mr. Johnson tells them that the target is "Starry Night" at the Museum of Modern Art. A Virtual image of "Starry Night" appears in the node. Mr. Johnson will clarify, as he shows the image, that he wants the transgenic artwork, not Van Gogh's painting. Mr. Johnson will give them a number to call and arrange the delivery to a specific location.

If the runners want to do legwork on Mr. Johnson, they can do a photo match on him (Data Search+Browse (2)) to identify Mr. Johnson as Gary Deltona.

NODE: Marquee

Sculpting: Same as interior of the Marquee.

Authentication:

Nodes 1: AccessID

Privileges: Standard.

Attributes:

Node 1: Firewall 3 Response 3 Signal 2 System 3

Spiders: On-Site, Part-time spider (**Cast of Shadows** for Fashion Officer)

IC: NONE

Resident Programs: Analyze 3

ARC: Scramble spider

The Marquee Node is a simple system to manage orders, schedules, and music. The security of the Marquee (Cameras (DR: 2), Maglocks, etc) are retrofitted to the hardware that already existed in the building.

DEBUGGING

The Marquee has a minimum dress code requirement of suit or dress, the more expensive the better. The Bouncers (**Cast of**



Shadows) at the door are connected via commlink to a “Fashion” officer (**Cast of Shadows**) to flag who’s allowed in or not. This includes the person’s security. If the Runners come dressed properly, there’s no issue and the Bouncers allow them to pass to talk to the maitre d’.

In this part of town, combat is not pretty and if the Runners fight the bouncers, NYPD will arrive in 1 minute (**Cast of Shadows**).

If one of the PCs decides to hack the short-range node, there won’t be anything to find. It’s essentially just an empty node, with a few minor security measures.

POSITIVE SPACE

SCAN THIS

The runners implement their plan to steal “Starry Night” from the Museum of Modern Art. This scene breaks down the security of the museum. The target is a 73cm x 92cm by 20cm, 135 liter (approximately 150 kg) aquarium full of fish.

TELL IT TO THEM STRAIGHT

Arriving at the museum, you find six floors of artwork surrounded by walking tourists, security guards, cameras, and sensors. While selling any of the pieces could keep you well fed, it will be hotter than the sun without a deal lined-up in advance with someone like Mr. Johnson. Security is a lot like any corp. There’s lots of open space to move around and hide in. Escalators lead up and down to each of the floors. There’s an open space from the second floor up to the 6th. On the 5th floor is space dedicated to Living Art (Room 7). Here there are several classic pieces such as Genesis, The Eighth Day, and Specimen of Secrecy about Marvelous Discoveries, still surviving after 70 years. There are also some newer pieces from the School of Eduardo Kac, the renowned transgenic artist, toward the center of the floor. These include The Magic Bean, Perpendicular Evolution, and Starry Night, which happens to be an aquarium of strangely patterned fish.

TRANSGENIC ART

Some the other art work in the exhibit.

Magic Bean: Some type of bean plant that has a stronger astral presence than it’s physical one (little sprout compared to the meter tall astral sprout).

Perpendicular Evolution: Smaller aquarium of angel fish with one side with a horizontal black stripe and the other size has a vertical black stripe.

Specimen of Secrecy about Marvelous Discoveries: Series of paintings made with anaerobic organisms which continuously change with the environment.

Genesis, The Eighth Day: a small ecosystem showing the beginnings of transgenic art with organisms with the transplanted green fluorescent protein.

Wall Flower: Wallpaper coated with several dual natured fungi and lichen creating colorful patterns on the astral plane.

BEHIND THE SCENES

Museum Security

General Note: Security is not as tight as corporate security. Things are old, established, and public. Maps to the museum are available to the public freely (see **Handout #1**) along with a menu to the restaurant and a gift shop catalog. All the artworks are insured. The museum assumes that Corporations who insured the pieces can go after the thieves. However, security is still professional and NYPD will be alerted if trouble occurs. (See **Map #1** and **Map #2** for maps of the first and fifth floors.)

The gift shops close at 5PM, and then the restaurant closes at 6PM. This gives security ample time to secure those rooms before the museum closes at 7PM.

There are two groups of three security guards for each floor. One is mobile, circling the floor. The other is fixed in the middle (for the 5th floor, the three stationary guards are separate in rooms (3,6 & 9)). By night, only the mobile groups are present with a security spider (**Cast of Shadows**)

In the evening, a pair of blimp drones hovers in the open space moving up and down between floors.

Renraku HoverDrone

H	Accel	Speed	P	B	A	S
-3	5/10	25	3	3	2	3

Software: ClearSight 3, Heavy Weapons 2

Upgrades: Lighter than Air, Weapon Mount (Normal, Flexible, Remote)

Weapon: Ares Antioch-2 with 4 CS grenades and 4 Neuro Stun Grenades

- Cameras abound on every floor. All process visual, low light, and thermal. The 5th floor has TR+6 cameras (DR: 3).
- There are motion sensors attached to every artwork to know if it moved as well as wires to keep it fixed to the walls or floor.
- Interior doors are maglock (DR: TR+2), while the exterior doors are maglock (DR: TR+3).
- Astrally, the living art walls are dual natured. This is not part of security, it’s a large piece called **Wall Flower**
- A watcher spirit flitters around as an on-site mage security officer (**Cast of Shadows**) supports the security officers. He has two bound spirit of Man (Force 4 and Force 5) on hand each with 4 services.

Table Rating Changes

TR 2: Increase the Security Team size by 1.

TR 3-4: As above, plus add a second security mage. Add off-site Spider. Give the security guards reaction enhancers 2.

TR 5+: As above, plus upgrade one Security team to Wired Reflexes Rating 2.

NODE: Museum of Modern Art

Sculpting: A simple museum layout

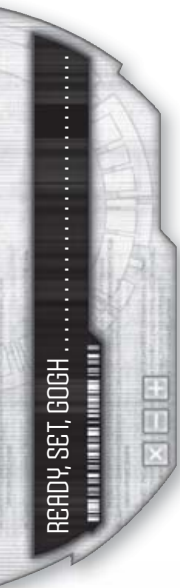
Hardware: Transys NeoNexus, Processor Limit 20, Persona Limit 10

Authentication: AccessID

Privileges: Standard.

Attributes: Firewall 4 Response 4 Signal 4 System 4

Spiders: Professional Spider (Rating 3) (**Cast of Shadows**)



Urgent Message...



SECURITY GUARDS

Body 4 Agility 4 Reaction 4 (5)
 Strength 4 Charisma 3 Intuition 4
 Logic 4 Willpower 4 Magic —
 Initiative 9
 Initiative Passes 2
 Armor B/I 8/6
 Unarmed 3, Pistols 4, Dodge 3
 Ares Predator D 5P, AP -1, M SA, RC —

SECURITY SPIDER

Body 3 Agility 2 Reaction 3
 Strength 2 Charisma 3 Intuition 4
 Logic 4 Willpower 3 Magic —
 Initiative 7
 Initiative Passes 1
 Armor B/I 6/4
 Cybercombat 4, Hacking 2, Dodge 4
 Analyze 4, Armor 4, Attack 3, Blackout 3, Biofeedback
 Filter 4, Scan 3, Track 4

SECURITY MAGE

Body 3 Agility 4 Reaction 3
 Strength 4 Charisma 5 Intuition 4
 Logic 3 Willpower 4 Magic 5
 Initiative 7
 Initiative Passes 1
 Armor B/I 6/4
 Sorcery 4, Pistols 4, Dodge 3
 Stun Bolt, Stun Ball, Detect Gun
 Ares Predator D 5P, AP -1, M SA, RC —



IC: Two intrusion countermeasure agents (Rating TR+2) are patrolling the nodes running Attack and Sealth (Rating TR+2), disguised as part of the artwork iconography. They activate if commanded by a security rigger or if a honey pot is accessed. There are TR+1 honey pots, disguised as control nodes for launching gas weapons.

