



SHADOWRUN

MISSIONS



CRITIC'S CHOICE

Writing: Timothy M. Patrick

Art: Peter Dora, Damon Westenhofer

Editing: Philip A. Lee

Missions Logo: Jeff Laubenstein, Matt Heerd

Shadowrun Missions Developer: Steven "Bull" Ratkovich

Shadowrun Developer: Jason M. Hardy

Layout & Design: Matt Heerd

Art Director: Brent Evans, Kat Hardy

5A-02

CATALYST
game labs

WE BOTH REACHED FOR THE GUN

I never gonna say I seen everything the CZ has to offer again. I mean, I seen a lot—devil rats eating desiccated ghoulish corpses, giant ant-like things the size of an ork, strange glowing beings crawling out of crumbled slag heaps—I seen it and I survived. But then the other day, I hit a spot of trouble like I do, and I had a pack of Horde maggots chasing me down hard, looking to slap out my brains, and I turned on the jets and got my legs moving through the streets like a rocket car over the salt flats. I pulled some of the normal tricks, in a door here, out a window here, sneaking into basements that had exits only I knew about, and I got some separation between them and me, and I slowed up for a second just as one of them turned a corner about three blocks down. I started moving again, of course, but the piece of drek took a lucky shot and tore off a piece of my sock and a good chunk of skin underneath. Maybe even some bone, because the second I put weight on it, it wanted to collapse.

I don't need to tell you that's not good, and I knew staying out in the open would make me dead. So I looked at the big building that was standing in front of me, and I went in. There was a rolling door with a bad lock, I managed to heave it up and get inside, and that's when things got weird.

First was the mist. I seen mold and smoke and other drek in buildings, but not a cascading mist. It wasn't right. And it got even less right when a dragon—yeah, a dragon—swooped down outta nowhere, breathing fire that somehow didn't burn me to a crisp as I ran and rolled forward.

And entered a swamp. You heard me. There was a swamp in the damn building, with murky water and trees and hanging vines and everything. And I swear something swung in those vines, moving back and away from me. I yelled to them but they disappeared. Into the swamp. In the building.

Well, my ankle was smarting pretty good at that point, and I didn't know what was in that water that was seeping into the wound, and plus did I mention that I was seeing a swamp in a building? So I didn't feel right about anything, and I decided to leave, but there was the dragon behind me, so I tried to find another way out stumbling through the swamp. I splashed some in the water as I wandered, I stumbled here and there, until I finally caught a tree root on my bad ankle and went down flat.

And when I tried to get up, there was an honest-to-God barbarian standing in front of me, with the flowing hair and huge muscles and big-ass sword and everything. I'd had it by this point, so I went for my hip to grab my pistol to tell the sucker to back off. But he reached for it too, and damn was he fast, because after a second the gun was in his hand.

He looked it over. It didn't look right in the hands of a guy wearing a loincloth, but he seemed comfortable handling it. And he had a good eye for hardware, because he knew it was a nice piece.

"This is good," he said, in weird, stiff tones. "I will accept this as tribute for passing through my realm."

"You can't have it," I said. "The Horde. They're coming. I'll be dead without it."

The guy's eyes narrowed. "The Horde does not interfere with my realm. They know what happens when they do."

"Yeah, sure, buddy. But I still need my gun."

He frowned. "Tribute should be freely offered. Your manners are bad."

And just like that his arm flashed and he clocked me on the head with my own pistol.

When I came to I was on the street. I jumped up, my instincts telling me to look around for the Horde members coming after me. And sure enough, there they were, four of them, lying on the ground. At least most of them. Their heads were gone.

I may not know everything about the city like I thought I did, but I still know this—when you're surrounded by headless bodies, you get the hell out and don't go back. So that's what I did.

No, I ain't telling you where this place is. Some things, I think it's best they stay secret.

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



INTRODUCTION

SRM 5A-02: *Critic's Choice* is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at shadowrunnable.com/missions and includes a guide to creating *Missions* characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 5A-02: *Critic's Choice* is intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

SRM 5A-02: *Critic's Choice* consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

- **Scan This** provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.
- **Tell It to Them Straight** is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.
- **Behind the Scenes** covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions, and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.
- **Pushing the Envelope** looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some extra spice to the scene. This subsection

should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' **Debriefing Logs**. (Make sure that you have enough copies of the **Debriefing Log** for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 5A-02: Critic's Choice* (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 abil-

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



ities 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.

STEP 5: CHALLENGE THE PLAYERS

Gamemasters should challenge the players but should generally not overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, not to bury them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, limits, glitches, critical successes, and other common mechanics are described in *SR5* 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 throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying.

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

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to **Helps and Hindrances** (p. 378, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be difficult and something of a challenge but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

Often a combat scene will tell you if it's supposed to be challenging or is simply there to serve as filler or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

A NOTE ON LOOT AND LOOTING

Gamemasters should be careful what they allow players access to, because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those nails). *Shadowrun Missions* operate under the assumption that two players who have run the same missions will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high-value looting whenever possible.

CHICAGO, THE CZ, NOISE, AND BACKGROUND COUNTS

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ comprises less than one-third of the total landmass of the city of Chicago proper, not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted, gutted, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly thirty kilometers north to Belmont Avenue, and reaches from the Lake Michigan on the east to an average of fifteen kilometers inland to Harlem Avenue on the west. A mass of torn-down buildings and hastily erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly twenty years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the Zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Between the Cermak Blast, the bugs, the debilitating effects of FAB III, and years of death and metahuman misery, astral space in and around the Zone is horrible. Unless otherwise noted in the scene, assume a default background count of 2 anytime characters are within the Containment Zone. The count fluctuates wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps. (See **Background Count** sidebar for full rules. Future *Shadowrun, Fifth Edition* rulebooks may supersede these rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

Besides the background count, the CZ is a virtual nightmare for deckers and technomancers. The persistent low-level background radiation coupled with a distinct lack of modern matrix broadcasting equipment through the area results in a high level of constant background Noise that makes even basic matrix communication difficult. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of 2 anytime the characters are within the Containment Zone.

BACKGROUND COUNTS

Background counts impose a negative dice pool penalty equal to their rating for all tests that are linked to or utilize magic in any way (i.e., spellcasting, summoning, assensing, any test made while astrally projecting, and any active skill that benefits from active adept powers such as killing hands, critical strike, great leap, or improved skills, etc). Dual-natured creatures and spirits suffer this penalty to all actions.

Aspected background counts grant a boost to any limit that utilizes magic in any way (see above) to any metahuman, spirit, or dual-natured creature that matches the aspected domain. This includes spellcasting Force limits, so spellcasters need to be careful as it can be hard to control the additional surge of mana. Any magically active being that does not match the aspected domain should treat this as a normal background count and suffer penalties.

Background counts above 12 are called either a flux (for aspected domains) or a void (for magically dead zones), and are very dangerous. Any being that is magically or astrally active in any way (dual natured, astrally perceiving, casting a spell, has an active adept power, has an active foci, etc.) takes background count – 12 unresisted Stun Damage each turn that they are active and exposed to the flux or void.

PAPERWORK

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

The first is to make certain to distribute a copy of the adventure's **Debriefing Log** to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 372, SR5).

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

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

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



MISSION SYNOPSIS

The runners are invited to meet with Sid at the Vault, a former community data center, and see Matt Wrath in action. Sid is looking to make a name for himself as a Johnson around the Chicago shadow community. On the way to the meet, the runners encounter one of the numerous dangers plaguing the city of Chicago—the Fleshmongers, a macabre go-gang that trades fresh metahuman flesh to some factions of Ghouls Town for guns and ammunition. This particular group of Fleshmongers the runner encounter is abducting a family from a broken-down Leyland-Rover Transport on the side of the road.

Once the runners make it to the Vault, they find Sid as Matt Wrath stands over the body of a crumpled troll. Sid takes the runners back to the locker room where he tells them he has connections and can make a very lucrative team. He explains the Johnson, Dr. Tate, is next door in his medical facility and makes the introduction. As Sid is closing up some business, Matt Wrath informs the team his friend Becky 99, who is also here in the Vault, has need of a team and he believes the two jobs are compatible.

Dr. Tate informs the runners he wishes to open a second clinic located closer to the heart of the Zone. He

has worked connections within the mayor's office and learned a perfect section of land will be coming up for auction in two days—that is, unless someone manages to produce the proper ownership to the right people inside City Hall. Dr. Tate could take his chances at the auction, but he believes hiring the team to break into an abandoned building and recover the records from their vault would be much cheaper, thereby letting him expand his clinic and help the citizens in need much faster.

As the runners prepare to leave, if they have not followed up on Matt's advice, a young mouse of a girl approaches them and asks them to meet with a friend of hers back in Barter Square, a makeshift shopping section of the Vault. The team is then introduced to the leader of the Desolation Angels, Becky 99. Becky knows Sid is looking to make a name for himself as a fixer and has been working with Dr. Tate. She offers the runners a job to recover some old sim chips while they are in the facility Dr. Tate wants the team to hit.

The runners will then head to the old headquarters of Brilliant Genesis Chicago—now an interactive *Neil the Ork Barbarian* simsense amusement park—where they must remove the inhabitants and find some way to recover the paydata.

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



SCENE 1

ALL I CARE ABOUT

SCAN THIS

The team is contacted by a fixer named Sid, who wants to set up a meet with a potential Mr. Johnson at the Vault.

TELL IT TO THEM STRAIGHT

Nights like this remind you why Chicago is known as the Windy City and make you wonder why you haven't found someplace with a more hospitable climate. As you ponder that thought, your commlink chirps with an incoming call.

As you answer the call you are greeted with the sight of a short, squat man with greasy hair slicked back into a ponytail, smoking a cigar. "Hey kid," he says, "word around the Zone is you're open for some work. Well, my name's Sid, and I'm your guy. I know everybody! So why don't you make your way on over to the Vault so we can have a chat? I have a lead on a choice job that's perfect for your team, and for your time I will make sure it's a visit you will never forget. I will be ringside with the champ."

BEHIND THE SCENES

Over the years, surviving the Zone taught Sid how to pounce on an opportunity when one is presented. Mayor Brown and Governor Presbitero sparked a massive land grab with their plans to revitalize and repurpose unused land in downtown Chicago and offer incentives to lure businesses back. Dr. Martin Tate runs a clinic (backed by Truman Technologies) on the north side of the zone and is looking to expand his service area. Dr. Tate set his eyes on a facility once owned by Brilliant Genesis near the south side of the zone. Sid got wind of Dr. Tate's plans and—always looking to score some nuyen—convinced the good doctor he's the man to pull a team together and deliver what he needs.

PUSHING THE ENVELOPE

With over twenty years of neglect and war zone-like conditions, communications in and around the Zone are spotty at best. Through the static and noise, the team can make out the words "work," "everybody," "forget," and "ring." The LTG number that called them is registered to the United Brotherhood, and the call can be traced back to a spot in the Zone known as the Vault.

DEBUGGING

There is little that can go wrong here. If the players are hesitant to take the job, Sid will sweeten the deal by offering them 500 nuyen just to come hear him out.

THE VAULT

The Vault is an old community datacenter on the corner of W. Addison St. and N. Kimball Ave. The exterior structure of the building is pitted and charred. Its reinforced concrete dome shows signs of age, with exposed rebar in the half-meter thick walls. The building is encircled with two rows of staggered, attack-resistant bollards that prevent anything larger than a motorcycle from getting too close to the walls. Inside the facility are three main areas: the power plant, the offices, and the server farm. The power plant area, which once housed a large generator and underground diesel reservoir, has been converted to a makeshift entertainment arena known for its high-profile pit fights. The office area has been converted to a makeshift street clinic; the tattered remnants of the cubicle partitions have been converted to recovery cots and private examination rooms. The few walled offices now serve as operating theaters and quarantine rooms. The clinic is run by Dr. Martin Tate. The old server farm with its rows of chain-link cages has become a barter quare with a reputation for having what you need if you can pay the price.

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



SCENE 2

A LITTLE BIT OF GOOD



SCAN THIS

As the runners head to the Vault, they get a firsthand taste of the harsh reality of life in the Zone as they stumble upon a gang of Fleshmongers abducting a family.

