



SHADOWRUN

MISSIONS

HARD TARGET

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ΠΑΛΗΧ

The sun glares down on the ruins like it does every day here in the desert. There is no break from the constant heat, except inside the air-conditioned shelters, or in the ruins themselves.

This was day sixty-five of the dig, and Professor Heinrich Sucher still had not found anything of value. Of course, with the new technologies and techniques, several previously unknown chambers had been found under site 23, but none of them held pieces rare enough to please his employer.

As the professor looks up from his monitor, he notices one of the workmen running to him.

"Bitte, slow down my friend," says the professor, "What is your name first and what is it you need?"

Out of breath the workman pants out, "Sir, I am Abdul Awwal. We found a concealed door in chamber four!"

"Are you sure? Nothing in these images shows a passage or chamber from that section." This was not the first time the professor got excited just to find out a simple workman made a mistake.

"Yes, yes, professor, it is a door!"

"Schon gut, lead me there, Abdul."

"It's Abdul Awwal, sir."

"Ja, ja, just take me there."

The workman leads him into the dig, past the first three chambers into the last, chamber four. Several workmen are standing around the chamber talking in hushed tones. Abdul Awwal points out the section of wall, and Professor Sucher examines it carefully.

"Mein Gott, I believe you are correct, Abdul! Get your men over here and let's get this open!"

After cautiously prying at the cracks, thirty minutes of labor reward them with a blast of stale air and dust. Another twenty minutes of work and they are able to open the door enough for a person to squeeze through.

"Abdul, give me your torch!" says the now-excited professor.

"Yes sir. It's Abdul Awwal sir."

"Ja, ja, just follow me, but keep your men back until I say."

The professor disappears through the doorway, with Abdul Awwal close behind. After a few meters in this tight tunnel, the professor and Abdul Awwal find themselves in a large chamber. The feeble light illuminates a small chamber decorated with frescoes depicting the ocean and undersea creatures. Seashells of all shapes and sizes are incorporated into the walls and lay on the floor.

Their attention is drawn to an object in the middle of the room. It appears to be some sort of altar made completely of



coral. Upon the altar rests a book with a large seashell on the cover. Professor Sucher moves quickly, his mouth twitching, to the altar and starts to leaf through the pages. Abdul Awwal moves up behind him and peers over his shoulder.

"Abdul, do you know what this means? This is fantastic! Go tell your men to bring in the equipment and a crate for this book. I must get this book to my employer so that he can examine it."

"Yes sir. It's Abdul Awwal sir."

"Ja, ja, just get the men and equipment in here, schnell!"

Abdul Awwal returns to the workmen and gives them their instructions. Once they leave, he touches his commlink and calls the proper code.

"Master Smith, I apologize for disturbing you at this early hour, but I believe I have found something of interest to the Order. I have attached pics, and a quick assensing of the item shows it has magical properties."

After a brief pause, "Apprentice Abdul Awwal, you are correct, it appears this item may be connected to another item in our possession. Once the professor has made shipping arrangements, forward the information, and I will take care of the rest. As a reward for finding this item, your dues will be covered for the next year."

"Thank you master! May your path be illuminated with the new dawn!"

"Thank you Apprentice Abdul Awwal! Your efforts will greatly assist one of our chapterhouses!"

ΛΙΧ*

ΧΗΛΤΙ

INTRODUCTION

SRM 04-06: Hard Target is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. Maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 04-06: Hard Target is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to that edition of the *Shadowrun* rules.

Adventure Structure

SRM 04-06: Hard Target 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 scene and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

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

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel will 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 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 04-06: Hard Target* (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 compose a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

Non-Player Characters

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

Minor NPCs are found in the individual scene that they appear in and generally have a brief write-up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

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

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.

Mission Difficulty

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce

the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

Choosing Sides

During the course of a scenario, the PCs will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict and is full of opposing Factions who butt heads constantly. Characters can try and remain neutral, but often any decision they make favors one Faction over another. These choices earn the characters positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather notes that the Faction looks upon the character favorably and is more inclined to deal with the runner. High enough Faction Rep earns the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

Each Faction keeps tabs on its opposite, and every organization is full of spies, so any time a character deals with one Faction, the other side inevitably finds out about it. This is tracked on an individual basis, so even if one teammate sells out information to NewsNet, another can sell out to KSAF and still earn KSAF Faction Rep.

A Note on Commlinks

By 2073, 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 3. These commlinks do not contain any valuable paydata.

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PC's 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.

Finally, certain modules will request that you use the web reporting form available at shadowrun4.com/missions to report the outcome of the Mission. Future adventures will reflect the outcome of this one. Without gamemaster feedback, the PCs' exploits will be unable to affect the campaign.

MISSIONS FACTIONS

ARTIFACT RUSH PLOTLINE

Atlantean Foundation: This faction has long believed in a grandiose magical "Fourth Age," and the recent influx of magical artifacts being discovered lends their claims much credence. They are scrambling to be the first to gather these artifacts and unlock their secrets.

Draco Foundation: Founded after former president Dunklezahn's death, the Draco Foundation has been searching out any number of strange things for research. Rumor has it that even fifteen years after his death, Dunklezahn is still guiding them from beyond the grave. No one knows their true motives, but it's clear that they will do whatever they can to get their hands on these strange artifacts and discover what they can do.

Saeder-Krupp: At the moment, Lofwyr is content to sit back and watch as mortals scramble about for baubles from a past life. For the time being, he's just gathering data.

Lung: Like Lofwyr, Lung is watching and waiting to see what gets unearthed, and what the mortal races do with it.

MISSION SYNOPSIS

The runners are invited to dinner with Laurent Nazaire at The Eye of the Needle. Laurent wants an artifact (a horn made from a large seashell) that a group of mages aligned with the Illuminates of the New Dawn possess (Outer Order Circle, Chapterhouse 13 (OCCC13)). This artifact was hidden away for many years, but recently an archeologist discovered a codex describing its usage. OCCC13 gained possession of the codex and successfully translated it. Laurent became aware of the codex and believes this is his chance to secure the artifact and the related codex. Laurent knows very little about the artifact, the codex, nor its current location besides Seattle.

Laurent tells the runners to find an old friend who will be able to point the team in the right direction. Laurent does not mention that this friend is a nosferatu and will not willingly divulge any information—she'll need convincing. The team must capture the nosferatu and convince her to talk. The nosferatu is not cooperative because she was once a member of OCCC13 (before her transformation), and they betrayed her. She believes that OCCC13 is after her and that the runners have been hired to bring her in so that the mages can silence her and collect on the bounty. Laurent does not know her exact location, just the general area she haunts: Capitol Hill.

When the team departs, Moreau meets them in the elevator on the way down to the parking garage and offers them an additional job. Moreau has been following the codex's movement into Seattle and wants a copy of it and an image of the artifact.

The runners go to Capitol Hill and discover the general area in which the nosferatu hunts. The team need to employ cunning, research, and non-lethal weaponry to capture the nosferatu. The runners will probably try the most obvious methods to get the information out of her: interrogation, torture, or negotiation. What this particular nosferatu wants is essence in exchange for the information. Once she is satisfied, she reveals the location of the artifact and codex: a hunting lodge in the forested outskirts of Auburn. She also reveals that the runners must make their move quickly, as she understands that the artifact will be moved soon.

By now, Lin Yao Chang and Simon Andrews have heard that the runners are attempting to retrieve the horn and codex. They have passed this information on to their respective masters and both have received different orders. Lin Yao Chang is to offer the runners a job to destroy both the codex and the horn. Simon Andrews, on the other hand, wants the lead mage from OCCC13.

The runners make their way to the hunting lodge and discover an abnormal amount of security protecting the lodge. Once they manage to make their way past security, they discover the mages in the middle of a ritual to unlock the powers of the artifact. The team overcomes the mages, secures the artifact and codex, and makes their way to Laurent for payment. If the runners have accepted the various side jobs, they receive those payments as well.

SCENE 1: DINNER MON FRERE?

SCAN THIS

Laurent Nazaire contacts the runners for a dinner meeting at The Eye of the Needle. He hires them to retrieve an artifact and codex in the possession of a group of mages aligned with the Illuminates of the New Dawn (Outer Order Circle, Chapterhouse 13).

Gamemaster note: If the runners have played *SRM04-02 Extraction* or *SRM04-04 Smuggler's Blues*, they may have previously met Laurent Nazaire and Moreau. Adjust the text accordingly where necessary.

TELL IT TO THEM STRAIGHT

Another night in the sprawl. Neon lights, AR spam popping up left and right, yet not a drop of rain in the sky. As you soak up the mild evening air, your commlink beeps with an incoming message. You open it and find a dinner invitation floating in your field of view.

The invitation reads:

What: Dinner with Monsieur Johnson

When: 1900

Where: The Eye of the Needle

RSVP required

With nothing else planned and a clear sky, you accept the invitation and receive a temporary pass to the parking garage and restaurant.

When the players get to the Space Needle

The pass allows you to park in the secure Space Needle garage. Recharge stations are readily available, and a bank of elevators stands ready to whisk you to the top. As you move through the garage, you are aware of the many sensors and cameras that record every move and scan for the presence of weapons.

The elevator door opens into an opulent lobby where the elven maître d' accepts your pass and escorts you to a table next to a window, through which you can see the Seattle lights sparkle and glitter. Mr. Johnson, a dark-skinned male dwarf with short corn-rows and a dark-blue suit stands and greets you with a professional smile, "Bonsior mesdames et messieurs, please take a seat."





BEHIND THE SCENES

Laurent Nazaire

Laurent Nazaire became aware of this artifact (a horn made from a large seashell) several years ago but was not able to gain access to it since the Illuminates of the New Dawn kept it secreted away. A codex was discovered a few months ago during a dig and disappeared en route to a private collector in the UCAS. Information about the

contents of the codex made their way to Laurent, and he is certain it contains the instructions on how to use the artifact. Informants confirmed that the codex was indeed in Seattle and that Outer Order Circle, Chapterhouse 13 (OCCC13) had it. Laurent wants the horn and the codex.

If the runners have Laurent as a contact or have encountered him before, then they are being hired because of their previous relationship. If the runners have never met Laurent, then he received their number from a fixer who recommended them as dependable.

