

MISSIONS

MATERIAL



FOOD POISONING

SRM03-11 Food Poisoning Credits

Writer

Mark Edwards

Shadowrun Line Developer

Jason Hardy

Shadowrun Missions Development

Steven "Bull" Ratkovich, Stephen McQuillan, Aaron Pavao

Character and Interior Art

Brent Evans, AAS, Ian King

Cover Design and Missions Logo

Andy Coen

Layout

Matt Heerdt

Maps

Mark Edwards, Adam Large

Proofing

Jean-Marc Comeau

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Catalyst Game Labs,
an imprint of InMediaRes Productions, LLC
PMB 202 • 303 - 91st Ave. NE, G-701
Lake Stevens, WA 98258

Find us online

info@shadowrun4.com

(Shadowrun questions; please check the website FAQ first!)

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INTRODUCTION

SRM 03-11 *Food Poisoning* is a Shadowrun Missions campaign adventure. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 03-11 *Food Poisoning* is intended for use with Shadowrun, Fourth Edition, and all character and rules information refers to the fourth edition of the Shadowrun rules.

Adventure Structure

SRM03-11 *Food Poisoning* consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

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

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

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

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run SRM 03-11 *Food Poisoning* (or any Shadowrun Missions adventure).

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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



GENERAL ADVENTURE RULES

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

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

Non-Player Characters

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

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters’ abilities into

consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

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

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

Selling Out

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



Affiliation Betrayal

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

Cleaner Table

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

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



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

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

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

Losing Corporate Affiliation

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

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

A Note on Commlinks

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR4A*).

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

ADVENTURE BACKGROUND

Saying business in the City is cutthroat is like saying Russian roulette can cause headaches. You get the point, just not the severity. The bigger a corporation, the more enemies it has. The moment your shit isn't wired tight is the moment some upstart tries to take part of your bottom line.

Shortsighted or sloppy companies can get blindsided by even minor problems. However, a company at the top of its game can turn a security breach into an advantage. Aztechnology is always at the top of their game. Six months ago, Aztech counter-espionage agents found a local corporation, Pulaski FTC, had flipped Kenji Vlastimil, the manager of one of their quality assurance biological research departments. Not taking chances, Aztechnology redirected Kenji's unit to a new project. This new project was a false front away from sensitive material and under Aztech's watchful eyes.

Several more low-level breaches were found in areas ranging from research and design to storage and distribution. Pulaski had gone too far. Aztechnology needed to send a message.

Three months ago, Kenji's department began work on a soy grain substitute which, while still experimental, had the potential to compete with current soy-based food stores. Needless to say, Pulaski FTC began trying to acquire a sample. Several weeks ago, Aztechnology gave them their chance.

Pulaski FTC failed to get the sample (see SRM 03-06 *Jackknifed*). Fortunately, this saved them from disaster. The soy grain substitute is a biological weapon. When combined with certain naturally occurring enzymes it blocks the intake of nutrients. So the more someone eats, the faster they starve to death.

The substitute was deemed too slow and costly by Aztechnology, so Kenji's team made it available to Pulaski. Pulaski laboratories weren't sophisticated enough to detect the problem. Plus, their clean facilities would have filtered out the enzyme, meaning product testing wouldn't have revealed anything. Once marketed, the death toll would have destroyed Pulaski.

When Pulaski failed, Aztechnology deleted all references to the van, the driver, and the cargo from their records. They also silenced everyone who could be a problem. Several anonymous bits of information were leaked, pointing the curious toward Pulaski. The whole thing's been covered up nice and neat. That is except the SINless have been eating the soy grain for the past several weeks. Five days ago, the first symptoms showed up. SINless get sick and die all the time and no one gets worked up about it, but this was different. There were too many of them coming down with similar symptoms all at once. Street docs proclaimed they'd been poisoned. Last week, the first died.

Fortunately for Kenji, Pulaski wanted his expertise even without the grain. When the theft started to go wrong, they acted. While AZT security was otherwise occupied, he was quickly extracted and hidden. Now stuck in Pulaski's research lab east of the city, Kenji silently fumes about his captivity.

Meanwhile, Peace Man, a Bear Shaman in the area, is also fuming. He connected the grain and the sickness immediately. After all, he and his fellow Neo-Anarchists bought the grain to distribute it to the hungry masses. Now he's mad, and if there's one thing you don't want to see it's a pissed-off bear.



PLOT SYNOPSIS

SINless die in obscurity every day. But, when the victims appear to have been poisoned, people want answers, the kind of answers only shadowrunners can provide.

Runners are hired to find those responsible for a shipment of poisoned food. The shipment found its way to some of the poorest boroughs of NYC. Thus far, it has killed several SINless. Mr. Johnson (Peace Man, a Bear Shaman the runners may have met previously) feels responsible because he arranged for its distribution unaware of its effects. He wants runners to find proof of culpability. Then, he and his Neo-Anarchist contacts will 'out' the company on pirate trid. Unfortunately, he has only one clue, the shipment driver's commlink.

Searching through the information, runners may have to deal with several false clues before hitting upon a likely culprit, Pulaski Food Technology Corporation and their inside man, Kenji Vlastimil. Pulaski is a local corp with production facilities north of the city. They've been trying to break into the big time, and rumor is, they are poaching from Aztechnology.

At Pulaski's production facility, the runners find they've been duped. There is no evidence, nor any indication Pulaski was capable of making the poisoned food. However, they do find Kenji. If given a chance to talk, he admits to arranging the theft from Aztechnology but denies designing the grain. He doesn't have any proof, but he can point runners in the right direction.

After that, it's just a matter of getting the data and getting out alive. Runners can get the information to implicate Aztechnology from a small, independent data storage company. Unfortunately, its offices are in the heart of downtown Manhattan.

Finally the runners return with the information allowing the Neo-Anarchists to give Aztechnology a richly deserved black eye.

CORPORATE INTERESTS

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in **Scene 2: Bear-ly Contained**. Secondary objectives are always delivered discretely (e.g., by encrypted text message, by an agent of the corporation, via Mindlink spell), but never mention the reward to be given upon completion.

Ares: Get us the formula for that grain.

Aztechnology: Kenji Vlastimil is the guilty one. Make sure of it.

Horizon: Someone big has got to be behind this poisoned grain. When you figure it out, get us the proof, too.

NeoNET: Get a message to 3V that you read about one of his runs and see where he made some mistakes.

NYPD, Inc.: The Underground is a constant thorn in our side. Get us some video of the people down there (given before Absconding with a Big 'A').

Renraku: The SDS node is horribly outdated. Make sure they desire a new upgrade (given before Scene 5: Absconding with a Big 'A').

Saeder-Krupp: The 'secret' entrance into the Meyerson Building is intriguing. Get us a map (given before Scene 5: Absconding with a Big 'A').

Neo-Anarchists: Perform the run as requested.

Urgent Message...



SCENE 1: PAST ACQUAINTANCES

SCAN THIS

Runners get a call from Peace Man. He's surprisingly surly, but he has a job.

TELL IT TO THEM STRAIGHT

The words are familiar but you've never heard "Peace Man" growled out with such ire. The face on the other end of the comm is a young, black ork with dreadlocks and a nasty disposition. "I'm looking for runners. If you want the job, meet me at a little place called Au Natural in Bushwick, 8pm."

BEHIND THE SCENES

Charles "Peace Man" Stoddard (see *Cast of Shadows*) is an African-American Ork Bear Shaman with significant ties to the Neo-Anarchist movement in NYC. His foul mood is a combination of guilt, worry, anxiety, and sobriety, emotions with which he is unfamiliar. He will answer questions curtly. There is little he wants to talk about over the comm.

If asked for directions, he can add the following. Au Natural is located at 1540 Gates Ave, Bushwick. It's accessible by vehicle and subway. He is Mr. Johnson for this run. He got the runners' names through their previous associations or through a fixer with whom the runners have worked. Ideally, the fixer should be someone with Neo-Anarchist leanings or at least no loyalty to one corporation. There could be killing, but this is not wetwork. He defers all other questions until the meet.

If runners ask about his bad mood, he softens a bit. He will not discuss it over the comm, but they can talk about it at the meet.

For more information about Peace Man or Au Natural, GMs should consult Legwork below.

DEBUGGING

If runners push for more details, Peace Man explodes then hangs up. When he calms down, he sends a comm message indicating the offer is still open and apologizing for his behavior.

For several reasons, including Peace Man's outburst, runners may be reluctant to meet. A quick Judge Intentions (1) test indicates that Peace Man was not being dishonest. GMs can also use the usual tricks (no other jobs available, assurances from fixers that Peace Man is reliable, etc.).

SCENE 2: BEAR-LY CONTAINED

SCAN THIS

Runners meet Peace Man at Au Natural to hear the details of the job.

TELL IT TO THEM STRAIGHT

The trip to Bushwick is a hassle, AR spam, people puking on the sidewalk, doomsayers warning of the end of the world, and crazies babbling incoherently. In other words, a typical evening.

The neighborhood surrounding your destination looks poor, but some effort has been made to hide the filth, human and otherwise. Squeezed between the row houses is a small two story building. Rusted metal gratings cover the windows. An ancient sandwich board stands outside the front door secured by a thick chain to several pieces of densiplast. The words "Au Natural" have been painted on it.

BEHIND THE SCENES

Bushwick is on the eastern side of Brooklyn and abuts Queens. When runners arrive, the sandwich board broadcasts the products available and loudly announces Au Natural's products contain minimal artificial chemicals. Inside, Au Natural is a small deli consisting of a counter and a few dilapidated booths. If the runners stick to the Greek cuisine, they find it surprisingly palatable.

The owners, Andreas and Korina Pachis could be successful closer to the Island except they are in the UCAS illegally. They pay their dues to the local mafia in information gathered from their clients, after it has been carefully filtered to eliminate anything about Neo-Anarchists. The Pachis have been activists for many years. Too old to get involved personally, they let Neo-A's meet here occasionally. They have known Peace Man since he was five and think of him as family.

When the runners arrive, Peace Man is already there, standing behind the counter speaking to the owners in hushed, angry tones. He gestures wildly but doesn't appear angry with them specifically. Once everyone is inside, the owners lock up. They nod to Peace Man and leave.

Peace Man takes the runners into a storage room in the back. A tray of souvlaki (Greek hamburgers), soy puffs, and assorted Greek delicacies (spanakopita, soy cheese, etc.) have been set out along with several bottles of Ouzo.

