

# SHADOWRUN

## Missions

**SRM02-13 TAKE-OUT SERVICE**  
**BY: STEPHEN MCQUILLAN**



**INTRODUCTION ..... 3**  
**Preparing the Adventure ..... 3**  
**Adventure Structure..... 3**  
**Running the Adventure ..... 3**  
**General Adventure Rules ..... 4**  
**Non-Player Characters..... 4**  
**Table Rating..... 4**  
**A Note on Commlinks ..... 4**  
**Crossing Borders ..... 4**  
**Contacts ..... 5**  
**Tracking Faction ..... 5**  
**Paperwork..... 5**  
**ADVENTURE BACKGROUND .. 6**  
**PLOT SYNOPSIS ..... 6**  
**ABDOMINAL RUMBLINGS ..... 7**  
**LOOKING OVER THE MENU .... 8**  
**PLACING THE ORDER..... 9**  
**PICKING UP YOUR ORDER.... 11**  
**FORTUNE COOKIE ..... 13**  
**“...” IN BED ..... 14**  
**HEARTBURN ..... 15**  
**PICKING UP THE PIECES..... 15**  
**LEGWORX ..... 16**  
**CAST OF SHADOWS ..... 18**  
**Irina Klavikova..... 18**  
**Irina’s Neo-Fascists..... 18**  
**Lin Yao (Mikano Li)..... 18**  
**An Peng (Triad Hung Kwan) ..... 19**  
**Chun Xiang (Triad Smuggler) ..... 19**  
**Triad Bodyguards ..... 19**  
**Triad Emissaries ..... 20**  
**Triad Riggers ..... 20**  
**Katie Kaboom..... 20**  
**Lin’s Assassins..... 20**

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## INTRODUCTION

*Take Out Service* is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Take Out Service* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-13B, *Take Out Service, Playing Aids*.

### **Preparing the Adventure**

*Take Out Service* 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**

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

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

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

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

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

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

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

### **Running the Adventure**

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

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

### **Step 1: Read The Adventure**

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

### **Step 2: Take Notes**

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

### Step 3: Know The Characters

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

### Step 4: Don't Panic!

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

### General Adventure Rules

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

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

### Non-Player Characters

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

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

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

### Table Rating

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

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

### A Note on Commlinks

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

### Crossing Borders

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

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

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

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

### **Contacts**

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

### **Tracking Faction**

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

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

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

### **Paperwork**

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

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

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

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

## Adventure Background

The SRM-Scramble was a one-time event at GenCon Indy 2006. This event led to the downfall of the Fomin Vory in the PCC, weakening the Fomin-Klavikov agreements to hold off the advances of the Petrov-Kirillov Vory alliance.

Suspicious of the events surrounding the treaty agreements between the Koshari and the Chavez Mafia, Don Omar Chavez suspected a mole at Lakeside Amusement Park. He enlisted the aid of a neutral party, a Seattle Fixer known as St. James, to coordinate a hunt for the mole.

The evening began at Lakeside as various runners completed tasks for the Don and began their legwork to uncover the identity of the mole. Once the night was in full swing with gambling and political backbiting, the mole made his identity known in a botched assassination attempt on the Don. Runner teams assembled and traced the mole down through various intermediaries to the Merge, a strip club that served as a front for the Fomin Vory.

The mole's identity was discovered, and he was passed into the tender mercies of Don Chavez and the Koshari council. Rumors still circulate about BTL recording equipment from the Merge being passed over to the Chavez family as well, but there has been no corroborating evidence.

With the recent dismantling of the Fomin operation, the Klavikov Vory are looking for a bargaining chip to keep the other Vory from smelling the blood in the water. The Vor has laid out a plan of blackmail, kidnapping, and perhaps even ritual sorcery to control certain key figures within the Triad as a first step.

If this works well, he may even be able to use the Triad as a cover for future dirty laundry. But before he can get too far in his plans, Klavikov needs the right leverage.

## Plot Synopsis

After taking a call to meet at the Splatter Bar, the runners are contracted to collect black mail material on Lin Yao. The Vory want the runners to eliminate another team of runners and take a job from Lin Yao. It is important that they record the meeting, and after completing the secondary run bring one of the participants (Chun Xiang) from that run back to the Vory.

Lin Yao's job involves kidnapping a woman who is the current lover of a member of the Triad and the former lover of Lin Yao. It's believed that the recording plus the risk of harm to Chun will give them sufficient leverage on Lin to get what the Vory want. The fact that Chun is also a skilled smuggler is just an additional bonus in Fomin's mind.

Once the team decides who they're actually willing to work for and how they'll follow through on the run, they need to deal with at least one of several Johnsons all looking for a double cross.