EYE OF THE NEEDLE

401 West Thomas Street

Take the elevator up to the top of the 185-meter tall Space Needle and you arrive at one of Seattle's most elegant and famous restaurants. The service is impeccable, the food delicious, and the view of the downtown skyline through the broad windows is unparalleled. Check out the "interactive zoom" feature on the windows' touch-sensitive surfaces, allowing you to shift, focus, and filter your view as you see fit! Be sure to book a reservation well in advance and to check the limit on your credit before you go; tables at the Eye of the Needle fill quickly, and the prices are not cheap. Still, it is a Seattle experience not to be missed.

- The Eye has a long-standing history as an "in" place in Seattle, where the moneyed bring people they want to impress, and where you go to see and be seen. It is the kind of place Mr. Johnsons have used to show off to their clients, so much so that some consider it passé.
- Khan-A-Saur

The Space Needle

The Eye of the Needle issues parking passes to customers that allow a single vehicle to enter. This pass is coded so that one may only enter the garage up to one hour prior to the reservation. Chemsniffers (Device Rating 6) are built into the entrance to detect explosives. The garage has cameras (Device Rating 4) liberally sprinkled around, which Space Needle security personnel monitor. There is also an astrally patrolling spirit (spirit of fire, Force 8) that alerts the security mage of any magical activity. There are three elevators that may be accessed via the pass (only valid starting one hour prior to the reservation). The elevators have MAD scanners (Device Rating 6) that alert the maître d' and security of weapons. The maître d' politely asks any runners carrying weapons to turn them over prior to seating. Failure to do so results in an immediate response from the onsite security team.

THE SPACE NEEDLE NODE

Sculpting: Posh restaurant with multiple views of a virtual Seattle

Authentication:

Node 1: Access ID

Privileges: Restricted

Attributes:

Node 1: Firewall 6, Response 6, Signal 6, System 6

Spiders: 1 Spider (use Security Consultant, Unwired, Pg. 207)

IC:

Node 1: MCT Bloodhound (Rating 6), Rumpelstiltskin (Rating 6)

Resident Programs:

Node 1: Analyze (Rating 6)

ARC:

Node 1: Activate IC, Scramble Security Hacker

The Meeting

Once the runners are seated, Laurent introduces himself and allows the team to order from the extensive menu. He gets right to business and continues to talk as the food is brought to the table.

“A certain group of mages has an artifact in their possession. This group recently translated an ancient codex that provides detailed instructions on the use of said artifact. I would like you to retrieve this artifact and the codex, and bring them back to me. For your efforts I am willing to pay each of you 8,000 nuyen, plus a 1,000 nuyen allowance for equipment [note that the equipment money is for the entire team, not per runner]. Do we have a deal?”

Nazaire really wants this artifact now that the codex has been found, so he is willing to negotiate with the runners. Each net hit on the Negotiation +Charisma Opposed Test raise the fee 500 nuyen, to a max of 5 hits.

Once negotiations are complete, Nazaire reveals that he does not know the exact location of the items, but he has an “old friend” near Capitol Hill who does. However, his friend probably will not willingly give up the information; therefore, the runners have to convince her. She is extremely paranoid and a nosferatu, so the team must capture her to get the information out of her. Alas, Laurent doesn’t have her commcode or address, so the runners have to discover her exact location in Capitol Hill. Laurent makes sure the runners understand that the nosferatu should not be harmed, just subdued.

PUSHING THE ENVELOPE

This is a simple meet and greet to set out the details of the run. There should be no need to push the envelope in this scene.

DEBUGGING

The worst thing that can go wrong is the runners deciding to keep their weapons and get into a fight with onsite security. If they do so and fail, then Laurent calls in some favors to get them released but subsequently reduces their pay by one-half.

If the team does not have non-lethal ammunition, Laurent can arrange to provide fifty rounds of gel or stick-n-shock rounds for each runner (deducted from the 1,000 nuyen equipment fund).

SPIRIT OF FIRE (FORCE 8)

| B | A | R | S | C | I | L | W | Edg | Ess | M | Init | IP |
|---|----|----|---|---|---|---|---|-----|-----|---|------|----|
| 9 | 10 | 11 | 6 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 19 | 2 |

Condition Monitor Boxes: 12

Dice Pools: Assensing 16, Astral Combat 16, Dodge 18, Exotic Ranged Weapon 18, Flight 16, Perception 16, Unarmed Combat 18

Movement: 15/40 (flight)

Powers: Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience (Optional Powers: Fear, Search)

Weaknesses: Allergy (Water, Severe)

SPACE NEEDLE SECURITY MAGE (PROFESSIONAL RATING 3)

| B | A | R | S | C | I | L | W | Ess | M | Init | IP |
|---|---|---|---|---|---|---|---|-----|---|------|----|
| 6 | 4 | 4 | 5 | 5 | 4 | 5 | 6 | 6 | 6 | 8 | 1 |

Condition Monitor Boxes: 11

Armor (B/I): 11/9

Dice Pools: Assensing 9, Conjuring 11, Dodge 7, Perception 8, Spellcasting 11, Unarmed 7

Qualities: Hermetic Magician

Gear: Sustaining focus 3 (sustaining Armor Force 3), AR contacts [w/ smartlink, image link], commlink (Device Rating 3)

Spells: Armor, Heal, Lightning Bolt, Manaball, Mob Mind, Stunbolt, Trid Phantasm

SPACE NEEDLE SECURITY GUARD (PROFESSIONAL RATING 3)

| B | A | R | S | C | I | L | W | Ess | Init | IP |
|---|---|---|---|---|---|---|---|-----|------|----|
| 4 | 4 | 4 | 3 | 3 | 4 | 3 | 3 | 6 | 8 | 1 |

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Dice Pools: Clubs 9, Perception 8, Pistols 9, Unarmed Combat 8

Gear: Armor jacket, Colt America L36, Defiance EX Shocker, stun baton, AR contacts [w/ smartlink, image link], commlink (Device Rating 3)

Weapons:

Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, 11(c), w/ internal smartlink]

Defiance EX Shocker [Taser, DV 8S(e), AP —half, SS, RC —, 4(m)]

Stun Baton [Club, Reach 1, DV 6S(e), AP —half]

SPACE NEEDLE SECURITY SPIDER

| B | A | R | S | C | I | L | W | Ess | Init | IP |
|---|---|---|---|---|---|---|---|-----|------|----|
| 3 | 3 | 4 | 3 | 4 | 4 | 4 | 4 | 4.8 | 8 | 1 |

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Dice Pools: Electronics skill group 8, Cracking skill group 8, Con 7, Etiquette 7, Perception 8, Pilot Aircraft 7, Pilot Ground Craft 8, Gunnery 7

Augmentations: Commlink, control rig, datajack, sim module (w/hot-sim)

Gear: Commlink (System 5, Response 4, Firewall 5, Signal 4)

Programs: Analyze 5, Armor 5, Attack 5, Blackout 5, Bio-Feedback Filter 5, Browse 5, Command 5, ECCM 5, Edit 5, Encrypt 5, Medic 5, Scan 5, Track 5

SCENE 2: RIDE WITH ME

SCAN THIS

Moreau is interested in the codex and its contents. He wants the runners to scan/image the codex and artifact.

TELL IT TO THEM STRAIGHT

Your meeting with Laurent Nazaire went well. Now you just have to figure out how to subdue a nosferatu and get her to talk.

You step into the elevator and a gruff voice asks you to hold the elevator. A Caucasian male human with dark hair and a long goatee steps into the elevator and nods his thanks to you. Once the doors shut, you hear the distinctive hum of a white noise generator and the man turns around.

“Good evening! My name is Moreau and I would like to hire you to scan/image the codex and item Nazaire wants, and then send the results to me.”

BEHIND THE SCENES

Moreau was tipped off that Nazaire was meeting a group of runners for a retrieval mission. He high-tailed it to the Needle and waited for the opportune moment to meet the runners. Knowing how

tight security was, he decided that the quickest and easiest way would be intercepting the team in the elevator.

Moreau does not want to be seen with the runners so he has activated a portable white noise generator. Once it's on, he quickly discusses the proposal. Once the elevator hits the garage, he is done with negotiations. He offers the runners 1,000 nuyen each for the scans/images. If there is a face in the party, they may make a Negotiation + Charisma Opposed Test with each net hit earning an additional 250 nuyen per hit with a maximum of five hits.

PUSHING THE ENVELOPE

This is a simple meet and greet, so there should be no need to push the envelope.

DEBUGGING

Little can go wrong here. The runners either accept the offer or they don't. If they attempt to attack Moreau, he deactivates the white noise generator; security then notices the problem and fills the elevator with knockout gas. Moreau withdraws his offer, but Laurent thanks the runners and gives the team an additional 1,000 nuyen for their equipment fund.

SCENE 3: NOSFERATU'S NEIGHBORHOOD

SCAN THIS

Laurent Nazaire informed the runners that the nosferatu can be found in Capitol Hill. The runners have to speak with locals, hack into neighborhood security cameras, or conduct surveillance. The team will be able to narrow their search area to a three-block radius around Group Health Central Hospital (see p. 52, *Seattle 2072*).

TELL IT TO THEM STRAIGHT

The smell of fresh baked goods and coffee assaults your senses. ARs pop up from every side advertising everything from second-hand and vintage clothes to occult bookstores. The streets are relatively clean, and the area shows very few gang signs.

You've seen more churches in this district than any other; no wonder it's nicknamed “Catholic Hill.” Seems like the perfect place for a nosferatu to call home.

BEHIND THE SCENES

The nosferatu nicknamed “Our Lady of Mercy” chose an abandoned church near the Group Health Central Hospital as her nest. She found a crypt below it and feels she is safe there. The hospital provides her a steady stream of victims to feed her appetite. Our Lady of Mercy

only chooses those who are about to die, whether from natural causes or by their own hand.

If the runners do some legwork in Capitol Hill, they can narrow down the search area. Talking with squatters provides more information than talking to people at bars or nightclubs. The squatters have heard of a disfigured lady near the hospital who eases the pain of those suffering. They have nicknamed her “Our Lady of Mercy.”

Speaking with shop owners in the area reveals little. They have heard rumors that people have disappeared in the area around the hospital, but that's about it.

Once the runners have narrowed their search to the area around the hospital, several squatters claim to have seen a mysterious figure whom they believe is the Lady. She only comes out at night and stays in poorly lit areas.

Hackers that access security cameras (Device Rating 3) in the area can track her movements to the street where she makes her nest.

