

SHADOWRUN

Missions

SRM02-22 BACKLASH
BY: BRUCE FORD



INTRODUCTION..... 3
 Preparing the Adventure 3
 Adventure Structure..... 3
 Running the Adventure 3
 General Adventure Rules 4
 Non-Player Characters..... 4
 Table Rating..... 4
 A Note on Commlinks 4
 Crossing Borders 4
 Contacts 5
 Tracking Faction 5
 Paperwork..... 5
ADVENTURE BACKGROUND..... 6
PLOT SYNOPSIS 6
GM’S NOTE..... 6
SOME DAYS IT ALL GOES RIGHT
 7
AND SOME DAYS IT DOESN’T 9
AN OLIVE BRANCH..... 11
KARMA COMES AROUND 12
OUR END OF THE BARGAIN..... 14
KOSHARI CLOSURE 15
PICKING UP THE PIECES 16
LEGWORK 17
CAST OF SHADOWS..... 18
 Lt. Charles Endersby 18
 Col. David “Juggernaut” Benjamin .. 18
 Tabitha “Tabby” Morgan 19
 Dr. Samuel Perettico (Street Doc)..... 19
 Matt Greyfox 20
 Mark Longfeather (Koshari Chief) 20

BACKLASH CREDITS

WRITER
 Bruce Ford

SHADOWRUN LINE DEVELOPER
 Rob Boyle

SHADOWRUN MISSIONS COORDINATOR
 John Dunn

PROOFREADERS
 Aaron Pavao, Adam Large

CHARACTER AND INTERIOR ART
 Patrick Sullivan
squinkyproductions@yahoo.com

COVER DESIGN AND MISSIONS LOGO
 Andy Coen and Cullen Erbacher
<http://www.broomstickfighters.com>

MAPS
 Andy Coen

Copyright© 2007 by WizKids, Inc. Shadowrun and WK Games are trademarks and/or registered trademarks of WizKids, Inc. in the United States and/or other countries. Shadowrun Missions and tournament details are part of the campaign setting sponsored by Catalyst Game Labs. All Rights Reserved.

This adventure may not be reproduced, repackaged, or redistributed without prior approval of Catalyst Game Labs.

Published by: Catalyst Game Labs
 PMB 202
 303 91st Ave NE, G-701
 Lake Stevens, WA 98258

Find us online:
info@shadowrun4.com
 (Shadowrun questions)

<http://www.shadowrun4.com>
 (official Shadowrun website)

<http://www.catalystgamelabs.com>
 (Catalyst Game Labs website)

<http://www.catalystdemos.com>
 (Demo Team website)

<http://www.wizkidsgames.com>
 (WizKids website)

INTRODUCTION

Backlash is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Happenstance* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-22B, *Backlash*, *Playing Aids*.

Preparing the Adventure

Backlash is intended for use with *Shadowrun*, *Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

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

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

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

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

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

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

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

Running the Adventure

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

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

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

General Adventure Rules

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

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

Non-Player Characters

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

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

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

Table Rating

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

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

A Note on Commlinks

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

Crossing Borders

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

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

If the whole party is attempting to cross as a group, use a Teamwork test (**SR4** p.59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

Contacts

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

Tracking Faction

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

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

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

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (**SR4** pp.257-8).

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

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

Adventure Background

The Chavez family has recently had some setbacks due to Koshari interference with their business operations, in spite of the Lakeside treaty. Deciding that enough was enough, they chose to make an object lesson of a known Koshari Johnson and took his bodyguard captive for leverage to attempt to turn a known corporate fixer to their own services.

Matt Greyfox, the bodyguard, is a former lover and still close friend of Tabby's. She is irate that Omar Chavez is attempting to use her friend to blackmail her, but she is also in a bind as the bodyguard is the son of one of Tabby's corporate contacts. Unhappy about his son's choice to become a bodyguard in the shadows, but believing that each person must choose their own path, the suit was unwilling to force the issue. Instead, he asked Tabby to strike up an acquaintance with his son and keep an eye on him. She honored that request but it became something more. Tabby now finds herself concerned about how the father may react if he learns about the affair and how his son has become a bargaining chip. She wants the situation resolved quickly. Once she heard about the runners' plight and discovered where Matt was being held, she contacted the team. She believes they are the perfect people to teach Omar Chavez a lesson that he should take to heart, while maintaining her corporate connections.

Plot Synopsis

The runners are returning to meet their Koshari Johnson after successfully completing a run. When they arrive at the meet, their Johnson is dead. With barely any time to assess the situation, they are jumped by a ZDF patrol that was responding to a call for backup. The Johnson was a deep-cover operative for the ZDF. Unfortunately for the runners, they appear to be the guilty party.

Escaping from the patrol, the runners find their contacts drying up and learn through the news that they are wanted for murder and the situation is desperate with a manhunt on for them.

Eventually Tabby, a fixer, contacts them. She asks them to rescue the Johnson's bodyguard. If successful, she will get their names cleared with both the ZDF and the criminal underground.

The runners have limited time to prepare before they hit a Chavez safe house. A firefight may ensue with a Koshari strike team adding to the chaos. The runners have a good opportunity to rescue the bodyguard and escape.

Rendezvousing with Tabby, they are interrupted by a ZDF patrol. After this is resolved, Tabby pays them off and tells them to go to ground for a bit until she contacts them to take them to a meet with Mark Longfeather where they can explain the situation.

GM's Note

Before starting this Mission, have your players determine what gear that they would have on them for an onsite data-steal. This equipment is likely all that they will have for the entirety of the run.

Some Days It All Goes Right

What's up Chummer?