## Abdominal Rumbblings

### What's up Chummer?

Runners receive the phone call to meet at the Splatter Bar. (Voice only, youthful with a local accent.) The runners will have about an hour to make it to the meet which means anyone who doesn't live in the Hub will need to get moving immediately.

### Tell it to them straight

By 8:30, the sun has set and you're wrapping up a late dinner. As you begin laying out plans for tonight, an incoming call signals on your 'link. With the ID blocked, it looks like work.

The voice is young, exuberant, female, and has a locally flavored Slavic accent. The image is blocked.

"Oy, you don't know me, but a friend of a friend recommended I give you a call so we could do some business."

"So listen up priyátel, I've got a table at the Splatter Bar waiting. Meet me in an hour if you want to earn a bit of pay. I'll be with the neo-fascists laying down suppressive fire."

There's a wicked laugh as she disconnects the call.

### Behind the Scenes

Once the heart of Downtown Denver, the area nicknamed "The Hub" has become an interconnected series of border crossings.

This region stretches from Colfax in the south to 28th Avenue in the north, and from Speer Boulevard in the west to Pearl Street in the east. This rough rectangle is split approximately in half, with the northern portion controlled by the Sioux and the southern controlled by the UCAS. The entire district is set within CAS sector.

The Hub contains the Denver Council Hall (Fifteenth St. and Arapahoe), Ghostwalker's Liaison office (Eighteenth St. and Curtis). Among others, it contains autonomous corporate enclaves for Evo, Shiawase, and Mitsuhamu. Finally, this neighborhood has some of the nicer restaurants, theaters, and clubs in the FRFZ.

Security entering the Sioux side of the Hub is higher than other border crossings. Similar to standard border crossings have all characters make a quick test of Fake SIN Rating + Charisma + Etiquette. The threshold on this test is raised to 2+TR/2 (round-up). On a failure, the PC will need to pay a 500¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 500¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 750¥ on a bribe.

### Debugging

If the players wish to investigate their new Johnson or the Splatter Bar, please refer to **Legwork**.



## Looking Over the Menu

### What's up Chummer?

Entering into the Splatter Bar, the runners are offered work from a fairly unconventional Johnson.

### Tell it to them straight

For a Thursday night, the club is hopping as you arrive. There's a stiff cover fee of 50¥, but the bouncer hands over an RFID chipped AR-paint gun. Past the foyer, the bar has clean modern lines. Stainless steel, concrete and glass are the primary materials used in construction. Drones hover through the air zipping around and the AR is filled with gunfire. Guests race across the club from tables to the bar, seeking cover and dodging virtual fire.

A balcony in the back of the club has turned into a fortified outpost with tables and chairs flipped over to block angles of fire. Several young men with shaved heads lay down heavy suppressive fire whenever a shot is fired in their direction.

### Behind the Scenes

#### About the Splatter Bar:

On the corner of 20th street and Arapahoe, across from the greyhound terminal, the Splatter Bar is part of a small chain of bars throughout CAS and UCAS. The bar is 3 stories of grey concrete with tall narrow windows on the outside. Inside are multiple levels of balconies and catwalks with colored lights and steaming pipes for that faux urban jungle feel.

The original Splatter Bar offered paint ball rounds with games of "Shoot the DJ" and had sprinklers to hose down the patrons. Times change. The new Splatter Bar hosts a node with a full spectrum augmented environment and offers AR firearms with the cover charge. The dance floor is more of a gauntlet as "ARmed" guests and virtual beasts roam the joint.

#### Mechanics for the bar:

At the GMs discretion or if the runners choose to take part, make a ranged attack with the Pistols skill. Smartlink bonuses do not count. At any given time, there will be 1d6 other people shooting at each runner. Use generic stats of (Agility 3, Pistols 0) for

most of the patrons, but feel free to scale threat up as appropriate if the runners take aim at specific individuals.

Every 2 net hits on other patrons will lower the price of their drinks by 5 percent. Every net success from other people shooting them will raise the price of drinks by 10 percent. When other patrons have built up 10 net hits on a runner, the runner is considered a dead man walking and is eliminated from further activity unless he pays the cover fee again.

The general mayhem of the AR and real noise of the bar makes surveillance difficult. Once the runners find a set of spiral stairs near the back of the bar, they can walk along a narrow catwalk with several inset booths. Irina and her coterie are at one such booth with a table and several chairs, upturned to block line of sight and provide cover from the lower areas.

Klavikova wants the runners to eliminate another team and take a job from a Triad fixer named Mikano Li. They must record the meet but bring the goods to Irina. Runners who worry about their reputations will be told that the fixer is doing something naughty (cue maniacal laughter and glee) and will not be able to take any steps against the runners. It is important that Klavikova is in possession of the goods before Li knows that she has been double crossed. (GM's Note: Mikano Li is actually Lin Yao in disguise.)