If the runners perform a stakeout in the area around the hospital, the nosferatu remains elusive. If one of the characters can convincingly play a down-and-out, suicidal role, however, then “Our Lady of Mercy” makes her move, emerging from her lair and subtly encouraging the runner to “do what you intend to do.”

The runners can also decide to infiltrate her nest and subdue her there.

CAPITOL HILL

Capitol Hill was originally known as Broadway Hill, and even after being renamed in 1901 it was still frequently known as “Catholic Hill” due to the large Catholic population and number of churches in the area. The neighborhood is also home to Seattle’s “Millionaire’s Row” along 14th Avenue E. and has many luxury apartment buildings and condominiums. The most avant-garde of Downtown’s neighborhoods, Capitol Hill is where you can find independent cafés, second-hand and vintage clothiers, occult and specialty bookshops, galleries, and chic boutiques. It has also long been the center of Seattle’s alternative sexuality subcultures, including several neighborhood bars, nightclubs, and hangouts.

- I guess “hangouts” includes sex-clubs and such (kind of apropos, if so). Of course, some of the “A-gays” have lost interest in Capitol Hill and moved on to the Elven District, Queen Anne, or even right out of downtown, but the Hill still manages to hang on to its rep as “bohemian.”
- Kat o’ Nine Tales

GROUP HEALTH CENTRAL HOSPITAL

201 East Sixteenth Avenue

This hospital building in Capitol Hill was declared a historical landmark in 2048 since it is a prime example of late-90s architecture. The campus is also home to the Group Health Cooperative’s Family Health Center, Family Beginnings Birthing Center, Women’s Center, Teen Pregnancy Clinic, and other facilities.

- The Group Health Cooperative facilities are some of the only places in the metroplex where people in need can go for care: their free clinics are actually free and they don’t ask a lot of questions. There’s been at least one scandal involving Central Hospital staff members selling black-market organs, and although the administration claims to have cleaned up the problem, rumors persist that it’s still happening.
- Hannibelle

KNIGHT ERRANT OFFICERS (PROFESSIONAL RATING 3)

| B | A | R | S | C | I | L | W | Ess | Init | IP |
|---|---|------|---|---|---|---|---|-----|------|----|
| 4 | 4 | 4(5) | 3 | 3 | 4 | 3 | 3 | 4 | 9 | 2 |

Condition Monitor Boxes: 10

Armor (B/I): 9/7

Dice Pools: Clubs 7, Law Enforcement (Professional Knowledge) 7, Perception 7, Pistols 10, Unarmed Combat 8

Augmentations: Wired reflexes 1

Gear: Armor jacket (8/6), helmet (+1/+1, with built-in mic, headset, and smartlink), stun baton, commlink (Device Rating 5)

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC -, 15(c), w/ APDS ammo]

Defiance EX Shocker [Pistol, DV 8S(e), AP -half, SS, RC -, 4(m)]

Stun baton [Club, Reach 1, DV 6S(e), AP -half]

PUSHING THE ENVELOPE

The runners may attract Knight Errant’s attention. In that event, two squad cars containing a total of four KE security personnel give them a hard time and confiscate any unlicensed items.

Alternately, the runners may find that the squatters have come to respect Our Lady of Mercy and will warn her that the runners are looking for her. She then uses her powers and spells to attempt to separate one runner from the rest of group and discover the reason they seek her.

DEBUGGING

The runners may have a hard time getting the information they need to narrow their search area. One of the nurses from the hospital hears about their search and tells them she has seen a scary person in the area of the church, and she thinks this person might have something to do with the increase in odd deaths over the past few months.



SCENE 4: NOSFERATU'S NEST

SCAN THIS

The team has tracked Our Lady of Mercy's nest, either through following her, talking to the locals, or hacking the security cameras. Her nest is in the crypt of an abandoned church.

TELL IT TO THEM STRAIGHT

If the runners have followed the nosferatu to her nest:

The church looks like it's been abandoned for decades. The stained-glass windows have been replaced with spray-painted graffiti. The walkway leading up to the main entrance is overgrown with weeds, and the concrete provides plenty of tripping hazards. "Our Lady of Mercy" is stealthy and cautious, but you were able to shadow her and watched as she entered through an old cellar door, which she closed behind her.

If the runners have set up a trap for her:

The crypt is dank and musty, the smell of decay permeating the stagnant air. Water drips down the walls and forms small puddles on the floor. There is no light at all, except that which you brought. You wait patiently for "Our Lady of Mercy" to make her appearance, and finally you hear the cellar door open on squeaky hinges, then close again. It's now or never!

BEHIND THE SCENES

If the runners have decided to follow Our Lady of Mercy back to her nest, they have to do so stealthily because she is very paranoid about being followed. Have the runners make a Shadowing + Intuition Opposed Test against her Perception + Intuition.

If the runners have been able to discover her nest and decided to set up an ambush, then have them make a Surprise test (assuming the team wants to surprise her) when she arrives, provided they haven't set off her alarm ward (below).

The basement of the church has several family crypts. These crypts have old iron bars for doors, some of which are coming off their hinges. The electricity to this church has been out for decades, so the entire area is pitch black. If the runners look into the crypts, they see coffins from various families in different states of decay. Play up the smell of decay, the drip of water, the darkness, and the creepiness of walking past those who have been laid to rest.

Our Lady of Mercy has taken up residence in the former basement sanctuary. One can only tell that it was a sanctuary due to the altar against the far wall as well as the rotted/destroyed pews.

Our Lady of Mercy has set up an alarm ward around the church and cellar entrance. She has also set up a standard ward around the crypt so as to avoid detection from OOCC13. Astrally perceiving characters notice the alarm ward with an Assensing +

Intuition (3) Test. Any astral form (Force 1 or greater) passing through the ward alert the nosferatu. If she is alerted, there is surprise test.

PUSHING THE ENVELOPE

If the runners are combat heavy, feel free to add a free guardian spirit (Force 6) that resides on the church grounds. The spirit understands Our Lady of Mercy's plight and actions and has

befriended her. The guardian spirit is able to freely pass through the wards and helps the nosferatu against her attackers.

DEBUGGING

The runners may have a difficult time accumulating enough non-lethal damage to bring Our Lady of Mercy down. This scene is not intended to take a long time, so if the firefight is dragging on, Our Lady of Mercy can offer a truce.

SCENE 5: PULLING TEETH

SCAN THIS

The runners have subdued Our Lady of Mercy and must get the location of the OOCC13 from her. She has no desire to share this information with anyone, as she believes the runners actually work for the mages. There are several methods to get the information, but the runners may eventually discover that Our Lady of Mercy reveals everything for a little taste of their Essence.

TELL IT TO THEM STRAIGHT

Pale skin, no eyebrows, no hair, sharp pointy teeth—so this is what a nosferatu looks like up close? The nurse's scrubs she's wearing add yet another layer to the already disturbing picture. So, how do you convince her to share what she knows with you?

BEHIND THE SCENES

Our Lady of Mercy was once a member of the Illuminates of the New Dawn, but during an encounter with a nosferatu, she became Infected and turned. The members of her chapterhouse (OOCC13) decided to cash in on the bounty (15,000 nuyen), but she was able to escape. Fearing for her life, she went underground.

Our Lady of Mercy seeks out those with a death wish or about to die. Using Physical Mask, she searches the nearby hospital for dying patients (using Assensing and Diagnose) and offers them her "mercy." She sympathizes with the squatters of the area and eliminates threats to them, such as thrill gangers looking to rough up the poor, when she can. Using her powers of Compulsion and Influence, she is able to get victims close enough to cast Mind Probe to determine if they are suicidal.

Having been a member of OOCC13 she knows about the horn and the lodge. She is extremely paranoid and isn't sure that she can trust a group of runners with their location. For all she knows, the runners will botch everything and her former comrades will pull the information from the runners' brains and discover her involvement and the location of her nest.

Our Lady of Mercy is, however, sick of taking the dying and suicidal. She wants to once again feel like a "real woman" and would provide what she knows for a chance at feeling wanted.

Bargain

If one of the team offers him/herself for feeding, Our Lady of Mercy reveals everything she knows after the feeding. She does not drain the volunteer below 1 point of Essence and does not infect the volunteer. In order to create the emotional state required for her to successfully feed, the volunteer must bed her.

Negotiation

If the runners have discovered that OOCC13 betrayed Our Lady of Mercy, they might use that as a bargaining chip. Should they agree to eliminate the threat, the nosferatu supplies them with the location.

Intimidation

The runners could resort to intimidation in order to get the information they desire. Apply the following modifiers to the character's dice pool: Hostile (-3), Harmful to NPC (-3), Subject is wielding obvious magic (-2). Depending on the actions of the runners, other dice pool modifiers may apply.

PUSHING THE ENVELOPE

The squatters in the area have been keeping track of the runners' activities and don't like what they're doing. They have decided to storm the crypt and save Our Lady of Mercy from these horrible people. The squatters have good intentions, but they are poorly equipped to handle a group of runners. If the runners hurt/kill any of the squatters, the only solution that works when subsequently dealing with Our Lady of Mercy is to strike the bargain for Essence.

DEBUGGING

The runners may wish to become Infected themselves. Remind them that they will become NPCs at that point. Our Lady of Mercy believes the virus is a curse and will *never* infect another metahuman. If the runners are a combat-heavy team, they may do so much damage to her that she dies (unlikely, but possible). In this case, the runners find a commlink on her with the location of the hunting lodge, but no other information.



SCENE 6A: EASTERN INFLUENCE

SCAN THIS

Lin Yao Chang, an assassin for the Great Dragon Lung, keeps a close watch on the activities of the two Foundations. He has discovered that the runners are preparing to head to the lodge and has a simple job offer: destroy the codex and horn. Lung is familiar with this artifact and does not want it falling into anyone's hands.

TELL IT TO THEM STRAIGHT

Your commlink notifies you that you have an incoming call. Answering the call, you see the face of an Asian elf fill your field of view. "Good evening to you!" says the cultured voice, "Your team is attempting to recover some items of unknown value. I would like to see these items disappear."

A Mr. Johnson that is direct and doesn't waste words? There's nothing wrong with listening to his offer.

BEHIND THE SCENES

This scene takes place after the team has discovered the whereabouts of OOCC13 and as they are making their plans, gathering up their gear, etc.

Lung does not want the codex or horn to exist. Therefore, he has

directed Lin Yao to contact the runners and offer them a chance to get in his good graces through destroying both items as soon as they recover them.

