

# SHADOWRUN

## Missions

**SRM02-24 HUBRIS AND HUMILITY**  
**BY: STEPHEN MCQUILLAN**



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## INTRODUCTION

*Hubris and Humility* is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Hubris and Humility* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-24B, *Hubris and Humility, Playing Aids*.

### **Preparing the Adventure**

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

### **Adventure Structure**

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

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

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

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

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

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

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

### **Running the Adventure**

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

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

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

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

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

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

### Step 3: Know The Characters

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

### Step 4: Don't Panic!

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

### General Adventure Rules

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

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

### Non-Player Characters

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

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

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

### Table Rating

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

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

### A Note on Commlinks

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

### Crossing Borders

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

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

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

### **Contacts**

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

### **Tracking Faction**

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

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

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

### **Paperwork**

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

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

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

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

## Adventure Background

Over the last two years, the Vory have made deep inroads into several areas of Denver. They still do not have direct control over any province but have an increasing power base with only a few stumbling blocks in their way. The road to power has had its own set of hardships and now alliances must be reforged or broken. Irina Klavikov has worked her way into Mikael Petrov's bed and presented a gift that may be enough to buy his loyalty away from the ties of blood and the Kirillov Vory.

In SRM 02-13, Irina and Mikael gathered blackmail material on Lin Yao after her attempt to hire shadowrunners to kill An Peng and kidnap another Triad member. Unfortunately, their control over Lin is incomplete. Lin has agreed to complete the task they have approached her on, but plans on having a backdoor. Meanwhile, the Triad has learned about Lin Yao's indiscretions and takes their own action.

## Plot Synopsis

The runners are hired by Lin Yao to assassinate Sottocapo Chavez – a key step in triggering an all out war between the syndicates. During the run, several new opportunities will present themselves to the runners, ranging from the option to kill their Johnson to discovering some of the truth behind the shadows.

This adventure builds on a number of preceding scenarios in the Shadowrun Missions campaign. The course of the scenes may vary based upon the team's decisions and their faction with the various criminal syndicates.

Teams who turn down the job to assassinate the Sottocapo may find themselves instead on a job to take out a number of members of the Koshari. (See **The Heights of Heaven.**)

Teams who have worked with the Triads before, will be offered an opportunity by the Triads to betray Lin Yao. (See **Falling Fast.**)

For teams that were involved in the Dragon Stone storyline, they will be faced with a choice to surrender or acquire the object for themselves. (See **Finding Redemption.**)

Finally, just the matter of getting payment from a Johnson who is actually running for her life may be rather challenging. (See **Learning to Swim.**)

## Life in Wax

### What's up Chummer?

The meeting begins *in media res*, with the runners meeting Lin Yao in her office at Klub Karma in the Chinatown district of the CAS. She wants to hire the runners for a network run with a twist. Teams with an average Triad faction of -3 or worse should use the secondary introduction below.

### Tell it to them straight

Today has been one of the better days this month. No one has tried to kill you yet and there's promise of work tonight that pays well. After being contacted through the normal channels, you agreed to do a meet-and-greet with a Johnson. Half an hour ago you passed through a crowd of bouncers and a few offers of refreshments. Now you find yourself upstairs, in Klub Karma.

Rumor on the street has it that the nightclub is a Triad-run establishment. As every staff member you've seen tonight is Chinese, you've decided it's probably not a rumor. When the appointed time for the meet dings on your chronometer, a woman in a skirt suit enters.

"Good evening. We have much business to discuss. I recommend that anyone who does not participate in network leave now."

### ***For teams with a strong negative Triad faction:***

Today has been one of the better days this month. No one has tried to kill you yet and there's promise of work tonight that pays well. After being contacted through the normal channels, you agreed to do a meet and greet with a Johnson. Somehow you knew your luck would run out eventually.

Standing in the narrow alley at the door to Mystic Curiosities is a Chinese woman, and judging by her bodyguards, you are pretty sure she's Triad. You and your companions aren't on good terms with them at the moment. A look of pure disgust appears on her face as she seems to recognize you.