TELL IT TO THEM STRAIGHT

As you set out for the promise of a good show (and even better pay), there is one constant in the back of your mind: "Never go it alone." No truer statement was ever uttered, especially in the CZ at night.

About fifteen kilometers from the Vault, you see the road ahead is blocked off by a Land Rover Model 2046, and a rusty old Leyland-Rover Transport is pulled off to the side. There appear to be several dark figures pulling a child from the side of the Transport towards the Land Rover. You can easily recalculate your route to the Vault ...

BEHIND THE SCENES

A Perception + Intuition [Mental] (3) Test is required to notice there are six members of the Fleshmongers gang milling about the two vehicles. One ganger is behind the wheel of the Land Rover, two are standing sentry (one of them is a mage), two are removing the limp body of a child from the Leyland-Rover Transport, and the final one is standing near the side door of the Transport. The Fleshmongers are behind in their quota and know if they don't collect some fresh meat, they could very well be on tonight's menu.

Have runners make a Sneaking + Agility [Physical] Opposed Test against the gangers' Perception+ Intuition [Mental] (5 total dice) to see if the Fleshmongers spot them. If the gangers spot the runners, they move to cover and prepare for a firefight looking to increase their body count. The Fleshmonger mage will attempt to use stun spells as much as possible during the fight. Know-

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



ing the fresher meat the better, the rest of the gangers will try to disable the runners' vehicle(s) and attempt to keep them pinned down. If the runners start to get too close to the gangers, the Fleshmongers will switch to lethal force, as dead meat is better than no meat.

The road is a two-lane city street completely blocked off by the vehicles forming a barricade; the driver of the runners' vehicle(s) may make a Pilot Ground Craft + Reaction +/- the vehicle's Handling [Mental] (6) Test to push through the barrier. On a successful test the vehicle needs to resist 3 boxes of damage from the concussive force of the impact, and passengers will need to resist 3P damage at AP -6. If the test is failed, the vehicle will need to resist 7 boxes of damage, and the passengers will need to resist 7P damage at AP -6. For Damage Resistance Tests, the vehicle can use the rules for *Buying Hits* (p. 45, SR5).

PUSHING THE ENVELOPE

The Fleshmongers are behind on their quota, so two ghouls have been sent along with them to ensure at least a half a dozen bodies are delivered by sunrise.

DEBUGGING

If the runners are suffering too many casualties, a small group of local neighborhood watch come to of their homes and start to attack the Fleshmongers. If the runners try to take the Fleshmongers' vehicle, it's so damaged that the next pothole could disable it. The interior of the vehicle is drenched in blood and radiates a stench of rotting flesh. The exterior looks like something out of a nightmare that would illicit hostility and violence from any civilized person.

THE FLESHMONGERS

The Fleshmongers are a street gang that trades (meta) human flesh to some of the more unsavory members of Ghoul Town in exchange for guns, ammunition, supplies, and the occasional safe house. They are opportunistic and never pass up a chance to score some easy trade stock. Whenever possible, they prefer to keep their victims alive as fresh meat yields a higher profit margin than frozen meat.

FLESHMONGER GANG MEMBERS

B	A	R	S	W	L	I	C	EDG	ESS
4	4	3	4	3	2	3	3	1	6

Condition Monitor: 10

Armor: 9

Limits: Physical 5, Mental 4, Social 5

Initiative: 6 + 1D6

Skills: Blades 4, Clubs 3, Etiquette (Street) 3 (+2), Intimidation 4, Pistols 4, Unarmed Combat 3, Perception 3

Qualities: Toughness

Gear: Armor vest [9], Meta Link commlink (Device Rating 1), 1 dose of cram

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15 (c), 2 clips gel rounds, 2 clips APDS ammo]
 Knife [Blade, Acc 5, DV 5P, AP -1]

FLESHMONGER GANG MAGE

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

Condition Monitor: 10

Armor: 12

Limits: Physical 5, Mental 6, Social 6

Initiative: 8 + 1D6

Skills: Assensing 4, Astral Combat 3, Conjuring skill group 3, Counterspelling 4, Leadership 3, Pistols 2, Spellcasting 4

Qualities: Magician (Hermetic)

Gear: Armor jacket [12], mage sight goggles (10m) Renraku Sensei commlink (Rating 3)

Spells: Detect Life [Type: M, Range: T, Duration: S, Drain: F - 2], Stunbolt [Type: M, Range: LOS, Damage: S, Duration: I, Drain: F - 3], Stunball [Type: M, Range: LOS(A), Damage: S, Duration: I, Drain: F], Improved Invisibility [Type: M, Range: LOS, Duration: S, Drain: F - 1], Physical Mask [Type: P, Range: T, Duration: S, Drain: F - 1]

Weapons:

Fichetti Security 600 [Light Pistol, Acc 6(7), DV 7P, AP —, SA, RC (1), 30 (c)]

GHOUL TOWN COLLECTOR

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

Condition Monitor: 12/11

Armor: 13

Limits: Physical 8, Mental 5, Social 4

Initiative: 9 + 1D6

Movement: 10/25

Skills: Assensing 4, Perception 5, Running 3, Sneaking 6, Unarmed Combat 6, Automatics 6

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



Powers: Armor 1, Dual Natured, Enhanced Senses (Hearing, Smell), Sapience

Weaknesses: Allergy (Sunlight, Moderate), Dietary Requirements (Metahuman Flesh), Reduced Senses (Blind)

Gear: Armor jacket [12] (Nonconductivity 6, Fire Resistance 6), Meta Link commlink (Device Rating 1)

Weapons:
 AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/BF/FA, RC 3, 30 (c), Gas-vent R3, 2 clips APDS ammo]
 Natural Weapon [Claws, DV 7P, AP -1]

LEYLAND-ROVER TRANSPORT

This vehicle has 17 boxes in its Condition Monitor; due to its poor condition, 15 of those boxes should already be filled in.

HAND	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS
2/2	2	1	10	5	1	1	4

LAND ROVER MODEL 2046 (SUV)

HAND	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS
2/2	2	1	11	4	1	1	6

SCENE 3
CELL BLOCK TANGO

SCAN THIS

The team arrives at the Vault and makes their way to meet Sid ringside just in time to watch Matt Wrath knock out his opponent. Sid introduces them to Matt Wrath and sends them to meet Mr. Johnson.

TELL IT TO THEM STRAIGHT

The parking lot around this old, charred, and pitted building is full of the finest rides around the CZ. Looks like the night is finally picking up. As you approach the entrance to the facility, two female humans wearing blue-and-black leather jackets stand guard. They seem to pay little attention to the foot traffic entering the facility.

It's easy to locate the pit area. You just need to follow the cheering down the hall to the right. The man who contacted you is easy to spot: he's holding up the arm of a brutish-looking elf, and the crowd seems to be eating up the victory lap. He looks in your direction with a nod just as your commlink chirps with an incoming text message:

<Sorry you missed the fight, chummers. Who would've thought Gorock would go down that fast? Anyways, give me a few minutes then head back to the locker room. I'll introduce you to the champ and we can talk biz.>

As Sid clears the ring and heads toward a back door, a ring announcer enters and starts to bark at the crowd and opens the floor to all challengers for the next match.

Making your way to the back room, you see a surprisingly clean and organized locker room. Sid is standing next to the elf you saw in the ring earlier. "I want to introduce you to the deadliest pit fighter here in the zone, Matt Wrath," he says. "Sorry you missed the fight, but let's talk biz. Me and Matt here know lots of people around the Zone. I know who's looking for work, who is

looking to hire, where the best docs are, and where to get the primo gear. That said, I've made arrangements for you to meet Mr. Johnson for a data snatch. If you're game, he's just next door in the clinic. Give me a minute to collect the champ's purse and I'll take you over for introductions." Sid quickly scurries towards the arena.

As the door shuts, Matt Wrath looks up and says, "You should speak with Becky 99 before you leave the Vault. She's good people and has work in the same area that Sid does."

Shortly thereafter your commlink chirps with a message from Sid: <I'll be a while. Damn lowlifes. Head over to the clinic. Dr. Tate is waiting for you.>

BEHIND THE SCENES

Sid is working on building his reputation as a fixer and general go-to guy, so learning that Dr. Tate is looking for a simple data snatch on an abandoned property presented Sid with a golden opportunity. Sid always has Matt Wrath around when he is talking business as a fixer, as he believes the extra muscle will make him look more legit. Since Matt is a native of the Zone, he knows Dr. Tate's target is a former trid studio, and Matt's friend Becky 99 is always looking for any connections to Chicago's past. If the runners ask about the promise of a memorable event, Sid will offer VIP passes with locker room access to the next prize fight and suggests perhaps they plan on arriving on time.

PUSHING THE ENVELOPE

An up-and-coming troll pit fighter named Hector "the Eagle" Quauhtli enters the ring and begins to taunt the biggest member of the team to make a name for himself.

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



DEBUGGING

If the runners arrive at the Vault in the Fleshmongers' van from Scene 1, the Desolation Angel guards will open fire on the van and anyone in it until they are proven to not be Fleshmongers.

If the runners cause an issue about the compensation for heading to the Vault, Sid reminds them it's good to have friends who have their ear to the ground and will increase the passes to lifetime access to any Matt Wrath match. If the runners push for a physical conformation, Matt and Sid do everything in their power to escape and call in the facility security.

HECTOR "THE EAGLE" QUAUHTLI

B	A	R	S	W	L	I	C	EDG	ESS	M
10	5 (8)	6 (9)	9 (12)	5	4	5	4	3	6	6

Condition Monitor: 13

Armor: 1

Limits: Physical 12 (15), Mental 6, Social 7

Initiative: 14 + 4D6

Skills: Automatics 5, Blades 5, Intimidation 6, Perception 2, Pistols 4, Unarmed combat 6

Qualities: Adept, High Pain Tolerance 3

Adept Powers: Improved Reflexes 3, Attribute Boost (Strength) 5, Attribute Boost (Agility) 5

Gear: None

Weapons:

Fist [Unarmed, DV 12S, AP —, Reach 1]

FACILITY GUARD (DESOLATION ANGELS)

B	A	R	S	W	L	I	C	EDG	ESS
4	4	3	4	3	2	3	3	2	6

Condition Monitor: 10

Armor: 12

Limits: Physical 5, Mental 3, Social 5

Initiative: 6 + 1D6

Skills: Close Combat skill group 4, Etiquette (Street) 3 (+2), Intimidation 4, Pistols 4, Pilot Ground Craft (Bike) 4 (+2)

Gear: Armor jacket [12], Renraku Sensei commlink (Device Rating 3)

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15 (c), 2 clips APDS ammo]

Knife [Blade, Acc 5, DV 5P, AP -1]

SCENE 4

A LITTLE BIT OF SUNSHINE

SCAN THIS

The runners head over to the clinic section of the Vault to meet Dr. Tate. As part of the Truman Corporation's initiative to win over the hearts and minds of the city's population, Tate is looking to open a second clinic in the heart of the CZ.

TELL IT TO THEM STRAIGHT

The clinic is just down the hall from the pit and through a set of double doors. You are accosted by the stark contrast between the areas. Compared to the pit, the clinic is bright, clean, and sterile. Nurses tend to several patients in small stalls that may have been office cubicles once upon a time. A nurse escorts you to the doctor's office.

"Good evening," he says. "My name is Dr. Martin Tate, but you can call me Mr. Johnson if you prefer. I asked Sid to find some talented assets to assist me, and I hope he has fulfilled my expectations. Let's get down to business shall we?"

"I am looking to expand my medical facilities further into the Zone. To do that and keep care affordable to the locals, I need to procure the necessary space at a

bargain basement price. To that end I'd like you to break into an abandoned office building and extract some data from their systems. I am willing to pay you 6,000 nuyen plus priority treatment at any of my medical facilities. What do you say?"

WHEN THE PLAYERS ACCEPT THE JOB, READ THE FOLLOWING:

"Good. I need you to break into an old trid studio at the corner W. Kimball Avenue and W. Addison Street. Used to be called Chicago Genesis. Once you're inside, I want you to locate their node and pull any data related to property ownership."