This offer contradicts their initial run, so the team will have to make a tough decision at this point. If the team does not take Lin Yao's offer, he is not happy, but he respects their loyalty.

Lin Yao offers the party 5,000 nuyen each. If there is a face in the party, they may make an Negotiation + Charisma Opposed Test, with each net hit earning an additional 500 nuyen per hit, to a maximum of five hits.

If the runners do not destroy both items, Lin Yao only pays them half the final price.

PUSHING THE ENVELOPE

This is a simple call with a job offer; there should be no need to push the envelope.

DEBUGGING

Little can go wrong here. The runners may decide to insult Lin Yao, which will bring his ire upon the team. Remind the runners that having a Great Dragon's favorite assassin as an enemy is a bad move.

SCENE 6B: ANOTHER DRAGON?

SCAN THIS

Simon Andrews has heard that the Foundations and Lung are all interested in the codex and horn. Taking a look at the situation, he believes Saeder Krupp would most benefit from the situation if the leader of OOCC13 were brought in for "debriefing." To this end, he arranges to meet the runners at the Chaos Kaffee Cafe to make his proposal.

TELL IT TO THEM STRAIGHT

A quick search for the Chaos Kaffee Cafe shows it is right in Capitol Hill; of course, there are literally dozens of coffee shops in this district.

What a place to meet a Johnson for a job! Punk music is blaring from all sides and the only difference between the customers and the wait staff is the fact that the staff is carrying trays of beverages and food. The customers and staff are a mix of changelings and are dressed in fashions that can be identified as goth, punk, and some things that can't be identified, things that kind of look like what happens when children play dress up with their parent's clothes.

Most cafes serve decent coffee and some pastries, but do they actually bring small birds and mice to the tables?

Based on the description your fixer gave you, the only thing that makes Mr. Johnson stand out is the fact that he is a full-bodied lizard-looking guy. That, and he's getting a side of white mice with his latte.

BEHIND THE SCENES

Simon Andrews has reviewed the available intelligence reports from his network and believes that everyone else is going about this the wrong way. Capturing the lead mage for "debriefing" would allow his master Lofwyr a better opportunity to understand exactly how far research into the codex and horn have progressed. Therefore, he reaches out to the fixer community to find the runners.

Simon already knows that the runners are going after OOCC13, and he doesn't feel that there is any further risk involved; therefore, he offers the party 3,000 nuyen each. If there is a face in the party, they may make an Negotiation + Charisma Opposed Test, with each net hit earning an additional 300 nuyen per hit, to a maximum of five hits.

If the party accepts this additional job, he provides them with a mage mask to assist in transporting the mage. When they have captured him, they are to call a commlink number he provides.

PUSHING THE ENVELOPE

This is a simple a job offer; there should be no need to push the envelope.

DEBUGGING

Little can go wrong here. The runners may insult Simon because of his appearance, but he is enough of a professional to not take it personally.



SCENE 7: WALK IN THE FOREST

SCAN THIS

The runners have discovered the location of OCCC13's hunting lodge in the forest on the far east of Auburn. The runners make their way to the lodge and discover that a merc team is providing security. Unfortunately, the runners don't know that the mages are conducting the ritual already. The runners have to sneak or fight their way in before the ritual is completed.

TELL IT TO THEM STRAIGHT

The forest is far darker than the streets of Seattle. The wind whistles, the leaves rattle, and sticks crack as you move through the forest. The wind brings with it the earthy smell of the woods. You spot light ahead of you coming from the lodge, the lodge of Outer Order Circle, Chapterhouse 13.

The lodge itself is a small affair. The light you spotted appears to be a flickering glow coming from the windows behind the small covered porch. These mages sure do like to travel in big vehicles; there's a Ford-Canada Buffalo sitting next to the lodge. Looks like it's time to earn your nuyen!

BEHIND THE SCENES

OCCC13 is conducting a ritual from the codex. They want to ensure they are not disturbed, so they have hired a six-man merc team (four mercs, one mage, and one rigger) to provide protection. They aren't exactly sure what will happen when they complete the ritual, so the mercs are also tasked with stopping anything unwanted/unexpected that might appear.

The mercs have set up a command vehicle (Ford-Canada Buffalo) next to the lodge. Inside the Buffalo is the team's mage and rigger. The team has established a perimeter around the lodge at the edge of the woods (about a twenty-meter circle around the lodge). This team has a biodrone, a Makwa Miskozi (see p. 167, *War!*) ready to deploy should trouble appear (the Makwa Miskozi is chained between the RV and the lodge with a remote-controlled quick-release mechanism). The team rounds out its complement with four hunter seekers (see p. 30, *Running Wild*) who patrol another 10 meters beyond the mercs.

The four mercs have concealed themselves around the perimeter (at each cardinal point) and are relying on their own perception and those of the hunter seekers to alert them to any outsiders. The mercs are a well-trained unit and do not simply charge the enemy; they have the bio-drones for that. If the runners take out the hunter seekers and at least one merc, the rigger releases the Makwa Miskozi.

No matter how much commotion is going on outside, the mages don't stop their ritual. They are too far into it and believe that stopping would be too dangerous.

PUSHING THE ENVELOPE

If the runners are combat heavy, feel free to add more mercs.

DEBUGGING

The runners may have a hard time with the merc team and bio-drones. If it is proving too much for them, the bio-drones can break control and run away, or turn on the nearest target (merc or runner).

MERC (PROFESSIONAL RATING 4)

| B | A | R | S | C | I | L | W | Ess | Init | IP |
|---|-------|-------|-------|---|---|---|---|-----|--------|-------|
| 4 | 5 (6) | 5 (6) | 4 (5) | 3 | 4 | 3 | 4 | 3.6 | 9 (10) | 1 (2) |

Condition Monitor Boxes: 10

Armor (B/I): 12/10

Dice Pools: Blades 9 (Knife +2), Climbing 8, Dodge 10, Etiquette (Military) 6 (+2), Firearms skill group 11, Gymnastics 9, Infiltration 9, Perception 7, Running 8, Swimming 8, Unarmed Combat 10

Qualities: Toughness

Augmentations: Cybereyes [Rating 3, w/ flare compensation, low light, smartlink], muscle augmentation 1, muscle toner 1, wired reflexes 1

Gear: Light military armor (w/mobility upgrade 2, biomonitor, autoinjector w/Stim 4, and gyromount), military helmet, medkit (Rating 6)

Weapons:

Ares HVAR [Assault Rifle, AP -1, DV 6P, SA/BF/FA, RC 6 (7), 50(c) w/ gas-vent 3, smartgun, EX-ex ammo]

Vibro knife [Blade, Reach - DV 4P, AP -2]

MERC MAGE (PROFESSIONAL RATING 4)

| B | A | R | S | C | I | L | W | Ess | M | Init | IP |
|---|---|---|---|---|---|---|---|-----|---|------|-------|
| 4 | 4 | 5 | 3 | 4 | 5 | 5 | 4 | 6 | 6 | 10 | 1 (3) |

Condition Monitor Boxes: 10

Armor (B/I): 12/10

Dice Pools: Automatics 7, Blades 7, Climbing 5, Conjuring skill group 10, Etiquette (Military) 6 (+2), Gymnastics 6, Infiltration 7, Perception 8,

Running 5, Swimming 5, Sorcery skill group 11, Unarmed Combat 6

Qualities: Magician (Hermetic)

Initiate Grade: 1

Metamagics: Shielding

Spells: Combat Sense, Detect Enemies (Extended), Levitate, Lightning Bolt, Mana Barrier, Napalm, Nutrition, Oxygenate, Physical Barrier, Powerbolt, Shatter, Stabilize, Stunball

Gear: Light military armor (w/mobility upgrade 2, biomonitor, autoinjector w/ Stim 4, and gyromount) and military helmet, medkit (Rating 6)

Weapons:

Ares HVAR [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 6(7), 50(c), w/ gas-vent 3, smartgun, EX-ex ammo]

Vibro knife [Blade, Reach -, DV 4P, AP -2]

MERC RIGGER (PROFESSIONAL RATING 4)

| B | A | R | S | C | I | L | W | Ess | Init | IP |
|---|---|-------|---|---|---|---|---|------|------|------|
| 4 | 5 | 5 (7) | 4 | 3 | 4 | 5 | 4 | 5.46 | 11 | 1(3) |

Condition Monitor Boxes: 10

Armor (B/I): 12/10

Dice Pools: Animal Handling 6, Animal Training 7, Blades 7, Dodge 11, Etiquette (Military) 6 (+2), Firearms skill group 8, Gunnery 10, Infiltration 8, Perception 7, Pilot Anthroform 12, Running 6, Unarmed Combat 7, VetTech 6

Qualities: Toughness

Augmentations: Control rig, datajack

Gear: Light military armor (w/mobility upgrade 2, biomonitor, autoinjector w/ Stim 4) and military helmet, medkit (Rating 6)

Weapons:

Ares Predator IV [Heavy Pistol, DV 6P, AP -2, SA, RC -, 15(c), w/personalized grip, EX-ex ammo]

Vibro knife [Blade, Reach -, DV 4P, AP -2]

HUNTER SEEKERS (WARFORM)

| B | A | R | S | C | I | L | W | Edge | Ess | Init | IP |
|---|---|---|---|---|---|---|---|------|------|------|----|
| 3 | 5 | 5 | 3 | 3 | 1 | 2 | 3 | 0 | 3.90 | 6 | 1 |

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Dice Pools: Perception 5, Tracking 3, Unarmed Combat 9

Movement: 10/45

Powers: Natural Weapon (Bite 1P, 0 AP), Enhanced Senses (low-light vision, scent)

Warform Modifications: Attribute Enhancement (Agi, Bod, Rea, Str)

Cyberware: CAST, Orientation Goad, SEIES, TRACES

MAKWA MISKOZI

| B | A | R | S | C | I | L | W | Edg | Ess | Init | IP |
|---|-------|--------|--------|---|---|---|-------|-----|------|---------|-------|
| 9 | 4 (6) | 8 (10) | 9 (11) | 3 | 3 | 2 | 3 (5) | 0 | 0.44 | 11 (13) | 1 (3) |

Condition Monitor Boxes: 13

Armor (B/I): 0/0

Dice Pools: Climbing 13, Intimidation 5, Perception 6, Running 14, Tracking 6, Unarmed Combat 11

Movement: 15/45

Powers: Enhanced Senses (Smell), Natural Weapon (Claws/Bite: 6P, 0 AP)

Augmentations: (all alphaware) Adrenal pump 2, damage compensators 10, platelet factories, stirrup interface 2, TRACES

FORD-CANADA BUFFALO

| HANDL | ACCEL | SPEED | PILOT | BODY | ARM | SENS |
|-------|-------|-------|-------|------|-----|------|
| -2 | 10/20 | 80 | 2 | 16 | 10 | 2 |

Upgrades: Amenities (Middle), Off-Road Suspension, Special Storage (1 large animal cage and 4 medium animal cages)

BIODRONE GEAR

CAST

This standard biodrone control system combines behavioral modification and a CAST cyberimplant, and it is relatively cheap and accessible. It may be fitted to any augmented guard creature, converting it into a biodrone. The CAST system, installed in the biodrone's cortex, allows the biodrone to transmit real-time sensory and rigging information feeds. It also processes wireless commands from the handler into a set of basic stimuli and emotional cues with which the animal is instinctively familiar. The system may even be programmed to activate certain cues based on simple vocal commands.