It may become obvious to the runners that Irina knows more about the job than she is letting on. If pressed about her sources, she will simply chalk it up to knowing the right people. The truth is that she has used drugs, hacking, and a few feminine wiles to develop contacts at Klub Karma. Those contacts were killed early this morning after giving up the last few pieces of information that Irina needed to put together the puzzle.

Pay is 1,500¥ each up front and (2,500xTR)¥ each at the end. Irina will remind the runners that Mikano will be paying them a stipend as well for their services. Opposed negotiations will yield an extra 250¥ per runner per hit.

If the runners accept, Irina will give them the name of a qualified air-taxi pilot (Sergei Germanov) who has clearance to jump from the Sioux region of the Hub to the Sioux sector proper. Runners who decline this



offer will be hard pressed to make the necessary crossings in time. The meet with Li is at midnight in South Platte Park in the Sioux sector.

### **Debugging**

Runners who decline are escorted out and the skinheads recommend that they forget everything they just heard. The Neo-Fascists won't forget the runners anytime soon. See **Cast of Shadows** if the runners mix it up with Irina's boys.

Going to a Triad contact with the information will result in their thanks and a small reward. (Loyalty x 50 ¥) Lin Yao will be put to the question and the run is over.

### **Pushing the Envelope**

If things go too smoothly here, feel free to spice up the encounter with Sergei Germanov. He might be uncooperative, under observation by Eagle Security Services, or just drunk out of his mind. Use your best judgment to keep things interesting for your players. Sergei's taxi may or may not have capacity for the PC's vehicles, depending upon how far you wish to push things.

## **Placing the Order**

### **What's up Chummer?**

The team has to geek another team and take a job from a disguised Lin Yao.

### **Tell it to them straight**

Poorly manicured golf courses and automated sprinkler systems lay quiet as midnight approaches. In the distance, you can hear the bass of heavy rap rolling a gentle thunder across the park. You pull into the parking lot of South Platte Park and survey the scene, preparing for another night's work.

### **Behind the Scenes**

The meet is supposed to happen in South Platte Park in a parking lot at the corner of Sheridan Blvd and W. Byron Place. (Teams that negotiated with the Black Cats in *SRM02-02 Best Served Cold* will recognize the area.) South Platte Park is divided by Henderson road. The north half of the park is a large golf course and camping area. As a civic golf course, it is not as well maintained as a country club and often is the site of initiations for new gang members. The Sioux Heritage Society, a group similar to the Koshari in purpose, has claimed the southern half. While much smaller, they are fully entrenched in the traditionalist view. This area is a no man's land for gang activity as none of them want trouble to come rolling downhill that badly.

At 11:30, the opposing team will arrive to make sure no one is waiting to ambush them. If the runners deal with the team now, they will have a chance to heal and clean up before Lin/Li arrives. The opposing team is made up of a Face, Hacker, Gunslinger Adept and Street Samurai (Use standard archetypes from **SR4**). Skill choices that the runners make will affect the responses of the opposing team. Use of intimidation will lead to violence. Negotiations (16, 1 min) or Con (8, 1 min) will be necessary to peacefully convince the other team to leave.

#### **Lin's Arrival**

Mikano/Lin arrives in a limo and corporate chic. Runners can roll Fashion + Logic (2) to recognize the style as this season's Saeder-Krupp cut. Further, have

each runner who has encountered Lin Yao roll Perception + Intuition (4) to see through the disguise and recognize her. Lin is escorted by 3+TR bodyguards who have the same stats as Lone Star beat cops (**SR4**, p. 275). She wants the team to extract a woman and kill the target's bodyguard. No harm is to come to the woman. The job must be completed within 24 hours (by 23:30 the next day).

If they accept the job, an image is sent across the team's commlinks of Chun and An Peng at a ceremony of some sort. Runners who participated in SRM02-05 will recognize the location as the temple at the Happy Canyon Shopping Mall. As the team looks at the image, Lin will identify Chun as the primary and label An as the bodyguard but not mention his name. She will tell them that Chun is a smuggler and thief. The bodyguard is known to be awakened, possibly a physical adept. Any PCs who have encountered An previously will immediately recognize him.

Lin is offering 1,000 ¥ upfront and 1000 + (500xTR) ¥ at the end. Negotiations will yield an extra 100 ¥ per hit at the end. Please keep in mind that if the team betrays Li, they won't actually be seeing any of that delivery money.

### Debugging

If the runners tell Lin about Irina, she will panic. Make a Loyalty + Loyalty (2) test for

Lin if any of the runners have her as a contact. If this test fails, she will not trust the runners to complete the job after having betrayed one Johnson, and she triggers an omega solution. Her bodyguards will open fire on the runners and attempt to corral them towards the limo. The limo will detonate as a frag grenade at the signal of Lin or her bodyguards. Lin will flee into the park, planning to swim downstream with the current to help her. She has a safehouse about one mile downstream.