BEHIND THE SCENES

Tate's base offer is 6,000 nuyen, with a bonus of 500 nuyen per net hit (max 4) on a Negotiation (7) + Charisma (5) [Social (7)] Opposed Test. He is also offering priority medical treatment. If the runners are injured, they can visit Dr. Tate to be patched up to full health once, free of charge (It will take 1 hour per box of damage he heals. Players should note this information on their Debriefing Log at the end of the adventure.)

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS





Dr. Tate is working under orders of the Truman Corporation to expand the clinic to show how Truman cares about Chicago. He does not share that acquiring the target property will give Truman prime real estate to expand their sphere of influence. If questioned he will explain this job is to open a clinic and aid the residents of Chicago in these dark times.

If the players are particularly wary, allow them to make a Perception + Intuition [Mental] (5) Test to spot a Desolation Angels gang member loitering across the street from Tate's clinic. She seems to be watching the clinic but makes no hostile movements, and if the players approach her, she acts friendly and attempts to sell them some prescription painkillers, playing off that she was watching for customers. In reality, she is spying on Tate for Becky 99 and has been told to see whether the characters approach Tate.

PUSHING THE ENVELOPE

An ork under the effects of kamikaze goes into a psychotic rage and attacks anyone in his line of sight. He is screaming about how the worms are eating his brains.

DEBUGGING

Little can go wrong here other than runners refusing the job. Play up the notion that the clinic has done wonders for the CZ, and adding a second one below the ghouls hunting grounds can do nothing but help the residents further. If the runners cause an issue, a number of security guards (runner group size +2) come out to engage the runners with non-lethal means whenever possible. These guards are to protect Truman Technologies investments from being damaged.

DRUG ADDICT

(UNDER EFFECTS OF KAMIKAZE)

B	A	R	S	W	L	I	C	EDG	ESS
8	4	4	7	4	1	3	2	2	6

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



Condition Monitor: 12
Armor: 12
Limits: Physical 9, Mental 3, Social 5
Initiative: 7 + 3D6
Qualities: High Pain Tolerance 3
Skills: Clubs 3, Perception 3, Pistols 4, Running 3, Unarmed Combat 4
Gear: Armor jacket [12], Renraku Sensei commlink (Device Rating 3), 2 doses of jazz
Weapons:
 Remington Roomsweeper [Heavy Pistol, Acc 4, DV 7P, AP -1, SA, RC —, 8(m)]

SECURITY (PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	EDG	ESS
6	5 (7)	5 (7)	4 (6)	4	4	5	3	5	1.9

SCENE 5

WHEN YOU'RE GOOD TO MAMA

SCAN THIS

This scene gives the team the chance to meet with Becky 99, leader of the Desolations Angels in this section of the Zone. Matt Wrath has informed the team to pay her a visit as she may have some work. If the team leaves the Vault without talking to her, a young member of the Angels will be waiting at the exit and ask them to go see her “big sis” before they leave.

TELL IT TO THEM STRAIGHT

IF THE RUNNERS FOLLOW MATT WRATH'S ADVICE AND TRACK DOWN BECKY 99, READ THE FOLLOWING:

Becky 99 is known to have a small stall at the market section of the Vault where she conducts business.

IF THE RUNNERS LEAVE WITHOUT SPEAKING TO BECKY 99, READ THE FOLLOWING:

While you're heading to the exit to get started on the job, a bubbly waif of a girl who looks to be no more than ten years old approaches you. She smiles and says, “Hi my name's Tasha. My big sis would like to talk to you for a minute if you have time. She's just over in the market.”

Condition Monitor: 11
Armor: 18
Limits: Physical 7 (9), Mental 6, Social 4
Initiative: 10(12) + 3D6
Skills: Athletics skill group 6, Close combat skill group 7, Etiquette (Corporate) 6 (+2), Firearms skill group 7, Perception 6, Sneaking 6
Augmentations: Cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision], muscle augmentation 2, muscle toner 2, wired reflexes 2
Gear: Full body armor [15] & full helmet [3] (w/ chemical seal), Erika Elite commlink (Device Rating 4)
Weapons:
 Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP -2, SA/BF/FA, RC 2, 42(c), 2 clips APDS ammo]
 Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS

WHEN THE RUNNERS MEETING WITH BECKY 99, READ THE FOLLOWING:

Making your way through the hustle and bustle of the market, you can't help but notice the rows upon rows of floor-to-ceiling cages that have been converted into street shops that sell everything from iodine pills to high caliber ammunition. In the back corner of the large room, you spot a stall draped in blue and black—the colors of the Desolation Angels—and several women milling about the area give the appearance of shopping but are obviously standing guard. Inside the stall a spiky, dark-haired human female sits at a table. She's wearing a black studded denim jacket with the sleeves torn off and a dark blue halter-top underneath.

She smiles as you enter. “Please have a seat, friends,” she says. “I understand my dear friend Matt asked you to speak with me. I shall be short and to the point. I understand Dr. Tate and his corporate overlords are looking to expand their reach further into the Zone. Don't worry. I would never ask you to betray your job. My job is to know what is going on in my turf, and though I can't say I trust Tate, he has done some good. The facility he wants you to liberate was a very lucrative trid studio back in the day. I am hoping its close proximity to the Cermak Blast means the looters ignored it for less irradiated grounds. The site's far outside my turf, so I can't send my crew down there, and I don't have the pockets to hire a team directly. But a bundle job? That I can do. I want any old trid recordings you can find. I can pay you each 500 nuyen just for looking and an additional 500 each if you bring me back any recordings you find. Any recordings



you'd find there would be of little value to anyone outside the Zone since the tech used to record them is now considered antique. But to those living here, a chance to glimpse loved ones long gone would be of great value. What do you say to double pay for a single trip?"

BEHIND THE SCENES

Becky has fought too long and hard on the streets of the CZ to openly trust a Johnny-come-lately corporate suit. Though Tate's clinic has done well for the area, she still does not trust him and as such wants to make sure any relics of Chicago's past are not lost to a corporate power play, especially not when barter is still the primary currency and the ability to show someone their past can easily cover the cost of a meal or even a case of ammunition. If the runners ask for more, Becky will consider it based upon the quality and quantity of what the team is able to find.

PUSHING THE ENVELOPE

A three-man team tries to pick the runners' pockets and disappear into the crowd. They will start with a loud argument in a nearby stall that escalates to a small brawl between them while the third moves in during the commotion to steal the team's commlinks.

DEBUGGING

If the runners refuse to meet with Becky, they simply lose out on the chance to make a new contact and the potential extra cred. Tasha does not try to stop the team but gives a slight pout and walks away. If the runners become hostile with Becky, she ends the negotiations. If the runners attempt to get physical with Becky or any of the other Desolation Angels, the gang uses whatever means necessary to get away with minimal casualties. Tasha feigns fright and hides under a table for cover; then she goes full VR and attacks the weapons of any runner who targets Becky.

PICKPOCKETS

B	A	R	S	W	L	I	C	EDG	ESS
4	5	4	3	4	3	3	5	6	2

Condition Monitor: 10
Armor: 9
Limits: Physical 5, Mental 5, Social 7

Initiative: 7 + 1D6
Skills: Acting skill group 4, Blades 3, Escape Artist 4, Perception 4, Stealth skill group 5
Gear: Lined coat [9], Meta Link commlink (Device Rating 1)
Weapons:
 Knife [Blades, Acc 5, DV 5P, AP -1]

DESOLATION ANGELS

B	A	R	S	W	L	I	C	EDG	ESS
4	4	3	4	3	2	3	3	2	6

Condition Monitor: 10
Armor: 12
Limits: Physical 5, Mental 4, Social 5
Initiative: 6 + 1D6
Skills: Close Combat skill group 4, Etiquette (Street) 3 (+2), Intimidation 4, Pistols 4, Pilot Ground Craft (Bike) 4 (+2)
Gear: Armor jacket [12], Renraku Sensei commlink (Device Rating 3)
Weapons:
 Ares Predator V [Heavy Pistol, Acc 5, DV 8P, AP -1, SA, RC —, 15 (c), 2 clips APDS ammo]
 Knife [Blade, Acc 5, DV 5P, AP -1]

TASHA

B	A	R	S	W	L	I	C	EDG	ESS	R
3	3	4	3	5	5	5	4	4	6	5

Condition Monitor: 10
Armor: 12
Limits: Physical 5, Mental 7, Social 7
Initiative: 9 + 1D6
Skills: Compiling 7, Computer 5, Cybercombat 6, Decompiling 6, Leadership 4, Perception 5, Pistols 3, Registering 7, Software 6
Qualities: Natural Hardening, Technomancer
Gear: Armor jacket [12], Erika Elite commlink (Device Rating 4)
Complex Forms: Cleaner [Target: Persona, Duration: P, Fade: L + 1], Diffusion of Data Processing [Target: Device, Duration: S, Fade: L + 1], Diffusion of Firewall [Target: Device, Duration: S, Fade: L + 1], Editor [Target: File, Duration: P, Fade: L + 2], Infusion of Attack [Target: Device, Duration: S, Fade: L + 1], Infusion of Data Processing [Target: Device, Duration: S, Fade: L + 1], Resonance Spike [Target: Device, Duration: I, Fade: L], Tattletale [Target: Persona, Duration: S, Fade: L - 2], Transcendent Grid [Target: Self, Duration: I, Fade: L - 3]
Weapons:
 Beretta 201T [Light Pistol, Acc 6, DV 6P, AP —, SA/BF, RC (1), 21(c)]

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



SCENE 6

CHICAGO AFTER MIDNIGHT

SCAN THIS

Chicago Genesis, the one-time headquarters of Brilliant Genesis, has been officially abandoned since the bugs attacked and is now the home of a street gang who view themselves as characters straight out of the trid hit *Neil the Ork Barbarian*.

TELL IT TO THEM STRAIGHT

The address provided by Mr. Johnson is a small, two-story office building directly connected to a four-story brick building that consumes the remainder of the city block. Like many properties around the CZ, the unmistakable smell of death permeates the area. Regardless of how many times people say the old blast zone is safe, few people want to live this close to it. Surely it has nothing to do with what appear to be skulls hanging in a tree to the left of the door. *(Have the runners make a Perception + Intuition [Mental] (4) Test to identify there are 6 various human and metahuman skulls.)* The front of the office building is boarded up with scraps of metal and debris to form a makeshift barricade that seals the door and windows. Around the back of the large building is a large, metal rolling door with some concrete pylons out front.

FRONT DOOR

The front of the building has a stench of rotting flesh and rancid meat about it. The locked door is covered in layers of rusted metal that looks to be an old pin tumbler lock. *(To pick the lock, make a Locksmith + Agility [Physical] (4, 1 Combat Turn) Extended Test.)* After opening the door, you see a large, open area the size of the office building. All of the interior walls, including the whole second story, appear to have been removed by fire. Several large piles of debris are scattered around the floor. *(Perception + Intuition [Mental] (3) Test to identify the piles as nests for some dog-sized creatures.)* An open stair goes down, and a steel door that's missing the glass window sits along the back side of the building. *(The metal door in the rear of the room leads to the sound stage near the cave; the stairs lead down to the datacenter. See Scene 7: Razzle Dazzle)*

ROLLING DOOR

The rolling door looks like those you would see being pulled over storefronts when security measures are enacted. The door is sealed with a smashed-in lock. *(A Lifting/Carrying Body + Strength (150 kilograms) Test is needed to force open the door. Alternatively, the door can*

be attacked; it has Structure 8 and Armor 12). As the door lumbers upwards, you see a cool, dense fog upon the ground and destroyed turnstiles like those you would expect to see at an amusement park. *(Have the runners make a Perception + Intuition [Mental] (4) to notice the giant blue dragon swooping down towards the entrance, its mouth open. This is a costumed prop made mostly of paper. It launches a giant but harmless fireball made of flash powder in the runners' direction).*

ROOF

On the roof of the building are a series of skylights. More than a few are missing glass panes. Looking down shows a most unusual sight: rows and rows of crops and an open-air stairwell head down on the far end of the paths between the crops. The roof access hatch has been converted into a functioning rainwater cistern leading down to a reservoir.

SOUND STAGE

The large four-story facility is decorated to look like you just traveled back in time. Giant two-story-tall trees look to be about twice as thick as they should be. In the distance you can see what looks like a swamp, and on the eastern side of the facility sits a cave entrance.