An advanced CAST package, available on demand, expands the CAST system with a friend-or-foe recognition system.

ORIENTATION GOAD

The most economical method of direct control is a simple cyberimplant that “destabilizes” the biodrone's orientation by changing the balance of the inner ear. The biodrone reacts instinctively to the change, by turning, moving forward or backward, or up or down. Thus, the direction in which the drone moves can be crudely controlled by a security rigger. The goad comes with an integral Wi-Fi microtransceiver with a range of 100 meters.

While this system is not optimized for combat, orientation goads are the ideal method of control for discreet recon and surveillance biodrones, such as cyber-augmented insects or birds (such as the RECondor). This minute implant has the added benefit of being less invasive than our advanced control systems, and consequently implanted animals show less signs of aggressive behavior and psychological trauma.

SUPPLEMENTAL ENVIRONMENT INTERACTION EXPERT SYSTEM (SEIES)

SEIES is a common tactical implant that ties a biodrone into a facility's network or a military unit network. The SEIES provides updated information on the location of friendlies, their firing arcs, sensor contact with the enemy, and defense installation status; when combined with an implanted commlink, CAST implant, or a stirrup interface, the information is translated into simple sim-perceptions that the animal intelligence can process.

If CAST is installed when an animal is relatively young, they will grow up with a natural understanding of these foreign impressions. Given enough time, an animal can learn to use SEIES to manipulate its environment. It can use it to open and close doors, switch other defense systems on and off, or perform similar tasks. This amount of control allows the animal to freely move through its habitat, or in the case of an experienced predator, to reconfigure the maze it is kept in when hunting intruders. The biodrone may trigger any function linked to the network (such as an alarm, or opening or closing a door) as a Free Action. Further, it may add +2 to any Surprise Tests (including ambushing). A combat biodrone equipped with both SEIES and TRACES can use its environment to devastating effect, preparing ambushes and potentially separating team members from the rest of the group.

TACTICAL RECOGNITION AND ANALYTICAL CAPABILITY EXPERT SYSTEM (TRACES)

In game terms, a TRACES-equipped biodrone can be treated like a tactically trained metahuman in regards to its behavior in combat (e.g., avoiding heavily armed opposition, staying out of firearm range, using cover, recognizing the magician and staying out of line of sight, etc.). Further, the animal is capable of recognizing doors, simple switches, and similar features and it understands how to use them. Note that this system works both ways—if the animal “naturally” detects and identifies a threat, this information is shared with the system, which enhances its performance. TRACES also grants a biodrone +2 dice for any Melee Combat Tests and Dodge Tests.

STIRRUP INTERFACE

This advanced control method uses sophisticated move-by-wire technology to ensure direct control. Known as a stirrup interface, it includes rigger control adaptation. This extraordinary system allows full sensory immersion and rigger control of the biodrone and also enhances the unit's reflexes and motion control significantly. Users are warned, however, that the technology is expensive and not suited for large-scale application.

For further information on biodrone implants, see p. 152, *Augmentation*.

SCENE 8: STOP THE RITUAL

SCAN THIS

The runners have overcome the mercs, and they burst into the lodge to find the ritual well underway.

TELL IT TO THEM STRAIGHT

Slamming a fresh clip into your weapon, you approach the lodge ahead of you. Flickering candlelight spills from the windows, and the smell of incense wafts to your nostrils. Peering through one of the windows, you see the main room has been cleared and a magical circle is inscribed on the floor. Four figures clad in grey robes sit cross-legged around the circle. One of the figures wears glasses and AR gloves, he has a large book sitting in front of him, and he is chanting. In the middle of the circle is a seashell roughly one meter long that's glowing. You can practically feel the energy of the ritual through the glass.

BEHIND THE SCENES

Outer Order Circle, Chapterhouse 13 has almost completed their ritual, but not quite.

The mage wearing the glasses and AR gloves is using the translated text from his commlink. He is the ritual leader and will only stop the ritual if the team breaks into the room.

The nature of the ritual has created a temporary background count of 1 within the lodge aspected to the mages' actions.

The hunting lodge is an active Rating 7 magical lodge.

PUSHING THE ENVELOPE

If the team had an easy time with the mercs and bio-drones, then add two bound spirits with orders to attack anyone entering the lodge (mercs and mages excluded).

DEBUGGING

If the team had too difficult a time with the mercs and bio-drones, start each mage with 3 boxes of stun damage due to the interruption of the ritual.

OOCC13 RITUAL LEADER

| B | A | R | S | C | I | L | W | Ess | M | Init | IP |
|---|---|---|---|---|---|---|---|-----|---|------|----|
| 4 | 6 | 5 | 4 | 5 | 5 | 4 | 6 | 6 | 6 | 10 | 1 |

Condition Monitor Boxes: 11

Armor (B/I): 0/0

Dice Pools: Assensing 8, Conjuring skill group 9, Perception 8, Sorcery skill group 10, Unarmed Combat 9

Qualities: Magician (Hermetic)

Initiate Grade: 2

Metamagics: Shielding, Geomancy

Spells: Analyze Device, Analyze Magic, Armor, Levitate, Lightning Bolt, Mana Barrier, Powerbolt, Physical Barrier, Stunball, Stunbolt

Gear: AR gloves, commlink (Device Rating 4), glasses [Rating 1, w/ image link]

Bound Spirits: 2 spirits of air (Force 5, 3 services), spirit of fire (Force 5, 2 services), spirit of earth (Force 5, 3 services)

OOCC13 RITUAL MEMBER

| B | A | R | S | C | I | L | W | Ess | M | Init | IP |
|---|---|---|---|---|---|---|---|-----|---|------|----|
| 4 | 3 | 3 | 3 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 1 |

Condition Monitor Boxes: 11

Armor (B/I): 0/0

Dice Pools: Assensing 7, Astral Combat 8, Conjuring skill group 10, Dodge 6, Etiquette 5, Infiltration 5, Perception 8, Sorcery skill group 10

Qualities: Magician (Hermetic)

Gear: Commlink (Device Rating 4), glasses [Rating 1 w/ image link]

Spells: Fireball, Heal, Increase Reflexes, Invisibility, Physical Barrier, Powerbolt, Silence, Stabilize, Sterilize, Stunball

SCENE 9: TIME TO DELIVER

SCAN THIS

The runners have retrieved the artifact, the codex, and a commlink with the translation. Now it is time to wrap things up and get paid.

TELL IT TO THEM STRAIGHT

Nosferatu, mercs, bio-drones, and mages ... all just to get a big seashell and a book. It's time to get with your employer(s) and finalize the deal.

BEHIND THE SCENES

Laurent Nazaire is happy to hear that the team has succeeded in retrieving the horn and the codex. He arranges to meet them at a more discreet location to receive the items. As promised, he has their pay.

If the runners send Moreau the scans/images of the horn and

codex, he transfers them the promised amount. If the runners think to send him a copy of the translation, he adds a 1,000 nuyen bonus (apiece) to the transfer.

If the runners have destroyed both the codex and horn, Lin Yao Chang is satisfied and wires them the agreed-upon payment. If only one of the items was destroyed, Lin Yao knows what happened and only provides half the payment.

PUSHING THE ENVELOPE

As this is the final scene to hand off the artifact and codex, there should be no need to push the envelope.

DEBUGGING

Nothing should go wrong here. If the runners decide to strong-arm their employers, feel free to teach them a lesson.

SCENE 10: DROPPING OFF THE PASSENGER

SCAN THIS

This section is for teams that accepted Simon Andrews' side job and took the leader of the ritual and need to drop him off. Simon directs them to meet him in Volunteer Park late at night for the meeting.

TELL IT TO THEM STRAIGHT

You captured the lead mage from OOCC13 and now it's time to get rid of him and get paid. Who knew so many people were interested in books and oversized seashells? Simon Andrews answers your call and asks you to meet him at 2300 at Volunteer Park. At least it won't be some weird place that serves mice and birds for lunch.

BEHIND THE SCENES

Simon Andrews is happy to get the lead mage alive. He pays the runners the agreed-upon amount and takes the mage off their hands. If the runners decide to provide him with any additional information/data, he is pleasantly surprised, though this was not part of the job. Simon gives them an additional 1,000 nuyen (total, non-negotiable) for any bonus data.

PUSHING THE ENVELOPE

The actions the runners did or did not take determine if there is a need to push the envelope. If the team insulted Lin Yao Chang and did not destroy the codex and horn, then Lin Yao wants to put the lowly runners in their place. Since a park at night presents plenty of ambush opportunities, he uses the terrain to his advantage and strikes with no mercy. Once he has made his point, he departs the area.

DEBUGGING

Nothing should go wrong here. If the runners decide to strong-arm their employer, feel free to teach them a lesson. Simon may appear to be a freak, but he's not stupid. He has the assets of Saeder-Krupp behind him, so it makes perfect sense to have an SK strike team ready to roll into the park.

PICKING UP THE PIECES

MONEY

- 8,000¥ per runner, plus 500¥ per hit on negotiation (with a max of 5 hits) from Laurent Nazaire to bring the horn and codex.
- 1,000¥ in equipment for the team from Laurent Nazaire.
- 1,000¥ per runner, plus 250¥ per hit on negotiation (with a max of 5 hits) from Moreau to bring scans/images of the horn and codex.
- 5,000¥ per runner, plus 500¥ per hit on negotiation (with a max of 5 hits) from Lin Yao to destroy the horn and codex.
- 3,000¥ per runner, plus 300¥ per hit on negotiation (with a max of 5 hits) from Simon Andrews to bring the lead mage from OOCC13 to him.