Resident Programs: Analyze 4
ARC: Launch IC

The Target:

Starry Night is a transgenic art piece by Hanso Mach, from the school of Edwardo Kac. It's an aquarium of transgenic and engineered fish with colors and patterns similar to those found in the painting by Vincent Van Gogh. As the fish move through the puzzle, little portions of the picture can be seen to move with them, occasionally aligning to form a larger part of the image. A trideo image shows the anesthetized fish laid out in the correct place, copying the painting's specific features and forming the painting before being placed in the tank.

It's a 73cm x 92cm by 20cm, 135 liter (approximately 135 kg) aquarium full of fish. The fish vary in size from small plate sized angelfish and goldfish, to schools of thin zebrafish. In all, there are 20 large fish representing the majority of the features of the painting (Blue/gold Swirls) or brush strokes. The tank contains a three dimensional model of the village and black shape to complete the piece. The tank glass has a Barrier Rating 5, Armor 2. There's roughly another 5 kgs of plastic ground cover, pump and filter equipment

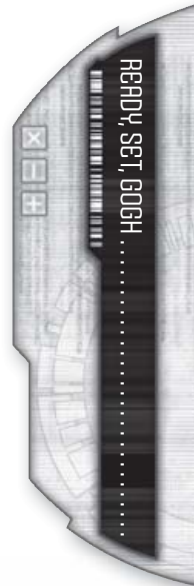
DEBUGGING

If the museum alerts the police, NYPD, Inc. will arrive in 5 minutes. There will be TR+4 police officers (**Cast of Shadows**). At TR of 4 or greater, add a NYPD, Inc Mage Support and a NYPD, Inc Rigger with drones (**Cast of Shadows**).

MOVING THE FISH

While the runners should be able to figure out how to get into the building (Maps of the museum are available on the matrix as well as the restaurant), they may have difficulty in figuring out how to secure the fish. If they watch the trideo, they should see that there's a water soluble anesthesia that was used on the fish to place them in the correct order for Starry night. A Medical Contact (Street doc; Doc Wagon; etc) can get a dose for the runners for 250¥.

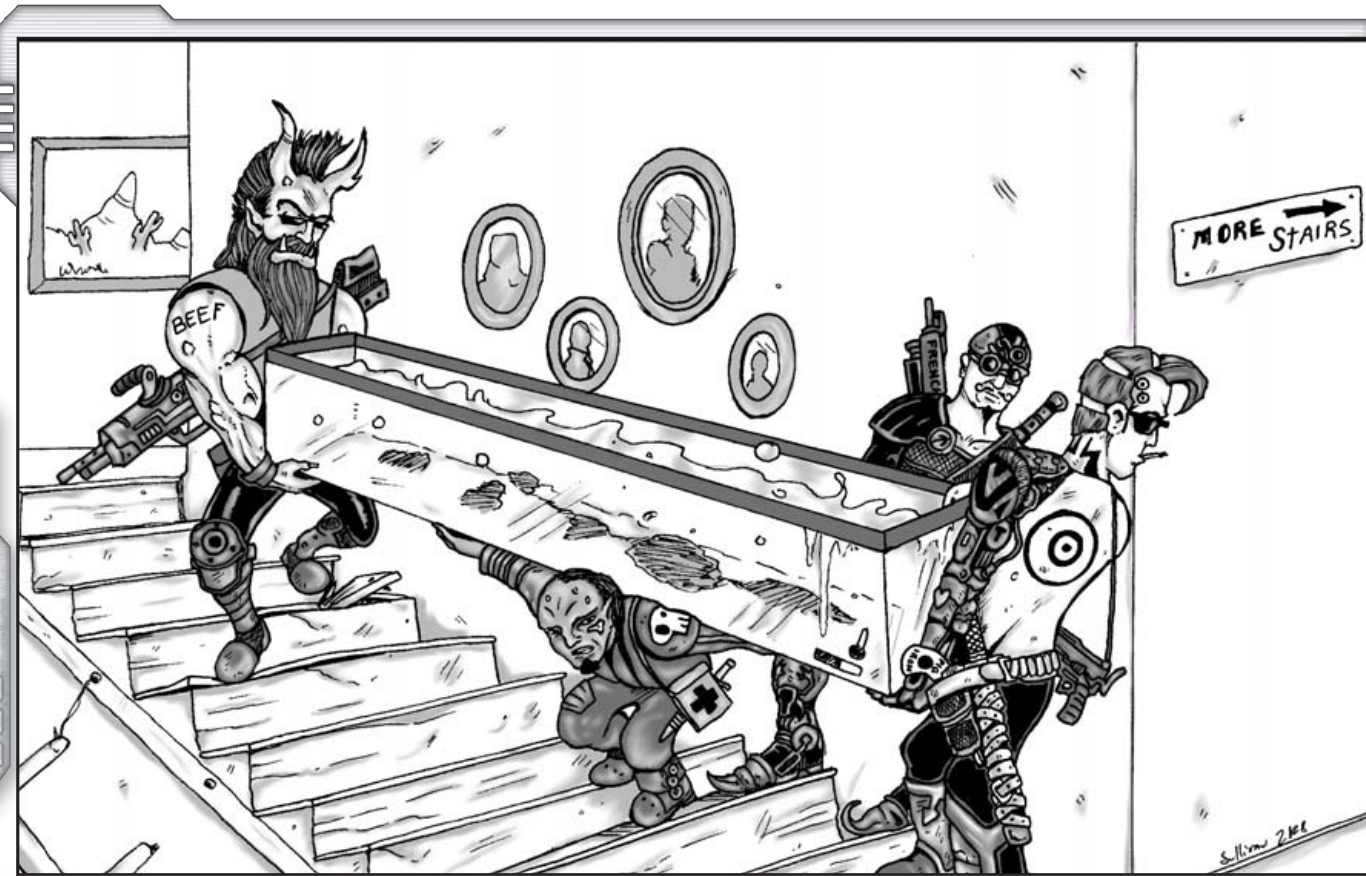
Bagging individual fish or carrying them on their person in a container is possible. Runners carrying them risk breaking them if they get into a firefight. If combat does occur, at any time someone who has been targeted during a pass rolls a glitch, roll an Armor Test (2). If failed, a container was damaged and is leaking. In 5 minutes, the runner will have a dead fish. On a critical glitch, one of the fish took a direct hit and is dead.



Urgent Message...



READY, SET, GOGH.....



INCOMING FEED.....