TREE HUTS

The two-story trees growing inside of the building are far from the strangest sight on this run. *(Perception + Intuition [Mental] 4 to see the huts built into the trees' canopies).* The tree trunks are covered in vines that look like they would be helpful for climbing up the tree.

CAVE

This large opening in the far side of the facility has been designed to look like a primitive cave entrance. *(Perception + Intuition [Mental] 6 to see the cave goes back about 10 feet then turns to the left).* Once inside the cave you come to a large room that was likely an employee lounge at one point. The decorations have been replaced to look more primitive to match the facility's theme.

SWAMP

A roughly three-square-meter pond of fresh water sits almost strangely out of place. It is decorated to look like a primitive swamp with the occasional floating lily pad on its surface. Upon closer examination you can see small hoses leading down to the pond from the roof.

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS





BEHIND THE SCENES

This facility was at one time the Chicago headquarters of Brilliant Genesis and served as a sound stage for several of their hit trid shows. As technology advanced, the need for large sound stages dwindled. Always looking to keep profits high, Brilliant Genesis turned the unneeded space into a theme park so that anyone with enough nuyen could walk a kilometer in their favorite character's shoes. They worked out a licensing agreement and turned the giant sound facility into scenes from some of the most famous episodes of *Neil the Ork Barbarian*.

The skulls out front serve as a deterrent to vandals and looters, and they act as an early warning system: if the skulls are disturbed, they clank together to alert the resident gang of possible intruders. The Lost Ones, as the gang is known, are residents of the facility—mostly the former staff and a few fans. The horror of the bug spirit infestation and the aftermath has caused them to reject reality, so they believe they are actually living in the world of *Neil the Ork Barbarian*. Twenty years of living in the Zone has hardened their ability to defend themselves with primitive weapons and tactics. If alerted to the runners' presence, the Lost Ones will use the rooftops to rain down arrows as warning shots to scare

the intruders away. Inside the facility the gangers will use the building's features to their advantage, fighting guerrilla style with hit-and-run tactics and picking one target and harming them until they drop or retreat. The gang consists of twelve members. Their leader is a human physical adept, who played Neil during the park's shows, and his pregnant wife Kira, a technomancer.

Neil and Kira have converted the old employee break room in the cave to their home. If "Neil" and Kira are alerted, Kira hides in the cave and goes full VR to hunt and disable any technology she can find. Neil uses all of his stealth training to hunt down the intruders and work his way through any magically active runners first. The rest of the gangers can be found randomly around the facility if there is no alert. If the runners attempt to negotiate—provided they have not inflicted too much collateral damage on the facility—Neil and his gang are willing to listen. If Kira or fifty percent of the gangers have been harmed, those remaining will fight to the death.

If Dr. Tate is contacted, he only needs the front portion of the building to set up his clinic. He is receptive to sharing the property with the gang; Tate would gain title to the entire location and set up shop out front while the Lost Ones would stay in their studio. This allows a non-violent way of resolving the situation and rewards creative problem solving.

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



PUSHING THE ENVELOPE

The Lost Ones have managed to capture and tame a pack of 6 hell hounds, which are used for hunting and providing security when invaders enter the facility. The hell hounds normally reside in the front office building.

DEBUGGING

The Lost Ones use of primitive-but-deadly weapons and tactics can inflict serious damage on a team. Have the Lost Ones often call out for the runners to leave their home, and they will not give chase. The Lost Ones should stress that this is their home, and they are not going to give it up easily.

LOST ONES GANGERS (PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
4	5	4	4	4	3	4	3	6

Condition Monitor: 10
Armor: 9
Limits: Physical 6, Mental 5, Social 6
Initiative: 8 + 1D6
Skills: Archery 6, Blades 6, Clubs 4, Perception 5, Sneaking 5, Unarmed Combat 6
Qualities: Toughness
Gear: Armor vest [9]
Weapons:
 Wooden Bow [Rating 4 Bow, Acc 6, DV 6P, AP -1, SS]
 Halberd [Pole arm, Reach 3, Acc 5, DV 7P, AP -2]

KIRA

B	A	R	S	W	L	I	C	EDG	ESS	R
3	4	4	4	5	5	5	5	5	6	7

Condition Monitor: 10
Armor: 12
Limits: Physical 5, Mental 7, Social 7
Initiative: 9 + 1D6
Skills: Compiling 7, Computer 6, Cybercombat 6, Decompiling 6, Hacking 4, Leadership 4, Perception 6, Registering 7, Software 7
Submersion Grade: 1
Echoes: Overclocking
Qualities: Magic Resistance 2, Natural Hardening, Technomancer
Gear: Armor jacket [12]
Complex Forms: Cleaner [Target: Persona, Duration: P, FV: L + 1], Diffusion of Data Processing [Target: Device, Duration: S, FV: L + 1], Diffusion of Firewall [Target: Device, Duration: S, FV: L + 1], Editor [Target: File, Duration: P, FV: L + 2],

Infusion of Attack [Target: Device, Duration: S, FV: L + 1],
 Infusion of Data Processing [Target: Device, Duration: S, FV: L + 1],
 Resonance Spike [Target: Device, Duration: I, FV: L],
 Tattletale [Target: Persona, Duration: S, FV: L - 2],
 Transcendent Grid [Target: Self, Duration: I, FV: L - 3],
 Pulse Storm [Target: Persona, Duration: I, FV: L + 0],
 Resonance Spike [Target: Device, Duration: I, FV: L + 0]
Registered Sprites: Fault Sprite [Level 7, 6 tasks]

FAULT SPRITE

ATTACK	SLEAZE	DATA PROC.	FIREWALL	RESONANCE
10	7	8	9	7

Initiative: 18 + 4D6
Skills: Computer 7, Cybercombat 7, Hacking 7
Powers: Electron Storm

JEFF "NEIL" THOMPSON

B	A	R	S	W	L	I	C	EDG	ESS	M
6	6 (9)	6 (9)	6	5	5	6	5	6	6	8

Condition Monitor (P/S): 11/11
Armor: 14
Limits: Physical 8 (9), Mental 7, Social 7
Initiative: 15 + 4D6
Skills: Archery (Bow) 8 (+2), Athletics skill group 6, Close Combat skill group 8, Leadership 7, Negotiation 7, Perception 7, Stealth skill group 7
Qualities: High Pain Tolerance 3
Initiate Grade: 2
Metamagics: Power Point 2
Adept Powers: Astral Perception, Improved Reflexes 3, Enhanced Accuracy (Archery), Enhanced Accuracy (Blades), Improved Agility 3, Mystic Armor 2, Danger Sense 4
Gear: Armor jacket [12]
Weapons:
 Compound Bow [Rating 6 Bow, Acc 7, DV 8P, AP -2, SS]
 Combat axe weapon focus [Force 2, Combat axe, Acc 5, Reach 2, DV 11P, AP -4]

HELL HOUND

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

Condition Monitor: 11/10
Armor: 2
Limits: Physical 8, Mental 4, Social 6
Initiative: 10 + 3D6
Movement: x2/x6+4
Skills: Exotic Ranged Weapon 4, Intimidation 3, Perception 3, Running 4, Sneaking 5, Tracking 5, Unarmed Combat 3
Powers: Armor 2, Dual Natured, Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Immunity to Fire, Natural Weapon [Bite: DV 7P, AP -1]

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



SCENE 7 RAZZLE DAZZLE

SCAN THIS

The lower level of the Chicago Genesis facility once housed the datacenter and editing rooms. Both have long since been abandoned and turned into a garbage dump for the Lost Ones. Now a pack of devil rats call this home. The rats have destroyed the power lines in their feeding and nesting frenzy, and the team will need to tap into the main transformer in the back half of the shop.

TELL IT TO THEM STRAIGHT

A foul stench of death, decay, and sewage emanates from the bottom of the cluttered stairs. With the amount of garbage and debris clogging the stairwell, only the most nimble runner will be able to navigate it safely. *(Each runner must make a Composure (3) Test to keep from getting ill at the smell coming from the basement. Modify appropriately for augmentations and roleplaying ideas. To navigate the stairs the runners will need to make a Gymnastics + Agility [Physical] (4) Test to avoid slipping and falling down the stairs. Failing inflicts 6S damage, resisted with Body + Armor, plus it creates enough noise to alert everyone).* The bottom of the stairs opens into a corridor covered in about twenty centimeters of stagnant sewer water, and the occasional remains of small animals float on the surface. A series of small rooms are on either side of this hall. The doors have long since been smashed open, and you can see the remains of what were probably editing rooms long ago. At the end of the corridor is a closed door though the bottom meter's worth has been gnawed open. *(Make an Animal Handling + Charisma [Mental] (2) or appropriate Knowledge skill to identify the bite marks as those of devil rats).* The datacenter currently has no power.

BEHIND THE SCENES

This was the main datacenter for Chicago Genesis. One of their last projects just before the bug outbreak was a new form of reality trid show. They had Joe Everyman and Jane Everywoman equipped with simrigs going about their daily lives. This was then edited at this facility into what Chicago Genesis believed would be the next big hit in the entertainment industry. Unfortunately, several of the would-be stars fell to the bugs, and their agonizing deaths were recorded for posterity.

The runners need to restore power to access the datafiles for Dr. Tate. To restore power, the team will

need to run a line from the main transformer in the back of the cave to here, which requires either an Industrial Mechanic + Logic [Mental](2) Test, a Hardware + Logic [Mental](4) Test, or an Edge test (6). This equipment was pre-Crash 2.0, so it requires a direct connection. Dr. Tate's program will take 15 minutes to complete its cycle and be ready for extraction. The program will automatically copy the system's contents and then scrub the datacenter's drives. The runners need to make a Perception + Intuition [Mental] (10, 5 minute) Extended Test to find the sim files Becky 99 wants. The sim files have been damaged over the years and need a great deal of work before they can be accessed. Each file requires a Software + Logic [Mental] (5, 5 minutes) Extended Test to process; the runners can process a maximum of 5 files.

PUSHING THE ENVELOPE

A pack of thirty devil rats has broken into the room from a nearby sewer line and claimed this lower level as their home. If not enough combat has occurred to this point and the tribe has not been dealt with peacefully, the Lost Ones can stumble upon the team and begin harrying them from the basement.

DEBUGGING

If the runners are unable to restore power, they can call a contact who suggests they talk to a CZ mechanic named Goober. Goober will talk them through the connection over the phone for a modest fee of 1,000 nuyen. He can be negotiated down to 250 nuyen with a successful Negotiation + Charisma (3) Test.

DEVIL RAT

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

Condition Monitor: 9/10

Armor: 0

Limits: Physical 3, Mental 4, Social 7

Initiative: 10 + 1D6

Movement: x1/x2/+1

Skills: Climbing 5, Perception 4, Running 2, Sneaking 6, Unarmed Combat 5

Powers: Animal Control (Ordinary Rats), Concealment (Self Only), Immunity (Toxins), Natural Weapon (Bite: DV 2P, AP —, Reach -1)

Weaknesses: Allergy (Sunlight, Mild)

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



SCENE 8

ALL THAT JAZZ

SCAN THIS

Finally time for a shower and some cred.

TELL IT TO THEM STRAIGHT

WHEN THE TEAM MEETS WITH DR. TATE, READ THE FOLLOWING:

"Ah, great news!" Dr. Tate says. "I trust you have my files?"

WHEN THE TEAM HANDS OVER THE FILES, READ THE FOLLOWING:

"Excellent! As agreed upon, here is your payment."

IF THE RUNNERS WORKED OUT A PEACE BETWEEN TATE AND THE LOST ONES, READ THE FOLLOWING:

"I must say I am truly impressed with your ability to find solutions that are in the best interest of all of the CZ's residents. I look forward to working with you in the future."

WHEN THE TEAM MEETS WITH BECKY 99, READ THE FOLLOWING:

"Oh, perfect! Thank you so much for recovering these archives of Chicago's past! Many of those who called this fine city home died during the invasion and the turmoil that followed. The images contained in this archive may give closure to some of their families."

BEHIND THE SCENES

Dr. Tate uses the files to show ownership of the property and set up a second clinic. If the gang is left alive, they are retained to provide security for the facility.

Becky 99 is grateful for the files and offers an additional 100 nuyen for each file surrendered, up to a total of 500 nuyen to each runner. She then starts the long processes of using these old images to trying putting together more puzzle pieces of Chicago's bug-infested past.