KARMA

- 1—Capturing Our Lady of Mercy alive.
- 1—Retrieving the horn and codex.
- 1—Providing a scan/image of the horn and codex to Moreau.
- 1—Destroying the horn and codex for Lin Yao.
- 1—Capturing and delivering the lead mage from OOCC13 to Simon Andrews.
- 2—Surviving the adventure.

An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 10.

FACTION REP

Depending on their actions this adventure, characters may lose or gain Faction Rep with the Factions involved in this adventure. Characters receive Faction Rep individually, and some members of the team may earn negative Faction Rep with a given Faction, while others may earn positive.

Atlantean Foundation

- 1 Faction Reputation if Our Lady of Mercy is killed.
- +0 Faction Reputation if the players provide Laurent images/scans only.
- +1 Faction Reputation if the players bring the codex and horn to Laurent.

Draco Foundation

- +1 Faction Reputation if the players send Moreau images/scans.
- 1 Faction Reputation if the players do not send Moreau images/scans.

Lung

- +1 Faction Reputation if the players destroy the codex and horn.
- 1 Faction Reputation if the players fail to destroy the codex and horn.

Saeder-Krupp

- +1 Faction Reputation if the players bring the lead mage of OOCC13 to Simon Andrews.
- 1 Faction Reputation if the players fail to bring the lead mage of OOCC13 to Simon Andrews.

At the end of each adventure, runners should check their Rep with each Faction against the chart below. If their rep is high enough, they may obtain a favor useable one time (and one time only!) from any one contact from that Faction. Each favor can only be earned once per Faction, even if the player loses Rep and then later gains enough Rep to qualify for the reward a second time. If you dip into negative Rep, there are penalties associated with that Faction as well.

In addition to the listed rewards and penalties, your current Rep acts as a dice pool modifier (positive or negative) to all social tests involving members of that Faction (in addition to the individual Loyalty of a Contact).

| FACTION REP | |
|-------------|---|
| Faction Rep | Favor Gained |
| +2 | Item Favor—10 percent discount on any single item obtained from this Faction |
| +4 | Item Favor—20 percent discount on any single item obtained from this Faction. |
| +5 | Item Favor—30 percent discount on any single item obtained from this Faction. |
| –2 | Contacts from this Faction always charge the runner for information. |
| –3 | Contacts from this Faction no longer obtain gear for the runner and charge double for any information they provide. |
| –5 | Contacts from this Faction no longer provide the runner with any information. |

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (see p. 265, *SR4A*). Besides the scenario specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players capture Our Lady of Mercy alive
- +1 Notoriety for any players who kill Our Lady of Mercy
- +1 Public Awareness if the team gets into conflict with Space Needle Security or Knight Errant

CONTACTS

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

Characters might interact with NPCs not specified by the

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

Laurent Nazaire: For retrieving the horn and codex, the runners gain Laurent Nazaire at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max Loyalty of 4).

Moreau: For sending him the scans/images of the horn and codex, the runners gain Moreau at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max Loyalty of 4).

Lin Yao Chang: For destroying the horn and codex, the runners gain Lin Yao Chang at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max Loyalty of 4).

Simon Andrews: For capturing the lead mage of OOCC13 and delivering him, the runners gain Simon Andrews at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max Loyalty of 4).

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test determines how many ranks of information the contact knows about the question (apply dice modifiers to this test based upon relevance of the contact to the subject matter.) A player then makes a test of Charisma + Etiquette + Loyalty rating. The contact 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 requires a payment to the contact of 200 nuyen.

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 750 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make a limited Extended Logic + Data Search Test, with a -1 Dice Pool for each successive roll (p. 64, *SR4A*).

ATLANTEAN FOUNDATION

Contacts to Ask: Any Arcane, Laurent Nazaire, Fixer

| CONTACTS | DATA SEARCH | INFORMATION |
|----------|-------------|--|
| 0 | 0 | They help those displaced in floods if I remember right. |
| 1 | 3 | The Atlantean Foundation is actively seeking out arcane artifacts and knowledge. Not much is known about them. |
| 2 | 6 | They've been competing with |

| | | |
|---|----|---|
| 3 | 10 | the Draco Foundation, a rival organization. |
| 5 | — | They have a dwarf in Seattle, Laurent Nazaire. He's the area head. He'll do anything to try to stay a step ahead of the Draco Foundation. |
| | | The dwarf must be out of his mind—he's been trying to get his hands on some sort of oversized seashell that the Illuminates have. |

DRACO FOUNDATION

Contacts to Ask: Any Arcane, Moreau, Fixer

| CONTACTS | DATA SEARCH | INFORMATION |
|----------|-------------|---|
| 0 | 0 | Isn't that some sort of magical group based on a character from Harold Putter or something? |
| 1 | 3 | The mysterious Draco Foundation is on the lookout for arcane artifacts and lost arcane knowledge. |
| 2 | 6 | They've had some successes, but not much is known about what happened. Whatever they find or learn gets locked away in a flash. Guess they're not out to make the world a better place through magic. |
| 3 | 10 | There's a fixer here in Seattle named Moreau. I hear he's on top the local |

Draco totem pole. He's old school and about as merciful as a slab of concrete.

5 — I hear Moreau is looking for some old book that came into Seattle from the Middle East.

LAURENT NAZAIRE

Contacts to Ask: Any Arcane, Fixer, Talismonger, Magician, Street Shaman, Mafia, Tamalous

| CONTACTS | DATA SEARCH | INFORMATION |
|----------|-------------|---|
| 0 | 0 | How do you pronounce that again? |
| 1 | 3 | Laurent Nazaire is the head of the Atlantean Foundation's Seattle branch. He's a Haitian dwarf with a strong accent. He's been pretty active lately in the Foundation's hunt for ancient magical artifacts. |
| 2 | 6 | You can keep asking around, but nobody I know has any dirt on this guy. Down-to-earth? Open? Honest? I don't trust anyone like that myself. Gives me the jitters, you scan? |
| 4 | 18 | The guy is obsessed in his quest to acquire and study arcane artifacts before the Draco Foundation can get their hands on them. He's got a personal rivalry with them. |

MOREAU

Contacts to Ask: Fixer, Any Underworld, Old Shadowrunner, Talismonger, Street Shaman, Paracritter Professional

| CONTACTS | DATA SEARCH | INFORMATION |
|----------|-------------|--|
| 0 | 0 | Good morrow to you too, m'lord! |
| 1 | 3 | Moreau? Yeah, he's always got something going on even now that he's no longer a company man or a shadowrunner. The guy's an expert animal trainer, a fixer, and does some troubleshooting for the Draco Foundation. |
| 3 | 12 | In fact he's been the eyes and ears of the Draco Foundation in Seattle for years now. Keeps an eye on the artifact trade in the city for them. |
| 4 | 18 | If you gotta deal with him, keep your tongue in check and your wits sharp. This guy's an old pro with no tolerance for BS. He's seen it all already. He's done it all, even the nasty stuff, and he won't hesitate to do it again—to anyone. |

ILLUMINATES OF THE NEW DAWN

Contacts to Ask: Any Arcane, Talismonger, Magician, Street Shaman

| CONTACTS | DATA SEARCH | INFORMATION |
|----------|-------------|---|
| 0 | 0 | Your plates will illuminate the room, try our new Dawn dishwasher detergent! |
| 1 | 3 | Public mage group with a bunch of offices around the sprawls. |
| 2 | 6 | They're really into politics—nothing like chanting spells one moment and political slogans the next! |
| 3 | 10 | Heard one of their local chapters recently translated some sort of book they got out of Palestine. |
| 5 | — | The same local chapter apparently had one of their own get infected and turned into a vampire of some kind. |

NOSFERATU IN CAPITOL HILL/ OUR LADY OF MERCY

Contacts to Ask: Squatter (Capitol Hill area), Store owners/employees (Capitol Hill area), Hospital personnel (Group Health Central Hospital)

Note that a data search reveals no information.

| CONTACTS | DATA SEARCH | INFORMATION |
|----------|-------------|--|
| 0 | — | You into the neo/ancient/goth thing or what? |
| 1 | — | Rumor has it that a person with a death wish can find it hereabouts. |
| 2 | — | Really sick or suicidal people have been going to the Group Health Central Hospital and not leaving. |
| 3 | — | Rumor has it, there's a "Lady of Mercy" that's helping people die—that's sick if you ask me! |
| 4 | — | Talk to the squatters around Group Health Central Hospital—they're apparently fans of the Lady. |
| 5 | — | The squatters around the hospital say that Our Lady of Mercy only comes out at night and has taken up residence in one of the abandoned churches just a couple blocks from the hospital. |



HORN AND CODEX

Contacts to Ask: Any Arcane, Talismonger, Magician, Street Shaman

| CONTACTS | DATA SEARCH | INFORMATION | | |
|----------|-------------|---|---|----|
| 0 | 0 | What? Huh? Huh? | | |
| 3 | 10 | Sounds like something the Atlanteans or Dracos would want. | 4 | 20 |
| 4 | 18 | The Illuminates were all excited a few months ago because they got some old book with some seashells on it. Weirdos. | | |
| 5 | 24 | Word has it that the Illuminates are planning a big ritual to figure out how to use a seashell they've had for years. | | |

LIN YAO CHANG

Contacts to Ask: Any Arcane, Fixer, Triad, Yakuza, Knight Errant

| CONTACTS | DATA SEARCH | INFORMATION |
|----------|-------------|--|
| 0 | 0 | Meeeoow! What kind of name is that anyway? |
| 2 | 6 | Lin Yao Chang? There's a name I don't get many requests for. Chinese and an elf, works for the Eastern great dragon Lung. Reserved, quiet, seems like a calculating guy. Stays under the radar real well. |
| 4 | 18 | Probably because he's an assassin for Lung, at least that's the word. At the least, he's Lung's highest agent in Seattle, and that says something. I'd watch out for him. This guy's movements are unnatural. I'd try to describe him for you, but he's hard to spot. He keeps his black hair short and tight. |

LUNG, GREAT EASTERN DRAGON

Contacts to Ask: Any

| CONTACTS | DATA SEARCH | INFORMATION |
|----------|-------------|--|
| 0 | 0 | Lung emerged from his slumber atop Mt. Emei in 2012, near Leshan, Sichuan, China. He was spotted flying over the Great Wall of China then disappeared until 2017, when he was seen at the site of a Triad war. The local headquarters of the Majestic Peacock Association Triad went up in flames with Lung bursting through the roof of the burning building and vanishing into the clouds. At the beginning of the Chinese New Year in 2062, |

Lung occupied T'ai Shan Mountain and claimed it as his new lair. He made several public appearances and interviews that year. The media blitz ended at the next Chinese New Year, and Lung has, as far as I know, become a recluse again.