"We have a job for you. Think of it as your last chance to get the Triad off your backs. If you're not interested, leave now."

### Behind the Scenes

Lin Yao, Ms. Johnson, is a no-nonsense woman who is obviously short of patience tonight. Unlike the runners' upbeat day, today has been a bad day for the Triad Johnson. She is allowing the mood to show in front of the runners because she walks into this meeting after ending a long argument in VR with some of her higher ups. If any of the runners leave, there will be a few menacing looks but nothing beyond that.

After everyone's attendance or lack thereof is determined, Lin will tell the runners that she has a high-profile target who needs to be eliminated. Payment is 80,000 (+ TR x 1,000) ¥ for the entire team, they can distribute it amongst themselves as they see fit. An upfront fee of 10% will be paid if the runners accept the job. Net hits on a negotiation test can increase the retaining fee by 5% per hit (up to 4 net hits or a total of 30% in advance). The only limitation on the task is that it must be completed within the next 72 hours and the body must be found with certain items that she will provide to the runners.

If the runners accept, she will tell them that the target is Sottocapo Chavez and then produce a box of two dozen raven feathers. As explained earlier, his body must be found with several raven feathers placed on it. In addition any member of the Chavez

household that is killed as collateral damage should have a feather left on their person. The use of explosives and other indiscriminate methods is fine, providing that the runners are able to place the feathers before law enforcement arrives.

She knows that the Sottocapo has been regularly seen at Lakeside Amusement Park and his expansive manor house. In four days, Don Chavez will be visiting from Texas. Ms. Johnson explains that the incident must happen before that time.

Lin Yao can provide the runners with the name of a coyote who will enable their border crossings throughout the PCC, CAS and UCAS sectors of Denver. Her services are included in the payment. Additionally, Eliza Khanduri (see Cast of Shadows) will escort the runners to a safe house which can be used throughout the planning phase of their mission.

### **Debugging.**

Runners who have interacted with Lin Yao before will notice that she is much more short-tempered tonight. (Commenting on this will yield the PCs a -2 dice pool penalty to all negotiations tests as the runners drive her mood further south.)

While Lin Yao won't explain the reason for the feathers, some players may deduce that the feathers are to cast attention onto the Koshari, hopefully destroying the alliance between the Chavez family and the Koshari. Some runners may recognize the connection to Mark Longfeather and his Raven mask. Teams investigating the link and asking about the feathers should reference the Legwork chart.

Any runners that walk away from this job have a second chance with **Heights of Heaven** and Mikael Petrov's job.

## **Cast in Wax**

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

If the runners take Lin Yao up on her offer of a coyote and safe haven, they will enter into a deep tunnel complex through a portal on the CAS side of the CAS:PCC border. The complex stretches across large portions of southern Denver. This scene is optional and only for runners who utilize the safe house and smuggler that Lin provides.

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

The smells of mold, rotting wood and stagnant water attack your senses as you move through the tunnels and broken sewers. Slowly you work your way through the tunnels following the directions you have to find Eliza. Generations-old plywood creaks as the heavier members of your team cross over a gaping chasm. Logically you know this area is traversed regularly, but your hindbrain screams that there are monsters in the darkness.

### **Behind the Scenes**

Eliza can transport people and anything they can carry. Vehicles will have to be taken through conventional checkpoints or other coyote contacts.

Runners who went through **SRM 02-09 Tunnel Vision** may recognize the tunnel complex, especially if they earned Eliza as a contact. Eliza has cleared out the tunnel cave-in and spent several months mapping out the tunnels. It turns out that they have connections to various other sewers and subway tunnels. Because of this, Eliza is able to transport people and anything they can carry from the PCC to the CAS or UCAS. She has also hung several rope ladders and loose planks to facilitate movement throughout the complex.



Most of the area is a Matrix dead zone, though it is possible to daisy chain several devices together to create a connection. This will require 4 devices with a minimum of signal rating 3 placed at key junctions to transmit the signal past the various resistance and static.