In the room, he gets straight to the point. SINless in the area have been getting sick. Last week, the first died. Street docs believe they've been poisoned but haven't found any commonality. However, Peace Man has found one. They all ate the "soy grain substitute" he acquired recently. If the runners have played SRM 03-06, Jackknifed, he looks at them knowingly.

For everyone else, he spells it out. Five weeks ago, a tractor-trailer with the soy grain substitute got lost. The driver, suspecting the truck was hacked, hired protection. It turned out he was correct, and soon a group attempted to take the truck. They were thwarted, but the driver was killed. Evidence implied an inside job so the runners protecting the grain sold it to Peace Man.





INCOMING FEED.....



FOOD POISONING.....

As he talks, Peace Man gets louder and more agitated. He begins pacing around the room. If he recognizes runners from earlier, he may imply this fiasco could hurt their reputation. He wants to know what they intend to do about this. Because someone under his care has died, Peace Man is working himself into a berserk. He will begin to exhibit signs of his shamanic mask such as an elongated bear snout and his hair becoming more bristly. If the runners don't want to contend with a trapped Bear, they need to calm him. Treat this as an Etiquette + Charisma (TR*3, 1 Combat Round) Extended Test with three rounds before he berserks. Runners who have completed SRM 03-06 *Jackknifed*, take a -TR/2 dice pool modifier. A Glitch adds TR/2 to the target number. A Critical Glitch causes Peace Man to go berserk. He stays berserk for TR/2 combat turns. In his berserk rage, his hands will grow larger, sprout bristly hair, and grow long black nails. Peace Man will tear the shelves and stores in the back room apart. Give the runners the impression he could turn on them at any moment. If they are unable to handle him peacefully, bring in V3 (see *Pushing the Envelope* below) to calm him down.

Once runners deal with Peace Man, he apologizes and continues. He's used his contacts but there has been a cover-up. Someone is responsible for the grain, and he wants to know who. Once the runners have a suspect, they need to bring proof. He plans to broadcast it to let the people know.

Unfortunately, he has no leads. The best he can do is hand the runners the truck driver's commlink. Peace Man looked through it but found little of interest. He hopes the runners can learn more.

BERSERK

Bear magicians can go berserk when wounded (taking Physical damage) in combat or if someone under their care is badly injured. Make a Willpower + Charisma Test (wound modifiers apply). The character goes berserk for 3 turns, minus 1 turn per hit; 3 or more hits avert the berserk rage entirely. A berserk magician will go after the attacker(s) without regard for her own safety. If the magician incapacitates a target before the time is up, the berserk fury dissipates.

Urgent Message...

While there is no deadline, Peace Man would like the information quickly. He will not say it aloud, but he hopes embarrassing the corp responsible may force them to help those still alive.

Peace Man will pay 1,000¥ + 500¥*TR per runner for the job. This is subject to an Opposed Negotiations Test with an additional 500¥ per net hit to a maximum of 5 hits. In addition, he will give the group an additional 500¥*TR for bribes and other incidentals. This is non-negotiable.

If Peace Man went berserk and runners dealt with him without serious harm, the pay goes up to 1,000¥ + 1,000¥*TR per runner. In addition, runners get +TR/2 dice pool modifier to their Opposed Negotiation Test.



PUSHING THE ENVELOPE

To add a level of confusion, Peace Man's comrade, V3 (see *Cast of Shadows*) could join the fray. He waits in the alley behind Au Natural in case there are problems. In the midst of Peace Man's tirade, he could overhear something which sends him to the rescue. Using the back door, which the Pachis left unlocked for him, he enters just as events get physical.

Seeing Peace Man being taken down, he's in no mood to play nice. Runners will have to think fast to avoid making things worse.

DEBUGGING

Though a competent shaman, Peace Man is no shadowrunner. Most teams could easily kill him without difficulty. However, killing him means they will not get paid. Runners who use lethal means against him could roll a Memory (1) Test to get a reminder. GMs may consider using V3 to stop them. However, if they kill either Peace Man or V3, the run is over.

SCENE 3: CHATS, SPATS, AND FAT-CATS

SCAN THIS

Runners begin their search and find clues pointing towards Kenji Vlastimil, an agent of Pulaski Food Technology Corporation.

TELL IT TO THEM STRAIGHT

It's a hazy, muggy night as you step out the door of Au Natural. Your clothes begin sticking to you almost immediately. Above, the brown clouds are swollen with rain. But, the expected deluge hasn't arrived, yet. The lights of the City in the distance create shadows up and down the street. Time to go to work.

BEHIND THE SCENES

The runners' initial investigation should turn them on to Kenji Vlastimil and Pulaski FTC. Working backwards from Kenji, the technomancer hired to hijack the grain truck knows the real story. His name is Breeze, and he works for Aztechnology so he will make sure to point the finger at Kenji.

GMs should consult Legwork below if runners may try to speak with their contacts or search the Matrix about the Commlink, the Attempted Hijacking, the Hijack Team, Misspellings/Neologisms, Breeze, the Driver/Louis Chalupnik, Louis' Family, Nutritional Research Associates, Pulaski Food Technology Corporation, or Kenji Vlastimil.

1. Hack the Commlink

Hacking the commlink (DR 3) is easier than expected. Unfortunately, if runners were looking for quick answers, it doesn't have any. The commlink was hacked previously by Breeze, a technomancer hired to hijack the truck (see SRM 03-06, *Jackknifed*). Unbeknownst to his comrades, Breeze is an Aztechnology company man. When the run went wrong, he hacked the commlink as instructed to eliminate anything incriminating to AZT. Fortunately, he left clues. A quick Data Search + Logic (TR) reveals the following. The owners name is Louis Chalupnik. He worked a series of menial driving jobs before being hired by a fleet

service which contracted out to numerous organizations. The runners also find his last home address, 4600 Church Ave., Apt 205, East Flatbush.

The data search also reveals a number of misspellings in certain areas of data. They are the same areas where runners hoped to find information. A Logic + Logic (TR) test reveals that all the misspellings are neologisms (made-up words often consisting of parts of other words, like: underestimated or fabulousity). Runners who have encountered Breeze previously may make a Memory (TR) test (with a +3 dice pool modifier for Breeze's Distinct Style) to remember him. Those who have not encountered him might learn his name through matrix contacts, hacker or technomancer knowledge skills, or a lucky matrix search.

2. Investigating Louis Chalupnik

Runners may want to check Louis' last known address. The apartment is on the second floor. Unfortunately, Aztechnology was thorough. Louis' family has "moved," and the apartment has been swept clean. It is currently unoccupied, but there is a solution.

Mrs. Chalupnik liked to gossip. Any of her neighbors could give runners helpful information. When runners arrive at the apartment, a Perception + Intuition (TR) test reveals another door in the hallway quietly closing. Runners must succeed at an Etiquette + Charisma (TR) test to get Mildred to open the door. Before she asks for compensation she insists on telling runners how tough the times are and how difficult it is to feed her children, etc. Initially, she wants 500¥ for what she knows. This is subject to an opposed Negotiation Test with a decrease of 50¥ per net hit to a maximum of 9 net hits. Runners who mention or imply they are helping with the recent deaths of SINless gain a +1 dice pool modifier to their Negotiations rolls.

Then, Mildred tells the runners a story. Louis worked for E-Z Cab nearly two decades before he was suddenly promoted. He had assumed the job was personal chauffeur to corporate big-wigs, but it turned out to be a secure shipment driver for Nutritional Research Associates. Mrs. Chalupnik couldn't stop bragging about the promotion despite Louis' reservations. He had no experience with high-security deliveries. When he died, Mrs. Chalupnik stopped gossiping and a few days later corp suit types moved the entire family elsewhere. Mildred doesn't know where they went.

3. Tracking Down Breeze

Finally, runners may want to speak with Breeze. Finding him on the Matrix is impossible. He has remained offline since his "accident". Runners must go in person. The apartment, 385A Lincoln Pl. Apt. 1, Brooklyn, is a rat hole in the sub-basement of a middle class neighborhood.

AZT briefed Breeze about this eventuality and he knows the consequences of failure. He should not make getting the information too easy but should make sure runners are pointed toward Pulaski FTC and Kenji Vlastimil. After a few denials, he gets down to it. He wants (500*TR)¥ for his story. He has medical bills to pay and can't run the shadows anymore. This is subject to an opposed Negotiation Test with a decrease of 100¥ per net hit to a maximum of (TR*2) net hits.

Once paid, he says his team was hired for a security test. There were rumors Nutritional Research Associates was playing favorites with their clients. Mr. Johnson's corp wanted to know



if it was true so he hired them to take the truck. Once they had it they were to see how NRA responded. When the run started going south, Breeze attempted to cover their tracks. In the process he hacked Louis' commlink. Unfortunately, Mr. Johnson wanted to cut all ties and sent a hit squad. When Breeze recovered, he checked on Mr. Johnson. His name was Kenji Vlastimil and he'd been planted in Nutritional Research Associates by Pulaski Food Technology Corporation. If runners are looking for proof, Kenji is their best option.

Before they go, he has some advice. Kenji is a cunning, slippery adversary. Most likely he has deleted any evidence implicating himself. However, he's also arrogant. It's possible he kept his research someplace safe. It would have to be offline or someplace he could control like a stand-alone terminal or headware storage.

If Breeze is confronted about his allegiance with AZT, he won't deny it. Instead he'll point out that if there was a conflict of interest, AZT would never have allowed him to make the run. If pressed, he will also add AZT wanted him to acquire a small sample, but he was unsuccessful.

PUSHING THE ENVELOPE

To increase the sense of urgency and paranoia, runners' contacts could inform them someone has been asking about them. This occurs in direct response to runners asking for details of the hijacking. In reality it is AZT lending credence to Breeze's story.

If the runners are not fooled, Breeze could give them a warning. They are making waves and powerful people are disturbed. GMs may consider having Aztechnology send TR*2 thugs to ensure runners are following the correct path.

DEBUGGING

It is imperative that runners learn about Breeze at some point. However, if runners fail to do so, AZT could contact Breeze and order him to contact the runners. His cover story could be that friends have been looking out for him and learned about the runners' inquiries.

Alternatively, if the runners believe someone is chasing them (see Pushing the Envelope above) but fail to learn about Breeze, the AZT agents could leave several Matrix clues which point them toward Pulaski.

AZTECHNOLOGY THUGS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	3	2	4	6	7	1	8/6	11

Skills: Athletics Skill Group 3, Automatics 4, Close Combat Skill Group 4, Dodge 3, Perception 3, Pistols 4,
Gear: Ares Predator IV, Armor Jacket, HK-227X, Stun Baton

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)], HK-227X [SMG, 5P, 0 AP, 1 RC, 28 (c)]
Stun Baton [Club, 6S(e), - half, 1 Reach]

Urgent Message...