ALLA PRIMA

SCAN THIS

Delivery and reception of “Starry Night” is scrutinized by several of Mr. Johnson’s people. Presentation and the time invested in making sure that the artwork was delivered safely in one piece will determine Mr. Johnson’s reaction to the runners and any changes in final payment.

TELL IT TO THEM STRAIGHT

You make the call and are given instructions to bring it to East 5th Street by the tunnel. Racing over there with the hot fish, you first see a limo parked on the side. Closer to the tunnel, about 12 meters from the limo is a grey van. Behind the van are two men in normal clothes. One is carrying a black bag. Near these men are three of Mr. Johnson’s goons.

BEHIND THE SCENES

The Plain-clothes men are veterinarians waiting to inspect the fish. The bag contains a medkit specifically designed for fish. Mr. Johnson’s ‘Goon’s are the same security at the meet (Cast of Shadows for Men in Black) When the runners arrive and start bringing out the target, Mr. Johnson will exit the limo and walk towards them. The vets will open up the back of the van.

They don’t know what to expect the condition of the target to be in, so in the van they have:

- Small tanks ready to hold the fish.
- A drone surgeon for injuries to the larger fish.

- Nanites to stabilize the smaller fish.
- A mechanic ready to inspect and repair the tank.

Mr. Johnson will hover over the physicians as they do their job. Once complete, he will pay the runners. The amount he’ll pay depends upon the condition of the fish.

He’ll be furious if he finds more than half of the fish dead or dying and will tell them, “*I could have gone to the fish market if I wanted fucking sushi.*”

If they don’t bring the tank, or the tank is badly damaged, he’ll also be mad, telling the runners, “*The payment was for the whole art piece, not just some damn mutant fish!*”

Price will be reduced by 10% if there are some injuries to the fish, 25% if more than half of the fish are injured or dead. Another 25% if the tank is missing or damaged. He won’t negotiate. Given the time and money he gave them, he expected better.

Regardless of the price, Mr. Johnson gives them a certified credstick with the payment and walks back to the limo with the men in suits. The vets load up the van and follow him.

DEBUGGING

If the runners attempt violence to get all the money, Mr. Johnson will give it to them. However, this will result in an increase in Notoriety in **Picking Up the Pieces**.

CHIAROSCURO

SCAN THIS

The runners were followed from the drop site after delivery of Starry Night and are intercepted. It's a confusing few moments as the runners don't know these people, and why are they following them.

It is then made clear, that this Mr. Johnson, while only security, plays a different game than the other. He makes it clear that he wants them to return Starry Night as well as steal two other pieces in order to discipline their first Mr. Johnson.

TELL IT TO THEM STRAIGHT

While you drive away from the meet, someone's commlink flashes with an incoming call. It's not a number you recognize. You wait for the flashing to stop and the caller to leave a message. That's when you notice that a vehicle behind you is flashing their lights, synchronized to the flashing on the commlink.

BEHIND THE SCENES

If the runner answers the commlink, a gentleman's voice says to them, "Now that you've dropped off Starry Night, I have another job for you, please pull into the next parking area to discuss."

If the runners pull into a parking area, the other car pulls in about 5 meters away. Four men (Two human, one elf, and one Force 6 Guardian spirit) (**Cast of Shadows** for Men in Black, Ieto, and Fense) get out of the car. The men are dressed in the same dark suits as Mr. Johnson's security. A successful Perception + Intuition (3) Test will identify one of them (Ieto) as one of Gary's security at the first meet.

The four approach the runners. One man pulls out a white noise generator, while the other two (Fense and the other man) moves around watching the scene. Fense (on loan to Ieto) also acts as magic defense for Mr. Hong. Ieto continues to walk up to speaks to them. He's succinct and to the point as he speaks, "Don't bother with the legwork, I'm Ieto Hong, head of Manhattan security for Horizon. I will congratulate you on your successful completion of the project, but I have a problem."

Ieto moves closer to the runners, "Your success has given my company a potential problem. Mr. Johnson's tastes distract him from his job. Some of his 'toys' need to be taken away from him in order for him to be more productive. This is where you come in. I want you to go to Mr. Johnson's residence and remove Starry Night. In addition, remove the pieces Perpetual Magic, and Tribble. Starry Night needs to be returned to the museum, these other pieces can be left at any charity center."

At this point the runners would probably ask, what's in it for them, His response is, "Your activities will not be known by authorities, and after completing this job, neither Mr. Johnson nor the authorities will find out whom the perpetrators were. Refuse, and certain video footage might be seen by the wrong people."

If the team resists accepting the deal, Hong will try sweetening the deal as described in **Debugging**.

If the runners accept the deal, Mr. Hong continues: "Mr. Johnson has a penthouse on Bethune St. in the West Village. In four hours, Starry Night will be installed at his home, here's the security code for the private elevator. Perpetual Magic is a mystical-looking clock of plastic and bronze surrounding a terrarium. It is hanging on the wall in the study with all of his other trophies.

The Tribble is a furry thing in a glass tray on a stand with medical equipment housed in the stand. He will not be home until much later. I expect to hear a report of the break-in from my two men working security this evening."

If the Runners question how to return Starry Night to the museum (or need help), he'll help them by offering to make an anonymous tip to NYPD, Inc.

DEBUGGING

If the runners refuse to pull over or tell him no, he'll reply over the commlink (if still on the commlink), "What do you have to lose? Understandably you're new to Manhattan and this meeting would be beneficial to you knowing who's on the island."

If the PCs go on the offensive, Fense defends them from magical attacks, and the car will retreat. If the PCs pursue Ieto and continue to attack, Ieto will contact the NYPD of the attack on him and police will intercept his position (See **Cast of Shadows**).

Negotiations are difficult at best. While the runners can use their knowledge of who has Starry Night as leverage, Mr. Hong can use video footage of the runners delivering Starry Night. This would be a Lose/Lose Situation for the Runners and Mr. Johnson. Alternatively Mr. Hong proposes that since they look new to working in Manhattan, he can offer them one of two things for doing this job,

"I've repossessed a modest place from some undesirables. I can keep it off the books for a while unless we continue to do business. But that can wait for later negotiations." (See **Brownstone Reward in Picking up the Pieces**)

"The undesirables have no need of the ID forgeries anymore. I don't like to waste such craftsmanship. A little work and they could be usable again." (See **ID Package Reward in Picking up the Pieces**)

NOTAN

SCAN THIS

The runners are left with the challenge of additional art thefts. Security is lighter in this scene, but still it's a pain in the butt to move the fish and the tank.

TELL IT TO THEM STRAIGHT

The Downtown penthouse is pretty nice way up there on the 50th floor. You wonder how the heck he got the aquarium way up there without anyone noticing.

BEHIND THE SCENES

There's a back alley to the downtown building where several service elevators deliver food and other products inside. One of the elevators is marked G.D. and has more sophisticated security. Mr. Hong's codes allow access to the elevator, and it only goes to the 50th floor.