The team just finished a run that went without a hitch. They are about to turn over the data to a Johnson at Sloan Lake Park in the PCC and receive their final payment. When they get to the meet, they find their Johnson dead and they've only moments to investigate before the ZDF arrives.

Tell it to them straight

The run into Englewood against the Golden Triangle storage facility was a complete success. Your contacts had been forthcoming though not without 'appropriate compensation' but spending your entire advance was worth it. Not a shot fired, no one injured and you knew your Johnson was Koshari. This data snatch gives the Koshari the upper hand against the Triad but really, what do you care? The Triad doesn't know it was you; all that remains is getting your cred and to celebrate at a club before last call. Pulling into the Sloan Lake Park parking lot, you see your Johnson's limo waiting.

Behind the Scenes

Refer to Map One. It's 1AM when the PCs arrive. The Johnson's Mitsubishi Nightsky is parked part way across the lot; the passenger door on the far side is open. No one is in sight.

Upon closer examination it will become apparent that violence has occurred here. The side windows have been shot out and bullet holes mark the body of the vehicle. The Johnson's body lies partly slumped out of the car, his body riddled with bullets with blood pooling around him. There are other smaller pools and drops of blood near the car. A quick look shows no sign of the Johnson's bodyguard.

The runners have just missed a Chavez-family mafia hit team that has killed their Johnson and kidnapped his bodyguard. They have less than a minute to investigate before a squad of ZDF troopers arrive. In that time, they can find a few clues as to who may have been behind this attack:

- A quick search of the body and the car will reveal that all of the Johnson's personal effects including his commlink and briefcase were taken.
- The Nightsky though damaged is still drivable.
- A Perception+Intuition [2] test will reveal portions of two fingers and the ruined hand-grip of a pistol under the limousine. The grip is nickel-plated and has been engraved with the initials D.P. in gold. See Legwork for more information.
- While the team was driving up Sheridan Boulevard, any character looking out the front window of the team's vehicle he or she may recall a Black Bulldog Van pulling out on to Sheridan from Sloan Lake Park while they were still a couple blocks away. The runner must make a memory [2] test modified as appropriate by qualities or gear.

The Johnson was a ZDF agent that called in support and now the runners are standing over his dead body.

Use your best guess on letting about a minute pass to give each PC an action before springing the arrival of the ZDF squad on them. Use the Tir Ghosts Squad stats (**SR4** p.276), though not all are elves. They arrive in Chrysler Patrol-1's, two troopers per car.

With a table rating of Green, assign one trooper per player character at the table. One of these troopers will be ZDF Lieutenant Charles Endersby (see **Cast of Shadows**).

For every table rating above Green add two more troopers per table rating, one of which will be armed with a Stoner-Ares M202 MMG instead of the H&K. If the table rating is veteran or higher, one Northrup Wasp armed with an LMG will arrive on scene to give air cover. Finally, if the table rating is Prime, add one Combat Mage archetype. A table rating of Prime would have ten additional troopers; five of which would be armed with MMGs, a Combat Mage, and one Northrup Wasp plus the original one trooper per PC.

Lieutenant Endersby will begin by demanding that the PCs drop their weapons and peaceably surrender. The ZDFers will not shoot first, unless the team tries to run.

He is willing to hear the runners out provided they either surrender without firing a shot or initiate negotiations but he remains cautious and rather unfriendly given one of their agents is down. The runners will need to have good fake SINS and will need to make an opposed Negotiation or Con skill roll to talk their way out of this. GM's are encouraged to provide the player character with extra dice for exceptional role-playing of this negotiation.

Unless the PCs manage to brilliantly talk their way out of it, the ZDF will run a scan of their SINS (Scanner Rating 1 + (TR/2)) during the course of the discussion. If their SIN fails the scan or they do not have a SIN, they will be brought into ZDF headquarters at gunpoint for further processing. (See Debugging.)

If any ZDF troopers suffer a critical injury, this will add pressure as the future events of this run unfold. Keep track of the critically injured troopers, as one of these will have an important impact on the runners later in this scenario, as she is Jolee Benjamin, daughter of the ZDF Commander: Colonel David Benjamin.

If the PCs investigate the file on the data chip, they'll find that it's a series of commlink voice call records. A data search will reveal that the phone that the commlink that placed all of the calls belongs to Lin Yao. Any attempts to contact Lin will be unsuccessful.

Once the runners escape, proceed to **And Some Days It Doesn't**.

Debugging.

This encounter will be far more difficult for the runners if they do not arrive in a

common vehicle or decide for some reason to come by public transit. You can either give them a Bulldog Van that they stole specifically for the run that they are just finishing as they will have to ditch it anyway a short time after the encounter with the ZDF or, if necessary, they could steal the Nightsky to use as a getaway vehicle. Wise characters will not have either vehicle by the end of the run, as they will be dangerously hot. The van has been reported stolen by this time and so there will be an APB out for it. If the runners do escape with the Nightsky, the Koshari will want it back.

If the runners bug out without investigating the limousine, have the ZDF troopers arrive as the player characters are leaving the park. Half of the Patrol-1's will chase down the player characters' vehicle to question them while the other half races to the aid of their operative. Shortly after that, the chase cars will definitely want to stop the characters as they're now prime suspects. This will likely become a chase scene and running gunfight.

If the runners allow themselves to be taken into custody by the ZDF, forensics will quickly clear them as the perpetrators and a healthy but unknown bribe by Tabby will get them released. The runners will have to pay a bribe of 50¥ * TR for any piece of equipment that is illegal and/or unlicensed. Even a fake license will avoid the need for this bribe as the ZDF is far more interested in finding the real killers of their operative.