SCENE 4: ISN'T THAT A TOOL?

SCAN THIS

Runners make preparations and infiltrate Pulaski FTC only to find an unexpected twist.

TELL IT TO THEM STRAIGHT

You now have a name and an address. As a bonus you have the word of a former shadowrunner. That and 10¥ will get you the best cup of soycaf in the boroughs. It's not much to go on, but it's something. Truth be told, runners have gone a lot further on far less. Time to get planning.

BEHIND THE SCENES

At this point runners should be looking into Kenji Vlastimil, Pulaski FTC and its Soyosset Facility. If runners want more information prior to a more thorough search, GMs should consult Legwork below.

Physical Security, Exterior

Pulaski FTC's facility is located at 241 Underhill Blvd., Soyosset. Hidden within middle class housing enclaves, the facility is bordered by two local corporations, Long Island Delivery Services and Han-D Storage. The only access is through the two gates on Underhill Blvd. However, there is an NYC maglev line behind the facility. A spur on the northeast side of the facility allows use of the line when scheduled.

The grounds are surrounded by a 3m high chain link fence topped with razor wire. There are 15 exterior cameras (DR 3+TR/2, see the Pulaski FTC Facility Map) located around the perimeter and at the corners and entryways of the building. All are equipped with low light vision.

Security is handled in house. Given the residential nature of the neighborhood, security measures are designed to keep out miscreant corp kids rather than serious threats. As a result, most officers stationed here have a lackadaisical attitude. However, police backup is located less than 2 km away and can arrive in less than five minutes if an alarm is raised.

FOOD POISONING



(TR/2)+4 guards are located throughout the facility. One guard is posted at each gate, while the rest are inside (see Physical Security, Interior). The gate guards do not patrol and generally do not interact with employees. Instead RFID scanners (DR TR) control the gate. The guards frequently don't bother to look up when vehicles pass through.

Four Ferret RPD-1X perimeter drones armed with Defiance EX Shockers patrol the grounds constantly. Each is assigned a zone roughly equivalent to a quarter of the outdoor space. The patrols are designed to overlap at odd intervals. A Perception + Intuition (TR/2+2) roll allows runners to discern the pattern. This gives runners a +2 dice pool modifier in avoiding the drones.

Magical Security

The facility houses nothing sensitive enough to warrant extensive magical precautions. Astrally assensing mages find no wards. However, at the bottom of the elevator shaft they find an astral barrier. This is the edge of Nox's magical lodge (see The Basement)

Matrix Security

The facility is a favorite target among the middle class hacker crowd. It is largely automated so a serious hack could be disastrous. Thus the facility has a better than average system.

THE PULASKI FTC NODE

NODE: Dry Storage Facility

Sculpting: 1920s-era farm

Authentication:

Node 1: Access ID

Privileges: Restricted.

Attributes:

Node 1: Firewall 3, Response 2+TR/2, Signal 3,
System 2+TR/2

Spiders: 1 Professional Spider

IC:

Node 1: MCT Bloodhound (Rating 3)

Resident Programs:

Node 1: Analyze (Rating 2+TR/2), Pilot (Rating
2+TR/2)

ARC:

Node 1: Scramble Security Hacker

Urgent Message...

Numerous hacks have made the Spider complacent. If alerted, she orders the Bloodhound to track down the intruder. Then she logs the location and goes back to her MMORPG, Dawn of Atlantis. Unless sought out directly, she will not engage in cybercombat.

Physical Security, Interior

The building is plastiboard affixed to an aluminum frame (AR 5, SR 5). All windows are made of ballistic glass (AR 4, SR 5).

The building has two personnel doors (one for employees, the other for vendors) located on the southwest side of the building. Each is made of reinforced plastiboard (AR 6, SR 7). The same RFID sensors as at the gate (DR 3+TR/2) unlock the doors. There are seven loading bays and a retracting door for train deliveries. All are made of reinforced plastiboard (AR 6, SR 7). Interior walls and doors are all plastiboard (AR 4, SR 5). Interior doors have RFID sensors (DR 2). The Spider's office is the exception. It has reinforced walls (AR 8, SR 9) and a security door (AR 8, SR 9) with maglock (DR 2+TR/2).

Inside are four guards. Two patrol the interior once an hour taking 15 minutes to complete the circuit. The other two stand by the elevator which is the only entrance into the basement. The Spider remains in her office throughout her shift.

Although the facility is automated, there are 6-10 employees (accountants, janitors, repairmen, salesmen, etc) wandering around the facility. In addition, 1-2 rigger drivers can be placed anywhere in the facility the GM desires. All the employees are non-combatants and will flee combat.

There are 9 cameras (DR 3+TR/2) inside the facility monitoring access points, employee areas, and multiple angles of the dry storage room. All are equipped with low light vision.

Most drones in the facility are modified Mesametric Beavers. There are over a dozen though less than half work at any time loading and unloading trucks and organizing the inventory.

Two GMC-Nissan Dobermans are on premises in case of emergency. They are stored in a locked closet in the drone storage area. Each is armed with an Ingram White Knight loaded with regular ammo. However, both drones are old and have not been serviced recently. Each suffers a -1 dice pool modifier for Pilot and Sensor rolls.

The Basement

This underground shelter is three stories below ground. It was designed to hide extractees from their parent company. The quarters are temporary until Pulaski is assured the extractee isn't being hunted. Currently, Kenji Vlastimil and his guards Nix and Nox (see *Cast of Shadows*) are here.

The basement has two bedrooms, a kitchen, living room, and a small research area. The only way in or out is via the elevator. To get in the apartment, runners must pass through a maglocked (DR 2+TR/2), reinforced security door (AR 8, SR 9). The apartment has separate Matrix, electrical, water, and air conditioning systems. The Spider cannot see runners once they leave the elevator. There are no backup systems in case of failures. Anyone in the basement can call police. Very few Pulaski employees know about the basement. Those who do are under orders to deny its existence.



INCOMING FEED.....



Thus, the guards have added their own defenses. The security door has a small relay switch (DR 3) which sends Nix a silent alarm when the door opens. Nox has erected a magical lodge (Force 2+TR) around the apartment.

If the runners start a fight down here, they are not automatically in danger. Perception rolls to hear combat suffer an (8-TR) dice pool modifier due to insulation. There may, however, be another option.

Negotiations

Five weeks in tight quarters has everyone inside irritable. Kenji finds his protectors irritating and sophomoric and frequently stays locked in his room. That suits Nix just fine who spends his time watching trid. Nox, however, delights in making Kenji miserable.

Given a chance, Nix and Nox will negotiate. They were hired to keep Kenji under wraps. They will not budge on that. But everything else is negotiable.

Kenji is an arrogant ass, believing in his moral and intellectual superiority. He will talk to runners if he can use them to get revenge on Aztechnology or if he is physically threatened.

Under those conditions, he admits spying for Pulaski. Five weeks ago, he was a quality assurance manager for Aztechnology. AZT transferred him to Nutritional Research Associates soon after they secretly bought the company a year ago. He did not design the grain. He merely tested it. None of his tests revealed the grain was poisonous. Kenji has no evidence that can back up

his story, but he knows where runners might be able to get it.

AZT normally keeps computer backups in their own facilities. It cuts down on backdoors for runners to exploit. Due to bureaucratic snafus following the purchase of NRA, some divisions, including Kenji's, continued to use independent data storage facilities. Tracking down the multiple suppliers is cost prohibitive, so it's possible Kenji's data is still there.

Even if recorded, he gives runners the name of the facility where the incriminating data may still be stored. It is run by Secure Data Services located in the Meyerson building. He admits to the details of the grain's theft. In return, he wants runners to leave him here. He's worried AZT will use ritual magic to kill him. As much as he detests his bodyguards, he is more afraid of dying.

Runners who believe Breeze may be suspicious of Kenji's motives. Searching the basement reveals a terminal in Kenji's room. However, a Data Search + Logic (TR) test reveals no information about the grain or any of his experiments. Runners may want to check out Kenji's headware. He flatly refuses any attempts to hack his head. He is unaware of the datalock. It was placed there by AZT during an operation to add encephalon headware. A Judge Intentions test or Analyze Truth spell reveals Kenji is telling the truth.

If the runners get into the datalock, they find the evidence Breeze mentioned. In the datalock is one file with the following information. Kenji was an industrial saboteur sent to NRA by Pulaski. He was there to destroy an experimental soy grain substitute. Using his position as chief researcher he altered the formula, turning it into a poison.

The file contains very detailed information about the composition of the poison but little else. For example, it could not be used to make more grain. In addition, the dates on the file show that all the data was inserted at the same time (approximately six months ago). Since then the file has not been accessed.

PUSHING THE ENVELOPE

Ideally, this run should not be made more difficult. The players should be unsure if Kenji is telling the truth and should have enough time to make the run on the Meyerson building (see Scene 5: Absconding With a Big "A").

However, if runners are having an easy time, there are several remedies. Since Pulaski's facility is a favorite among the local hacker crowd, a hacker (use Novice, p. 68, *Unwired*) could arrive while runners are inside. They could set off fire alarms in the building requiring the Spider to turn them off. Before that happens, employees begin moving out of the building. Runners may be unsure what has gone wrong.

Alternatively, the hacker could 'test their mettle' against an opponent. While looking for the Spider, the hacker could find the runners. If unable to engage in cybercombat, the hacker could harass and annoy them throughout Pulaski.

Finally, the hacker could want to see pros in action. After finding them, the hacker spies on them with cameras and drones. Runners suddenly find they are being followed (and recorded). If runners don't shut it down, they may find their faces on hacker nets.

DEBUGGING

If the runners are having too difficult a time with this run, GMs can lighten the opposition by simply having Nix and Nox come out to stretch their legs. The never-ending boredom and self-righteous indignation of their client have finally gotten to them. If runners just need a hint they could come out for a few minutes. If there is a serious likelihood of failure, Nix and Nox could simply head to the bars for a night out. Details are left to individual GMs.

If runners have already neutralized Nix and Nox, nothing stops them from taking Kenji. This can play into AZT-allied runners favor (see Corporate Interests) but will not change the outcome. AZT will not look for him. However, runners may have difficulty with him. Kenji whines, moans, and complains throughout his confinement. He is afraid to die and believes shadowrunners are contemptible.

Finally, if runners believe Breeze's story, finding the datalock may be enough for them. If they fall for it, they may not be interested in the run on SDS. They can deliver Kenji and his data to Peace Man (see Scene 6: *Music (and Paydata) Hath Charms...*).