On a successful Loyalty test, Lin will thank the runners for their frankness and continue with the run as usual. This will not stop her betrayal at the end (see "... **in Bed**"), as Lin cannot afford for any witnesses to her treason to live. Note the appropriate Faction adjustments for betraying Irina and completing the job for Lin in **Picking up the Pieces**.

Runners who contact An Peng with the information that he is the target of assassination, will be asked for as many details as possible and receive 500 ¥ transferred into the accounts for further cooperation. See **Heartburn** if the runners decide to betray Irina to An.

### Pushing the Envelope

For groups that are **TR 3+**, add a Combat mage and Weapons Specialist to the runner team.



## Picking Up Your Order

### What's up Chummer?

This scene describes Chun's and An's activities for the day of the run. They are occupied with entertaining a group of visiting Triad Emissaries throughout this time.

### Behind the Scenes

Please refer to the schedule below for specific locations of Xiang and Peng throughout the Mission. Runners can get parts of this schedule through legwork with various contacts. Events are subject to change at GM discretion based on the runners' actions. All of the locations/events mentioned here are in the CAS district.

Weigh the threat to guests versus the loss of face for failing to show proper hospitality, when An Peng must decide to change the agenda or find a replacement to guide the Triad Emissaries around town. If the emissaries are ever placed in direct danger, An Peng will call for support and pass them over to other handlers, while he directly deals with the runner threat.

#### Schedule:

**2330—0900** At the house entertaining. (Guests asleep by 0100 and up at 0800)

**0900** Leave for the temple.

**0930—1730** Arrive at temple and spend most of the day in the back room. Lunch is catered.

**1730** Leave temple for restaurant

**1745** Arrive at Seto's

**1745—1930** Eat dinner

**1930** Head to nightclub

**2000—2345** Stay at Jade Emperor for drinks and dancing.

*By 2345, the run and timeline are over as far as the runners are concerned.*

#### The Residence

An Peng's home is a bi-level affair drawn back from the street with a brick and mortar exterior. A wrought-iron fence encloses a small yard. Rating 4 motion sensors blanket the area as well as video surveillance. Due to the presence of the Triad emissaries, there are TR+2 Triad bodyguards in the house and patrolling the perimeter of the house. (See **Cast of Shadows**)

In astral space, a masked ward extends across the entire yard, using the fence as a physical anchor. Additionally, the house has a Force 4+TR polarized ward. This will block movement and vision into the house but allow clear astral LOS looking out of the house.

The guards will respond to any attempt at intrusion with a "shoot first, ask questions later" mentality. Each bodyguard has a Colt Manhunter loaded with Stick and Shock rounds. (For tables with a TR of 3+ substitute EX-EX rounds.) If An Peng's Detect Enemies spell is triggered he will place the guards on alert and call in reinforcements, effectively doubling the number of guards after 10-TR minutes.

NB: Because of the range on the spell, runners who attempt to case the house will be easily detected. This could turn long-term planning into a protracted gunfight as reinforcements arrive and begin to search the area for intruders and anyone who doesn't look like they belong.

#### In Transit

Runners who decide that the house is too well guarded may decide to strike at the groups in transit. There are three identical black sedans that take An, Chun and the emissaries to the Temple and later to Seto's and the Jade Emperor. Use this information for any attack planned in transit.

Each car is wireless disabled with a Triad driver using a control rig with direct connection. Each vehicle is the equivalent of a Chrysler-Nissan Patrol-1. The windows are heavily tinted to break LOS from the outside of the vehicle, though casting from the inside is still possible. Thermographic vision will enable targeting despite the tinting with a -2 dice pool modifier.

Attempts to lay in ambush are possible, though depending on how much information An Peng gets from his Detect Enemies spell, the drivers may be able to break pursuit. Some overzealous runners may decide to use heavy weapons to deal with the vehicles. Remind them that Chun must be unharmed. Refer to the **Faction** and **Reputation** sections for harming the emissaries.

The guards from the Residence are spread through the vehicles as they are in transit. They are distributed evenly among

the three cars, with excess guards placed protecting the emissaries.

### The Temple

Located in the heart of Chinatown at the Happy Canyon Shopping Center, the Temple of Inner Light is a place for calm reflection and serves as the ritual space for the Golden Triangle Triad. The inner sanctum is a force 1 power site, aspected to the Wuxing tradition which also houses their force 8 lodge.

The meeting area for the negotiations with the emissaries is in the back of the temple near the ritual space. Astral recon of the area is difficult because of the barrier created by the lodge and bias towards Wuxing. For additional security, a bound earth spirit is tasked to protect the temple for a year and a day. This spirit appears as a massive dog made of jade and has a force of TR+4.