Minus a hallway that connects the front door to a stairwell and internal elevator and the private elevator, the rest of the floor is the penthouse (See **Map #3**)

There are two security goons in the place. One is at the main entrance of the penthouse, and the other is in the security room watching the cameras. The two guards are new to the business and not particularly skilled. (See **Cast of Shadows Penthouse Security**)



The Trophy Room:

The Trophy room is dark except for track lighting focusing on many pieces of art, all of them living art pieces. In the center is a plush chair on top of a dais. To the right are the pieces, Perpetual Magic and Tribble. In front of the chair is the completely reassembled Starry Night.

Sitting in the chair, initiates soft classical music and AR controls, allowing the chair to move, message, and display closer visuals of the art piece recorded earlier.

The Art Works:

Perpetual Magic – a small glass dome filled with Glo-moss surrounded by an acrylic tube with spokes going into the glass dome, all mounted on a clock like face with arcane looking symbols and numbers. There's an apparently dual-natured insect inside the acrylic tube. When the creature(s) approaches the moss, it glows. The light activates a solar sensor, which moves the hands on the clock face. All of it is a complete ecosystem for the moss and insects. Size is ½ Meter diameter, weighing about 15 kg.

Tribble – Not one of the prettiest of art pieces. It looks like a glass tray connected to some sort of life support. Inside the tray is a piece of hide with long reddish brown fur. There is no top on the tray allowing anyone to feel the fur. It feels warm and fuzzy and when stroked, will 'purr'. Tribble is both a statement of how advanced technology has come, and a protest against the mixing of animals and cyberware (biodrones). Size is ½ meter length and width with a meter height (under the tray is the life-support equipment). Weight is about 20kg.

NODE: DELTONA'S PENTHOUSE

Sculpting: A Petri-dish of odd organisms

Authentication: AccessID

Privileges: Standard

Attributes: Firewall 4 Response 4 Signal 3 System 4

Spiders: None

IC: TR in IC with Attack and Stealth (Rating TR+2).

Slimey little buggers hiding in a Petri-dish

Resident Programs: Analyze 4

ARC: Launch IC

There is a camera outside the hall, a camera inside the foyer, and two cameras in his trophy room.

The front door is reinforced with a Rating 5 maglock. The Trophy room door is also reinforced with a Rating 5 maglock and optical scanner.

Urgent Message ...

DEBUGGING

Mr. Hong is personally overseeing security back at Horizon. The node has been programmed to alert Horizon and the guards were told to call Horizon security for backup. This is how Mr. Hong is going to determine how well the runners have done, and 'delay' backup from arriving. He expects the guards to live, so protocols to alert NYPD have been turned off. If the guards do die or if they could identify the Runners, then it would not be considered a "good" job.



INCOMING FEED.....



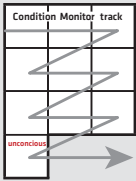
SECURITY GUARDS

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

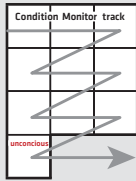
Initiative 7(8)
Initiative Passes 2
Armor B/I 5/3

Unarmed 3, Pistols 3, Dodge 2
Smartlink
Combat Axe R 2, D 6P, AP -1
Ares Predator D 5P, AP -1, M SA, RC —

①



②



PERSPECTIVE

SCAN THIS

It's anti-climatic returning "Starry Night" and delivering the other pieces anonymously to charity in the fact that no one is going to know the runners pulled off such a ballsy stunt twice (unless they get caught).

TELL IT TO THEM STRAIGHT

No one is going to believe that you went and stole a priceless artwork, only to drop it off at the front doors. That's probably a good thing as you won't be stereotyped as an adrenaline junkie or nut job. Your thoughts focus back on the present as you are on 54th street heading towards the Museum.

BEHIND THE SCENES

At the Museum

The runners could just abandon a car with the aquarium inside, out in front of the museum or if they asked Mr. Hong for help, they would exit down an Alley on 54th street and drop off the aquarium.

At the Charity Center

Ieto didn't specify what charity. If the runners do a search, they will find a Charity Center open for the homeless with a small warehouse that holds non-perishable food stuffs and clothing. The warehouse has a Maglock (DR: 2). There's no security, only some volunteer people to manage goods being left at the center and to make sure there's no problem at the sleeping area (Another large warehouse with 50 cots and blankets).

The team can also go to the Eleemosynary Children's Clinic, an orphanage in the Hell's Kitchen neighborhood of Manhattan.

CORPORATE REWARDS

Ares: Ares MP-LMG.
Aztechnology: One dose of the Braveheart genetic infusion.
Horizon: Vehicle pass for Manhattan for any vehicles that do not have an Availability code of R or F for itself or any modification.
NeoNET: Ambient Mana Potentiometer.
NYPD Inc.: Monofilament garrote.
Renraku: Tacsoft, Rating 2.
Saeder-Krupp: HERF gun.
Shiawase: Shiawase Blazer.
Spinrad: Non-linear junction detector, Rating 6.
Neo-Anarchists: Free access to Neo-Anarchist safe houses throughout the greater New York metropolitan area.

Urgent Message...



PICKING UP THE PIECES

MONEY

Base payment for working for Gary Deltona to steal Starry Night was 4,000¥ (+1,000 * TR), subject to negotiation.

Working for Ieto Hong, they may receive one of the following rewards, subject to negotiation.

Brownstone Reward: This low rent place in Queens, would have looked good fifty years ago. Inside it looks like the "undesirables" didn't leave willingly. There's a smell of ammonia and white patches on a rather clean carpet. At least the cleaning crew tidied up afterwards. It's a 2 bedroom, 1 bath place with relatively reliable power.

Brownstone

Security	Comforts	Necessities	Neighborhood
Low	Low	Medium	Medium

Brownstone Qualities: No Forwarding Address, Ambusher's Delight, Easy-going LandLord

ID Package Reward: It's a nice little bundle of IDs and SINs. There's a rating 3 SIN for each runner.

KARMA

2 — Initial Art Theft

1 — Second Art Theft(s)

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

CORPORATE REWARDS

Affiliates who received a secondary objective and completed it are given the following reward for their service, according to the corporation or organization to which they are affiliated.

AFFILIATION

If a PC completes a secondary objective without being assigned it, and is not already affiliated with the corporation that would have assigned it, that corporation will discretely approach the PC at the end of the scenario and make an offer of affiliation with them.

In addition, in this scenario the following corporations will make an offer under the following circumstances:

Horizon: The PC is particularly respectful to Ieto Hong.

The usual pitch mentions that the corporation will want small jobs done on the side with the promise of rewards from the corporation. The need for secrecy is always emphasized. There is no up-front offer, the deal is simply between two free business entities. If the PC agrees, he or she becomes an affiliate for that corporation.

CONTACTS

Successfully stealing *Starry Night* from MOMA and delivering it to Gary Deltona's apartment will earn him as a contact with Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have him as a contact.

Successfully stealing two or more pieces of art from Gary Deltona's apartment will earn Ieto Hong as a contact with Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have him as a contact.

REPUTATION

If the team is captured by the police or the MOMA security guards, they earn +1 Notoriety.

LEGWORK

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

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

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Logic + Data Search rolls times equal to their dice pool (p.64, SR4). Hits on this extended test may be substituted per the standard Data Search chart (p.230, SR4).

THE MARQUEE

0. I don't know-y
1. Night club in Manhattan, upscale.
2. You better get yourself to Zoé as you need to at least get to minimum dress code.