Trebol's old home has been converted to a safehouse for the runners. The furniture is utilitarian and looks to have been assembled on-site. Overall the front two rooms give an appearance of a life for rent, where everything could be dismantled and removed in the course of a few hours. The third room, Trebol's old study, has a trideo display setup but is programmed to currently only play footage from optical chips as there is no stable matrix feed. The room has been cleaned, and the magical background count has faded.

### Debugging

GMs who are feeling malicious or who have players trying to move obscene quantities of ordinance are recommended to have runners make Athletics + Strength checks to climb over obstacles or up and down the rope ladders.

### Pushing the Envelope

Eliza's expanded presence in the tunnel complex has not gone unnoticed. As she has moved through the sewer and subway passages, several of the other denizens who don't want to be found have been bothered by the coyote's mapping activities. Now, they are striking back. This attack can be either TR+2 Ghouls working for Tamanous, smugglers who want to claim the complex for themselves (use Smuggler archetype **SR4**, p.99) or an isolated ZDF patrol beginning to crack down on the trans-nation smuggling (Red Samurai detachment **SR4**, p.276).

## Feathers Meet the Sun

### What's up Chummer?

This scene contains the key information about Sottocapo Chavez. Entry points, security systems, and possible routes for killing the Sottocapo at his home are all included. Planning out an assassination of a mafia underboss is not one of those things most people will take lightly. Lin will provide information with a recommended plan of attack, they will need to modify the attack as necessary given the actual abilities of the group.

### Behind the Scenes

Lin's recommendation of attack is sunset run against the building. The plan is to bypass the wall, and under the cover of darkness stick to the copses of trees. Lin is unsure of the exact measures taken to defend the Sottocapo, but can safely say that the defenses are more technological and personnel-based than magical. Lin strongly encourages the runners to use a stealthy method of entering the compound. She'll casually mention invisibility or chameleon suits. If the 'runners decide they'd rather have a diversion, Lin recommends either the Three Kings or the Aurora Angels. (See **Cast Of Shadows** for information about these gangs.)

Lin will disclose the following information either at the safehouse from Cast in Wax or at another secure location.

**Physical Security**—Separated from the wall, by a long driveway and large yard (see Mansion Map), the house has several sensors distributed around the perimeter of the building to monitor approach. Motion sensors, cameras and radar sensors (all rating TR+3) are connected to the external security node and will alert guards if they are triggered. A GPS overlay allows for a 5m discrepancy between guards and motion to accommodate for system malfunctions. Runners within this range may ignore the motion sensors, though the cameras and radar sensors may still pose a problem.

There are ten house guards on the premises 24/7. Shift changes double that number for an hour two or three times each day. See the **Handout** for shift schedules.

At any given time, there are six guards on the grounds outside the house, two in the mansion's security room, and two more patrolling the residence.

**Matrix Security**—The house is a tiered node with two entry points. There is an encrypted PanicButton signal for the security system (Encrypt 6) that once decrypted allows for direct access to the security node (Rating 6 device). Otherwise hackers can breach the main node and connect to others systems from there. For tables with a TR 3+, raise the rating of each node by the value in parentheses.

Main Node R4(+TR-2)

Internal Security R4 (+TR-2)

External Security R5 (+TR-2)

PanicButton System R6

Communications R4 (+TR-2)

If an alert is triggered, the system response is to launch Trace IC. At the next alert, it will launch black IC. There are also two active combat hackers in each of the security nodes and agents in the Communications and Main nodes. This will make probing the systems slowly difficult for all but the stealthiest of hackers. See **Cast of Shadows** for hacker and agent stats.

**Magical Security**—A multi-layered approach to security is taken with magical security. There is a Charged Ward (Force 6+TR) (SM, p 125) layered along the inside of the house. This makes it non-visible from the outside of the mansion, though it will be noticeable before impact if any projecting character is cautious when entering the home.