Word is that Lung has agents watching for movements involving arcanoarcheology and the like. Lung's own movements have been slow, patient, methodical, and very calculated, so who knows whether he's a spoiler or just another grabber. With a great dragon, it's anybody's guess.

SIMON ANDREWS

Contacts to Ask: Any Club-related, Any Changeling, High Level Saeder-Krupp, Simsense Star

| CONTACTS | DATA SEARCH | INFORMATION |
|----------|-------------|--|
| 0 | 0 | Do you know how much I hate people with two first names? |
| 1 | 3 | Simon Andrews? Isn't that a fixer or company man for Saeder-Krupp? |
| 2 | 6 | Simon is a full-body changeling who took the change well, though some girls will tell you he was already a snake. He's covered in green, scaly skin like a lizard, has a British accent, and is an all-around freak, especially when anything female with two legs catches his reptilian eyes. He's a regular at the Rubber Suit in Everett. |
| 3 | 10 | Agent for Saeder-Krupp? Yes, in fact he's Lofwyr's eyes and ears in the Seattle underworld, or so I heard. |
| 4 | 18 | Who the hell knows what he's up to? He works for a dragon. What else can you say but never deal with a dragon? Well, that and don't pick his pocket. <Contact shudders.> |

CAST OF SHADOWS



LAURENT NAZAIRE

Laurent Nazaire is the head of the Seattle Atlantean Foundation branch. A Haitian dwarf with a French-Quebecois accent, he's open, down-to-earth, and seemingly very honest. This makes many in the shadow community nervous because they don't believe it, but thus far, no one has been able to dig up any dirt on him. He's been a key figure in the Atlantean Foundation's hunt for ancient magical artifacts, and he is obsessed in his quest to study these artifacts and discover everything about them. He knows that if the Draco Foundation gets their hands on the artifacts, they'll lock them up tight away from the world, so he knows he needs to get to them first.

| | | | | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|------------|----------|-------------|-----------|
| B | A | R | S | C | I | L | W | Ess | M | Init | IP |
| 4 | 3 | 3 | 4 | 5 | 4 | 6 | 7 | 6 | 9 | 7 | 1 |

Condition Monitor Boxes (P/S): 10/12

Armor (B/I): 7/2

Active Skills: Banishing 5, Binding 6, Blades 3, Conjuring 6, Counterspelling 6, Computers 3, Dodge 3, Enchanting 3, Etiquette 5 (Corporate +2), Leadership 5, Negotiation 6, Perception 4, Pistols 2, Ritual Spellcasting 6, Spellcasting 6

Knowledge Skills: Arcana 6, Corporate Politics 4, Magical Groups 5, Security 4 (Magical +2), Wines 5

Qualities: Magician

Initiate Grade: 3

Metamagics: Masking, Shielding, Psychometry

Gear: Commlink (Firewall 6, Response 4, Signal 4, System 4), sustaining foci x 3 [Small golden lizard pin (Rating 5), emerald tie pin (Rating 4), and a small silver rose pin (Rating 4)], power focus (1 meter-long gnarled mahogany staff topped with a large pearl, Rating 3), Zoe Executive Line suit (long coat, shirts, trousers, 7/2)

Spells: Analyze Device, Analyze Magic, Armor, Astral Window, Catalog, Detect Magic (Extended), Fashion, Flamethrower, Heal, Improved Invisibility, Magic Fingers, Manabolt, Physical Mask, Sterilize, Stunbolt, Trid Phantasm

Bound Spirits: Spirit of air (Force 6, 5 services), spirit of earth (Force 5, 3 services), spirit of man (Force 5, 4 services), spirit of water (Force 4, 4 services)



MOREAU

A former company man and shadowrunner, Moreau is an expert animal trainer and works as a fixer and troubleshooter for the Draco Foundation. He has been operating out of Seattle for several years as the Draco Foundation's eyes and ears in the shadows, keeping an eye on the artifact trade coming into and out of the city. He still does some personal side business from time to time as well. Moreau is sarcastic and world-weary. He's seen and done it all. He finds the antics of younger shadowrunners tired and cliché and isn't afraid to tell them so.

| | | | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|------------|-------------|-----------|
| B | A | R | S | C | I | L | W | Ess | Init | IP |
| 4 | 5 (7) | 5 (7) | 4 (6) | 7 (10) | 5 | 4 | 6 | 2.49 | 10 (12) | 1 (2) |

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 10/6

Active Skills: Animal Husbandry 6, Athletics 4, Automatics 6, Data Search 4, Dodge 4, Etiquette 5, Exotic Ranged Weapon (Dart Rifle) 5, First Aid 3, Infiltration 4, Longarms 4, Negotiation 6, Perception 5, Pilot Ground Craft 4, Pistols 3

Knowledge Skills: Biology 4, Business 2, Corporate 3 (MCT +2), Corporate Security 3, Criminal (Mafia) 3, Parazoology 5, Procedure (Border Patrols) 2 (+2), Procedure (Security) 2 (+2), Security Design 4, Shadowrunner Hangouts 3

Languages: City Speak 5, English N, Gaelic 3, Greek 3, Japanese 4, Sperethiel 5

Qualities: Animal Empathy, Black Market Pipeline (Animals), College Education, Dependent (medium), Enemy (2), Exceptional Attribute (Charisma), First Impression, Records on File, SINner

Augmentations: (All betaware unless otherwise noted) Attention coprocessor 3 (deltaware), biomonitor, bone density augmentation 4, datajack (engraved), muscle augmentation 2, muscle toner 2, sleep regulator, synaptic booster 2, tailored critter pheromones 3, tailored pheromones 3

Gear: DocWagon Platinum, form fitting body armor (half suit), Mortimer Greatcoat, commlink (Device Rating 6, all common use programs Rating 6, Armor 3, Attack 3, biometric lock, hardening Rating 6, environmental resistance, armor case Rating 7)

Weapons:

Parashield Dart Rifle [Exotic Weapon, DV 10S, AP -2, SS, RC 3, 10(c), w/ neuro-stun darts, barrel extension, biometric safety, bipod, personalized grip, smartlink]

Steyr TMP [Machine Pistol, DV 4P, AP —, SA/BF/FA, RC 3, 30(c), w/ smartlink, biometric lock, thermal suppressor, gas vent Rating 3]

OUR LADY OF MERCY

Our Lady of Mercy has already lost her hair and has taken on the pointed teeth common to nosferatu. Her skin is pale, and she has a slight odor of earth about her. When she plans on visiting the hospital, she wears nurse's smocks and uses Physical Mask to disguise her features. When she is searching the streets and alleyways, she wears a long lady's overcoat and lady's hat. Our Lady of Mercy was once an up-and-coming member of the Illuminates of the New Dawn. She was very attractive and goal-oriented, but she contracted HMMHVV 1A during an operation for the Illuminates. Once her circle members discovered her infection, they decided to earn a little extra cash and attempted to turn her in for the bounty. She barely escaped, and she has been hiding from them ever since. She is extremely paranoid and thinks they are still after her. Her affliction has caused her to look at life differently, and she believes she is helping those who are about to die pass peacefully to the afterlife.

| B | A | R | S | C | I | L | W | Edg | Ess | M | Init | IP |
|---|---|---|---|---|---|---|---|-----|-----|---|------|----|
| 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 3 | 7 | 6 | 9 | 2 |

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/5

Skills: Conjuring group 3, Infiltration 3, Influence group 3, Perception 4, Shadowing 4, Sorcery group 4, Unarmed Combat 3

Qualities: Magician

Initiate Grade: 1

Metamagics: Masking



Spells: Control Emotions, Detect Life, Manabolt, Mind Probe, Physical Mask

Powers: Compulsion, Enhanced Senses (hearing, low-light vision, thermographic vision), Essence Drain*, Fear, Immunity (age, pathogens, toxins), Infection, Influence, Natural Weapon (bite), Regeneration, Sapience

Gear: Commlink (Device Rating 4), nurse's smocks, Lady's Greatcoat Line long coat

Weaknesses: Allergy (sunlight, severe), Dietary Requirement (meta-human blood), Essence Loss (every 6 months).

Weapons:

Bite [Reach -1, DV 3P, AP —]

* The maximum Essence that a nosferatu can drain is equal to three times its natural maximum Essence.