PULASKI GUARDS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	3	2	4	6	7	1	8/6	10

Skills: Athletics Skill Group 3, Automatics 4, Close Combat Skill Group 4, Dodge 3, Perception 3, Pistols 4,
Gear: Ares Predator IV, Armor Jacket, HK-227X, Stun Baton

Weapons: Ares Predator IV [Heavy Pistol, 5P, -1 AP, 0 RC, 15 (c)], HK-227X [SMG, 5P, 0 AP, 1 RC, 28 (c)] Stun Baton [Club, 6S(e), -half, 1 Reach]

PULASKI SPIDER (PROFESSIONAL RATING 3)

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

Skills: Computer 4, Con 2, Cybercombat 5, Data Search 3, Electronic Warfare 4, Etiquette 3, Gunnery 4, Hacking 4, Hardware 3, Perception 4, Pilot Aircraft 4, Pilot Ground Craft 4, Software 3,

Cyberware: Commlink, sim module, datajack, control rig
Commlink: System 4, Response 3, Firewall 4, Signal 4

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

FERRET RPD-1X

Handl	Accel	Speed	Pilot	Body	Arm	Sens
0	10/20	60	3	1	2	3

Weapons: Defiance EX Shocker [Taser, 8S(e), -half AP, 0 RC, 4 (m)]

MESAMETRIC BEAVER

Handl	Accel	Speed	Pilot	Body	Arm	Sens
-1	5/15	15	3	4	8	1

Weapons: None

GM-NISSAN DOBERMAN

Handl	Accel	Speed	Pilot	Body	Arm	Sens
0	10/25	75	3	3	6	3

Weapons: Ingram White Knight [LMG, 6P, -1 AP, 6 RC, 100 (belt)]

Urgent Message...

FOOD POISONING



SCENE 5: ABSCONDING WITH A BIG “A”

SCAN THIS

Runners decide to search for data exonerating Kenji at Secure Data Storage. SDS is in the Meyerson building in Manhattan with all the security hassles that entails.

TELL IT TO THEM STRAIGHT

Some runners are content with easy answers. They don't let pesky things like morals or the truth bother them. They never go 'hooding.' When faced with insurmountable odds, they take the path of least resistance. Just something to think about as you head out. The light pollution paints the cloud-cover the hazy grey-brown of dried blood above you.

BEHIND THE SCENES

While downtown, the runners will need to be on their best behavior as they will be scanned frequently. Everyone is required to broadcast a valid SIN at all times. Failure to do so is grounds for arrest. In addition, trespassing is a serious crime. Different types of SINs have different locations where they are permitted. Being out of an assigned zone is grounds for arrest or beating. GMs wanting more information can read about Manhattan's security system (p. 7-11, *The Rotten Apple*). It will be helpful in running events outside the Meyerson Building.

If runners ask about other ways to travel on the Island, any of their contacts may mention underground smugglers. Called Skimmers, these people travel the underground transporting goods and people. A small bribe (25¥*TR) to anyone in the know (GMs choice) reveals a name, Crawler.

For questions about Secure Data Storage, the Meyerson Building, or Crawler, refer to Legwork below.

Runners with sufficient fake SINs should be able to get onto the Island. If runners opt for using Terminal to get in, any pass will be sufficient to get them there. However, nothing short of a Blue or White striped pass will get the runners to the Meyerson Building without a hassle. Because downtown is so important, NYPD Inc. officers are equipped with better than average scanners (DR 3+TR/2). Runners caught by NYPD Inc. will be held at least 72 hours before being released. If runners are able to get to the building without going through the underground, skip to The Meyerson Building below.

Crawler and the Underground

Tracking down Crawler proves difficult. She doesn't own a commlink, and couldn't use one if she did, so she's completely off the grid. Runners will have to ask around. An Etiquette + Charisma (TR) test plus a bribe of (10*TR)¥ is sufficient to get directions to a nearby dump.

Many of the smaller Manhattan corps save a few bucks by illegally throwing out their garbage in Terminal. Entire communities have grown up around the dumps, eating the scraps, making use of discarded material, and selling anything valuable. It takes runners only a short time to find Crawler.

She's initially wary of intruders, especially heavily-armed ones. However, if runners want to negotiate, she will listen. The specifics are left to individual GMs. But Crawler does not want money, electronics, or favors. She is willing to settle for anything unique, shiny, or tasty.

The trip through the Underground is long, convoluted, cramped, hot, and foul-smelling. It begins with climbing down a rusty escape ladder three stories into the ground. Once there, runners are in a dead zone. A signal will return inside the Meyerson Building.

The Sub-Basement

Crawler takes off upon delivery unless she is paid to wait. At TR 1-2, Crawler leaves them at a metal hatch in the side of the tunnel. This pre-Quake refuse chute begins in the sub-basement. It is locked (DR TR) but can be picked. At TR 3, the chute hatch has been welded in place. It can be welded off, destroyed (AR 4, SR 5), or torn off. At TR 4, the other end of the chute has been blocked with plastiboard (AR 6, SR 7). At TR 5+ the chute has been filled with densiplast (AR 8, SR 9).

The sub-basement is pre-Quake. Its foundation remained stable and was used for the new building. It has been abandoned for many years. The original building was a comic and game shop, so the runners could find interesting turn of the century memorabilia such as comic books or baseball cards here if they take the time to search. Sensors placed throughout the "room" gauge stresses on the foundation sending out dozens of wireless signals. Exits are though four fire doors and the freight elevator.

No security cameras are here. However, calling the freight elevator or opening fire doors alerts the security Spider. The freight elevator alarm is triggered by the call button. It is hard-wired in and must be disassembled like a maglock, but the device is ancient (DR 2) and may be circumvented. There are alarms on the stair doors also, although they are wireless (DR 2+TR/2)

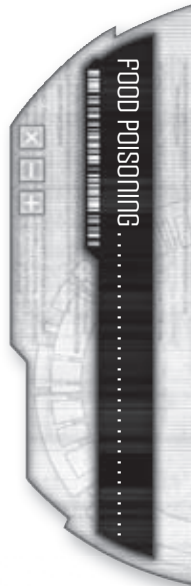
The Meyerson Building

This 8-story downtown building houses many companies. None have sufficient assets to afford private security. Instead they rely on the building's security contract. Alarms will bring NYPD, Inc. in less than five minutes. The quantity of response varies by emergency, but a minimum of ten officers and a mage arrive in six Chrysler Nissan Patrol-1 police cars 8-TR minutes after the alarm is sounded.

The building covers half a block for the first three floors then an "L" shaped corner section for the next five. There are three lobbies on the first floor.

Each lobby has three Knight Errant security officers. In addition, a mage and a security Spider are in the security office. During business hours of 7am-9pm, security confines itself to the first floor unless an alarm is raised. Afterward, from 9pm-7am, two-man security teams sweep the building every half hour while the mage calls up (TR) watcher spirits to patrol hallways. On the top five floors, security only enters the lobby of each tenant company.

Cameras (DR TR/2 + 1) are located in high-traffic areas (hallways, elevators, lobbies, loading bay, stairways). They are equipped with low light and thermographic vision. To ensure privacy, no cameras are inside offices.





INCOMING FEED.....



Elevators are located in each lobby. In addition to cameras, the Spider keeps track of elevators via call button alarm (DR TR/2 + 2). These are hardwired and must be disassembled to override. The freight elevator is located on the south side of the building (allowing it to go all the way to the 8th floor). After hours, the freight elevator is stopped in the 1st Floor lobby. Tenants must call the Spider to release the elevator.

Stairwells are located near the elevators. The northern and western stairwells go to the third floor. The southern and eastern go all the way up. Doors at each floor are unlocked. However, wireless alarms (DR TR/2 + 2) report any door use to the Spider.

A loading bay is located on the western side. Its retractable doors are keyed to RFID passes issued to tenants. The wireless RFID scanner (DR TR/2 + 2) has an anti-tamper device (DR TR/2 + 1) keyed to alert both security and NYPD, Inc.

5th Floor

Beginning on the 4th floor, the “L” shaped section is rented out by floor. At each ‘end’ of the floor are an elevator and an emergency stairwell. The western elevator and stairwell are for personnel and guests, the southern for freight and deliveries.

Secure Data Storage is open from 9am to 7pm M-F. The personnel elevator opens into the foyer with chairs for waiting clients and a wireless terminal on the desk for the secretary. It is always connected to the SDS node with a public account.

SECURE DATA STORAGE NODE: Dry Storage Facility

Sculpting: Stainless steel hallway with infinite filing cabinets

Authentication:

Node 1: Access ID

Privileges: Restricted.

Attributes:

Node 1: Firewall TR/2 + 3, Response TR/2 + 2, Signal 3, System TR/2 + 2

Spiders: 1 Programmer (use Blogger, p. 290, *SR44*)

IC:

Node 1: MCT Bloodhound (Rating 3), Rumpelstiltskin (Rating 3)

Resident Programs:

Node 1: Analyze (Rating TR/2 + 2)

ARC:

Node 1: Reboot

Urgent Message...



Off to one side is the office where the on-duty programmer deals with clients. Another terminal is here. It has been logged off the SDS node.

Both the foyer and office are equipped with PanicButtons. They are designed to alert both building security and NYPD, Inc.



A security door (AR 8, SR 9) separates the foyer and office from the back room. It is maglocked (Rating TR/2 + 2) and equipped with an anti-tamper device (Rating TR/2+ 1). Runners may circumvent this by cutting through the separating wall. It is made of plastiboard (AR 4, SR 5) with support beams placed every 46 cm.

If runners hack the node, a Data Search + Browse (TR) test reveals which RFID codes on the offline servers go with which accounts. In addition there is a code which gives the server's physical location. The server runners are interested in is marked "I202-4-7" This means the server is stored in the inactive section, stack 202, 4th section, 7th shelf. However, there is no key to explain this second code.

Once through the door, runners find the room filled with offline data servers. All have been neatly stacked on specially designed shelves in piles twenty high. Each server has an RFID tag with its ID code. Thus there are thousands of broadcasting RFID tags in this room. Runners can locate their server by scanning tags or by physical search.

Getting Out

Depending on circumstances, getting out could be as simple as retracing their steps or as difficult as running from NYPD, Inc. Runners must contend with all the building's security measures (see *The Meyerson Building* and *The Sub-Basement*).

If they came in through the underground, they may have to get out that way, also. This can be difficult if Crawler is not there. However, a Navigation + Intuition (TR) is sufficient to follow Crawler's original path. The obstacles they faced previously (see Crawler and the Underground) are still there.