Moving through the main space of the temple will draw attention unless the runners all appear to be unarmed Chinese. Con/Etiquette + Charisma (3) will be needed to convince the attendants of the temple that nothing is amiss. The doors that lead to the private area have proximity maglocks with redundant systems. These immediately unlock when an appropriate security RFID is brought within 1 meter of the door. Without the RFID, runners will be forced to bypass the locks via the Matrix. They are hidden nodes (Extended test Electronic Warfare+Scan (16,1combat turn) per device) with a device rating of 3+TR and a signal rating of 0.

The bodyguards are in the same gear as those at the residence (see **Cast of Shadows**). Within the temple, two of the bodyguards are in the room where the negotiations are taking place. The others

are patrolling the main room. Each bodyguard has a RFID to enable them to enter the meeting area.

### Seto's

Perched on the very edge of Chinatown in the eastern edge of Englewood, it is obvious from looking at Seto's that the restaurant is designed to capitalize on eastern culture while still maintaining a western flair. Founded by a retired cash-fighter and kick boxer by the name of Johnny Seto and built with the unofficial blessing of both the Yakuza and the Triad (who respected a great fighter), Seto's has become something of a buffer between Chinatown and the decidedly western CAS sector. Seto's is a known neutral ground meeting place for the Triad, Yakuza and shadow community.

The central chamber of the restaurant is sunken and holds a dozen or so tables, carefully arranged to allow each group sufficient space. Dancers and servers often weave between these tables, entertaining or serving meals. Large intricately decorated columns ring the central chamber and among those columns are a score of semi-private booths. A second floor (accessible from the four corners of the main room) mirrors the outer ring of booths on the first floor. The rear of the building contains the kitchen and an entrance to a secure sub-basement where rare food and wine are kept – in the basement a sealed door leads to Johnny's office and various chambers used by the Syndicates for storage.

Because of the neutrality agreements, runners are going to have to step very carefully if they are going to try to extract Chun from dinner and eliminate An. Any active violence on the premises will be viewed as breaking neutrality and the



runners will be forcibly removed from the restaurant. Should they resist, the patrons of the restaurant will work together to eliminate the runners. Feel free to draw on any of the sample grunts from SR4 to drive the runners out of the restaurant. Most patrons will not pursue the runners after they have left.

Seto's has no magical security, though a rating 3 MAD sensor is built into the entryway and guests are recommended to check their coats and anything else that is not necessary for their dining experience. Metahuman security is as noted above and the bodyguard count is the same as before.

#### **Jade Emperor**

The Jade Emperor is a Triad nightclub located a convenient distance from the airport and downtown. Here the runners can breathe a sigh of relief as there is no magical security, minimal technical security and a fresh supply of alcohol and loud music. The down side of course is that no one gets inside without being recognized as a Triad member or vouched for by one.

Beyond the standard patrons there are a few notable individuals within the club. Leading the joygirl/boy contingent, Katie Kaboom is laughing and flirting with several of the regulars. Runners who earned her as a contact will get a sly wink and a smile before she returns her attention to the john.

The best way into the club is going to be through the use of contacts that can vouch for safe conduct (Loyalty + Loyalty (3) from any Triad contact) or old-fashioned stealth and disguise. Sneaking in the back door with any necessary disguises, runners will be able to get inside without opening fire at the front door and shooting everyone in their way. Presume that all patrons have an Agility 3, Pistols 2 and a Fichetti Security light pistol except as noted.

## **Fortune Cookie**

### **What's up Chummer?**

Having secured the package, the runners arrange to hand Chun over to Klavikova and family.

### **Tell it to them straight**

Calling the Johnson, you can almost picture that maniacal grin fill her face as she answers the phone. "You have the package? Excellent. Meet me in Cheeseman Park and we can finish up those pesky arrangements of payment."

When you reach the park, it is dark with the occasional pocket of light as lightposts fight against the tenebrous grip of night. A flash of headlights gives you a sense of direction and you approach a windowless black delivery van.

Irina stands there, beaming as you approach and her men step out of the back of the van to take Chun from you.

### **Behind the Scenes**

Presuming the runners don't have any complications, they can hand Chun over to the neo-fascists while Irina pays them. (She will lick her lips over some of the human males and make a comment about nature's credit card before transferring the funds.) Irina will give her contact information over at the same time.

Runner teams that have an average -3 Faction with the Fomin Vory or -4 overall Vory (add all the Vory ratings together before dividing by the number of players) will be betrayed by Irina and her crew. When the runners turn to head back to their vehicles, Irina calls out to them. "I heard about Fomin..." With this, she draws a pistol and her men back her up with AK-97s. Irina will target any females first, while the skinheads aim for meta-humans and minorities first.