If they cannot pay the bribe and their fake SIN is discovered (scanned as above) or they do not have one, they will be assigned a Criminal SIN as part of the processing and receive 2 points of Notoriety.



And Some Days It Doesn't

What's up Chummer?

The runners find themselves on the run and trying to find answers but their contacts seem to be drying up as are their options on where to turn and what to do. This can be anywhere that the PCs have a safe house.

Tell it to them straight

Well this is just fucked! The Johnson's dead and you're on the run. The ZDF consider you the prime suspects. What were they doing there anyway? Shouldn't it have been PuebSec? You've managed to slip them for the moment but with that firefight you are most likely on the top spot of tonight's Most Wanted list.

Behind the Scenes

Let the players sweat this one out and attempt to figure things out by whatever means they wish. If they attempt to call various contacts, require a Loyalty (1) test first. Contacts who fail this test, shut them down stating they are too hot a commodity to deal with right now. Those who pass the test will still cautiously aid runners with legwork and may point them in the direction of Tabby. See *An Olive Branch*.

If they attempt to log into various shadow services in the Matrix, they'll find their accounts temporarily flagged as hot and asked to keep their time on the shadow boards limited. Though this is one of the few places hackers can shine as they can learn some of what is going on through data searches. Keep the suspense up, as the flags continue to warn them that they are hot but allow any hacker PC a chance to obtain the information listed in the Legwork section. However, once they have obtained all they are likely to get, have one of the board's administrators pull them into private chat to explain that they are too hot right now and he is temporarily suspending their account to prevent unwanted ZDF attention.

Have this go on long enough to build frustration and get the point across that they are in a serious load of trouble. Play it out for as long as is appropriate for your players and then give them the following information either through the news, a contact that

decided their loyalty was more important than the heat, or Tabby, if they've already contacted her (see below).

- Give them Player Handout A: A breaking news story about the firefight between the ZDF and the runners. It notes that the ZDF has established a manhunt to find these criminals, and that there is a substantial cash reward for information leading to their capture. They've gone so far as to shut down any and all exits out of Denver.
- After some time has passed, give the players Player Handout B: More breaking news on the firefight that one of the dead or critically injured (as is appropriate) is Lieutenant Jolee Benjamin, daughter of the Commander of the ZDF, UCAS Colonel David "Juggernaut" Benjamin. This has increased the ZDF's determination to bring these killers to justice.

If one or more of the runners have Tabby as a contact and they attempt to reach her at this time, she won't immediately blow them off like their other contacts but she will inform them that she is in the middle of something at the moment and will have to get back to them shortly. She may reveal one or more of the points above before she has to go and resume another job. She's currently trying to track down where Chavez is holding the bodyguard having just heard from one of Omar's lieutenants.

If the team contacts a syndicate with whom they have a Faction Rating of -1 or worse for help, that faction will initially offer help, but will attempt to turn them in to the ZDF. See Pushing the Envelope below for more on this option.

If the runners have a Faction Rating of 2 or better with the Triads, the Vory, or the Casquilho Mafia, they will agree to a meet. At that meet, if the runners freely turn over the paydata from the earlier job as a sign of good faith, they will use their considerable assets to learn the truth. In short, they will provide the same deal (1,000¥ * TR each) Tabby does, but now the runners are working for that faction.

If the runners contact the Chavez family through Miguel, the PCs may end up playing through this scenario backwards. They will be offered a counter-deal, to join D.P. and

his soldiers in protecting Matt Greyfox at the temporary safehouse in the PCC. The Chavez family through Miguel will offer the runners 2,000¥ * TR per runner if they accept. See **Karma Comes Around**, paying close attention to the Debugging section.

If one or more of the runners has a Faction Rating of 2 or more with the Koshari, they can attempt to contact a known Koshari representative, and clear their names of the murder of their Mr. Johnson. They need to make a successful opposed negotiation roll to arrange for a meeting at a neutral site. Failure or a negative rating will still allow for a meet to be set up but the Koshari will ambush the runners at the meet.

The meet will take place at an unused warehouse in Lakewood. Use the stats for the Corporate Security Unit (**SR4** p.275) and the CorpSec Lieutenant (**SR4** p.275) for the ambush team.

With a table rating of Green assign one Koshari operative per player character at the table. If there are more than four Koshari operatives they will be lead by a Lieutenant. (See above.)

For every table rating above Green add two more operatives per table rating. With a table rating of Veteran or higher add two Street Shaman archetypes. A table rating of Prime would have ten additional operatives, two Street Shamans plus the original one operative per PC and the Lieutenant.

If the meet is legitimate and the Koshari are willing to listen, they will be met by Mark Longfeather with a sizable security force (the same as the ambush team) at the warehouse. Let them role-play for a time and then make a Negotiation+Charisma (3) test. If they succeed, Longfeather believes them and calls off the Koshari hunt. Mark will expect the paydata from the original run as a sign of good faith. He will pay the team a sum of 1,500¥ * TR per runner for the paydata, if he believes them.

However, he is still unhappy about the death of their Mr. Johnson. As a point of honor and for their own reputations, he offers them a fee to learn the true identity of the killers and recover the bodyguard, whose name is Matt Greyfox. The fee is 1,000¥ * TR each. Successful negotiations will not increase the total amount of cash but will allow a portion of the money to be given as a retainer up front. For every successful

net hit the retainer is five percent of the total fee up to a maximum of 25%. This still gives the runners a chance to work with Tabby and collect payment from more than one source if they work it right.

If the runners do not succeed in the initial negotiations to convince Mark Longfeather of their innocence, he orders his security force to take them down believing that they are guilty. They will need to fight their way free if they are going to have any chance of surviving. Longfeather will proceed to exit to safety believing his security force can deal with the runners.