GARY DELTONA

0. Grand Prix rigger
1. Some Corp Executive for ActOne
2. He's the Regional HR Executive of ActOne for all of New York.
3. The man looks good for someone in his 50's. Been with the company since the beginning
4. Rumor has it that he's been hooked on the transgenetic idea since he went through Leonization.

ACTONE

0. Of what show?
1. Corporate recruitment company. Headhunters looking for new talent, that sort of thing.
2. ActOne is a subsidiary corporation of Horizon and is the primary source for Horizon's labor force in this region.
3. Gary Deltona is the Regional HR Executive for ActOne in New York.

STARRY NIGHT

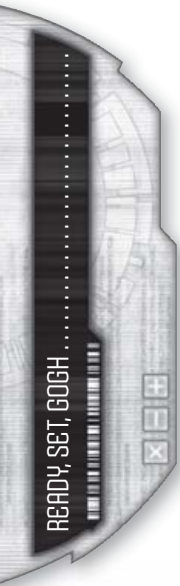
0. How can you see starts will all the light pollution?
1. Painting by Vincent Van Gogh
2. Also the name of the Living Art piece by Hanso Mach
3. *Starry Night* by Hanso Mach is basically a large fish tank with engineered and transgenic fish.

MUSEUM OF MODERN ART

0. You mean with pictures and things?
1. Here's your on-line map (Handout #1), restaurants hours, what's new at the museum, and do you want to buy any souvenirs.

IETO HONG

0. You ate what?
1. Vaguely rings a bell, does security I think
2. Chief Officer for personal security at Horizon
3. I wouldn't piss this guy off, he knows too many law enforcement types
4. He's a man that's looked highly upon in the Horizon Executive board, and not just for his security.





INCOMING FEED.....



CAST OF SHADOWS

GARY DELTONA

Gary Deltona is 6 ft 3, human with short blond hair and green eyes. He's the Regional HR Executive for ActOne, a subsidiary of Horizon. He's been a talent scout and Seer for years at ActOne keeping the company on top for fifteen years and has been a asset to both ActOne and Horizon. While his SIN says he's 55 years old, Gary took time off for a little Gene Therapy three years ago and now he looks like he's in his 20's. Since the Therapy, he's put some zest back into his work. This therapy has also made him a bit of a playboy and an eccentric with the obsession of genetics and transgenic art.

He is sort of a mixed personality. He uses older phrases and slang ("Chummer", "Drek", etc) like a 50-something, and combines it with late night parties and heavy drinking like he is just turned twenty one. It's a juxtaposition of what a professional executive should be.

He keeps up a polite face and modest conversation, there's a hidden temper he tries to keep in check. When his temper does go, and you can then see the ruthless executive that kept ActOne on top. While he can get angry, and could throw punches or fire someone, he couldn't kill anyone. It's out of his understanding of mortality. He went through gene therapy to extend his life, an investment he would like to see payoff, and short of self-defense, he fears the karmic repercussions of violence.

B A R S C I L W EDG ESS Init IP
4 4 3 3 5 5 4 4 2 5,34 8 1

Active Skills: Etiquette (Corp) 4 (+2), Negotiations 5, Leadership 4, Pistols 2, Perception 4, Data Search 2, Computers 2

Knowledge Skills: Psychology 3, Horizon HR Policy 3, Corporate Rumors 2, Transgenic Art 4, Corporate Schools 3, Corporate Policy 4

Gear: Zoe Executive Suit (6/2), Doc Wagon Super-Platinum, Colt America L36

Augmentations: Shiawase Executive Suite Line (Gold Line) [Sigma II (Fairlight Caliban commlink), Image Link, Datajack, Attention Coprocessor (3), Math SPU]

MEN IN BLACK

B A R S C I L W EDG ESS Init IP
5 4 5 4 3 4 3 4 2 5 9 2

Active Skills: Pistols 4, Perception 3, Shadowing 4, Unarmed Combat 3, Dodge 3

Gear: Ares Predator IV with 2 clips of ammo, Concealed Holster, Berwick Suit (5/3), Commlink (Hermes Ikon with Iris Orb), Contacts (with Smartlink and Image Link), Subvocal Microphone

Augmentation: Wired Reflexes 1

TR 2 Add Reaction Enhancer Rating 2

TR 3-4 Add two more Men in Black

TR 5+ Replace Wired Reflexes 1 with Wired Reflexes 2

FASHION OFFICER

B A R S C I L W EDG ESS Init IP
3 4 3 2 3 4 4 4 3 4.15 9 2

Active Skills: Computer 3, Data Search 3, Hardware 2, Software 2, Etiquette (Corp) 2(4), Perception 4

Knowledge Skills: Fashion 4

Gear: Goggles (with Smartlink and Image Link), AR gloves

Cyberware: Datajack, Sim Module

Commlink: System 3, Response 3, Firewall 3, Signal 4

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

MARQUEE BOUNCER

B A R S C I L W M EDG ESS Init IP
5 5 5 4 2 3 3 3 5 4 6 10 3

Active Skills: Pistols 4, Perception 3, Shadowing 4, Unarmed Combat (Kenpo) 5 (7), Dodge 3

Gear: Commlink (Hermes Ikon with Iris Orb), Contacts (with Smartlink and Image Link)

Adept Powers: Improved Reflexes 2, Combat Sense 2

Qualities: Kenpo (+1 die on melee block), Herding Maneuver

MUSEUM SECURITY GUARDS

B A R S C I L W EDG ESS Init IP
4 4 4(5) 4 3 4 3 4 2 5 9 2

Active Skills: Pistols 4, Perception 3, Shadowing 4, Unarmed Combat 3, Dodge 3

Gear: Ares Predator IV with 2 clips of ammo, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (with Smartlink and Image Link)

Cyberware: Wired Reflexes (Rating 1)

MUSEUM SECURITY MAGE

B A R S C I L W M EDG ESS Init IP
3 4 3 4 5 4 3 4 5 2 6 7 1

Active Skills: Pistols 4, Perception 3, *Sorcery* 4, Unarmed Combat 3, Dodge 3, *Conjuring* 4

Gear: Ares Predator IV with 2 clips of ammo, Armored vest, Commlink (Hermes Ikon with Iris Orb), Force 4 Spirit of Man with 4 services, and a Force 5 Spirit of Man with 4 services, Contacts (with Smartlink and Image Link)

Spells: Stun Bolt, Stun Ball, Detect Gun, Armor, Physical Barrier, Heal

MUSEUM SECURITY SPIDER

B A R S C I L W EDG ESS Init IP
3 2 3 2 3 4 4 3 2 5 7 1

Active Skills: Computer 4, Data Search 3, Hardware 3, Software 3, Cybercombat 4, Electronic Warfare 3, Hacking 2, Con 2, Etiquette 3, Perception 2, Pilot Aircraft 3, Pilot Ground Craft 3, Gunnery 3

Cyberware: Commlink, Sim Module, Datajack, Control Rig

Commlink: System 4, Response 3, Firewall 4, Signal 4

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

NYPD, INC. OFFICER

B A R S C I L W EDG ESS Init IP
3 4 4(6) 3 4 5 3 4 2 5.4 9(11) 1

Active Skills: Pistols 4, Perception 3, Infiltration 2, Clubs 3, Unarmed Combat 3, Dodge 3, Leadership 2, Intimidation 3