## **“... in Bed”**

### **What’s up Chummer?**

If the runners decide to stay loyal to Mikano/Lin and double cross Irina, use this scene. Unfortunately, Lin intended on screwing the runners from the beginning.

### **Tell it to them straight**

The smooth, crisp words of perfect business English come across the line without hint of emotion.

“Bring her to me in the park. When I have confirmed her well-being, the appropriate funds will be transferred to your account. I will expect you in forty-five minutes.”

Little has changed in South Platte Park over the last few hours, but your nerves are still tense. Maybe you’ll relax when you’ve been paid, but that transaction still hasn’t happened.

### **Behind the Scenes**

Lin is not at the meet itself for the exchange, as she does not want Chun to have a chance to see her before she can complete the charade. A holoprojector built into the limo will project a real-time image of her negotiations with the runners.

Lin is currently in a safe house several kilometers away and the signal of the holoprojector is being routed through a satellite uplink. The Perception test to realize that the projected image is not physically Lin should give the runners a clue that they are about to be betrayed. Apply appropriate visual modifiers to the test.

Her men expect the runners to get out of the vehicle before producing Chun and that is when she plans on killing them to eliminate all possible witnesses. Their expectation is that the runners will be

professionals who want their money before putting Chun into the limo trunk. When the runners arrive at the parking lot, the limo is there, waiting with the trunk ajar to complete the illusion of a kidnapping exchange.

Once the runners get out of their vehicle, the trap is sprung. The limo is unoccupied and wired to explode. It will explode at a time when Chun is not in immediate danger. The shrapnel does damage as a fragmentation grenade (12P(f), +2 AP). After the explosion, a shooter for each runner will step out from cover in the trees and lay down automatic fire. Once a target is neutralized, or if any shooters start going down, they will all focus on the largest threat. This is gauged in priority as a runner who has taken down his assailant, a runner who has avoided damage, a runner who is injured. Trolls and obviously awakened individuals will be preferentially targeted in the case of ties.

There is one additional member of Lin’s retinue here whose sole purpose is to see Chun to safety. He is wearing a chameleon suit just as the other assailants and is carrying a large trench coat to wrap Chun with. Once he is near Chun, he will apply a tranq patch and carry her away. 100 meters up the road is a Bulldog Step-Van the assailants plan to use as an escape vehicle.

### **Debugging**

If the runners bring Chun out of their vehicle before the trap is sprung, Lin will hold off on detonating the limo. This course of actions will cause the assassins to preferentially target runners closest to Chun.

Runners who threaten to kill Chun will have all the assailants focus on them until the runner is eliminated.

If any runners have some sort of smell enhancement, allow them to make an Intuition + Perception (2) test to detect the presence of explosives.



## Heartburn

### What's up Chummer?

If the runners decide to side with An Peng, he will set a trap to draw out Irina.

### Behind the Scenes

After the runners contact Peng, he will need time to do some follow up work on his end. He asks the runners to follow through on their assignment and begin their legwork etc. A few hours later, while the emissaries are sleeping, he will contact the runners.

Peng has arranged for a van to be ready to take the runners, Peng, Chun and several bodyguards to the meet with Irina. He wants them to contact Irina and let her know that the job is done.

At this point, begin the scene with Irina normally, except when the transfer of Chun is supposed to take place, Peng and the bodyguards unload. Grand melee ensues. Peng and his people want to take Irina alive, but otherwise will exterminate her skinheads and anyone who decides to side with them.

## Picking up the Pieces

### Money

Pay from Irina is 1,500 ¥ up front and (2,500xTR)¥ at the end. Opposed negotiations can yield an extra 250 ¥ per runner per hit.

Lin is offering 1,000 ¥ upfront and 500 + (500xTR)¥ at the end. Negotiations will yield an extra 100 ¥ per hit at the end. (The end money cannot be earned unless the runners betray Irina)

Teams that work with An Peng will receive 500 ¥ for contacting him, and he will pay out (1,800xTR) ¥ per runner if the team is successful at trapping Irina.

### Karma

1 – Overcoming the opposing team before the meet with Lin.

1 – Kidnapping Chun Xiang and turning her in to one of the Johnsons.

1 – Defeating An Peng.

OR

1 – Capturing Irina for An Peng

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

### Contacts

Runners can earn Irina Klavikova as a loyalty 1 contact for successfully completing the Mission for her.

### Reputation

+1 Notoriety for killing the runner team

+1 Notoriety for betraying Irina

+2 Notoriety for breaking the Neutrality of Seto's

+1 Notoriety for killing any of the Triad Emissaries (this is per emissary killed)

## Faction

-3 Faction with Fomin Vory for double crossing Irina Klavikova

+2 Faction with Fomin Vory for successfully completing the Mission, unless Irina betrays them.