Debugging

If the PCs have somehow already cleared their names with the ZDF, focus instead on the criminal threat presented here. If the team is trapped in the PCC with the Koshari hunting for them, their situation is every bit as dire.

Be prepared for runners turning on each other and adjudicating that on a case-by-case basis.

If they try to get out of Denver let them go out in a blaze of glory as they try to force their way through a closed checkpoint or get forced to turn back. Use the ZDF squad from **Some Days It All Goes Right**.

If they go to ground and try to wait for this all to blow over have Tabby contact them eventually explaining that this isn't going to go away. (See **An Olive Branch**.)

If the PCs try to clear their names directly with the ZDF, set up a meet with Colonel David "Juggernaut" Benjamin (see **Cast of Shadows**). No matter where the PCs meet, Benjamin will bring extensive back-up. Depending upon the results of some challenging negotiations, the PCs may be able to independently clear their names or find themselves in long-term lock-up and out of the campaign.

Pushing the Envelope

If any of the PCs have a Faction Rating of -2 or less with a syndicate, that syndicate will attempt to crash their safehouse. Assemble a team of NPCs using the Enforcer (**SR4**, p.93), with the support of up to TR additional archetypes. Be creative in how they tracked down the PCs, but consider using low Loyalty contacts as the most likely mechanism.

An Olive Branch

What's up Chummer?

The runners get their first real break as one fixer is willing to aid them in using her influence to clear their names but first they have to help her and in doing so help themselves. This starts with a meet in the Lakewood district of the PCC sector.

Tell it to them straight

Dawn's only a couple hours away and this night seems to be going from bad to worse. Some days it just isn't worth getting out of bed for and this it seems is one of those days.

Suddenly, all of your commlinks beep simultaneously to indicate an incoming call.

Answering the call, you find Tabby on the other end, conferencing in the entire team.

"It just hasn't been your night has it?" she greets, her tone indicating that the question is rhetorical.

"How'd you like to get out of your current situation and back to some semblance of normalcy?"

Behind the Scenes

If the runners will hear her out, Tabby (see **Cast of Shadows**) will explain that it was the Chavez family that hit their Johnson in retaliation for some bad business. The runners were in the wrong place at the wrong time, but she's willing to help clear their names with the Koshari and help with the ZDF. If they're interested, they'll still need to do a fair amount of the work.

Presuming they agree, Tabby gives them an address in the low-income housing area of Lakewood. There, they'll find an old duplex. It's well over a century in age with most of its paint faded or worn away. (See **Map Two**.)

Inside, they meet Tabby who cuts the pleasantries and gets right down to business. She explains that she can use her influence and contacts to clear their

names with the Koshari and arrange for the manhunt to be called off by the ZDF. If the runners have already cleared their names with the Koshari, she will instead explain that she owes the Chavez family some payback. Because she knows that this hit screwed them over, she is offering them a measure of retribution.

She asks if they still have the data from the original run. She needs that data in order to show that the runners are acting out of good faith but she is willing to buy the data from them as she knows that the Chavez family has cheated them out of their fair compensation. She can only offer 1,000¥ * TR to the team for the data. (No negotiation is available.)

She then will explain that she knows where the Chavez hit team is holding their Johnson's bodyguard and that he will need to be freed so that she can use their actions as further proof of their innocence to the Koshari. Since her talents lie toward negotiation she will be setting up a meet at a neutral site while the runners free the bodyguard.

Tabby is not willing to pay the runners in nuyen but she will provide some gear replacing all used ammunition and up to 1,500¥ * TR per runner in gear with an availability rating up to 6F. She'll have the gear delivered within the hour. In the meantime, she has brought in some takeout and also has a street doc in the other room that owes her a favor. He prefers to remain nameless but will dress and heal the runners' injuries as best as he is able. PCs who have played *Ounce of Prevention* will recognize him as Doc Tico (see **Cast of Shadows**).

When the team is ready, Tabby gives them the address to the Chavez safe house and sends them on their way, reminding them to return with the bodyguard.

If the runners haven't appropriated a new vehicle by now, she tells them to leave their current vehicle and take the van parked across the street. It is a grey Bulldog, but one the law isn't looking for.

Debugging

You may have to adjust the scene and information Tabby provides if the runners have already made peace with the Koshari. Tabby will want to see the bodyguard before he is taken to the Koshari. If necessary, she will explain that he is the son of a client and she has vouched that she will assess his state herself. If she is forced to reveal this tidbit, she will also tell them his name is Matt Greyfox but otherwise will not reveal that she knows his name.

The runners might not take Tabby's offer. Without her help, even if they've cleared their names with the Koshari, the team is in for a rough ride. The runners are just too hot to touch right now.

If the runners are working for the Chavez family already, they may decide to set Tabby up or take her down. The Chavez family will be quite grateful and provide 1,500¥ * TR of no higher than 5R availability in equipment to each runner.

This is the only real downtime the player characters are going to get so let them have their rest and recuperation. This includes any healing that can be provided. If they are badly injured, give them a few hours of rest to sleep off Stun Damage.



Karma Comes Around

What's up Chummer?

Finally the runners get to act rather than react. They know where the Chavez hit team is. They know where the bodyguard is, and it's time to return the karma. The runners finally have a target in the PCC and they are going to make the most of it.

Tell it to them straight

The address to the safehouse puts it in the industrial section of Lakewood in the PCC. With the ZDF shutting down the border crossings, the mafia team couldn't get out of the sector. As you circle the block, it seems to be nothing more than an enlarged Quonset hut – a temporary warehouse that was never removed. It has an entrance at each end of the building, but no windows along the length of the hut.