PUSHING THE ENVELOPE

During the trip through the Underground, if the players are ahead of schedule or if they've had a particularly easy time of things thus far, they can encounter gangers (use Halloweeners Street Gang, p. 282, *SR4A*) looking to charge a toll, devil rats (p. 299, *SR4A*), or ghouls (p. 299, *SR4A*) looking for a meal, toxic gasses (p. 255, *SR4A* and p. 84-85, *Arsenal*), or whatever GMs think appropriate.

If runners easily get the server, an SDS employee could show up. Suspecting a break-in the employee could alert security or hit the PanicButton.

Alternatively, if runners make it smoothly out of the building, NYPD, Inc. could get involved in the Underground. A gang attacked an NYPD, Inc. engineer placing sensors. As a result, NYPD, Inc. is there in force. As runners escape the building they are mistaken for gangers, or correctly identified as thieves.

If runners are able to evade capture, gangs could put up roadblocks to divert police. Runners could find the path they thought open suddenly clogged with debris.

DEBUGGING

Runners must not go onto the Island, Manhattan, without the proper passes. They will be arrested and jailed and their equipment confiscated. GMs may call for a Memory (1) Test to remember this detail.

Inside the building, runners need a hacker/technomancer. Without one, they may be unable to locate the server. GMs can solve this problem by having an employee forget to log out of the terminal. With admin access, runners can get the information without hacking. Alternatively, the programmer could drop in. Runners could intercept him before he sets off alarms and force him to help.

If the runners are arrested, the adventure need not end. If runners make a deal or are allied with NYPD, Inc., they could find them open to negotiation. Getting information about this poisonous grain (actually a bio weapon) and the culprit behind it would be worth letting petty criminals go.

Finally, runners may want to search the server. First, it must be powered up. It is not wireless but may broadcast through a wireless device so runners will have to plug into it. The data has been encrypted requiring a Decrypt + Electronic Warfare (TR*4, 1 Combat Turn) Extended test to crack. Once through, a Data Search + Browse (TR*3, 1 Initiative Pass) test reveals enough information to exonerate Kenji. Essentially, it details Aztechnology's use of Kenji, a known traitor, to pass worthless, low yield bio-warfare agents off as "future grain" onto Pulaski FTC. Breeze is mentioned as the technomancer used to handle the job and implicate Kenji. It was last accessed five months ago. Other servers may be searched similarly. Each has information of varying utility but runners could sell the information for (TR/2 + 1)*1000¥.



POLICE OFFICERS OFFICERS (PROFESSIONAL RATING 3)

B A R S C I L W Ess Init IP Arm CM
4 4 4 3 3 4 3 3 6 8 1 9/7 10

Skills: Clubs 3, Law Enforcement (Professional Knowledge) 3, Perception 3, Pistols 4, Unarmed Combat 4

Gear: Armor Jacket (8/6), Ares Predator IV w/APDS ammo, Defiance EX Shocker, Helmet (+1/+1, with built in mic, headset, and smartlink), Stun Baton

Weapons: Ares Predator IV [Heavy Pistol, 5P, -5 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)], Stun Baton [Club, 6S(e), -half AP, +1 Reach]

MAGE (PROFESSIONAL RATING 3)

B A R S C I L W Ess M Init IP Arm CM
4 4 4 3 3 4 3 3 6 5 8 1 9/7 10

Skills: Counterspelling 4, Law Enforcement (Professional Knowledge) 3, Perception 3, Pistols 3, Spellcasting 4, Unarmed Combat 4

Gear: Armor Jacket (8/6), Ares Predator IV w/APDS ammo, Defiance EX Shocker, Helmet (+1/+1, with built in mic, headset, and smartlink), Stun Baton

Spells: Armor, Heal, Invisibility, Lightning Bolt, Stunbolt

Weapons: [Ares Predator IV [Heavy Pistol, 5P, -5 AP, Ammo: 15(c)], Defiance EX Shocker [Pistol, 8s(e), -half AP, Ammo: 4(m)]

PULASKI SPIDER (PROFESSIONAL RATING 3)

Matrix

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

Skills: Computer 4, Con 2, Cybercombat 5, Data Search 3, Electronic Warfare 4, Etiquette 3, Gunnery 4, Hacking 4, Hardware 3, Perception 4, Pilot Aircraft 4, Pilot Ground Craft 4, Software 3,

Cyberware: Commlink, sim module, datajack, control rig

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

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

Urgent Message...

SCENE 6: MUSIC (AND PAYDATA) HATH CHARMS...

SCAN THIS

One way or another, runners return to Peace Man with their findings.

TELL IT TO THEM STRAIGHT

A quick comm call, a hurried conversation in which Mr. Johnson lit up the fattest joint ever seen, and you're on your way back to Au Natural. In a very short while you'll be getting your much deserved payday.

BEHIND THE SCENES

Runners arrive at Au Natural to find it the same as before, though the specials have changed. A few patrons sit at the counter or in booths. None seem to notice the runners. When runners make eye contact with the owners Andreas or Korina, they motion slightly toward the storage room.

Inside, Peace Man awaits them. He has relaxed noticeably and is quite high. He is curious how runners got the proof, but he doesn't want details of the run. He simply wants to know what led the runners to believe what they have is the truth.

If runners believe Breeze, they probably have the manufactured "evidence" from Kenji's datalock. If they believe Kenji, they have the server from SDS properly implicating Aztechnology.

If runners have not examined the data, Peace Man calls a hacker contact to verify the proof. Once verified, Peace Man pays them, and they are free to go.

PUSHING THE ENVELOPE

Runners who believe Breeze may have skipped over the intervening scene (see Scene 5: *Absconding With a Big "A"*). If there is sufficient time, GMs can have Peace Man's hacker discover discrepancies in the datalock file. Realizing the data has been forged, Peace Man wants runners to get the real data from the Meyerson Building.

PICKING UP THE PIECES

MONEY

Peace Man pays the runners 1,000¥ + 500¥*TR (or 1,000¥ + 1,000¥*TR if he went berserk and runners were able to calm him without serious harm) each for the job with an additional 500¥ per net hit on their Negotiations test (to a maximum 2500¥ bonus). He gives the group an additional 500¥*TR for bribes and other incidentals.

In addition, runners who scan the other servers at SDS can earn an additional (TR/2 + 1)*1000¥.

FOOD POISONING



KARMA

1 – Getting out of the Soyosset Facility without killing anyone.

1 – Finding the manufactured “evidence” that Kenji/Pulaski was responsible for the grain.

2 – Uncovering proof that Aztechnology/Nutritional Research Associates was responsible for the grain.

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

CORPORATE REWARDS

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

Ares: 100 Rounds of APDS ammo.

Aztechnology: An Aztechnology Panther LS (AZT equivalent of a Mercury Comet).

Horizon: Rating 5 Maglock Passkey (will not work on any Horizon facility maglock).

NeoNET: Transys Avalon Commlink with Novatech Navi Operating System.

NYPD, Inc.: Blue Manhattan Pass applied to any one SIN (or Fake SIN).

Renraku: Rating 3 Fake SIN.

Saeder-Krupp: Rover 2068.

Shiawase: 20 Doses of Gamma-Scopolomine.

Spinrad: Heritage Line armor in style of user’s choice, Rating 6/4.

Neo-Anarchists: 5 Kilos of Rating 15 Plastique.

REPUTATION

Runners who seriously injure or kill Peace Man or 3V earn a point of Notoriety. In addition, NeoNET-affiliated runners who seriously injure or kill 3V earn a Public Awareness Test (see above) as though the runner had dropped hints of their affiliation.

CONTACTS

Add Peace Man or +1 loyalty (to a maximum of 4) if they already have him.

Add Crawler or +1 loyalty (to a maximum of 4) if they already have her.

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 request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ * TR.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test with a –1 on each subsequent test (p. 64, *SR4A*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 230, *SR4A*).

PEACE MAN

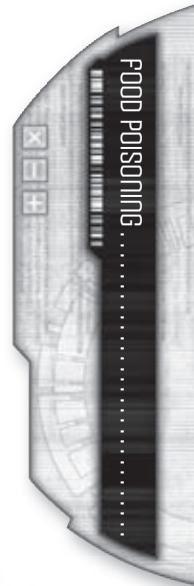
Hits	Information
0	Same to you, ah, Dude.
1	Charles ‘Peace Man’ Stoddard. He hates the corps and the government in equal measures.
2	Owns a New-Age shop (called Free Your Mind).
3	Bear shaman and part-time fixer for Neo-A interests.

FREE YOUR MIND

Hits	Information
0	Get lost, hippy.
1	420 Main St. Flushing. Sells crystals and New-Age stuff.
2	You can also find healing teslas there.
3	Owner sells ‘natural’ drugs (Mushrooms, Marijuana, Peyote, etc.) out of the back.
4	Neo-anarchists use it as a meeting place.

AU NATURAL

Hits	Information
0	I do not want to know what you do in your off-time.
1	I think there’s a restaurant in Bushwick called that.
2	Its one of those hippy, “minimal chemicals” kind of places, 1540 Gates Ave, Bushwick.
3	If you wanted to get a message to the Neo-Anarchists, you could do it there.