-2 Faction with Triad for killing An Peng (-1 for simply subduing him)

+1 Faction with Triad for contacting the Triad and informing them about Irina's plan (See **Looking over the Menu** or **Placing the Order**)

+1 Faction with the Triad for capturing Irina (See **Heartburn**)

-3 Faction with Triad for harming or killing any of the emissaries.

## 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 (**SR4** p.58). Hits on this extended test may be substituted per the standard Data Search chart (**SR4** p.220).

## The Splatter Bar

1. Yeah, that's the bar over on Arapahoe, near the station.
2. Fairly steep cover charge, but they give you a gun when you walk in the door.
3. Everything there is AR—think Miracle Shooter meets a hot LZ.
4. They say the owner is some ex-runner. He setup the bar to keep his nerves in the game.

## Lin Yao

1. She's the manager of Klub Karma.
2. Which of course means she has ties to the Triads. The White Lotus Triad to be exact.
3. She has some kind of beef with the Hung Kwan of the Golden Triangle.
4. Word on the street is she called a major beating in on a fellow Triad—sounds personal.

### **Irina Klavikova**

1. She's one fine piece of work. All sorts of sex and violence issues
2. She's a functioning psychotic. Minimal impulse control and the firepower to back up her threats.
3. Her daddy is Alexei Klavikov. Yeah, that Klavikov.
4. Irishka (Ir-eeshka) as her friends call her, spent time in the AGS before moving back home to her family.
5. She brought back some friends from the neo-fascists and they all have been seen beating the crap out of several people behind the Splatter Bar.

### **The B Team**

1. Fairly new on the scene, they try to stay in the Sioux sector.
2. Well-balanced, each person seems to know their role, though they are smart enough to know when to talk and when to run.
3. They are an all-meta team. Short-stack does the talking but she's backed up by a net crasher, a razor-boy, and the cutest gun-bunny who has ever tried to shoot me.
4. These kids are known to work with 2 pros—a mojo slinger, the flashy kill-stuff kind, and a cleaner.

### **An Peng**

1. Big troll, one horn, spell-slinger, I think that covers it.
2. He's the Hung Kwan for the Golden Triangle, which is Chinese for don't frag with him.
3. He's become paranoid recently. Been beaten badly several times in the last few months.
4. He picked up a new squeeze a month or two ago, another member of the clan.

### **Triads**

1. Does Chinese Mafia ring any bells?
2. There are two groups, the White Lotus and the Golden Triangle.
3. Word is that there are some visitors from the East here to check on things.
4. The emissaries are members of the Red Dragon Triad, they are working with the Golden Triangle.
5. I happened to have scooped up their itinerary during my rounds. (*Give players the agenda handout.*)

## Cast of Shadows

### *Irina Klavikova*

Female Human; Connection Rating 2

**B A R S C I L W E ESS INIT IP CM**

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

**Active Skills:** Con (Seduction): 3 (+2); Negotiation: 3; Gymnastics: 2; Firearms: 3; Perception: 2

**Knowledge Skills:** Literature: 2; Political Science: 2; Street Drugs: 3; Psychology: 2

**Languages:** Russian: N; Polish: 3; English: 3

**Gear:** Urban Explorer jumpsuit, Fichetti Security (with Flechette Ammo)

Irina Klavikova comes off as a sorority girl with her Omega Chi necklace and tight jeans, but is obviously proficient with the weapons around her. She's direct, playful, and more than a little psychotic. Rising to almost 5'6", she has an athletic build that is a cross between GI Jane and a tennis player.

She was raised in the heart of the Vory and has learned how to get things done. Irina surrounds herself in a cult of personality and overt sexuality with the men around her. By playing to the basic natures of the id, she often has men underestimate her abilities until it's too late.

### *Irina's Neo-Fascists*

Male Humans

**B A R S C I L W E ESS INIT IP CM**

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

**Active Skills:** Athletics: 3; Firearms: 4; Con: 1; Intimidation: 3; Perception: 3; Blades: 3; Unarmed Combat: 2

**Gear:** Ares Predator IV with Explosive Rounds; Sunglasses with Smartlink; Camouflage Suit (Urban)

Neo-fascists with shaved heads, Irina keeps her boys on a loose leash. They are bullies and thugs with an agenda. Most are tattooed and scarred, with a feeling of militiamen or psych-discharged marines. They are heavily biased against non-caucasians and non-humans.

### *Lin Yao (Mikano Li)*

Human Female; Connection Rating 3

**B A R S C I L W EDG ESS INIT IP CM**

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

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

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

**Gear:** Actioneer Business Clothes; Ares Viper Slivergun; Glasses with Rating 4 Cyberware scanner

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

Under her Mikano ID, Lin is dressed as a Saedder-Krupp junior executive. Her fashion sense is still very business-oriented, in the dark colored European skirt-suit. Hacking her commlink with show a Saedder-Krupp ID, requiring Analyze+Computer (3) to recognize as a fake ID.