Knowledge Skills: Law Enforcement 4

Gear: Browning Max-Power, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (with Smartlink and Image Link), Defiance Super Shock, Stun Baton, plastic restraints (10)

Augmentations: Reaction Enhancers (2)

NYPD, INC. RIGGER

B A R S C I L W EDG ESS Init IP
3 4 4(5) 2 3 3 3 3 1 5.1 7(8) 1

Active Skills: *Electronics* 4, Gunnery 3, Pistols 2, Unarmed Combat 2, Dodge 2, Pilot Ground Craft 4, Pilot Aircraft 4

Knowledge Skills: Law Enforcement 4

Gear: Browning Max-Power, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (with Smartlink and Image Link), Defiance Super Shock, Stun Baton, plastic restraints (10), GM-Nissan Doberman with Ingram White Knight, MCT-Nissan Roto-drone with HK-227x

Augmentations: Control Rig, Datajack, Reaction Enhancers (1)

NYPD, INC. MAGE SUPPORT

B A R S C I L W M EDG ESS Init IP
3 3 4 3 5 4 3 5 5 2 6 9 1

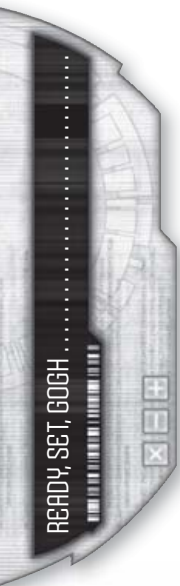
Active Skills: Pistols 4, Perception 3, Clubs 3, Unarmed Combat 3, Dodge 3, *Sorcery* 4, Intimidation 3, *Conjuring* 3

Knowledge Skills: Law Enforcement 4

Spells: Stun Bolt, Stun Ball, Physical Barrier, Heal, Armor, Power bolt, Detect Guns

Gear: Browning Max-Power, Armored Jacket, Commlink (Hermes Ikon with Iris Orb), Contacts (with Smartlink and Image Link), Defiance Super Shock, Stun Baton, Mage Cuffs

Spirit: Force 4 Spirit with 3 Services



IETO HONG

Ieto Hong is a 175 cm Asian-looking, elvish gentlemen in his late 30's. His hair is black with streaks of blue at the temples and is slicked back. He has dark blue eyes and a faint scar across his chin. He is reserved in speech, keeping an almost scary calm. He upholds the tradition of *Kao*, the concept of saving face and keeping respectability in public. He is succinct in talking and even in the shadows, he will show respect for those who understand *Kao*. He keeps his temper in check, separating the business side from the personal side, another corporate concept in his mannerisms. He has moved up from a security officer in Horizon to the Head of Corporate Personal Security. He has worked the shadows to keep things as such with Horizon. Horizon has been pleased with his work and has given him leeway in his conducting of "business".

Death is an acceptable tool in his work and will not hesitate to use it in saving Horizon's *Kao* (both internally and externally) and that makes him dangerous. However besides killing, he does have other tools at his disposal such as many police and security contacts to discourage and deter those not showing respect for Horizon and it's affiliates.

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
5	4	6	3	4	4	4	4	2	4.4	9(10)	2

Active Skills: Etiquette (Corp) 3 (+2), Negotiations 3, Leadership 4, Pistols 3, Perception 4, *Electronics* 3, Shadowing 2

Knowledge Skills: Japanese N, English 3, Corporate Policy (Horizon) 2(+2), Corporate Security 3, Police Tactics 2, Security Systems 2

Gear: Morrissey Elite with 2 clips of ammo, Morrissey Elan as backup, 2 Concealed Holsters, Berwick Suit (5/3), Commlink (Hermes Ikon with Iris Orb)

Augmentations: Synaptic Booster 1, Attention Coprocessor 3, Dermal Sheath 2

FENSE

Fense is a Guardian Spirit who looks like any other member of Mr. Hong's security, except his shades don't come off in combat.

B	A	R	S	C	I	L	W	M	EDG	ESS	Init	IP
7	8	9	8	6	6	6	6	6	6	6	13	2

Active Skills: Assensing, Astral Combat, Blades, Clubs, Counterspelling, Dodge, Exotic Weapon, Perception, Unarmed Combat, Pistols

Powers: Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Realistic Form, Sapience, Concealment

PENTHOUSE SECURITY

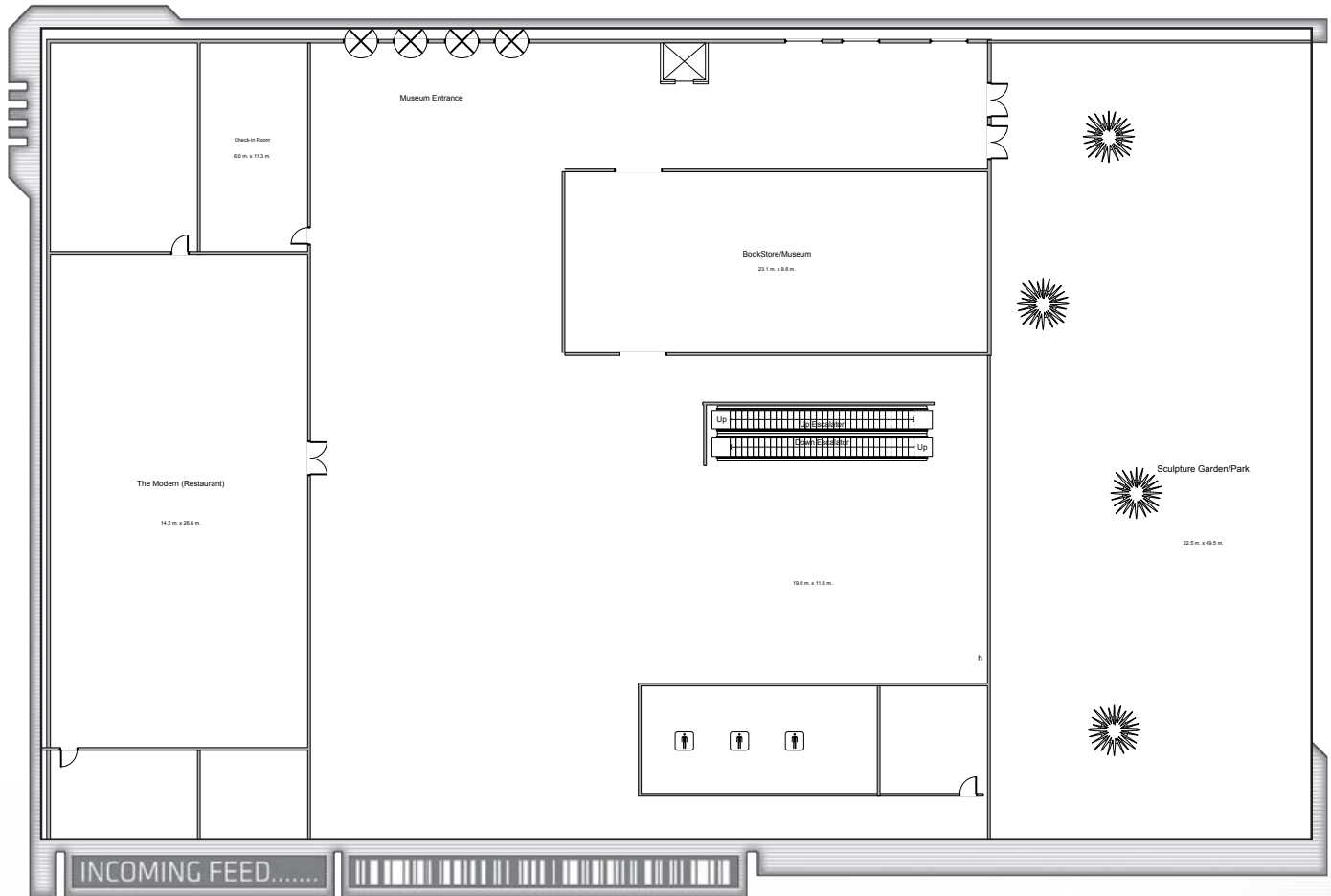
B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
4	4	4(5)	4	3	3	3	4	2	5	7(8)	2