THE COMMLINK

- | Hits | Information |
|------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 | You need to upgrade. Let me show you some of my inventory. |
| 1 | Average model, fine for everyday purposes but nothing special. |
| 2 | According to its serial number, this particular one belongs to someone named Louis Chalupnik. |
| 3 | (This answer can only be gotten by hacking the commlink) It says Louis worked for several driving companies. His last job was at a fleet service which contracted out to numerous organizations |
| 4 | (This answer can only be gotten by hacking the commlink) There are an awful lot of neologisms in the data. |

THE ATTEMPTED HIJACKING

- | Hits | Information |
|------|---------------------------------------------------------------------------------------------|
| 0 | Do you know how often that happens around here? |
| 1 | Whoever was behind it must have covered their tracks because no one seems to know anything. |
| 2 | The driver was killed so the only people who might know are the hijack team. |

THE HIJACK TEAM

- | Hits | Information |
|------|------------------------------------------------------------------------------------------------|
| 0 | Talking about the past isn't good for my future. |
| 1 | You didn't hear this from me but it was a four-person team that usually worked together |
| 2 | You wanna contact 'em, talk to their leader, Breeze |
| 3 | They must have split up or moved on 'cause I haven't heard of them taking a job for weeks now. |
| 4 | They've moved on to the afterlife. |

MISSPELLINGS/NEOLOGISMS

- | Hits | Information |
|------|-------------------------------------------------------|
| 0 | Sounds kinky. |
| 1 | Isn't there a local shadowrunner who does that a lot? |
| 2 | Sounds like a technomancer named Breeze |

BREEZE

- | Hits | Information |
|------|---------------------------------------------------------------------------------------------------------------------|
| 0 | If it's so easy, do it yourself. |
| 1 | Technomancer who works the Brooklyn shadows. Uses neologisms a lot. |
| 2 | He did work the shadows. Retired after his team got whacked for screwing up a run. He ended up paralyzed but alive. |
| 3 | He's in hiding now, but I might be able to get an address (385A Lincoln Pl. Apt. 1, Brooklyn). |
| 4 | Rumor is, he had some help surviving. |
| 5 | That help was Aztechnology. He's owned, lock, stock, and barrel. |

THE DRIVER/LOUIS CHALUPNIK

- | Hits | Information |
|------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 | Never heard of him |
| 1 | Real name Louis Chalupnik, cab driver for E-Z Cab, Hack license #AF74572B9474-8458S. Last known address 4600 Church Ave., Apt 205, East Flatbush. |
| 2 | Killed recently after getting promoted to E-Z Cab's parent corporation, Nutritional Research Associates. |

LOUIS' FAMILY

- | Hits | Information |
|------|---------------------------------------------------------------------------|
| 0 | Who knows? |
| 1 | Probably in dire straits, Louis was the only one bringing in nuyen. |
| 2 | Disappeared after he died. |
| 3 | I hear his wife liked to talk a lot. Bet their neighbors know everything. |

NUTRITIONAL RESEARCH ASSOCIATES (NRA)

- | Hits | Information |
|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0 | Isn't that some kind of gun club? |
| 1 | Consumables testing facility based in Paramus, NJ that used to perform testing for local corps. |
| 2 | Most local corps stopped using them after they were hacked. Apparently the hacker spent time contemptuously editing and misspelling words throughout their node. |
| 3 | Rumor was, the hacker had inside help. The rumors were fueled by an extraction that happened soon after. |
| 4 | The extractee's name was Kenji Vlastimil. |
| 5 | Despite the extraction and loss of local biz, NRA is doing fine. They were bought out by Aztechnology. |

PULASKI FOOD TECHNOLOGY CORPORATION

- | Hits | Information |
|------|-----------------------------------------------------------------------------------------------------------------|
| 0 | Out of my AO man. |
| 1 | Local A- rated corp. Their only nearby facility is out in Soyosset at 241 Underhill Blvd. |
| 2 | For the last year they were a company to watch, but recently they seem to have peaked. |
| 3 | Pulling out of their contract with testing facility Nutritional Research Associates could have been the reason. |

KENJI VLASTIMIL

- | Hits | Information |
|------|-------------------------------------------------------------------------------------------------------------------------------------|
| 0 | It's a common enough name. Could be anybody. |
| 1 | Former QA Manager at Nutritional Research Associates, extracted immediately after NRA was hacked and a truck of theirs disappeared. |
| 2 | He must have stayed nearby, after all NRA has some mages on their staff. |
| 3 | Rumor is Pulaski Food Technology Corporation ended up with him. |
| 4 | Doesn't seem like NRA wants him back either. There've been no efforts to track him down. |



THE SOYOSSET FACILITY

Hits Information

- 0 Man, I only ever get out as far as Queens. I don't know nothin'.
- 1 Pulaski FTC's only local outlet. It's a dry storage facility.
- 2 Little goes on there except logistics and storage. Security is about what you'd expect.
- 3 Physical security is average. But their Matrix security is better given the amount of automation thereabouts. Their magical security is nonexistent.
- 4 The great Matrix node makes it a favorite hack among locals. Alarms and shit go off there all the time. Security's pretty complacent as a result.

SECURE DATA STORAGE

Hits Information

- 0 Sounds fly-by-night to me.
- 1 A small, independent, long-term data storage facility located on the Island of Manhattan.
- 2 Located on the 5th floor of the Meyerson building downtown.
- 3 Not much there to see, just a few employees and a truck-load of data drives.
- 4 There is almost no security to speak of. Instead, they rely on the building's security.

THE MEYERSON BUILDING

Hits Information

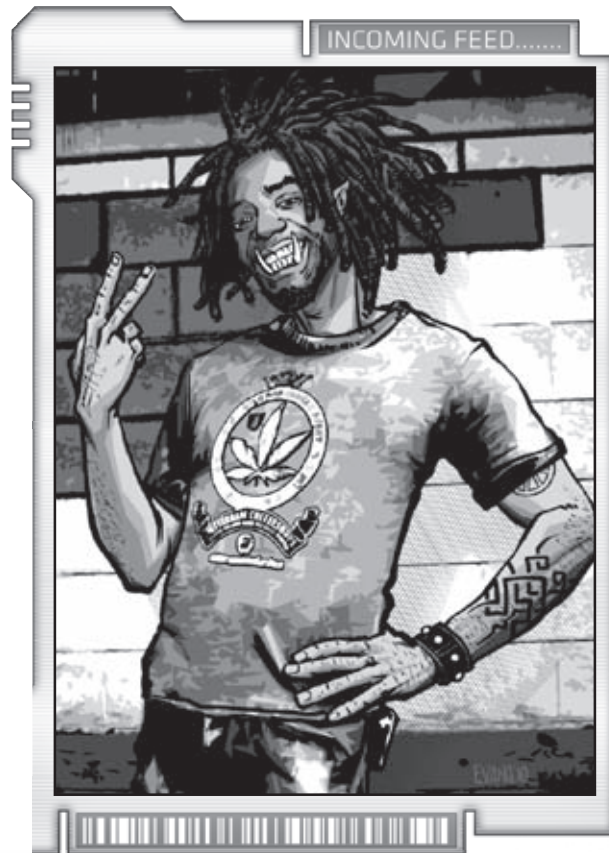
- 0 You mean the supermarket chain's headquarters?
- 1 It's an 8-story high-rise downtown at 200 Park Ave. S. Houses a dozen or so businesses.
- 2 I wouldn't plan on just walking in if I didn't have access passes, not without a skimmer. Security is a bitch.
- 3 Your best bet is Terminal. For a fee I might know a skimmer who could help you.
- 4 Crawler is your gal.

CRAWLER

Hits Information

- 0 Sounds like something made by SK.
- 1 She's a greedy, shiftless, scavenger. Lives, if you can call it that, under Terminal.
- 2 Knows a lot about the Underground in the area.
- 3 Takes odd sorts of payments. If it's unique, shiny, or tasty she'll be interested.

CAST OF SHADOWS



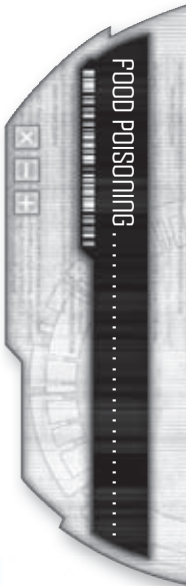
CHARLES 'PEACE MAN' STODDARD

Normally relaxed and easygoing, Charles Stoddard fits the "pot-smoking '60s hippy" stereotype to a "T". That is if you are referring to the 2060s. Charles follows Bear, though most who've met him say he's more of a Cub. That's apropos, given that he is only 17. He grew up in DC during the August Riots (subsequent to Dunkelzahn's assassination) and watched as the government and the corps stood by as the UCAS imploded. Charles has participated in every manner of peaceful protest, but soon grew weary of not getting results. At this point, he hates the government and the corps in equal measures. He is willing to let the ends justify the means, if the powers that be will start listening.

Charles is a young African-American ork who's just a bit too skinny for his size. He looks (and is) under the influence most of the time. He likes tie-died and hemp clothing, wears sandals with socks, and has an absolute passion for soy puffs. The only thing that rattles him is talk about corporations or the government. At those times, his fury boils over very quickly.

B A R S C I L W Ess M Init IP CM
5 2 2 4 3 2 2 4 6 4 4 1 10

Active Skills: Conjuring 2, Sorcery 3, Etiquette 2, Negotiation 3, Assensing 3, Astral Combat 2, First Aid 3, Medicine 1
Knowledge Skills: 20th Century Drug Culture 3, Drug Paraphernalia 3, Neo-Anarchist Philosophy 3, Protest Culture 2



Qualities: Magician, Addiction ('Natural' Drugs) - Mild
Gear: Commlink (Meta Link running Xim OS), medkit (Rating 3)
Spells: Confusion, Heal, Improved Invisibility, Manabolt

LUDOVICO '3V' HENDRICKSON

Fifteen years ago, "Veni, Vidi, Vici" or 3V was synonymous with "professional". There were rumors the Manhattan 13 got into a bidding war over his services. When NeoNET started solving their problems quietly and professionally, everyone knew why. But time took its toll on 3V and eventually his body couldn't keep up with constant cyber and biosynthetic replacements. His ops started becoming public knowledge. Eventually, one went horribly wrong and 3V disappeared. Most assumed he'd died. That is, until last year when a dwarf street sam fitting 3V's description started showing up at Neo-A get-togethers.

Ludovico is still alive. However, he's never stopped working for NeoNET. They'd been having problems with the Neo-A's for some time and needed an inside man. Ludovico, getting up there in years and losing some of the speed necessary for stand-up ops made the perfect mole.

3V sports antiquated chrome and pre-wireless cyber, but he's kept the company man style; dark sunglasses; short, spiky, red hair; black leathers and form-fitting body armor. But the wear is obvious. The glasses are scratched badly, the hair has been died, and the leathers and body armor have seen better days.

B A R S C I L W Ess Init IP CM
 6 4(7) 5(6) 7(10) 4 4 3 5 1.95 10 1(2) 11

Active Skills: Blades 3, pistols 4, Automatics 4, Infiltration 3, Dodge 4, Pilot Ground Craft 2, Intimidation 4, Leadership 3, Tracking 2

Knowledge Skills: NeoNET Safehouses 3, Shadowrunner Hangouts 2, Neo-Anarchist Philosophy 3, Bushido Code 1, Police Procedures 2

Qualities: Deep Cover

Augmentations: Cybereyes (with flare compensation, low light, protective covers, smartlink, and thermographic vision), cyberears (with balance augmenters, and damper), wired reflexes 1, obvious lower cyber arm (with gyromount, hand razors, and cyberspur), muscle augmentation 3, muscle toner 3

Gear: Form-fitting body armor (half body suit), lined coat

Weapons: Combat axe [Blade, DV 9P, AP -1], Ares Predator IV [Heavy Pistol, DV 5P, AP -1, RC --, Ammo 15(c)], Ingram Smartgun X [SMG, DV 5P, AP --, RC 2(3), Ammo 32(c)]

TALLAS 'BREEZE' MEIR

Like most technomancers, Breeze has an otherworldly outlook that is sometimes difficult to understand. His speech is sprinkled with neologisms, made up words like misundereestimated or fabulosity. He never loses his temper or even raises his voice. It is disconcerting as his inflection doesn't match his words. However, his roundabout arguments make intuitive sense.