### **An Peng (Triad Hung Kwan)**

Troll Male; Connection Rating 3

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

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

**Active Skills:** Banishing: 5; Dodge: 2; Etiquette: 3; Intimidation: 4; Negotiation: 3; Sorcery: 5; Unarmed Combat: 3; Summoning: 5

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

**Advantages:** Magician (Wuxing)

**Spells:** Armor; Detect Enemies (Extended)\* Flamethrower; Knockout; Manabolt; Phantasm; Physical Barrier; Stunball

**Metamagics:** Centering, Divination, Quickening, Shielding

**Gear:** Lined Coat with Non-conductivity 6

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

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

*\*Spell quickened at Force 4*

### **Chun Xiang (Triad Smuggler)**

Human Female; Connection Rating 2

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

3 3 4(6) 2 3 4 5 4 3 3.2 8(10) 1 10

**Active Skills:** Pistols: 2; Dodge: 2; Etiquette (Smugglers): 2 (+2); Electronic Warfare: 3; Hacking (Surveillance Devices): 2 (+2); Perception: 2; Pilot Aircraft: 4

**Knowledge Skills:** Border Patrol Tactics: 4; Safe Houses: 4; Smuggling routes: 5

**Cyberware:** Aluminum Bone lacing; Control rig; Cybereyes (rating 3, w/Flare Compensation, low-light Vision, Smartlink, and Thermographic Vision); Datajack; Reaction Enhancers (2); 2 Smuggling Compartments; Commlink (Fairlight Caliban w/Firewall 5, System 5, response 5, modified for BTI/Hot Sim)

A skilled smuggler and T-Bird pilot, Chun makes regular runs from Denver to San Francisco. She picks up a combination of CalHots and Hong Kong BTLs for the Triad to sell. She grew up in San Francisco's Chinatown and moved to Denver about seven years ago. Chun loves Sam greatly but wants a more traditional lifestyle. She met An recently at the coming of age ceremony for the son of a Golden Triangle lieutenant.

### **Triad Bodyguards**

Mixed race and gender

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

4 6 5(6) 5 3 4 3 3 4 6 9(10) 2 10

**Active Skills:** *Athletics:* 3; Pistols: 4; *Close Combat:* 5; Con: 3; Infiltration: 3; Perception: 3;

**Gear:** Remington Roomsweeper, Weapon Focus 1 (Sword), Urban Explorer Jumpsuit (Black on gray); Permits for concealed carry of all weapons listed above.

**Adept Powers:** Astral Perception, Improved Ability (Pistol) 2, Improved Reflexes 1

### **Triad Emissaries**

Mixed gender Humans

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

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

**Active Skills:** Computers: 4; Con: 4; Data Search: 3; Etiquette (Street): 4 (+2); Intimidation: 2; Negotiation: 5; Perception: 3; Pistols: 3; *Sorcery* 4

**Knowledge Skills:** Psychology: 5; Money Laundering: 3; Awakened Rumors: 6; SOTA Thaumaturgy: 3

Emissaries from the Red Dragon Triad, they are here to negotiate with the Golden Triangle Triad on developing an alliance. Because they are no longer allowed in Denver due to their sponsorship, the Red Dragon are focusing on material acquisition for Triad groups in the area as a way to keep their tendrils in Denver until such a time as Ghostwalker can be removed and Lung can assume power or give it to Choi-Mu.

As representatives and diplomats, the emissaries are in Denver under the protection of the Golden Triangle. They hold sway in the Red Dragon Triad for past deeds and familial connections, but can still be dangerous in their own right if pressed.

### **Triad Riggers**

Males Mixed race

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

3 3 4 3 3 4 4 3 5.4 8 1 10

**Active Skills:** Computers: 2, Gunnery: 2, *Hardware*: 4, Industrial Mechanic: 2, Pilot Groundcraft: 5

**Knowledge Skills:** Chop Shops: 4, Combat Biking: 5, Vehicles: 4

**Cyberware:** Control Rig; Datajack

### **Katie Kaboom**

Human Female; Connection Rating 1

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

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

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

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

**Gear:** GMs discretion

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

### **Lin's Assassins**

Mixed race and gender

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

4 6 5(6) 5 3 4 3 3 4 9(10) 2 10

**Active Skills:** *Athletics*: 3; *Firearms*: 4; *Close Combat*: 3; Infiltration: 3; Perception: 3;

**Gear:** Chameleon Suit; HK 227 with Ex-Ex; 2 extra clips ammo; Extendable Baton

**Cyberware:** Wired Reflexes 1