Additionally, several trap wards (Force 4+TR) (SM p 125) have been anchored to copes of trees in order to trap mages and awakened individuals who utilize the trees for cover on their approach of the manor. These will be problematic for both projecting mages and any physical travelers who have active foci or astral presences such as sustained spells.

At TR 4+, the last layer of magical security is an astral patrol. (TR x 2) Force 3 spirits pass through and across the grounds on a chaotic course, looking for intruders. The spirits make an Opposed Test against any intruding character's Infiltration + Agility.

Teams that overcome or bypass the security systems will also be able to collect trinkets and works of art from the manor worth thousands of nuyen. For each runner who spends five minutes pilfering, the team will collect 5,000 ¥ of fenceable loot. Remind them of response times for Lonestar if the PanicButton was triggered or any shots were fired in the house. Only the shooting range in the basement is sound-proofed enough to avoid shots from being heard throughout the home.

Teams who want to insert an addendum into the Sottocapo's schedule will need to hack either his or his personal assistant's commlink. The schedule is only updated on those two systems, though a back-up copy is kept on the Internal Security node for guards to reference. This back-up is updated hourly. Hackers can modify the schedule on the node to get themselves into the compound, but security will alert the Sottocapo that his guests have arrived. Without the active schedule on the sottocapo's commlink updated, he will tell security not to allow the runners in.

The Casino uses a similar matrix security layout, with additional tiers under the security nodes for cameras. Due to the number of cameras present, each there is a cascading importance level based on body count and sensitivity. For a team to cover their tracks throughout the casino, hackers will need to wipe cameras on 4+TR different tiers. Security guards equivalent to Triad Posse (SR4 p 276) patrol the floor. If trouble that they cannot handle, high threat teams will respond. Use the House Guard from **Cast of Shadows**.

Travel between the manor house and Lakeside Amusement park is done via helicopter. The modified Hughes Stallion has had the wireless functionality removed. A voice-only radio for communication with flight control is the only wireless system in the craft. It has been rigger modified and a standard flight plan has been filed with the ZDF to travel along a fixed path from the manor house to the casino. This allows the Sottocapo to avoid delays at border crossings and limit his exposure. Teams with access to rotorcrafts or drones can attempt to down the chopper in transit, bypassing most of the security functions. The only downside to this plan will be getting to the wreck in time to place the feathers.

## Falling Fast

### What's up Chummer?

During their planning, the runners are contacted by a member of the White Lotus Triad. The White Lotus has discovered that Lin has overstepped her bounds by expending Triad resources to begin the opening volley of a mob war.

### Tell it to them straight

Glancing at the small window that presents itself in your Image Link, you notice an incoming call. The fact that the ID is blocked is part and parcel with the shadows. Answering the call, an older Chinese female with a sour look on her face looks at you.

"We have a business proposition for you related to your current duties."

### Behind the Scenes

If the team is willing to continue the conversation, the woman will identify herself as Han Chau, a member of the White Lotus Triad. In the background, runners see An

Peng, the Hong Kwan for the Golden Triangle. The Triad would like to hire the runners to pick a weed that has threatened to choke the garden. As gardeners, their payment would be 30,000¥, for the group to divide however they see fit. This price is non-negotiable. Teams with a Triad faction of +2 or more can get 20% of the payment up front, with the remainder upon completion. Any team with a neutral or negative faction will be paid only after the services have been rendered.

After accepting the job, Han will explain that the target is to be Lin Yao. She understands that the runners have had some dealings with Lin, and while Han is not willing to stop their actions, she would like Lin executed when they are paid for completing their current assignment. Han will ensure the runners that none of the Triad clans will seek revenge for this killing.

### Debugging

Runners who tell Lin that the Triad just put a hit on her can continue through the mission. In this event, when it comes time for the final payout, go to **Learning to Swim**.



## Washing Up Ashore

### What's up Chummer?

The runners meet with Lin to accept payment for their job after assassinating Sottocapo Chavez. This may or may not end poorly for Lin.