PUSHING THE ENVELOPE

If the runners have survived this far untouched, have three Fleshmongers jump them on their way to the Vault.

DEBUGGING

Little can go wrong here beyond the runners attempting to double-cross the Johnsons. If so, the Johnsons have their respective support teams nearby.

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



PICKING UP THE PIECES

MONEY

- 500¥ from Sid to encourage the team to show up at the Vault (if needed)
- 6,000¥ from Dr. Tate for the paydata, +500¥ per net Negotiation hit (max 4)
- 500¥ from Becky 99 for looking for old trid chips
- 500¥ from Becky 99, +100 ¥ per recovered chip (max 5)

KARMA

- 2 Karma - Retrieving the data for Dr. Tate
- 2 Karma - Surviving the adventure
- 2 Karma - Overall adventure challenge

GAMEMASTER REWARD

When running this adventure you may choose to count this Mission as “played” for your personal *Shadowrun Missions* character. You must choose to do this the first time you run this Mission only and take the optional results to match those the team you gamemastered for earned. You may not choose to wait for a better attempt to choose your rewards. You're on the honor system here, so please don't skew the adventure to help the players gain extra rewards just so that you can get better results.

You will earn a flat amount of Karma and nuyen, regardless of how well (or poorly) the players do, listed below. For other Missions results and rewards that you track on the Debriefing Log (objectives completed, reputation and contacts earned, etc.), take the average results of the group you're gamemastering for. So, for example, if four out of six players earned a point of Notoriety, you will earn one as well. Or, if only two players out of five earn a +1 Loyalty with a given contact, you would not get that +1 Loyalty.

Karma Earned: 6

Nuyen Earned: 9,000¥

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, SR5). Besides the scenario-specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate. If a player earns Public Awareness or Notoriety, don't be afraid to give them extra points.

- +1 Street Cred if the players save the family in Scene 2 (“A Little Bit of Good”)
- +1 Street Cred if the players recover the sim footage for Becky 99
- +1 Notoriety for any player who shows up at the Vault in the Fleshmongers' vehicle
- +1 Public Awareness if the team starts a fight in the Vault
- +1 Public Awareness if the team shows up anywhere in the Zone with the Fleshmongers' vehicle

CONTACTS

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

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

Sid: If the runners recover and deliver the data to Dr. Tate, they either gain Sid at Loyalty 1 or gain +1 Loyalty if they all ready had him (to a maximum Loyalty 4). If the runners cause an issue in the Vault, they do not gain Sid as a contact and receive -1 Loyalty if they had Sid. (If this reduces Loyalty to zero, they lose him as a contact.)

Dr. Martin Tate: If the runners recover and deliver the data to Dr. Tate, they either gain Dr. Tate at Loyalty 1 or gain +1 Loyalty if they already had him (to a maximum Loyalty 4). If the runners cause an issue in the

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS



Vault, provoke him to break off his job offer, or betray him, they do not gain him as a contact and receive -1 Loyalty if they had Dr. Tate. (If this reduces Loyalty to zero, they lose him as a contact.)

Becky 99: If the runners recover and deliver the sim chips to Becky 99, they either gain Becky 99 at Loyalty 1 or gain +1 Loyalty if they all ready had her (to a maximum Loyalty 4). If the runners cause an issue in the Vault, provoke her to rescind her job offer, or betray her, they do not gain her as a contact and receive -1 Loyalty

if they had Becky 99. (If this reduces Loyalty to zero, they lose her as a contact.)

Matt Wrath: If the runners recover and deliver the sim chip to Becky 99, they either gain Matt Wrath at Loyalty 1 or gain +1 Loyalty if they all ready had him (to a maximum Loyalty 4). If the runners cause an issue in the Vault or betray him, they do not gain him as a contact and receive -1 Loyalty if they had Matt Wrath. (If this reduces Loyalty to zero, they lose him as a contact.)

LEGWORK

When a PC gets in touch with a contact, make an unopposed Connection + Connection test for the contact. The results of this test determine how many ranks of information the contact knows about the question. If the relevance of the subject is a specialty of the contact, they get +3 to this test. The player then makes an unopposed Charisma + Etiquette + Loyalty test, the results of which determine how many ranks of information the contact is willing to divulge for free, up to the max ranks of information they know. If the contact knows more, they will require a payment of 500¥ - (Loyalty x 100¥, minimum 100¥) per rank of information they still know.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make a Connection + Connection (1 hour) Extended Test. Additional information will be available at a cost of 1000¥ - (Loyalty x 100¥, minimum 200¥).

A **Matrix Search** action (p. 241, SR5) may also be utilized to gather information from the following charts, using the appropriate thresholds and search times.

THE VAULT

Contacts to Ask: Any

Contacts	Matrix Search	Information
0	0	Is that some new keeb nightclub?
1	1	It's a CZ swap meet.
2	3	Best place in the Zone to get busted up and then patched up.
3	—	It's got three sections: a clinic, a pit, and an open market.
4	6	It's in Desolation Angels' turf. They help keep the peace.
5	—	The deed shows Truman Technologies owns the land.

SID

Contacts to Ask: Chicago Runner, Chicago Ganger, Chicago Law Enforcement

Contacts	Matrix Search	Information
0	0	It's a rare skin disease trolls get.
1	1	He's a loud and obnoxious slag who thinks he has all the answers.
2	3	He runs his mouth when he has muscle nearby.
3	—	He's sort of like the upstairs neighbors to those women who worked in a beer plant on that old flatvid series.
4	6	He pays his way around then pays twice as much to the doc the following day.
5	—	He's repulsive yet somehow manages to have a solid pulse on the Zone.

MATT WRATH

Contacts to Ask: Chicago Runner, Professional Fighter, Street Doc

Contacts	Matrix Search	Information
0	0	A tropical storm?
1	1	Oh, joy. Another dandelion eater who fancies himself a pit fighter.
2	3	An elven pit fighter who has a pet devil rat.
3	—	He's an up-and-coming pit fighter. Not someone you want to cross.
4	6	He's not opposed to the occasional run, and he knows how to handle himself in a fight.
—	12	I found some video footage of him in the sewers dancing with a devil rat.

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



DR. MARTIN TATE

Contacts to Ask: Chicago Runner, CZ Resident, Street Doc

Contacts	Matrix Search	Information
0	0	He endorsed Dunkelzahn for UCAS president.
1	1	He runs some street clinics around the Zone.
2	3	He knows how to patch you up without asking too many questions.
3	—	For the right fee, he'll never turn a patient away .
4	6	He runs jobs out of the CZ as a Mr. Johnson.
5	—	He works for Truman Technologies.

TRUMAN TECHNOLOGIES

Contacts to Ask: Corporate Executive, Media Representative/Reporter, Chicago/Illinois Politician

Contacts	Matrix Search	Information
0	0	Some flatvid flick about living in a bubble.
1	1	Former Chicago corp. The bugs hit 'em really hard in the wallet.
2	3	Heard they're making a new reality series called Life in the Zone.
3	—	They're looking to relocate their corp HQ back to Chicago.
4	6	Horizon owns them, I think.
5	—	Truman's making a power play to gather up as much of the Zone as possible.

BECKY 99

Contacts to Ask: Chicago Runner, CZ Resident, Ganger

Contacts	Matrix Search	Information
0	0	The daughter of Becky 98 maybe?
1	1	She used to run the Chicago streets. Had some magic talent, I think.
2	3	Leader of a gang called the Desolation Angels. They're about as nice as a CZ street gang gets.
3	—	She's been around the CZ forever. She's a Rat shaman, and knows the back alleys like you would expect she would.
4	6	She has quite a collection of historical knickknacks from the city's past.
5	—	She's really interested in collecting historical data about the downfall of Chicago, and she can pay cash for good finds.

BRILLIANT GENESIS

Contacts to Ask: Actor, Chicago Corporate Executive, Entertainment Corporate Executive, Historian

Contacts	Matrix Search	Information
0	0	A really good version of the first book of the Bible.
1	1	Former trid company, I think.
2	3	They went down with the city, but they were struggling beforehand anyway. They had trouble keeping up with technology.
3	—	I think they had a big old sound stage complex on the North Side.
4	6	Once the trideo business moved away from their sound stage, they converted it into some sort of theme park, kind of like a local version of Universal Studios.
5	—	It was a whole <i>Neil the Ork Barbarian</i> theme park, with giant settings right out of the trid. It was beautiful.

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



CAST OF SHADOWS

BECKY 99



A Rat shaman and a former shadowrunner, Becky 99 survived in the chaos of the Containment Zone by joining up with a group of women who would eventually become the Desolation Angels. When the wall came down, she stayed with the group and mostly worked in the background until she decided to step forward and challenge the leaders of the gang's different factions. She believed they had lost focus, and she was disgusted with the way they treated any non-member, especially men. She defeated each faction's leader and united the Desolation Angels under a new banner. She's now working to make the Zone a little bit better and in the process wants to stamp out any and all remaining signs of the insect spirits that invaded her home.

Becky is a short, thin woman who appears to be in her late twenties but is in her thirties. She has short, spiky hair and dresses in ganger chic—lots of leather in Desolation Angels' colors of black and green. A couple of rat skulls decorate the shoulders of her armor jacket, and she wears a golden wedding band on a chain around her neck.

Connection: 4

Loyalty: Max Starting 3

Quote: "Ask me no questions, I'll tell you no lies."

B	A	R	S	W	L	I	C	EDG	ESS	M
5	5	6	3	6	3	5	5	6	6	9

Condition Monitor: 11/11

Armor: 12

Limits: Physical 6, Mental 6, Social 8

Initiative: 11 + 1D6

Active Skills: Assessing 6, Athletics skill group 5, Banishing 7, Blades (Knives) 5 (+2), Con 5, Conjuring 8, Counterspelling 8, Etiquette (Street) 4 (+2), First Aid 4, Intimidation 5, Negotiation (Bargaining) 6 (+2), Palming 5, Perception 5, Performance 4, Pistols 4, Ritual Spellcasting 4, Sneaking 7, Spellcasting 7, Survival 5, Throwing Weapons 4, Unarmed Combat 6

Knowledge Skills: Chicago Area 5, Insect Spirits 9, Famous Shadowrunners 4, Local Bars 3, Runner Hangouts 4, Magic Theory 4, Music (Modern Punk) 3 (+2), Street Gangs (Chicago) 6 (+2),

Qualities: Astral Chameleon, Focused Concentration 4, Spirit Bane (Insect spirits)

Initiate Grade: 4

Metamagics: Centering, Flexible Signature, Masking, Shielding

Gear: Armor jacket [12], contacts (capacity 3, w/ image link, low light, thermographic), Hermes Ikon commlink (DR 5), power focus (Rating 3, dagger), spell focus (Rating 4, Health, Sustaining, diamond-stud earring), spell focus (Rating 4, Illusion, Sustaining, diamond-stud earring), spirit focus (Rating 4, Beast spirits, silver ring)

Spells: Armor, Chaotic World, Control Actions, Death Touch, Detox, Fireball, Heal, Increase Reflexes, Invisibility, Levitate, Magic Fingers, Manaball, Manabolt, Mind Probe, Mind Link, Stunbolt, Stunball, Toxic Wave, Trid Phantasm

Bound Spirits: Spirit of beasts (Force 6, 5 services)

Weapons:

Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -1, SA, RC —, 15(c), 2 clips APDS ammo]

Combat Knife [Knife, Acc 6, Reach —, DV 5P, AP -3]

SID GAMBETTI

Sid is a smalltime fight promoter who represents Matt Wrath but wants to make his name as a fixer. He has a lot of contacts in the city but not a lot of pull—yet. He's hoping that if the shadowrunners he sets up on jobs are successful, it'll make his name. He's a sleazy, greasy weasel of a man, but he's smart and a survivor.

Short, balding, and hiding it poorly by wearing a ponytail, Sid has a taste for cheap suits, cheap whiskey, and cheaper cigars. He's the avatar of sleazy managers everywhere. Sid has a chrome datajack in his temple and a large, fake-diamond stud earring. He has his commlink in one hand and an obnoxious lit cigar in the other.