A dirt parking lot is overgrown with weeds. A black Bulldog van is parked at the entrance nearest the road and parking lot.

Behind the Scenes

See Map Three. A mafia soldier is at each window keeping watch and the doors are locked with a simple mechanical lock.

The sheet metal walls of the hut have an armor rating of 2 and a structural rating of 3, but the doors have weakened with age and the elements and can be kicked in with a successful Strength [3] test.

Inside the hut are several cots, a small refrigeration unit is in one corner with a hotplate and a port-a-potty is standing in the farthest corner. Near the center of the room is Matt Greyfox (or just "the bodyguard" depending on how they know him). He is tied to a folding chair and barely conscious.

Keeping Matt company is D.P., the mafia enforcer, and his strike team. Place D.P. by one of the cots, one soldier at each window and scatter any remaining mafia soldiers.

Use Triad Lieutenant stats (**SR4**, p.276) for D.P. but replace Feng Shui with Chavez Family Mafia. Reduce his Condition Monitor to 9 given his injuries.

Use Corporate Security Unit (**SR4**, p.275) for the rest of the mafia soldiers on the strike team, but replace the H&K-227s with Colt Manhunters.

With a table rating of Green assign two mafia soldiers per three PCs at the table.

For every table rating above Green add a Street Samurai (**SR4**, p.101), an Enforcer (**SR4**, p.93), or a Sprawl Ganger (**SR4**, p.100) per table rating. A table rating of Prime would have five additional reinforcements above that of a Green-ranked table.

To add to the confusion, unless the runners have already made peace with the Koshari, one combat round after the runners engage the mafia soldiers, a team of Koshari operatives attack, firing on both the runners and the mafia, attempting to secure the bodyguard. The team might be able to dissuade the Koshari from this, but it will take some impressively persuasive actions to do so within the context of a firefight.

With a table rating of Green, assign one Koshari mercenary (use Corporate Security Unit, **SR4**, p.275) per two player characters at the table. If there are more than four Koshari operatives they will be lead by a Lieutenant (use CorpSec Lieutenant, **SR4**, p.275).

With a table rating of Veteran or higher add two Street Shaman archetypes (**SR4** p.102). A table rating of Prime would have five additional operatives, two Street Shamans plus the original one operative per PC and the Lieutenant.

Before the last Chavez has fallen, Matt will call out for everyone to stop. (Perception + Intuition (2) to hear over the sounds of combat.) He'll shout out to leave some Chavez alive for questioning. If the PCs heed this, the Koshari will also cooperate, and stop attacking both the Chavez and the PCs.

Once everyone has stopped shooting, Matt will explain that the ZDF will be very interested in the Chavez.

Of course, if the PCs have already been attacking the Koshari, it's going to take some quick persuasion to convince them that they didn't really *mean* to kill their fellows. If they attempt to use first aid or, better yet, magical healing on any of the fallen Koshari, they'll be much more receptive to their persuasion.

Debugging

If the team is pretty badly injured already, skip using the Koshari strike team and leave the runners to just deal with the mafia.

If the Koshari successfully rescue Matt, all is not lost. Tabby is still able to arrange a meet and the runners can proceed to *Our End of the Bargain*.

If neither the Koshari nor the runners rescue Matt, then things have gone extremely poorly for the team. At this point, the Chavez will have identified them. Unless they can find another syndicate willing to help them out, they have failed the scenario in dramatic fashion. Give them a chance to try and clean things up, then proceed to **Picking Up the Pieces**.

If the PCs were hired by the Chavez to defend Matt Greyfox, play this scene from the opposite side. The PCs will be defending the hut when the Koshari (as above) and another team of runners attack it. For the opposing runner team, use a number of archetypes equal to the number of PCs + 1 per TR.

Pushing the Envelope

If the runners are having too easy of a time with this combat, even with the Koshari involved, have a ZDF squad that has been tracking the runners respond.

Use the Tir Ghosts (**SR4** p.276) though not all of them are elves. They arrive in Chrysler Patrol-1's, two troopers per car.

With a table rating of Green assign one trooper per player character at the table. One of these troopers will be ZDF Lieutenant Charles Endersby, see the Cast of Shadows.

For every table rating above Green add two more troopers per table rating, one of which will be armed with a Stoner-Ares M202 MMG instead of the H&K. Furthermore, if the table rating is veteran or higher, one Northrup Wasp armed with an LMG will arrive on scene to give air cover. Finally, if the table rating is Prime, add one Combat Mage archetype. A table rating of Prime would have ten additional troopers; five of which would be armed with MMGs, a Combat Mage, and one Northrup Wasp plus the original one trooper per PC.

They will attempt to put everyone down and then sort it out after the bullets have stopped flying.

Our End of the Bargain

What's up Chummer?

The runners return to where they met Tabby, hopefully with Matt in tow. He then encourages them to go to the ZDF to clear their names.

Tell it to them straight

It has been a long night and the sun is starting to come up, but you have Matt now and with him you are one step closer to finding your way out of this mess. Matt groans, clearly suffering from the beating he took at the hands of the Chavez, but he seems to be coming around again, having dropped in and out of consciousness since you rescued him.

Giving him a shake, he comes awake as you pull up in front of the duplex and you proceed inside after knocking on the door in the pattern agreed upon when you left.

Matt's eyes light up when he sees Tabby and he pushes past you, his arms extending to hug her but she turns away from him, pushing aside his arms and looks at you.

"Good. This will make the meet easier."

Behind the Scenes

It should be clear that Matt and Tabby know each other far better than Tabby originally let on. After they share a moment of glaring, both will try to take charge of the situation.