### Tell it to them straight

After killing the sottocapo and dressing your wounds, you call Lin. It is definitely time to get paid and find a rock to hide under while the events of the next few weeks unfold. Your conversation is short and it's obvious that Lin is distracted as she terminates the call. The meet is set up for half an hour from now in Cherry Creek Park.

### Behind the Scenes

For once when dealing with Lin outside of the Klub Karma, there is no treachery planned on her part. This scene can go very quickly as the runners get paid and walk away. If they accepted Han's job, it will take a little longer.

Lin is accompanied by two bodyguards and wants to end the meet very quickly. She has reason to believe that the Triad is gunning for her, or will be as soon as word about what she hired the runners to do hits the streets. Once payment has been made, she won't waste time heading for her sedan

and from there to the airport. (Any hackers who scan her commlink will notice that her ID reads Mikano Li, instead of Lin Yao)

If combat ensues, awakened characters will notice their magic does not respond as well as it should. Characters approaching within 3m of Lin, can make an Intuition + Perception (4) test to notice something is *wrong*. Awakened characters get +2 dice to this test. The Dragon Stone will begin to pull at the ambient mana near Lin, creating a rating 2 mana ebb (SM, p 119) localized on Lin, and for 10 meters in radius around her.

Once the runners kill Lin, if they take the time to grab her belongings, they will find a small rock in her jacket pocket that is laced with threads of a golden metal creating a marbled appearance. Astral perception of the rock will show that it is ablaze in astral space, and currently feeding on the mana around them.

### Debugging

If the runners are having problems with Lin and her bodyguards, cut to Finding Redemption and have Setto's men arrive during the conflict. Setto will divide his attention between the runners and Lin's bodyguards. Her bodyguards will focus on Setto's men due to their relationship with the Yakuza.



## Finding Redemption

### What's up Chummer?

The Yaks want to get their hands on the Dragon's belongings which were last seen in Lin's possession, specifically, the Dragon Stone. To that end they attack the runners either during their fight with Lin or as they are packing up. This is an optional scene for runner teams that have a member who has gone through **Chasing the Dragon**.

### Tell it to them straight

It looks like your good day is about to come to an end. Five street bikes rev and tires squeal as they brake next to you. You've spent enough time looking at weapons to know that they're carrying combat-worthy katanas and not Chinatown knock-offs. As they kick down their stands and dismount, a few helmets come off and you see the tell-tale signs of Yakuza thugs. A gaijin is leading the group, will wonders never cease.

### Behind the Scenes

Setto Karemaru is leading the group here. They will offer first to take custody of Lin's body and her possessions, letting the