To get better jobs, Breeze sold himself to Aztechnology. Unfortunately, he didn't tell his teammates. When they failed to turn the truck over to Pulaski FTC, AZT agents taught him a lesson. His teammates were killed and he was left paralyzed. Aztechnology made its point. Breeze understands his next failure will be his last.

Breeze is a 23-year-old tall, thin male elf with blue eyes and inky-black hair. He has given up dressing himself, owing to his handicap, and now relies almost entirely on drones.

B A R S C I L W Ess Res Init IP CM
 3 3 4 2 6 5 5 6 6 5 9(11) 1(3) 11

Active Skills: Cracking 4, Electronics 4, Tasking 3, Negotiation 4, Perception 2, Pistol 2

Knowledge Skills: Current Fashion Trends 2, Matrix Trivia 2, Data Havens 3, Matrix Security Procedures 2, Resonance Stream Poetry 3, Synesthesia Artworks 3

Qualities: Analytical Mind, Technomancer, Distinctive Style, Paraplegic

Living Persona: Firewall 6, Response 5 (6), Signal 3, System 5, Bio-Feedback Filter 6

Complex Forms: Analyze 4, Armor 3, Browse 3, Attack 4, Exploit 5, Decrypt 3, Edit 3, Scan 3, Stealth 5, Track 4

Gear: Commlink (DR 3)

Weapons: None



NIX

Nix specializes in wetwork. A next-generation street sam, he hates obvious 'ware. He prides himself on talking his way out of problems as quickly as shooting his way out. Soft spoken, he finds enjoyment in the most mundane activities. This attitude seems at odds with his lifestyle. Nix has a fearless reputation when it comes



to jobs. He has taken contracts which have made him some powerful enemies. Most of his partners move on when they discover it. Only Nox remains.

Nix is a 27-year-old male Night One with dark green vellum and brown eyes. Tattoos would be nearly invisible on his skin. So, he dyes and shaves his vellum in interesting patterns. Despite that, he is not a "pink Mohawk" type. He's a card-carrying member of the black trench coat crowd.

BA R S C I L W Ess Init IP Arm CM
46 (8) 5 (9) 3 7 3 3 3 1.4 8(12) 1(3) 8/6 10

Active Skills: Athletics 3, Influence 3, Pistols (Semi-Automatics) 5 (+2), Unarmed Combat 3, Infiltration 4, Pilot Ground Craft 1, Perception 3, Shadowing 2, Street Knowledge 2, Tracking 3, Armorer 2

Knowledge Skills: Trid Soap Operas 2, Useless Trivia 4, Nightlife 3
Qualities: Allergy (Sunlight, mild), Low-Light Vision, Keen-eared, Nocturnal, Unusual Hair (Colored Fur), Guts, Enemies, Wanted
Augmentations: Reaction enhancers 2, wired reflexes 2, adrenaline pump 2, bone density augmentation 3, muscle toner 2, reflex recorder (Pistols).

Gear: Commlink (Hermes Icon running Iris Orb), armor jacket, sunglasses (with flare compensation, and smartlink), earbuds

Weapons: Ares Predator IV [Heavy Pistol, DV 5P, AP -1, RC —, Ammo 15(c)]

NOX

Nox is the nightmare partner, a show-off and braggart with no social skills and no off switch. Worse, he is a mage with

a penchant for flashy spells. He would be running the shadows alone if not for his partner Nix. Anyone who spends time near him learns his favorite pastime is being bothersome. His grating personality even extends to the astral as even spirits find him annoying.

Nox is a 19-year-old troll of average height and weight. What little fur he has left is dark brown in color, as are his eyes. He has a number of burn marks on his body where he's purposefully burned himself. He says he finds the smell appealing.

B A R S C I L W Ess M Init IP Arm CM
7 3 4 7 2 3 4 5 6 5 7 1 9/7 12

Active Skills: Athletics 3, Conjuring 3, Automatics 2, Unarmed Combat 2, Dodge 3, Assensing 4, Perception (Visual) 2 (+2), Astral Combat 3, Counterspelling 3, Spellcasting 4

Knowledge Skills: Ancient Scarification Techniques 2, Nursery Rhymes 2, Magic Theory 2,

Qualities: Magician, Uncouth, Poor Self Control (Braggart), Spirit Bane (Spirits of Man)

Gear: Armor jacket, commlink (Novatech Airware running Iris Orb), Increase Reflexes sustaining focus (Force 2)

Spells: Flamethrower, Fireball, Increase Reflexes, Ignite, Turn to Goo
Weapons: HK MP-5 TX [SMG, DV 5P, AP --, RC 2(3), Ammo 20(c)]

KENJI VLASTIMIL

Kenji always felt second-best. If he had not grown up in a family of top-notch professionals, perhaps it would have been otherwise. After all, he is a gifted researcher. His ideas have good, solid scientific foundation and his work is solid. But the truth is, he is not unique. It's always been there, right in front of him. He thought if he pushed harder or was more exacting it would compensate. It just made him an ass. It is such a long-standing behavior Kenji doesn't know any other way. So he disparages anyone that doesn't meet up to his standards.

Kenji is a human of mixed Japanese and Slavic heritage. He is average height and weight with dark hair and blue eyes.

B A R S C I L W Ess Init IP Arm CM
2 3 3 2 2 3 5 4 4.85 6 1 4/0 10

Active Skills: Athletics 2, Dodge 3, Instruction 3, Computer 4, Data Search 4, Hacking 1, Professional Knowledge (Horticulture) 5, Chemistry 5

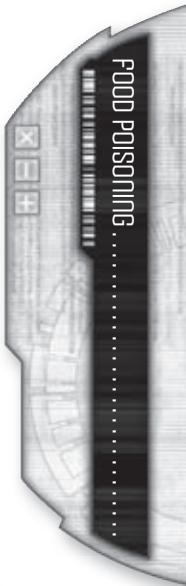
Knowledge Skills: Aztechnology 3, Biology 4, Chemistry 4

Qualities: College Education, SINner, Prejudice against non-Scientists (Common Group, Biased)

Augmentations: Cybereyes (Rating 1), encephalon 1, datajack, data Lock

Gear: Armor clothing, commlink (Fairlight Caliban running Novatech Navi), AR gloves,

Weapons: None



CRAWLER

Crawler seems to be a rat shapeshifter. Not merely because her physical features and mannerisms are rat-like, but because her personality is 'non-human.' However, given the context of her life, her behavior makes sense. Abandoned early, Crawler grew up ignored by other SINless in the Underground. So she tried to make friends among the rats. After several painful lessons she learned they weren't friends but that didn't stop her. She models their eating and behaviors hoping they will take her in.

Crawler has an extensive knowledge of the Underground's layout. Recently she has gotten jobs from people wanting to get across the Island without being seen. She doesn't understand nuyen so she insists on payment she can eat or bribe the rats with.

Underneath the filth and rags, Crawler is a 14-year-old human. She is small (1.3 m) and thin (33 kg) with blond hair and green eyes. She insists on nibbling her food (like rats) and crawls around on all fours. She wears filthy rags she has 'acquired' and insists on being treated as a rat.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
2	3	4	2	2	3	2	3	6	7	1	0/0	10

Active Skills: Athletics 2, Blades (Knife) 1 (+2), Unarmed Combat 2, Escape Artist 2, Infiltration 3, Dodge 2, Etiquette (The Underground) 1 (+2), Perception 3, Navigation (The Underground) 2 (+2), Survival (Underground) 2 (+2)

Knowledge Skills: Rat Habits 2, Rat Behavior 2, Rat Trivia 2, Local Garbage Dumps 2, The Underground 3

Qualities: Home Ground, Resistance to Pathogens and Toxins, Rat Poser, Uneducated

Gear: None

Weapons: Boning knife [Blade, DV 2P, AP--]

INCOMING FEED.....



FOOD POISONING



- 1-Street Entry
- 2-Lobby
- 3-Elevator & Stairs
- 4-Freight Elevator & Stairs
- 5-Loading Bay & Storage
- 6-Maintenance