Matt will explain that he'd like the team to take him to ZDF headquarters, in the hub. There, he'll be able to explain what happened and clear their names as long as they have not caused any ZDF fatalities along the way. If the PCs have brought one or more survivors of the Chavez hit team along, they'll also serve as scapegoats. Matt will admit that he has established some connections with the ZDF, and things should go favorably.

Tabby, conversely, will be very reluctant to deal with a trip into The Hub to confront the ZDF at their headquarters. She'll explain that she thinks she can probably clear their names without resorting to this. If the PCs push her on this, she'll waffle. She says that they should be clear, but suggest that some cosmetic surgery probably would still be a good idea. She'll offer to provide

that for 1500¥ per character. She will not, however, agree to accompany them to ZDF headquarters.

If the PCs decide that Tabby's recommendation is safest, proceed to **Koshari Closure**. The 1500¥ of cosmetic surgery will cover a facial sculpt to substantially alter their appearance.

If the PCs decide to head into the hub with Matt, the trip to the border will be largely uneventful. Once they reach the border, Matt will handle the talking to the ZDF troopers there, and explain that he needs to meet with Col. Benjamin about "Operation DS."

This will be an effective buzzword that sees Matt, the team, and any prisoners loaded onto a GMC Banshee, and whisked away to ZDF headquarters. Four ZDF troopers will accompany them in the back of the Banshee. While the troopers will ask the PCs to leave their weapons behind, they will not actually do anything more than take a perfunctory glance to make sure they do so. They're extremely confident that the PCs are no longer a threat.

ZDF headquarters is a well-secured bunker. The Banshee will land inside of a three-meter electrified fence topped with Monofilament wire. ZDF troopers in full security armor, carrying assorted heavy weapons will be everywhere.

The PCs and Matt will be escorted together into a plasticrete walled interview room with a one-way mirror on one wall and a single door. Any Chavez prisoners will be taken away separately. In the conference room, they'll sit down to meet with Col. Benjamin (see **Cast of Shadows**).

Benjamin will be initially be extremely curt with the team. He'll comment on the injuries that his men have suffered at their hands, particularly stressing his daughter. Then, demand that they explain why he shouldn't have them all executed immediately.

Give the PCs an opportunity to roleplay here. If they can spin things in a convincing way, they may be able to talk their way out of the situation. However, if things go badly, Matt will explain that he'd been working with a ZDF deep cover agent on project DS. Benjamin will immediately ask if he has the datafile. If the PCs have kept a copy of the chip from the run that lead to this mess, they

can turn this into Benjamin in exchange for their freedom, with no questions asked.

If they do not have the datafile, they'll need to make a convincing argument for why they should be set free. Build some tension here and make the players fear for their PCs lives. In the end, however, roll some dice behind the screen and look disgusted. Then, have Col. Benjamin scowl and tell them that they are free to go.

Debugging

If the PCs go into ZDF headquarters, and then decide to escalate things into a firefight, there's not really much you can do. Try to only kill the PCs who chose to pursue such a foolish path. They should be facing absolutely overwhelming superiority in terms of multiple waves of troopers armed with high-end military equipment.

If the PCs want more information about project DS, that is outside the scope of this adventure. No amount of legwork will reveal anything at this time.



Koshari Closure

What's up Chummer?

In this optional scene, Tabby sets up a meet with Mark Longfeather in the PCC to clear the runners' names.

Tell it to them straight

After a rough couple of days you find yourself in an old warehouse in the Lakeview industrial section. Before you is an older Indian with a rather regal bearing dressed rather fashionably but with a decidedly business-cut to his choice of clothing. On one side is Tabby and on the other stands Matt Greyfox.

At various points of the warehouse stand several Koshari guards but their guns are holstered and you know it is not them that you need to be concerned with. You turn your attention back to the man that you are concerned with, Mark Longfeather.

Behind the Scenes

In this optional scene, Longfeather asks for a recounting of events and their actions over the last few days to hear their side of the story. Make them sweat a bit and roll a negotiations test but ultimately Mark Longfeather will agree that they are not responsible and leave, clearing their names with the Koshari.

If the runners managed to appropriate any gear along the way, probably from the Mafia soldiers and they either asked Tabby to fence it or had to abandon it when they made their last rendezvous with her, she will have fenced it in the last few days and will stay long enough to share their cut with them taking 15% off the top before splitting it among the team.

Debugging

If the runners want to cause trouble use the Koshari ambush team from **And Some Days It Doesn't**. (If they killed that team, Longfeather replaced them with comparably skilled individuals.) Matt Greyfox will fight to protect Mark Longfeather, but he fights to disable the runners not kill them.

If the team has previously interacted with Raven in this scenario, take care to apply appropriate social modifiers.

Picking up the Pieces

Money

If the team makes peace with the Koshari in **And Some Days It Doesn't**, they can earn 1,000¥ * TR per runner for finding the identity of the real killers and freeing the bodyguard Matt Greyfox.

If they sell the data from the earlier run to Tabby, they can earn 1,000¥ * TR and 1,500¥ each in gear.

They may also make money by fencing the gear of the various teams they've encountered presuming that they had the time to do so. Tabby will fence it for standard rates minus a 15% fee for herself.

None of the vehicles that were loaned or stolen will be available by the end of the run as either they had to be ditched or in the case of Tabby's van she will have asked for it back.

Karma

- 1 – Rescuing Matt Greyfox
- 2 – Surviving the mission.

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

Faction

-1 Koshari faction if the runners make no attempt to step up to explain the situation.

-1 Koshari faction if additional Koshari are killed by the PCs.