LIN YAO CHANG

Lin Yao Chang is a known operative for the Eastern Great Dragon Lung. Very little is known about the background of this Chinese elf. He's very reserved and quiet, never smiles, and speaks in short, brief, efficient sentences. He has an unearthly fluidic grace to his movements, and rumor has it that he may serve as an assassin for the dragon. He wears his black hair short and close to his scalp. He is neatly groomed and dressed. At a glance, his suit appears to fit in with everyone else's attire, whether he's seen at a club, a megacorp headquarters, or leaping across a rooftop.

| B | A | R | S | C | I | L | W | Edg | Ess | M | Init | IP |
|---|------|---|---|---|---|---|---|-----|-----|---|--------|------|
| 5 | 7(9) | 6 | 6 | 4 | 5 | 5 | 5 | 5 | 6 | 9 | 11(13) | 1(3) |

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 10/5



Active Skills: Arcana 4, Assensing 5, Athletics skill group 5, Automatics 4, Blades 5, Clubs 5, Disguise 5, Dodge 6, Infiltration 6, Intimidation 5, Longarms (Sniper Rifles) 6 (+2), Negotiation 4, Palming 4, Pistols 5, Shadowing 5, Unarmed Combat (Offensive Moves) 6 (+2)

Knowledge Skills: Buddhist Teachings 5, Magical Theory 4, Martial Arts 5, Seattle Area 4

Qualities: Adept

Initiate Grade: 5

Metamagics: Adept centering, extended masking, infusion, masking, sensing

Adept Powers: Astral Perception, Critical Strike (4), Enhanced Perception (2), Improved Attribute (Agility) (2), Improved Ability (Unarmed Combat) (4), Improved Reflexes (2), Killing Hands, Penetrating Strike (2)

Gear: AR contacts [Rating 4, w/ thermographic, smartlink, vision enhancement 3, vision magnification], commlink (Device Rating 6), Heritage Line Armored Chinese Mao suit (6/4), FFBA (half-body suit) (4/1)

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ APDS ammo, biometric lock, skinlink],

Barrett Model 121 [Sniper Rifle, DV 9P, AP -8, SA, RC 2, 14(c), w/ APDS ammo, smartlink, biometric lock, skinlink]

Unarmed Attack [Unarmed, Reach —, DV 7P, AP -2]

SIMON ANDREWS

Simon is a full-body changeling, a bipedal lizard-man with green, scaly skin, a tail, and no hair. He wears a battered leather vest covered in graffiti, anarchy symbols, and punk-band buttons, and he revels in being a freak. Endearingly, he has a British punk accent, an affinity for people, and high empathy. On the flip side, Simon will hit on anything that moves, likes to snack on live white mice, and has reptilian yellow eyes that blink disturbingly. He's direct and in your face when riled



and is utterly loyal to “Master Lofwyr.” He serves as the dragon’s eyes and ears in Seattle, working as an independent agent and fixer for Saeder-Krupp.

| B | A | R | S | C | I | L | W | Edg | Ess | M | Init | IP |
|---|---|---|---|---|---|---|---|-----|-----|---|------|----|
| 4 | 4 | 5 | 3 | 6 | 5 | 5 | 6 | 4 | 6 | 8 | 10 | 1 |

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/4

Active Skills: Arcana 5, Athletics skill group 4, Assensing 6, Banishing 4, Binding 5, Con 5, Counterspelling 5, Dodge 5, Negotiation 5, Pistols 4, Ritual Spellcasting 5, Spellcasting (Combat Spells) 6 (+2), Summoning 5

Knowledge Skills: Kaiju Monster Movies 4, London Area 5, Magical Theory 5, Neo-Anarchist Movement 5, Saeder-Krupp Politics 3, Seattle Area 4

Qualities: Class III SURGE, Scales (green lizard skin), Critter Spook, Unusual Hair (Lizard Frill, no body hair), Deformity (elongated skull resembling a snout), Functional Tail (Balance), Claws (non-retractable), Fangs, Thermographic Vision, Magician

Initiate Grade: 5

Metamagics: Anchoring, extended masking, masking, reflecting, shielding

Gear: Armored vest, AR contact lenses, commlink (Device Rating 6), power focus (silver skull ring, Force 2), spellcasting focus (golden eyebrow ring, Combat Spells, Force 4), Suzuki Mirage, sustaining focus (Ramonés button, Force 4)

Spells: Armor, Chaos, Chaotic World, Clairaudience, Clairvoyance, Fireball, Gecko Crawl, Heal, Ice Sheet, Improved Invisibility, Increase Reflexes, Mana Barrier, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm, Wreck

Bound Spirits: Spirit of air (Force 5, 4 services), spirit of fire (Force 6, 6 services)





LAURENT NAZAIRE

Laurent Nazaire is the head of the Seattle Atlantean Foundation branch. A Haitian dwarf with a French-Quebecois accent, he's open, down-to-earth, and seemingly very honest. This makes many in the shadow community nervous because they don't believe it, but thus far, no one has been able to dig up any dirt on him. He's been a key figure in the Atlantean Foundation's hunt for ancient magical artifacts, and he is almost obsessed in his quest to study these artifacts and discover everything about them. He knows that if the Draco Foundation gets their hands on the artifacts, they'll lock them up tight away from the world, so he knows he needs to get to them first.

LAURENT NAZAIRE

President of Atlantean Foundation, Seattle

Faction: Atlantean Foundation

Male Dwarf

Connection Rating: 5

Loyalty:

Key Active Skills: Conjuring Skill Group, Negotiation, Sorcery Skill Group,

Knowledge Skills: Arcana, Corporate Politics, Magical Groups, Security (Magical)

Uses: Jobs, Corporate or Magical Information, Magical Gear

Places to Meet: Fine restaurants, exclusive night clubs



LAURENT NAZAIRE

Laurent Nazaire is the head of the Seattle Atlantean Foundation branch. A Haitian dwarf with a French-Quebecois accent, he's open, down-to-earth, and seemingly very honest. This makes many in the shadow community nervous because they don't believe it, but thus far, no one has been able to dig up any dirt on him. He's been a key figure in the Atlantean Foundation's hunt for ancient magical artifacts, and he is almost obsessed in his quest to study these artifacts and discover everything about them. He knows that if the Draco Foundation gets their hands on the artifacts, they'll lock them up tight away from the world, so he knows he needs to get to them first.

LAURENT NAZAIRE

President of Atlantean Foundation, Seattle

Faction: Atlantean Foundation

Male Dwarf

Connection Rating: 5

Loyalty:

Key Active Skills: Conjuring Skill Group, Negotiation, Sorcery Skill Group,

Knowledge Skills: Arcana, Corporate Politics, Magical Groups, Security (Magical)

Uses: Jobs, Corporate or Magical Information, Magical Gear

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MOREAU

A former company man and shadowrunner, Moreau is an expert animal trainer and works as a fixer and trouble-shooter for the Draco Foundation. He's been operating out of Seattle for several years, and while he's the DF's eyes and ears in the shadows, keeping an eye on the artifact trade coming in and out of the city, he still does some personal side business from time to time.

Moreau is sarcastic and world-weary. He's seen it and done it all, and often finds the antics of younger shadowrunners tired and cliché, and isn't afraid to tell them so.

MOREAU

Fixer

Faction: Draco Foundation

Male Human

Connection Rating: 4

Loyalty:

Key Active Skills: Animal Husbandry, Automatics, Etiquette, Negotiation, Perception,

Knowledge Skills: Biology, Business, Corporate (MCT), Corporate Security, Criminal (Mafia), Parazology, Procedure (Border Patrols), Procedure (Security), Security Design, Shadowrunner Hangouts

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SIMON ANDREWS

Simon is an odd individual. A full-body changeling, he appears to be a bipedal lizard-man with thick scaly skin. He's also a rational British punk, wearing a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons. He has a lizardfish frill running front to back on his head that he paints up like a multi-colored Mohawk. He revels in being a freak, will hit on almost anything that moves, and likes to snack on live white mice. He's direct and in your face but is utterly loyal to "Master Lofwyr." Simon serves as the dragon's eyes and ears in Seattle, working as an independent agent and fixer for Saeder-Krupp.

SIMON ANDREWS

Saeder-Krupp Troubleshooter

Faction: Saeder Krupp

Male Changeling

Connection Rating: 4

Loyalty:

Key Active Skills: Arcana, Assensing, Con, Negotiation, Spellcasting, Summoning

Knowledge Skills: Kaiju Monster Movies, London Area, Magical Theory, Neo-Anarchist Movement, Saeder-Krupp Politics, Seattle Area

Uses: Corporate Rumors, Magical Knowledge, Magical Gear

Places to Meet: Rubber Suit, Alabaster Maiden, Nightclubs, Strip Clubs



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LIN YAO CHANG

Lin Yao is a known operative for the Eastern Great Dragon Lung. Very little is known about the background of this Chinese elf. He's very reserved and quiet, never smiles, and speaks in short, brief, efficient sentences. He has an unearthly fluidic grace to his movements, and rumor has it that he may serve as an assassin for the dragon.

LIN YAO CHANG

Elven Adept Assassin

Faction: Eastern Great Dragon Lung

Male Elf

Connection Rating: 4

Loyalty:

Key Active Skills: Arcana, Assensing, Athletics Skill Group, Automatics, Blades, Clubs, Disguise, Infiltration, Intimidation, Longarms, Negotiation, Palming, Pistols, Shadowing, Unarmed Combat

Knowledge Skills: Buddhist Teachings, Magical Theory, Martial Arts, Seattle Area

Uses: Magical Rumors, Magical Gear, Street Rumors

Places to Meet: Parking Garages, Dark Alleys, Chinese Restaurants



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Abandoned Church

Crypt Level

- 1. Sanctuary
- 2. Altar
- 3. Family Crypts
- 4. Vestibule
- 5. Stairs From Ground Level
- 6. Entrance from Cellar Door




Upper Level

- 1. Stairs to Choir Loft
- 2. Restrooms
- 3. Family Room
- 4. Worship Area
- 5. Altar
- 6. Pastor's Office
- 7. Stairs to Lower Level

Door 
Window 



1. Bedrooms
 2. Restroom
 3. Family Room
 4. Kitchen
 5. Covered Porch
 6. Screened Porch

M Mercenary
 Doors
 Windows

Hunting Lodge



5 Meters

PLAYER _____ DATE / /
 CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 04-06 HARD TARGET

A mysterious artifact is in the hands of the Illuminates of the New Dawn and the only way to find it is a rather unlikely source who is not going to talk to the runners willingly. Take down a particularly hard target and find out where the Illuminates are holed up before they complete their ritual, or things will get a whole lot nastier in Seattle.

- Our Lady of Mercy killed.
- Our Lady of Mercy survived.
- Horn and Codex retrieved.
- Horn and Codex lost.
- Provided copies to Moreau.
- Captured and delivered lead mage to Simon Andrews.

SYNOPSIS

MISSION RESULTS

Names

Atlantean Foundation
 -5 -4 -3 -2 -1 0 1 2 3 4 5
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Draco Foundation
 -5 -4 -3 -2 -1 0 1 2 3 4 5
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Saeder-Krupp
 -5 -4 -3 -2 -1 0 1 2 3 4 5
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Lung
 -5 -4 -3 -2 -1 0 1 2 3 4 5
 ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

| | |
|------------------------------|-------------------|
| Character Improvement | Karma Cost |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

TEAM MEMBERS

FACTIONS

ADVANCEMENT

Previous Available _____

Earned _____

Spent _____

Remaining Available _____

New Career Total _____

Street Cred _____

Notoriety _____

Public Awareness _____

- Laurent Nazaire
- Moreau
- Simon Andrews
- Lin Yao Chang

KARMA

REPUTATION

Previous Available _____ ¥

Earned _____ ¥

Spent _____ ¥

Remaining _____ ¥

GM's Name _____

GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