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS





MATT WRATH



Connection: 3
Loyalty: Max Starting 4

Quote: “Gentlemen, I’m sure we can come to an accommodation here. Know what I’m sayin’?”

B	A	R	S	W	L	I	C	EDG	ESS
3	3	3	2	5	3	5	4	4	5.5

Condition Monitor: 10/11

Armor: 6

Limits: Physical 4, Mental 6, Social 7

Initiative: 8 + 1D6

Active Skills: Computer 3, Con 5, Etiquette (Street) 5 (+2), First Aid 4, Forgery 4, Intimidation 5, Lockpicking 4, Negotiation (Bargaining) 6 (+2), Palming 6, Pilot Ground Vehicle 1, Sneaking 3

Knowledge Skills: Law (Contracts) 4 (+2), Gambling (Sports) 7 (+2), Sports (Underground Fighting) 7 (+2), Street Rumors 4

Augmentations: Commlink (DR 6), datajack, image link, sound link

Gear: Armor clothing [6], DocWagon Gold, Renraku Sensei Commlink (DR3, Uses this to hide his implanted commlink)

Matt grew up inside the Containment Zone and learned to fight for survival there. He became a boxer after the wall came down and was going to turn pro until he accidentally killed a man in the ring when his latent adept powers kicked in. After serving time in prison, he turned to underground fighting and quickly made a name for himself as one of the most dangerous fighters in the UCAS. He occasionally gets shadowrunning work through his manager, Sid. His best friend is a devil rat named Matt Rat who Matt rescued from being a ghouls lunch, and the devil rat serves as his companion and mascot. He always speaks in the third person, referring to himself by his full name “Matt Wrath.” He is blunt, to the point, and doesn’t play verbal or mind games. He’s also a bit of a showman and will play to a crowd if given a chance. He refers to beat-downs as a “Mattitude Adjustment.”

Matt Wrath is a beefy, burly, and positively *ugly* male elf. At 1.6m and 125kg, he’s built more like an ork than an elf, and his body shows years of abuse. He’s got numerous scars all over his body, and his nose has been broken and improperly reset several times. His head and face are both clean-shaven, and he has several tattoos, including the name “Wrath” written in glittering gold across his back.

Connection: 2
Loyalty: Max Starting 3

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



Quote: “You know what you’re willing to pay. Matt Wrath knows what you’re willing to pay. Cut the bulldrek and let’s just agree on a fee. Or does Matt Wrath have to give you a bit of a Mattitude Adjustment?”

B	A	R	S	W	L	I	C	EDG	ESS	M
5 (8)	6	5 (7)	6 (9)	3	2	5	3	4	6	8

Condition Monitor: 12/10

Armor: 15

Limits: Physical 8(11), Mental 4, Social 5

Initiative: 12 + 3D6

Active Skills: Animal Handling (devil rat) 3 (+2), Blades 4, Gymnastics 5, Intimidation 6, Longarms 3, Perception 5, Performance (Acting) 5 (+2), Pilot Ground Craft 2, Unarmed Combat 7 (10)

Knowledge Skills: Boxing 5, Metahuman Bone Breaking Points 4, Chicago Area (Containment Zone) 5 (+2), Chicago Clubs 4, Dwarven Punkbilly 4, Local Gangs 4, Underground Fighting 5

Languages: English N

Qualities: Adept, Criminal SIN, Toughness, Uncouth

Initiate Grade: 2

Metamagics: Power Point 2

Adept Powers: Critical Strike 1 (Unarmed), Improved Body 3, Improved Reflexes 2, Improved Strength 3, Killing Hands, Mystic Armor 1

Gear: Adept tattoo focus (Rating 6, Improved Unarmed Combat, “Wrath” across back), adept tattoo focus (Rating 4, Mystic Armor 2, barbed wire on biceps), armor jacket [12], DocWagon Gold, Metalink Commlink (DR 1, no significant personal data on Commlink), Matt Rat (pet devil rat), platinum credstick (only way he handles currency)

Weapons:

Defiance T-250 [Shotgun, Acc 4, DV 10P, AP -1, SS/SA, RC —, 5(m)]

Fists of Wrath [Unarmed, Acc 8, Reach 0, DV 10, AP —]

MARTIN TATE

Working on behalf of Horizon, Dr. Martin Tate is heading up their resurrection of the Truman Technologies name, utilizing the Truman assets that Horizon purchased following Crash 2.0. He has set up several clinics around Chicago and the Zone, utilizing his medical prowess to help the residents in the area. He’s also acting as a Mr. Johnson for Truman Tech and working to claim former Truman assets in the city.

Tate is a friendly, swarthy individual, though he often seems distracted, as if he’s thinking about a dozen things at once. Most of the time he wears a nice shirt, tie, and slacks under a white lab coat, and is always wearing a set of custom glasses that have a number of different lenses that he can flip down.



Connection: 5

Loyalty: Max Starting 3

Quote: “Of course. These situations always require a doctor.”

B	A	R	S	W	L	I	C	EDG	ESS
3	5	3	3	4	6	4	5	5	4.9

Condition Monitor: 10/10

Armor: 6

Limits: Physical 4, Mental 7, Social 7

Initiative: 7 + 1D6

Active Skills: Blades 4, Computer 5, Con 5, Cybertechnology 9, Etiquette 5, First Aid 7, Medicine 8, Negotiation 7, Perception 6

Knowledge Skills: Biology 7, Chemistry 5, Corporate Politics (Horizon) 4 (+2), Cyberware Design 3, Local Drug Dealers 4, Local Gangs 2, Medical Advances 5, Opera 4, Organleggers 4, Parabiology 6, Parazoology 6, Psychology 4, Smugglers 3

Languages: English N, Spanish 3

Augmentations: Datajack, data lock (Rating 12), pathogenic defense (Rating 6), mnemonic enhancer 3

Gear: Armor clothing [6], DocWagon Platinum, 10 tranq patches (Rating 10), 10 stim patches (Rating 10), 10 trauma patches

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



TASHA

Tasha looks to be all of a twelve-year-old girl who bounces around happy and content. No one knows exactly where she came from or where her parents are. All anyone knows is about a year ago she showed up at one of the Desolation Angels' clubhouses looking for Becky 99. The Desolation Angels have adopted Tasha as a mascot of sorts, a role that Tasha enjoys. She says she was sent to protect Becky 99 by "the voice behind the curtain." Tasha has shown a powerful aptitude as a technomancer and is fiercely protective of Becky 99.

B	A	R	S	W	L	I	C	EDG	ESS	R
3	3	4	3	5	5	5	4	4	6	5

Condition Monitor: 10

Armor: 12

Limits: Physical 5, Mental 7, Social 7

Initiative: 9 + 1D6

Active Skills: Compiling 7, Computer 5, Cybercombat 6, Decompiling 6, Leadership 4, Perception 5, Pistols 3, Registering 7, Software 6

Knowledge Skills: Chicago Streets 3, Japanese Pop Music 3, Urban Vermin 2

Qualities: Natural Hardening, Technomancer

Gear: Armor jacket [12], Erika Elite commlink (Device Rating 4)

Complex Forms: Cleaner [Target: Persona, Duration: P, FV: L + 1], Diffusion of Data Processing [Target: Device, Duration: S, FV: L + 1], Diffusion of Firewall [Target: Device, Duration: S, FV: L + 1], Editor [Target: File, Duration: P, FV: L + 2], Infusion of Attack [Target: Device, Duration: S, FV: L + 1], Infusion of Data Processing [Target: Device, Duration: S, FV: L + 1], Resonance Spike [Target: Device, Duration: I, FV: L], Tattletale [Target: Persona, Duration: S, FV: L - 2], Transcendent Grid [Target: Self, Duration: I, FV: L - 3]

Weapons:

Beretta 201T [Light Pistol, Acc 6, DV 6P, AP —, SA/BF, RC (1), 21(c)]

KIRA THOMPSON

Kira and reality never learned to get along well. She was a gangly youth with few friends when she emerged as a technomancer, and that event did not exactly endear her to any of her acquaintances. She became an avid consumer of all manner of fantasy trids, but her habit became hard to feed when her family pushed her out of their (admittedly limited and rundown) living space.

She met all manner of people on the streets, including a quiet guy named Jeff who sold bootleg trids and other illicit chips to anyone who had functioning gear. As it turned out, she and Jeff had the same taste in trids, so she spent a lot of days hanging out on the corner where he sold his goods, chatting about their favorite flicks, stars, and directors.

The day Jeff got up the courage to ask her to see "something awesome" with him turned out to be a pivotal moment in both their lives. He showed her a huge building that looked like it had come right out of a *Neil the Ork Barbarian* trid, with a swamp, a deluxe cave home, and even a swinging, fire-breathing dragon.

She and Jeff started spending a lot of time there, and it wasn't more than three months after their first visit that Jeff suggested they just move in. Kira readily accepted. The surroundings changed her, giving her a place where she truly felt she belonged. Jeff changed too, adapting himself smoothly to the role of her beloved ork barbarian. He went from mild-mannered to fierce, and his change in demeanor was largely responsible for attracting the followers that eventually shared their wild home with them.

The Chicago Genesis studios are the only place where Kira has ever really felt at home, and she will fight fiercely to preserve it. To her, it is the only reality that matters.

B	A	R	S	W	L	I	C	EDG	ESS	R
3	4	4	4	5	5	5	5	5	6	7

Condition Monitor: 10

Armor: 12

Limits: Physical 5, Mental 7, Social 7

Initiative: 9 + 1D6 / 13 + 4D6

Active Skills: Compiling 7, Computer 6, Cybercombat 6, Decompiling 6, Leadership 4, Perception 6, Registering 7, Software 7, Hacking 4

Knowledge Skills: CZ Streets 4, Fantasy Trids 4, Neil the Ork Barbarian Trids 6, Show Business Personnel 4, Urban Food Sources 5

Submersion: 1

Echoes: Overclocking

Qualities: Magic Resistance 2, Natural Hardening, Technomancer

Gear: Armor jacket [12]

Complex Forms: Cleaner [Target: Persona, Duration: P, FV: L + 1], Diffusion of Data Processing [Target: Device, Duration: S, FV: L + 1], Diffusion of Firewall [Target: Device, Duration: S, FV: L + 1], Editor [Target: File, Duration: P, FV: L + 2], Infusion of Attack [Target: Device, Duration: S, FV: L + 1], Infusion of Data Processing [Target: Device, Duration: S, FV: L + 1], Resonance Spike [Target: Device, Duration: I, FV: L], Tattletale [Target: Persona, Duration: S, FV: L - 2], Transcendent Grid [Target: Self, Duration: I, FV: L - 3], Pulse Storm [Target: Persona, Duration: I, FV: L], Resonance Spike [Target: Device, Duration: I, FV: L]

Registered Sprites: Fault sprite [Level 7, 6 tasks]

COVER

WE BOTH REACHED FOR THE GUN

INTRO

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

PLAYER HANDOUTS



JEFF "NEIL" THOMPSON

There were two pivotal moments in Jeff Thompson's life. One was when his big brother came home with a copy of a trid that had just been released and that normally he'd never be able to afford; and the other was when he saw the tag at the end of a trid that read "Filmed at Chicago Genesis Studios." After the first event, he learned that there was such a thing as bootleg trids, which gave him his primary income stream in his late teens; after the second, he discovered the *Neil the Ork Barbarian*-themed studio, which he immediately knew was the most perfect place on the face of the Earth.

A vision of what his life could be came right to mind as soon as he saw the studio's interior. He saw himself in the cave, gazing out over his mighty dominion. He saw a tribe of followers, cheerfully carrying out his will. He saw Kira in a loincloth. He knew how great it all could be.

Jeff had always had some strength—he used it occasionally to make some of the black marketeers he dealt with back down when they tried to pull one over on him—but when he and Kira moved into the studios, he used his physical abilities like he never had before. All the running, jumping, lifting, and climbing added bulk and definition to his muscles, and he was very pleased to see a certain resemblance between himself and his ork barbarian idol. He grew out his hair and cultivated an angry facial expression so that he could have the very rare experience of becoming his hero.

Now, Chicago Genesis is not Jeff's home. It is his kingdom—his birthright. He feels he earned it through hard work and dedication, and he will defend it as any lord—or ork barbarian—would defend his realm.