Active Skills: Pistols 3, Perception 3, Shadowing 4, Unarmed Combat 3, Dodge 2

Gear: Ares Predator IV with 2 clips of ammo, Concealed Holster, Berwick Suit (5/3), Commlink (Hermes Ikon with Iris Orb), Contacts (with Smartlink and Image Link), Subvocal mic

Augmentations: Wired Reflexes 1





LUNCH SALADS

- Pear with camembert and cashews over a bed of mixed greens with balsamic vinegrette. . 25¥
- Curried fruit with slivered almonds over red lettuce 21¥
- Pineapple, carrot, and sunflower seeds over cabbage with a soygurt sauce 25¥
- Goat cheese and soykrisps over endive with a wine and mustard compote 22¥
- Mixed Greens with choice of dressing 15¥

ENTREES

- Cucumber and salmon with rosemary soycheese on toast points 15¥
- Krill patte with wasabi on bruschetta 17¥
- Quiche of the day 18¥

DESSERTS

- Biscotti 5¥
- Gelato Flavors vary by day 7¥
- Soy Creme Brulee 10¥
- Cookies Flavors vary by day 4¥

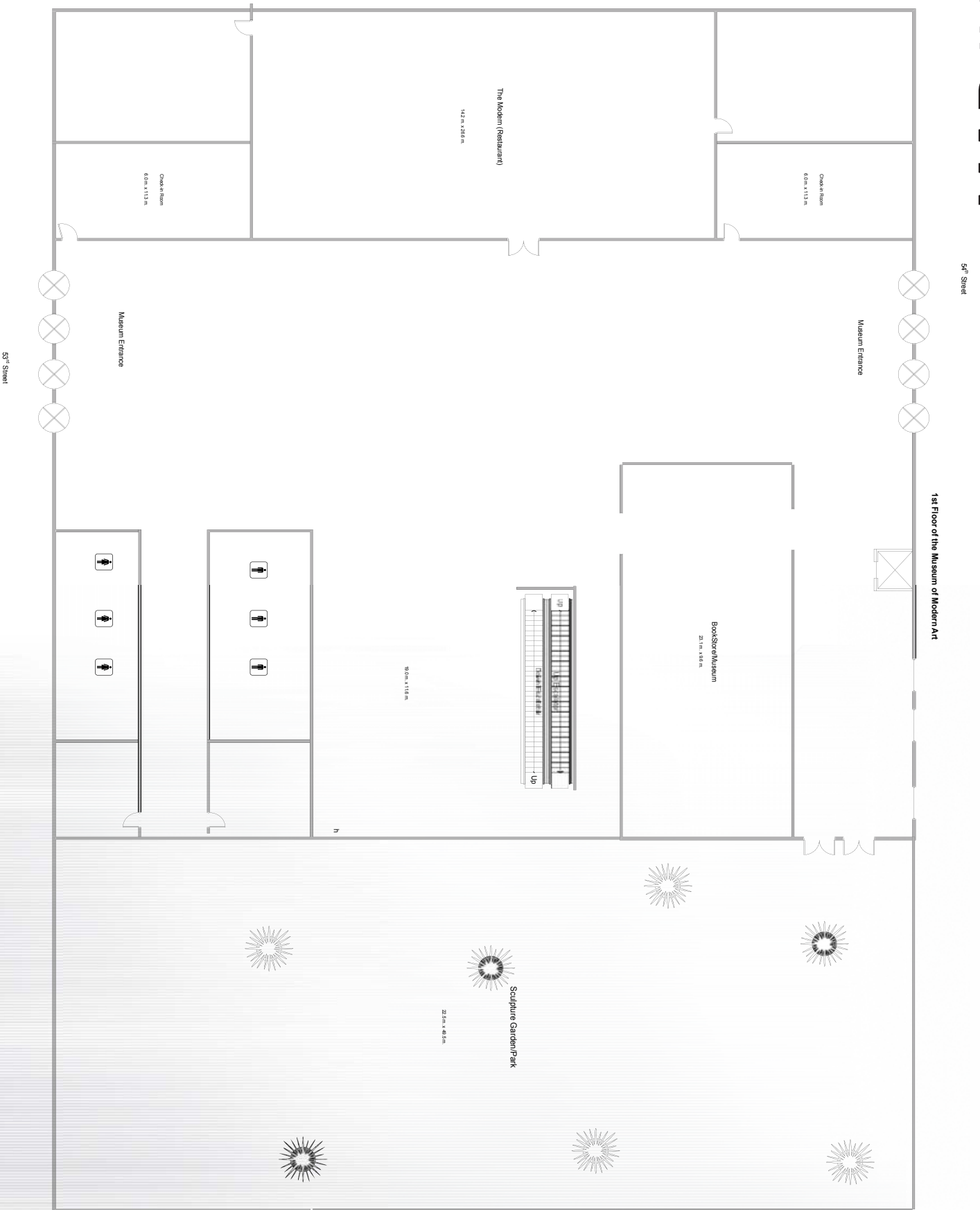
BEVERAGES

- Bubble Tea 7¥
- Soy Milk 4¥
- Soyspresso 3¥
- Soykaf 2¥
- Espresso 9¥
- Coffee 7¥