-1 Chavez Faction if they free Matt and destroy the safe house.

-1 Chavez Faction if any members of the safe house team are killed.

+1 Koshari faction if they convince Longfeather of their innocence and rescue Matt Greyfox.

+1 point for any faction that the PCs sell the paydata to other than the Koshari.

Reputation

If the runners engage the ZDF in combat, they gain **1** point of Notoriety.

If the runners do not attempt to clear their names with the Koshari, they receive **1** point of Notoriety.

If the runners were arrested by the ZDF and processed as criminals they gain a Criminal SIN and **1** point of Notoriety.

If the runners went to ZDF HQ and met with Col. Benjamin to successfully clear their names, they earn **1** point of Street Cred.

Contacts

If the runners successfully completed the job for Tabby, they gain her as a contact at a loyalty of **2**. If they already have her as a contact, they earn **+2** loyalty with her, to a maximum of **5**.

Legwork

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

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

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Logic + Data Search rolls times equal to their dice pool (**SR4** p.58). Hits on this extended test may be substituted per the standard Data Search chart (**SR4** p.220).

The Koshari

0. Isn't that like some kind of Polish delicacy?
1. They're some kind of Native AmerIndian Mafia. They are not the forgiving type.
2. One of their Johnson's was killed and they are out for blood, calling in various favors, not so pleasantly in some cases to find the murderers.
3. The Koshari believe you killed their Johnson.

The Pistol

0. Huh. Look's like a gun.
1. It's a Colt Manhunter.
2. There's a Chavez thug with the initials D.P. who used this gun.
3. I think he was working on some job against the Koshari, but you didn't hear it from me.

The ZDF

0. The ZDF is locking down all the borders between sectors. No one is going in or out tonight.
1. Some firefight between runners and a patrol that left casualties among the troops.
2. Word is that one of them was "Juggernaut" Benjamin's daughter, Jolee. Yes, the one and the same UCAS Colonel David Benjamin, commander-in-chief of the ZDF.

Colonel Benjamin

0. Isn't he a wrestler?
1. He's the C-in-C of the ZDF here in Denver. Handpicked to stay on by Ghostwalker himself.
2. He's been in charge of the ZDF now for over sixteen years.
3. He has only one child, a daughter, Jolee. She followed in daddy's footsteps.

Cast of Shadows

Lt. Charles Endersby

Human Male; Connection Rating 1

B A R S C I L W E S S I N I T I P C M
5 6 5(7) 4(6) 5 5 5 5 1.8 10(12) 1(3) 11

Active Skills: *Athletics*: 3; *Dodge*: 4; *Etiquette*: 3 (Military+2); *Firearms*: 3; *Intimidate*: 2; *Influence*: 4; *Perception*: 4; *Stealth*: 3; *Unarmed Combat*: 4

Knowledge Skills: Denver Area: 3

Cyberware: Wired Reflexes (2); Muscle Replacement (2); Cybereyes (Rating 3, w/ Flare Compensation, Low-Light Vision, Protective Covers, Smartlink, and Thermographic Vision)

Gear: Form-Fitting Body Armor, H&K 227-S

Lieutenant Endersby has pretty much done it all in the service, first with the PCC then as part of the ZDF. He is coming to realize that he is tired of the violence and as such he is willing to listen first before going in with guns blazing.

He will approach each potential firefight with caution, the protection of his troops coming first and while unfriendly to most criminal elements, he will attempt to talk them into surrendering rather than fighting.

Col. David "Juggernaut" Benjamin

Human Male; Connection Rating 5

B A R S C I L W E S S I N I T I P C M
5 6 6(9) 5(8) 6 5 6 6 1.7 11(14) 1(4) 11

Active Skills: *Athletics*: 4; *Dodge*: 5; *Etiquette*: 3 (Military+2); *Firearms*: 5; *Intimidate*: 4; *Influence*: 4; *Perception*: 5; *Stealth*: 3; *Unarmed Combat*: 4

Knowledge Skills: Denver Area: 5; Military Background: 5

Cyberware: Wired Reflexes Delta(3); Muscle Replacement Delta(3); Cybereyes Delta(Rating 4, w/ Flare Compensation, Low-Light Vision, Protective Covers, Smartlink, and Thermographic Vision)

Gear: Full Body Armor + Helmet and Chemical Seal, Commlink (DR: 8)

Colonel Benjamin has served with the UCAS military since he turned eighteen and as the ZDF Commander for more than eight years. He was handpicked by Ghostwalker to remain at the post and knows the Denver scene and politics intimately.

His wife left him, but his only child followed in his footsteps, his daughter Jolee. She is the apple of his eye, and he's extremely hostile about her injury or death.

Benjamin is cold, stubborn, and impatient. He won't tolerate any attempts at deception or inappropriate behavior. He will, however, show some respect for a worthy opponent.

Tabitha "Tabby" Morgan

Changeling Female; Connection Rating 3
B A R S C I L W E S S I N I T I P C M

3 3 3 3 5 5 4 5 5.7 8 1 10

Active Skills: Con: 4; Dodge: 2; Electronics Skill Group: 2; Etiquette: 5; Ground Craft (Car): 2 (+2); Intimidation: 3; Negotiation: 5; Perception: 3; Pistols: 2

Tabby is a human female, 1.7m who weighs in at 62 kg. Athletic and furry are two of the first words to come to mind when describing her. She has tawny two-toned fur and cat slit eyes. (Note these do not give her night vision)

She worked as a face for a shadowrun team until Halley's comet made its last pass. With SURGE came a need to re-invent herself. She shortened her name to Tabby and started talking to some of her fixers about how to make it on the other side of the table. Still fairly new to the game, she is trying to hide her past transgressions (running) but will admit to them when directly questioned.