B	A	R	S	W	L	I	C	EDG	ESS	M
6	6 (9)	6 (9)	6	5	5	6	5	6	6	8

Condition Monitor: 13

Armor: 14

Limits: Physical 8 (9), Mental 7, Social 7

Initiative: 15 + 4D6

Active Skills: Athletics skill group 6, Stealth skill group 7, Close Combat skill group 8, Archery (Bow) 8 (+2), Perception 7, Leadership 7, Negotiation 7

Knowledge Skills: Chicago Black Markets 4, Fantasy Trids 5, Neil the Ork Barbarian Trids 6, Show Business Personnel 4

Qualities: High Pain Tolerance 3

Initiate Grade: 2

Metamagics: Power Point 2

Adept Powers: Astral Perception, Improved Reflexes 3, Enhanced Accuracy (Archery), Enhanced Accuracy (Blades), Improved Agility 3, Mystic Armor 2, Danger Sense 4

Gear: Armor jacket [12]

Weapons:

Compound Bow [Rating 6 Bow, Acc 7, DV 8P, AP -2, SS]

Combat axe weapon focus [Force 2, Combat axe, Acc 5, Reach 2, DV 11P, AP -4]

COVER

WE BOTH
REACHED FOR
THE GUN

INTRO

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

SCENE 7

SCENE 8

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

PLAYER
HANDOUTS





Sid is a small-time fight promoter who represents Matt Wrath, but who wants to make his name as a fixer. He has a lot of contacts in the city, but not a lot of pull, yet. He's hoping that if the shadowrunners he sets up on jobs are successful, it'll make his name. He's a sleazy, greasy weasel of a man, but he's smart and a survivor. He is the avatar for sleazy managers everywhere, and always has a commlink in one hand and a cigar in the other.

SID GAMBETTI

Fixer, Fight Manager
Male Dwarf

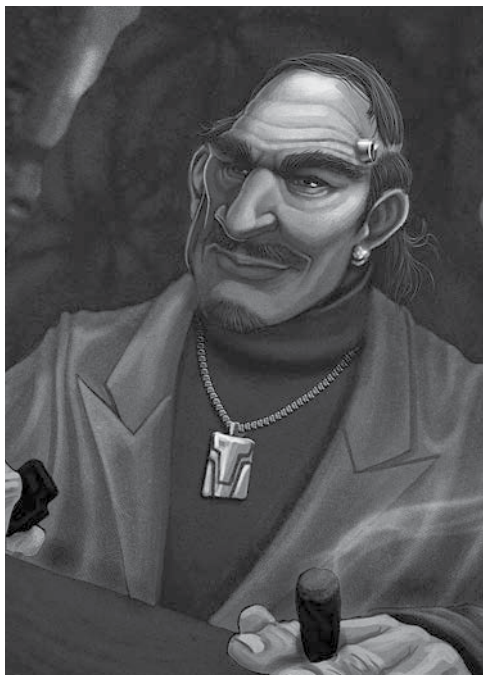
Connection Rating: 3

Loyalty:

Key Active Skills: Etiquette, Negotiation

Knowledge Skills: Law (Contracts), Gambling (Sports), Sports (Underground Fighting), Street Rumors

Uses: Jobs, Information



Sid is a small-time fight promoter who represents Matt Wrath, but who wants to make his name as a fixer. He has a lot of contacts in the city, but not a lot of pull, yet. He's hoping that if the shadowrunners he sets up on jobs are successful, it'll make his name. He's a sleazy, greasy weasel of a man, but he's smart and a survivor. He is the avatar for sleazy managers everywhere, and always has a commlink in one hand and a cigar in the other.

SID GAMBETTI

Fixer, Fight Manager
Male Dwarf

Connection Rating: 3

Loyalty:

Key Active Skills: Etiquette, Negotiation

Knowledge Skills: Law (Contracts), Gambling (Sports), Sports (Underground Fighting), Street Rumors

Uses: Jobs, Information



Sid is a small-time fight promoter who represents Matt Wrath, but who wants to make his name as a fixer. He has a lot of contacts in the city, but not a lot of pull, yet. He's hoping that if the shadowrunners he sets up on jobs are successful, it'll make his name. He's a sleazy, greasy weasel of a man, but he's smart and a survivor. He is the avatar for sleazy managers everywhere, and always has a commlink in one hand and a cigar in the other.

SID GAMBETTI

Fixer, Fight Manager
Male Dwarf

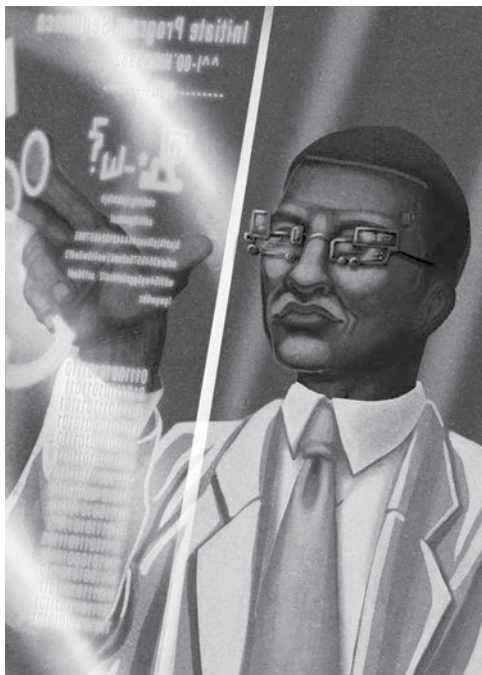
Connection Rating: 3

Loyalty:

Key Active Skills: Etiquette, Negotiation

Knowledge Skills: Law (Contracts), Gambling (Sports), Sports (Underground Fighting), Street Rumors

Uses: Jobs, Information



Dr. Martin Tate is working on behalf of Horizon, heading up their resurrection of the Truman Technologies name, utilizing the assets of that company that they purchased following Crash 2.0. He has set up several clinics around Chicago and the Zone, utilizing his medical prowess to help the residents in the area. He's also acting as a Mr. Johnson for Truman Tech, working to claim former Truman assets in the city.

DR. MARTIN TATE

Horizon/Truman Tech Dr. Johnson
Male Human

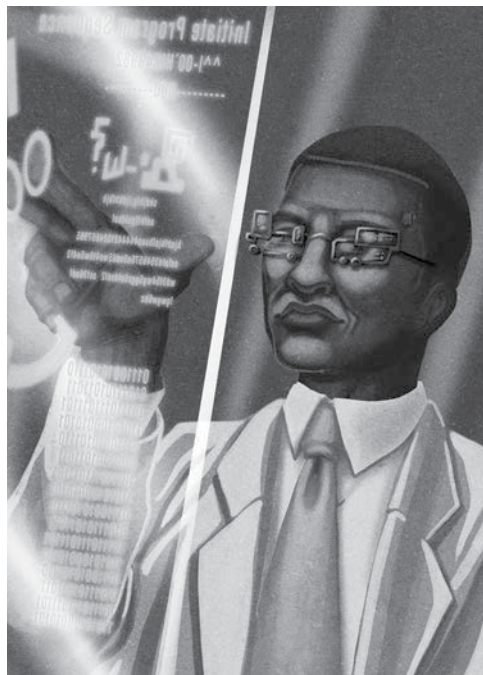
Connection Rating: 5

Loyalty:

Key Active Skills: Biotech Group, Etiquette, Negotiation

Knowledge Skills: Biology, Chemistry, Corporate Politics (Horizon), Cyberware Design, Local Drug Dealers, Local Gangs, Medical Advances, Opera, Organleggers, Psychology, Smugglers

Uses: Cyber and Bio, Information, Jobs



Dr. Martin Tate is working on behalf of Horizon, heading up their resurrection of the Truman Technologies name, utilizing the assets of that company that they purchased following Crash 2.0. He has set up several clinics around Chicago and the Zone, utilizing his medical prowess to help the residents in the area. He's also acting as a Mr. Johnson for Truman Tech, working to claim former Truman assets in the city.

DR. MARTIN TATE

Horizon/Truman Tech Dr. Johnson
Male Human

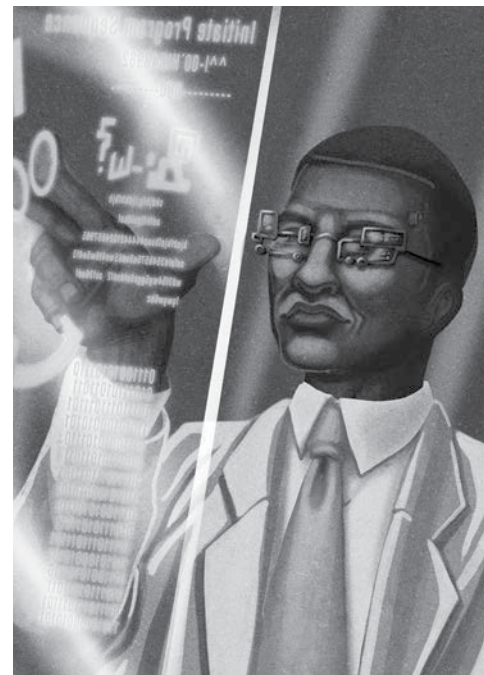
Connection Rating: 5

Loyalty:

Key Active Skills: Biotech Group, Etiquette, Negotiation

Knowledge Skills: Biology, Chemistry, Corporate Politics (Horizon), Cyberware Design, Local Drug Dealers, Local Gangs, Medical Advances, Opera, Organleggers, Psychology, Smugglers

Uses: Cyber and Bio, Information, Jobs



Dr. Martin Tate is working on behalf of Horizon, heading up their resurrection of the Truman Technologies name, utilizing the assets of that company that they purchased following Crash 2.0. He has set up several clinics around Chicago and the Zone, utilizing his medical prowess to help the residents in the area. He's also acting as a Mr. Johnson for Truman Tech, working to claim former Truman assets in the city.

DR. MARTIN TATE

Horizon/Truman Tech Dr. Johnson
Male Human

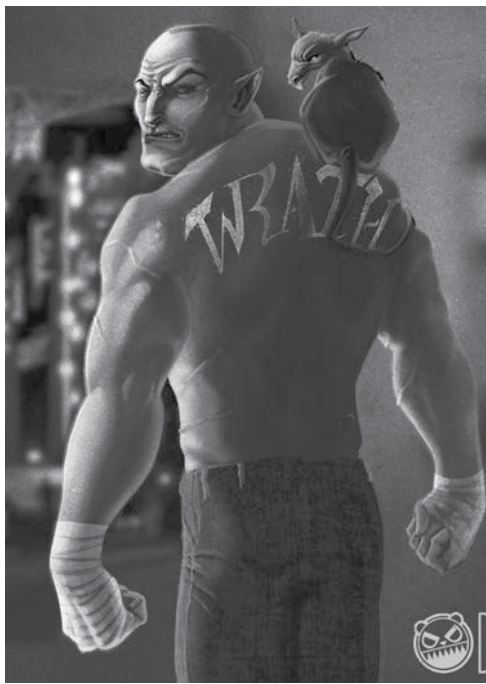
Connection Rating: 5

Loyalty:

Key Active Skills: Biotech Group, Etiquette, Negotiation

Knowledge Skills: Biology, Chemistry, Corporate Politics (Horizon), Cyberware Design, Local Drug Dealers, Local Gangs, Medical Advances, Opera, Organleggers, Psychology, Smugglers

Uses: Cyber and Bio, Information, Jobs



Matt grew up as a kid inside the containment zone and learned to fight to survive there. He accidentally killed a man in the boxing ring when his latent adept powers kicked in. He served a couple years in prison, and turned to underground fighting when he got out, quickly making a name for himself as one of the most dangerous fighters in the UCAS. His best friend is a devil rat named Matt Rat who he rescued from being a ghou's lunch, and the devil rat serves as his companion and mascot. He always speaks in the third person, referring to himself by his full name "Matt Wrath." He is blunt, to the point, and doesn't play verbal or mind games. He's also a bit of a showman, and will play to a crowd if given a chance, and refers to beat-downs as a "Mattitude Adjustment."