 Cameras - Thermographic & Lowlight

--Meyerson Building--
Main Floor

--Target Selected--
--Meyerson Building--

1-Street Entry

2-Lobby

3-Elevator & Stairs

1-Street Entry

2-Lobby

3-Elevator & Stairs

5-Security Offices

6-Maintenance
Generators & Plumbing

4-Freight Elevator & Stairs

1-Street Entry

2-Lobby

3-Elevator & Stairs



30 METERS



1-Elevator
& Stairs
2-Foyer &
Reception

3-Programmer's
Office

4-Restrooms

5-Freight Elevator
& Stairs

6-Security Door

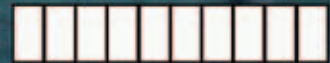
7-Server

5th Floor
Meyerson Building

5-Freight Elevator
& Stairs

7-Server
Room

10 Meters



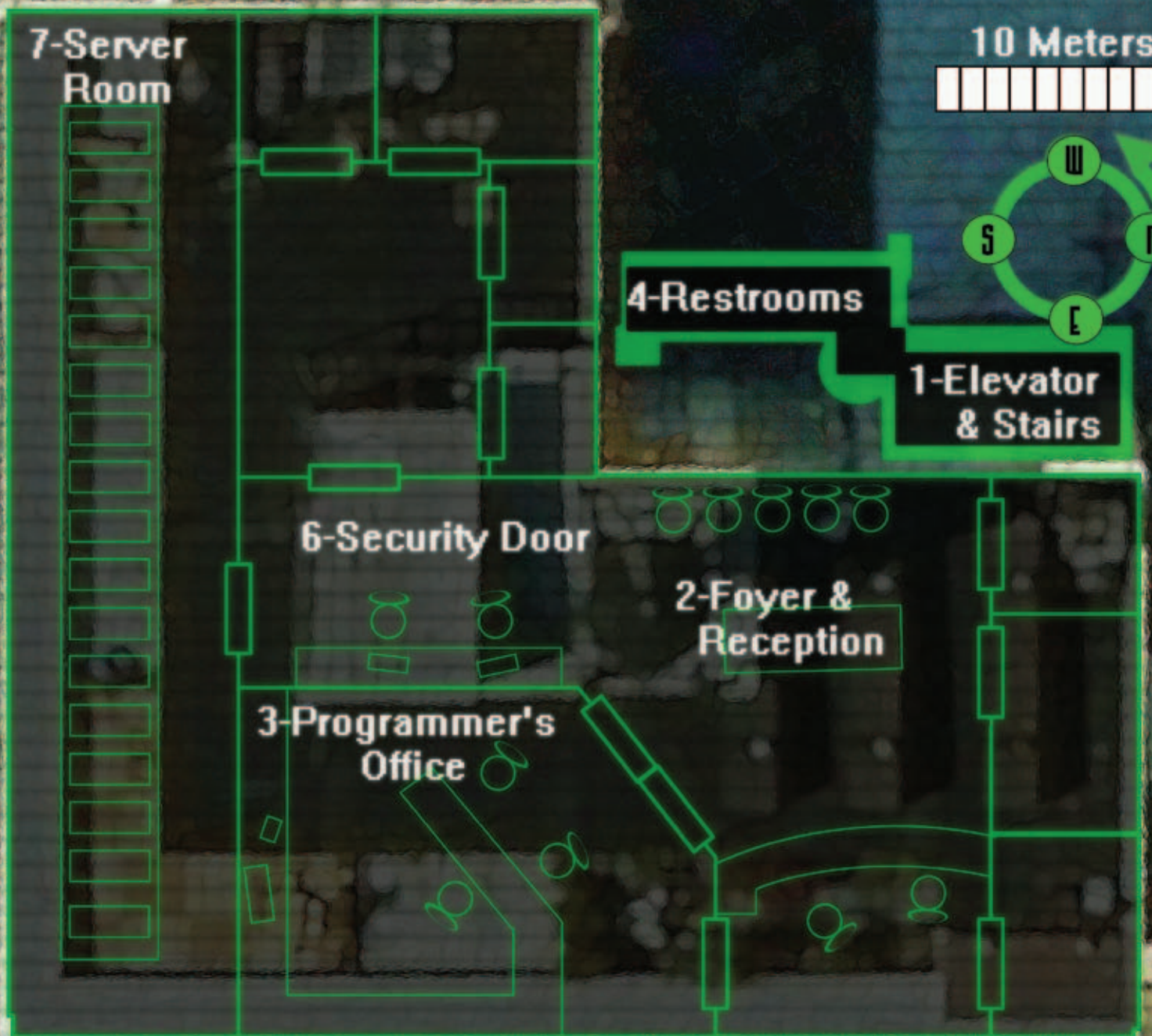
4-Restrooms

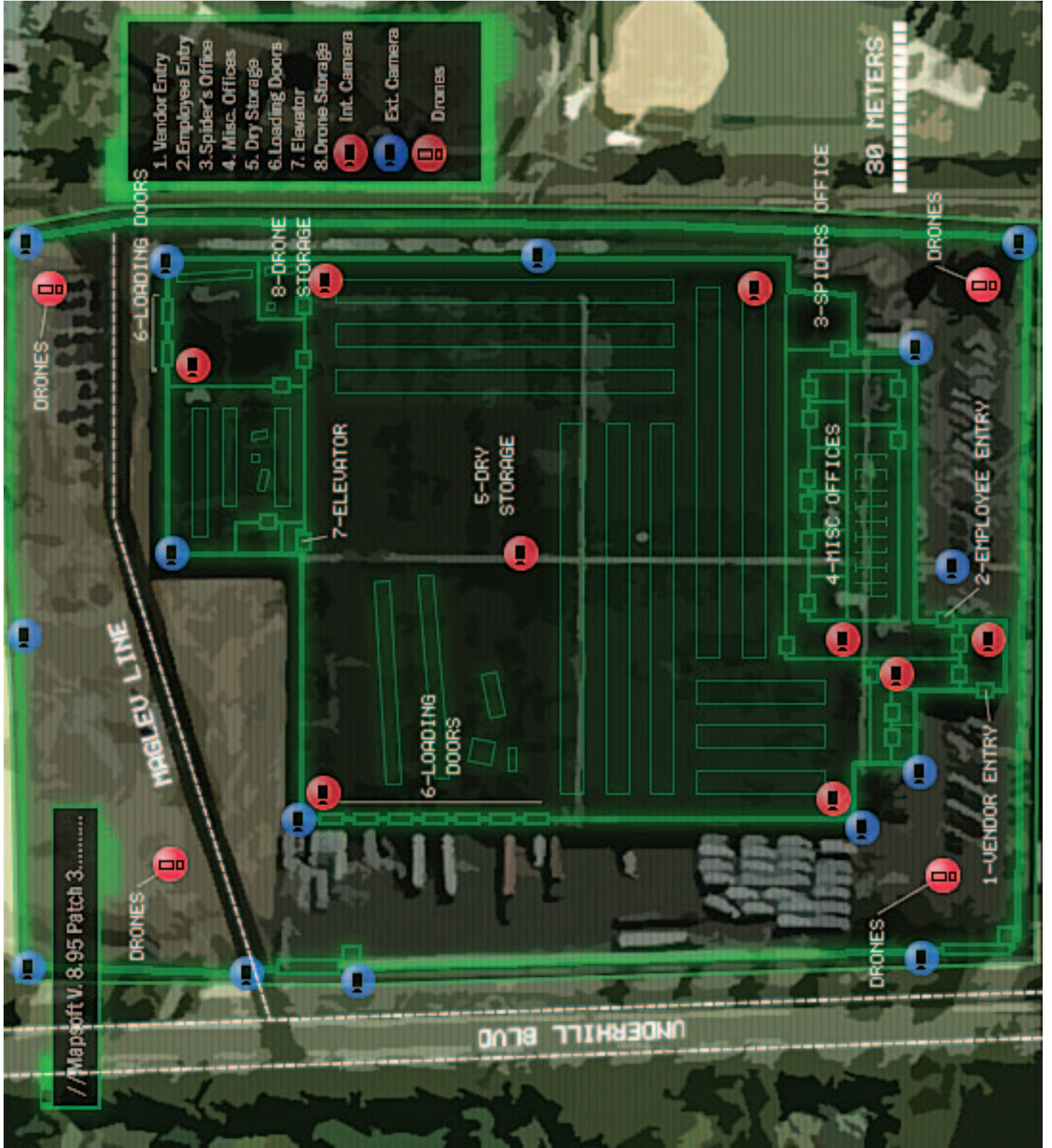
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Crawler Skimmer

Female Human

Connection Rating: 1

B A R S C I L W
? ? ? ? 2 3 2 3

Active Skills: Navigation (The Underground) 2 (+2), Survival (Underground) 2 (+2)

Knowledge Skills: Rat Habits 2, Rat Behavior 2, Rat Trivia 2, Local Garbage Dumps 2, The Underground 3

Places to Meet: Terminal, Garbage Dumps

Contact: Word of mouth, In person

Crawler Skimmer

Female Human

Connection Rating: 1

B A R S C I L W
? ? ? ? 2 3 2 3

Active Skills: Navigation (The Underground) 2 (+2), Survival (Underground) 2 (+2)

Knowledge Skills: Rat Habits 2, Rat Behavior 2, Rat Trivia 2, Local Garbage Dumps 2, The Underground 3

Places to Meet: Terminal, Garbage Dumps

Contact: Word of mouth, In person

Crawler Skimmer

Female Human

Connection Rating: 1

B A R S C I L W
? ? ? ? 2 3 2 3

Active Skills: Navigation (The Underground) 2 (+2), Survival (Underground) 2 (+2)

Knowledge Skills: Rat Habits 2, Rat Behavior 2, Rat Trivia 2, Local Garbage Dumps 2, The Underground 3

Places to Meet: Terminal, Garbage Dumps

Contact: Word of mouth, In person



Normally relaxed and easygoing, Charles Stoddard fits the “pot-smoking ‘60s hippy” stereotype to a “T”. Charles follows Bear, though most who’ve met him say he’s more of a Cub. That’s apropos, given that he’s 17. He watched as the government and the corps stood by as the UCAS imploded. Charles has participated in every manner of peaceful protest, but soon grew weary of not getting results. He hates the government and the corps in equal measure and is willing to let the ends justify the means, if the powers that be will start listening.

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Peace Man
Fixer
Male Ork

Connection Rating: 3

B A R S C I L W M I P
? ? ? ? 3 2 2 4 4 1

Active Skills: Etiquette: 2; Negotiation: 3; Assensing: 3; Conjuring: 3; Sorcery: 2

Knowledge Skills: Neo-Anarchist Philosophy: 3; Protest Culture: 2; 20th Century Drug Culture: 3

Places to Meet: Head shops, Neo-Anarchist clubs, Natural foods restaurants

Contact: Commlink

Peace Man
Fixer
Male Ork

Connection Rating: 3

B A R S C I L W M I P
? ? ? ? 3 2 2 4 4 1

Active Skills: Etiquette: 2; Negotiation: 3; Assensing: 3; Conjuring: 3; Sorcery: 2

Knowledge Skills: Neo-Anarchist Philosophy: 3; Protest Culture: 2; 20th Century Drug Culture: 3

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Places to Meet: Head shops, Neo-Anarchist clubs, Natural foods restaurants

Contact: Commlink



PLAYER _____ DATE ___/___/___

CHARACTER _____ LOCATION _____

PERSONAL INFO

<input type="checkbox"/> 1. GREEN	<input type="checkbox"/> 4. VETERAN
<input type="checkbox"/> 2. STREETWISE	<input type="checkbox"/> 5. ELITE
<input type="checkbox"/> 3. PROFESSIONAL	<input type="checkbox"/> 6. PRIME

TABLE LEVEL

SRM03-11 Food Poisoning

SINless die in obscurity every day. But when the victims appear to have been poisoned, people want answers.

SYNOPSIS

- No one died at the Soyosset Facility
 - Kenji/Pulaski was responsible for the grain.
 - Aztechnology/Nutritional Research Associates was responsible for the grain.
- MISSION RESULTS**

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

- Neo-Anarchists

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

TEAM MEMBERS

Previous Available _____

Earned _____

Spent _____

Remaining Available _____

New Career Total _____

AFFILIATIONS

Street Cred _____

Notoriety _____

Public Awareness _____

- ADVANCEMENT**
- Crawler
 - Peace Man

KARMA

Previous Available _____ ¥

Earned _____ ¥

Spent _____ ¥

Remaining _____ ¥

REPUTATION

GM's Name _____

GM's Signature _____

CONTACTS/SPECIAL ITEMS GAINED OR LOST



NUYEN

DEBRIEFING LOG