On the surface, she's playful and to the point. It's said that Tabby believes that she has the nine lives of a cat. Four of them have been used already in circumstances she's not willing to comment on, but she has five to go. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Tabby is still bitter about the fact that she had to stop running. Her changed appearance made her a "liability for the team" and she noticed that people stopped calling with jobs that required stealth. Since the day her team walked away from her, she's been running from the part of herself that remembers the thrill of adrenaline coursing through her veins and the veiled threats between runners and Johnsons. SINless, she couldn't get a job working within any part of real society so she stayed out in the fringe.

Specializing in Corporate politics, Tabby tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

Dr. Samuel Perettico (Street Doc)

Human Male; Connection Rating 2

B A R S C I L W E D G E S S I N I T I P M S M
3 5 3 3 4 4 5 3 2 6 7 1 10 10

Active Skills: Medicine: 5; Perception: 3; Instruction: 2; Cybertechnology: 4

Knowledge Skills: Anatomy: 3; Professional Knowledge (Medical): 4; Pharmaceuticals: 3; Biology: 2; Chemistry: 2

Cyberware: None

Gear: No shadowrunning relevant gear.

"Doc Tico" is in his early 40s. After working for close to ten years at a large private hospital, he started questioning his purpose. He poured all his savings into starting a clinic for the poor and SINless of PCC. He charged shadow runners but gave "plain" citizens free medical care. All the money from the runners went directly back into the clinic, he took no profit from it. It grew to where he could have a real storefront instead of the back room of someone else's. He still only charges the runners (who need more "emergency" type care anyway) and gives medical care to the community for free. He offers elective surgery to them as well, at low (though not suspiciously basement) rates.

Doc Tico grew up in the PCC sector of Denver, went away to school on student visa, and then came back. He lost most of his "southwest twang" when he was in school, not on purpose (he wouldn't have cared) but because of his empathy. He tends to adopt the speech patterns of those he's speaking with, without realizing it. But he's held on to his softened twang now that he's been living in cities and exposed to urban accents.

He is about 1.7m tall. He has curly black hair with a small amount of "salt and pepper" at both temples, which he keeps just short enough to clear his ears and stay off his collar. His eyes are the darkest brown, and are close together. His nose is strong, but not large. His jaw line is almost perfectly square, with only a slight angle down to the chin.

He's visibly tired most of the time, because he puts such long hours in and never takes a break for himself to truly rest. But when he talks about the work he's doing you can see the energy behind it, his whole face lights up and he starts talking faster.

Matt Greyfox

Human Male; Connection Rating 1

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

4 5 4(6) 5(7) 4 3 2 3 2 7(9) 1(3) 10

Active Skills: *Athletics:* 3; *Automatics:* 5; *Blades:* 4; *Dodge:* 3; *Pistols:* 4; *Unarmed Combat:* 5; *Etiquette:* 1 (Koshari +2); *Intimidate:* 2; *Perception:* 2;

Knowledge Skills: *Firearms Design:* 3; *Underworld Politics:* 2; *Safehouses:* 2

Cyberware: *Wired Reflexes (Alpha)* (2); *Dermal Plating (Alpha)* (2), *Muscle Replacement (Alpha)* (2); *Cybereyes (Rating 3, w/ Flare Compensation, Low-Light Vision, Protective Covers, Smartlink, and Thermographic Vision)*

Gear: *Actioneer Business Suit, Ares Predator IV*

Matt Greyfox is a young Indian of mixed heritage; part Pueblo, part Sioux standing 5'9" and weighing in just over 80 kg. He just had his twenty-second birthday a week ago.

The son of corporate VP, he never speaks of his father or the corporation for which he works. Matt chose to follow his own path.

He soon found himself working the shadowy side of the streets and into the Koshari organization. Those that know him best believe that his mother may have been a member of the Koshari, but Matt isn't confirming this one way or the other.

He often works as a bodyguard for the Koshari. His sense of loyalty and honor has the Koshari elders expecting him to go far within the organization.

His father disapproves of Matt's choices but realizes that every person must find their own path. So far he has let Matt work the shadows of Denver and its underworld with minimal interference. Whether this will change, especially in light of recent events remains to be seen.

Matt's father did ask Tabby, a friend of his, to keep an eye on his son and she agreed as a favor. Surprisingly, even with their age differences and against all the best intentions the two became intimate for a time. That intimacy has come back to haunt Tabby and Matt is paying a price he never expected from it. Another hard lesson he has had to learn in the shadows.

Mark Longfeather (Koshari Chief)

Human Male; Connection Rating 4

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

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

Active Skills: *Conjuring:* 4; *Sorcery:* 4; *Etiquette:* 4; *Leadership:* 2; *Negotiation:* 4

Knowledge Skills: *Underworld Politics:* 4; *Drugrunning:* 5; *Magical Theory:* 3

Spells: *Stunbolt; Analyze Truth; Mind Probe; Mass Confusion*

Advantages: *Magician; Mentor Spirit (Raven)*

Gear: *Power Focus (2) – Mask; Actioneer Business Clothes*

Mark is a member of the Koshari council of elders. When conducting Koshari business, he wears a Raven Mask (his power focus) and traditional garb. When not wearing the mask, his Hopi heritage is immediately recognizable. Physically, he is short and skinny. His short hair has turned grey, and a best estimate would place him at 65-70 years old.

Mark has a wicked sense of humor, and won't hesitate to make wisecracks at the expense of his contacts or his hirelings. The "mocking" aspect of Raven shines through in his personality. He speaks slowly and methodically, with a slight southwestern twang.