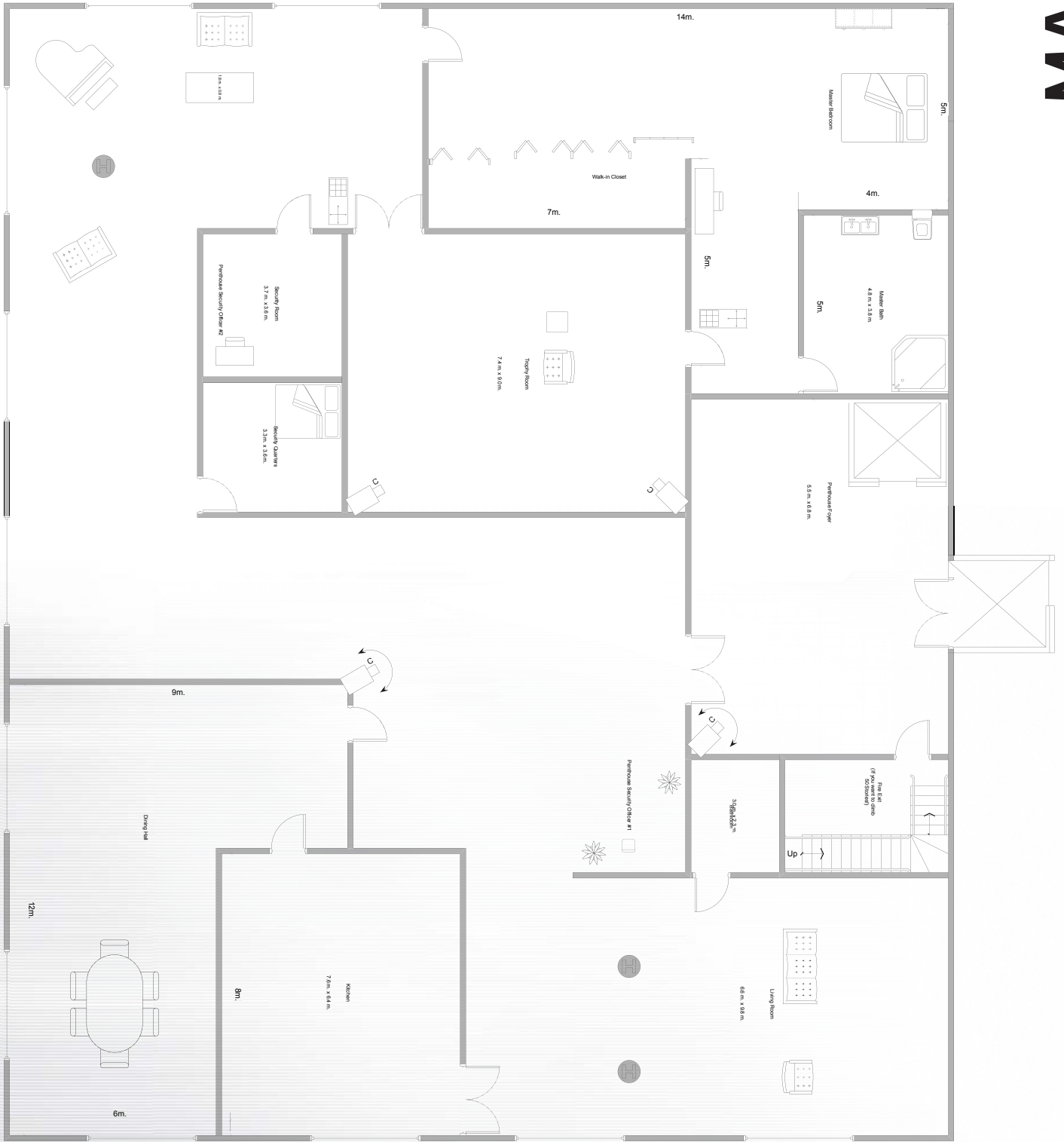
Cafe 01 Menu



MAP #1



MAP #3



Gary Deltona is the Regional HR Executive for ActOne, a subsidiary of Horizon. He's been a talent scout and Seer for years at ActOne keeping the company on top for fifteen years and has been a asset to both ActOne and Horizon. While his SIN says he's 55 years old, Gary took time off for a little Gene Therapy three years ago and now he looks like he's in his 20's. Since the Therapy, he's been a playboy and an eccentric with an obsession for genetics and transgenic art.

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Gary Deltona
Mr. Johnson
Male Human
Connection Rating 4

B	A	R	S	C	I	L	W	IP
?	?	?	?	5	5	4	4	1

Key Active Skills: Leadership: 4; Perception: 4; Etiquette (Corp):4 (+2); Negotiation: 5

Knowledge Skills: Psychology: 3; Horizon HR Policy: 3; Corporate Rumors: 2; Transgenic Art: 4; Corporate Policy: 4

Uses: Learning and spreading corporate rumors, transgenic art history, corporate policy

Places to Meet: Retro clubs, art galleries, exclusive restaurants

Contact: Commlink

Gary Deltona
Mr. Johnson
Male Human
Connection Rating 4

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?	?	?	?	5	5	4	4	1

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leto Hong is reserved in speech, keeping an almost scary calm. He upholds the tradition of Kao, the concept of saving face and keeping respectability in public. He is succinct in talking and, even in the shadows, shows respect for those who understand Kao. He keeps his temper in check, separating the business side from the personal side, another corporate concept in his mannerisms. Horizon has given him leeway in his conducting of business. Death is an acceptable tool in his work and Hong will not hesitate to use it in saving Horizon's Kao.

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leto Hong
Mr. Johnson
Male Elf

Connection Rating 4

B A R S C I L W IP
? ? ? ? 4 4 4 4 2

Key Active Skills: Shadowing: 2;
Electronics: 3; Etiquette (Corp):3 (+2);
Leadership: 4; Negotiation: 3

Knowledge Skills: Japanese: N; English:
3; Corporate Security: 3; Police Tactics:
2; Security Systems: 2; Corporate Policy
(Horizon): 2 (+2)

Uses: Security system and procedure information, Horizon information, corporate rumors

Places to Meet: Parked limos, public parks, sidewalk cafes

Contact: Commcode dropbox

leto Hong
Mr. Johnson
Male Elf

Connection Rating 4

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PLAYER _____

CHARACTER _____


JUNE	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
MAY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
APRIL	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK
MARCH	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
FEBRUARY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
JANUARY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK

CALENDAR



PLAYER _____

CHARACTER _____

DECEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
NOVEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
OCTOBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
SEPTEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
AUGUST	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
JULY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	

CALENDAR.....



SHADOWRUN

PLAYER _____ DATE ___/___/___

CHARACTER _____ LOCATION _____

PERSONAL INFO

- 1. GREEN
- 2. STREETWISE
- 3. PROFESSIONAL
- 4. VETERAN
- 5. ELITE
- 6. PRIME

TABLE LEVEL

SRM03-01 Ready, Set, Gogh

By 2070, life literally imitates art. Some people have a fetish for it and it's your job to see that it's delivered and still breathing.

SYNOPSIS

Starry Night

- never left MOMA.
- was left with Gary Deltona.
- was stolen, but returned.

Other Notes on Reverse

MISSION RESULTS

- Ares Macrotechnology
- Aztechnology
- Horizon Corporation
- NeoNET
- NYPD, Incorporated
- Prometheus Engineering
- Renraku Computer Systems
- Saeder-Krupp
- Shiawase Corporation
- Spinrad Industries
- TransOrbital

- Neo-Anarchists

Character Improvement	Karma Cost

TEAM MEMBERS

AFFILIATIONS

ADVANCEMENT

Previous Available _____

Earned _____

Spent _____

Remaining Available _____

New Career Total _____

Street Cred _____

Notoriety _____

Public Awareness _____

- Gary Deltona
- Ieto Hong

KARMA

REPUTATION

Previous Available _____ ¥

Earned _____ ¥

Spent _____ ¥

Remaining _____ ¥

GM's Name _____

GM's Signature _____

- The Brownstone
- ID Package

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST

DEBRIEFING LOG