MATT WRATH

Adept Pit Fighter
Male Elf

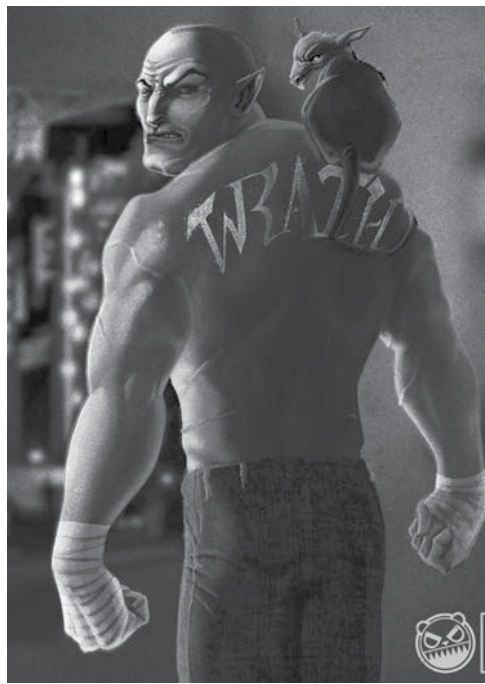
Connection Rating: 2

Loyalty:

Key Active Skills: Animal Handling (Devil Rat), Blades, Gymnastics, Intimidation, Perception, Performance (Acting), Unarmed Combat

Knowledge Skills: Boxing, Metahuman Bone Breaking Points, Chicago Area (Containment Zone), Chicago Clubs 4, Dwarven Punkbilly 4, Local Gangs 4, Underground Fighting 5

Uses: Street Rumors, Muscle, Fight Tickets



Matt grew up as a kid inside the containment zone and learned to fight to survive there. He accidentally killed a man in the boxing ring when his latent adept powers kicked in. He served a couple years in prison, and turned to underground fighting when he got out, quickly making a name for himself as one of the most dangerous fighters in the UCAS. His best friend is a devil rat named Matt Rat who he rescued from being a ghou's lunch, and the devil rat serves as his companion and mascot. He always speaks in the third person, referring to himself by his full name "Matt Wrath." He is blunt, to the point, and doesn't play verbal or mind games. He's also a bit of a showman, and will play to a crowd if given a chance, and refers to beat-downs as a "Mattitude Adjustment."

MATT WRATH

Adept Pit Fighter
Male Elf

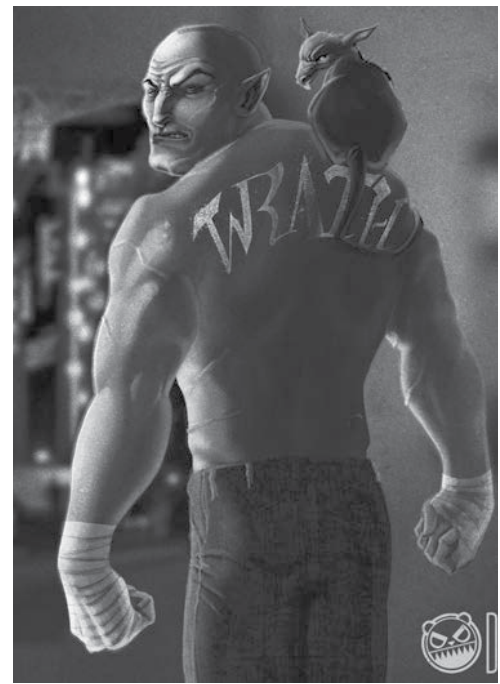
Connection Rating: 2

Loyalty:

Key Active Skills: Animal Handling (Devil Rat), Blades, Gymnastics, Intimidation, Perception, Performance (Acting), Unarmed Combat

Knowledge Skills: Boxing, Metahuman Bone Breaking Points, Chicago Area (Containment Zone), Chicago Clubs 4, Dwarven Punkbilly 4, Local Gangs 4, Underground Fighting 5

Uses: Street Rumors, Muscle, Fight Tickets



Matt grew up as a kid inside the containment zone and learned to fight to survive there. He accidentally killed a man in the boxing ring when his latent adept powers kicked in. He served a couple years in prison, and turned to underground fighting when he got out, quickly making a name for himself as one of the most dangerous fighters in the UCAS. His best friend is a devil rat named Matt Rat who he rescued from being a ghou's lunch, and the devil rat serves as his companion and mascot. He always speaks in the third person, referring to himself by his full name "Matt Wrath." He is blunt, to the point, and doesn't play verbal or mind games. He's also a bit of a showman, and will play to a crowd if given a chance, and refers to beat-downs as a "Mattitude Adjustment."

MATT WRATH

Adept Pit Fighter
Male Elf

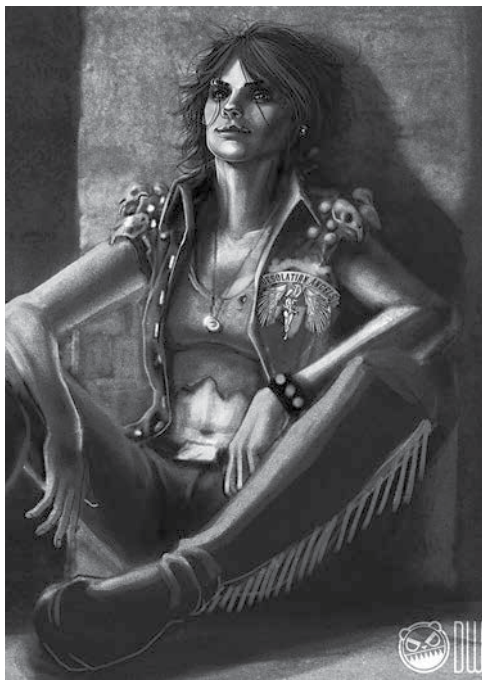
Connection Rating: 2

Loyalty:

Key Active Skills: Animal Handling (Devil Rat), Blades, Gymnastics, Intimidation, Perception, Performance (Acting), Unarmed Combat

Knowledge Skills: Boxing, Metahuman Bone Breaking Points, Chicago Area (Containment Zone), Chicago Clubs 4, Dwarven Punkbilly 4, Local Gangs 4, Underground Fighting 5

Uses: Street Rumors, Muscle, Fight Tickets



A Rat Shaman and a former shadowrunner, Becky 99 survived in the chaos of the Containment Zone by joining up with a group of women who would eventually become the Desolation Angels. When the wall came down, she stayed with the group, mostly working in the background until last year when she stepped forward and challenged the leaders of the different factions of the gang. Believing that they had lost focus and disgusted with the way they treated anyone not a member of the gang, especially men, she defeated each faction's leader and united the Desolation's under a new banner. She's now working to make the Zone a little bit better, and in the process wants to stamp out any and all remaining signs of the Insect Spirits that once invaded her home.

BECKY 99

Rat Shaman, Gang Leader
Female Human

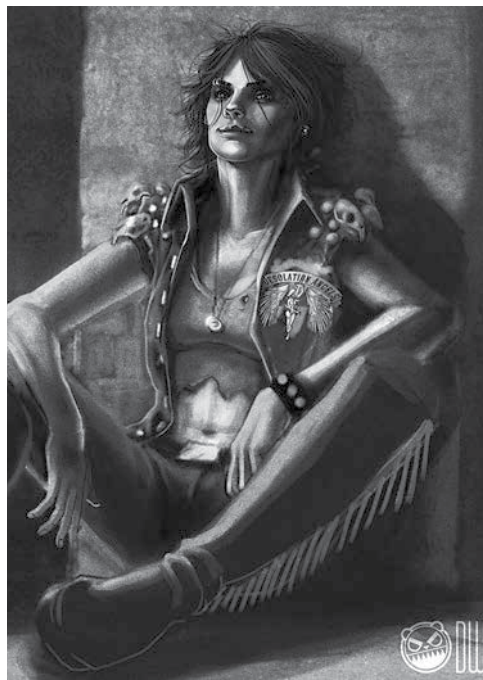
Connection Rating: 4

Loyalty:

Key Active Skills: Conjuring Group, Spell-casting Group, Stealth Group

Knowledge Skills: Chicago Area, Insect Spirits, Famous Shadowrunners, Local Bars, Runner Hangouts, Magic Theory, Music (Modern Punk), Street Gangs (Chicago)

Uses: Street Info, Rumors, Jobs



A Rat Shaman and a former shadowrunner, Becky 99 survived in the chaos of the Containment Zone by joining up with a group of women who would eventually become the Desolation Angels. When the wall came down, she stayed with the group, mostly working in the background until last year when she stepped forward and challenged the leaders of the different factions of the gang. Believing that they had lost focus and disgusted with the way they treated anyone not a member of the gang, especially men, she defeated each faction's leader and united the Desolation's under a new banner. She's now working to make the Zone a little bit better, and in the process wants to stamp out any and all remaining signs of the Insect Spirits that once invaded her home.

BECKY 99

Rat Shaman, Gang Leader
Female Human

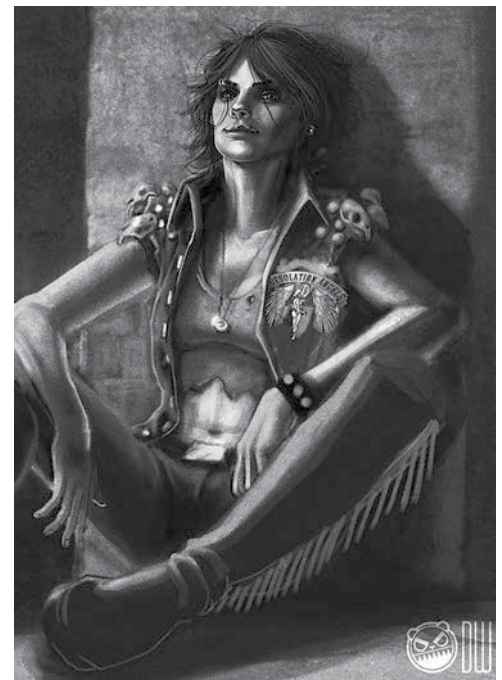
Connection Rating: 4

Loyalty:

Key Active Skills: Conjuring Group, Spell-casting Group, Stealth Group

Knowledge Skills: Chicago Area, Insect Spirits, Famous Shadowrunners, Local Bars, Runner Hangouts, Magic Theory, Music (Modern Punk), Street Gangs (Chicago)

Uses: Street Info, Rumors, Jobs



A Rat Shaman and a former shadowrunner, Becky 99 survived in the chaos of the Containment Zone by joining up with a group of women who would eventually become the Desolation Angels. When the wall came down, she stayed with the group, mostly working in the background until last year when she stepped forward and challenged the leaders of the different factions of the gang. Believing that they had lost focus and disgusted with the way they treated anyone not a member of the gang, especially men, she defeated each faction's leader and united the Desolation's under a new banner. She's now working to make the Zone a little bit better, and in the process wants to stamp out any and all remaining signs of the Insect Spirits that once invaded her home.

BECKY 99

Rat Shaman, Gang Leader
Female Human

Connection Rating: 4

Loyalty:

Key Active Skills: Conjuring Group, Spell-casting Group, Stealth Group

Knowledge Skills: Chicago Area, Insect Spirits, Famous Shadowrunners, Local Bars, Runner Hangouts, Magic Theory, Music (Modern Punk), Street Gangs (Chicago)

Uses: Street Info, Rumors, Jobs

DEBRIEFING LOG



PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 5A-02: CRITIC'S CHOICE

There never is such a thing as a simple breaking and entering job especially in Chicago. The teams' metal and ingenuity are put to the test as they as they get a taste of celebrity life—in the weirdest possible way.

- Save the Family
- Recover the data from Dr. Tate
- Recover the sim chips for Becky 99
- Kill the lost ones
- Negotiate with the lost ones

SYNOPSIS

MISSION RESULTS

Names

Character Improvement

Karma Cost

TEAM MEMBERS

ADVANCEMENT

Previous Available _____
 Earned _____
 Spent _____
 Remaining Available _____
 New Career Total _____

Street Cred _____
 Notoriety _____
 Public Awareness _____

- Sid
- Matt Wrath
- Dr. Tate
- Becky 99

- Priority Medical Service at Dr. Tate's clinic (1-time use)

KARMA

REPUTATION

Previous Available _____ ¥
 Earned _____ ¥
 Spent _____ ¥
 Remaining _____ ¥

GM's Name _____
 GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

DEBRIEFING LOG