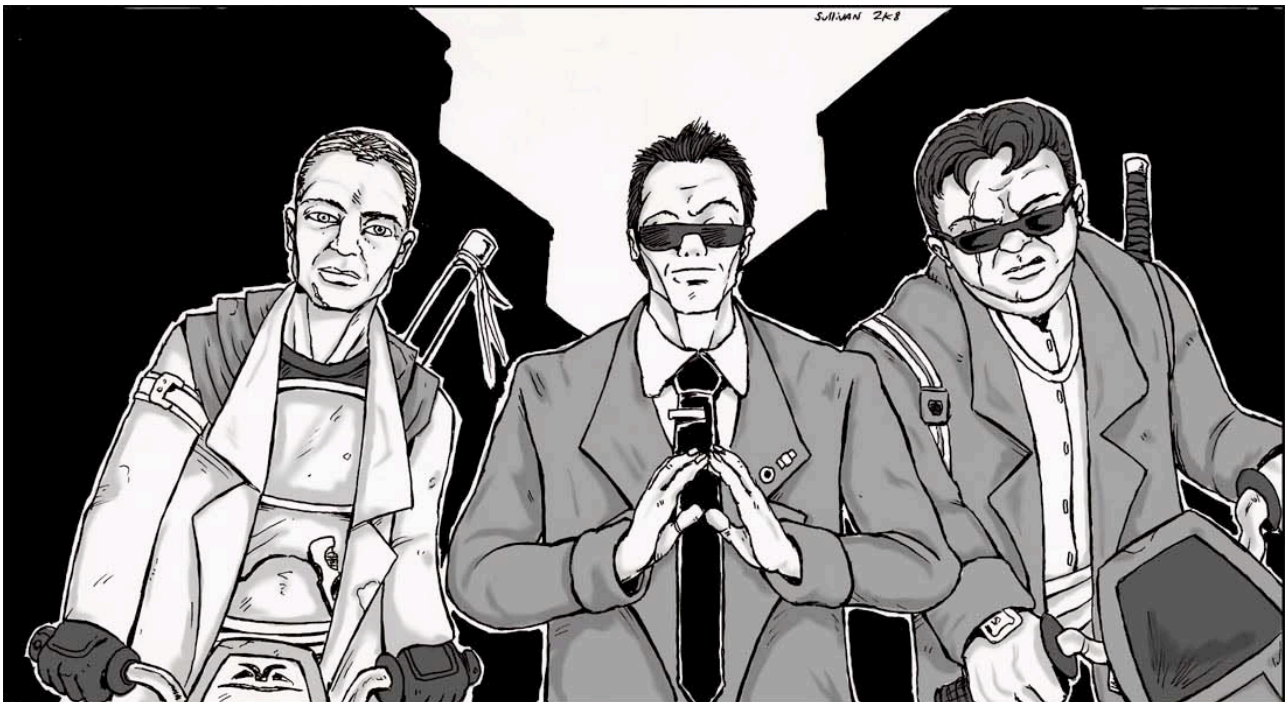
runners walk away. (Judge Intentions will show that they clearly plan on killing the runners, but want to go through the motions.) It is quite possible that the runners don't know what the Yaks are talking about, but the Yakuza don't care. If the team doesn't cooperate, Setto will specifically ask for the runners to give him the Dragon Stone and to walk away.

If the runners give up the Dragon Stone, Setto will keep his people in place for a few seconds to allow for some distance to build up between the two groups. Then, the Yakuza will attack with everything they have to put the characters down quickly.

Groups that head straight for combat, will have a clean fight on their hands. Setto is reluctant to fight. However, if attacked, he'll hang in until he has taken 6 boxes of damage, or 3 of his people have been killed. At that point, he will sound the retreat and make a hot evac.

### Debugging

If it looks like the runners are getting slaughtered, have the threat of LoneStar from before become a certainty. LoneStar will focus their initial efforts on containing the Yakuza and then turn their attention on any runners left.



## The Heights of Heaven

### What's up Chummer?

If the runners turn down Lin's offer to kill the Sottocapo or decide that they're in over their heads, they will be approached by Mikael Petrov. Petrov wants the runners to kill a group of soldiers from the Koshari.

### Tell it to them straight

Rumors move through the shadows at unparalleled speeds. You've scarcely had time to tell Lin that the job can't be done in her limited time frame when your commlink chirps with an incoming call. An older European man fills your imagelink, some of you recognize Mikael Petrov.

"I have heard that you recently declined some work. I would like to buy some information from you and perhaps acquire your services for a different opportunity."

### Behind the Scenes

This is Mikael's gambit at an insurance policy. He knows that Lin is an unwilling accomplice and is thus going to play the runners to think that he is uninvolved with her machinations. The avtoritet would like to purchase the information Lin gave them. If the runners ask why, he will tell them that he believes an attempt on the Sottocapo's life would be just as effective as an actual assassination. He is offering TR\*1,000¥ per runner for the complete packet of information that Lin gave them. Negotiations can net an extra 100¥ per hit to a maximum of 500¥. Any runner team that walked away from negotiations with Lin before accepting the job and getting the information, can earn 10% of the above payoff for telling the Vory what Lin's plans are. Once this discussion is complete, he will offer an alternative job.

The job Mikael offers is similar to Lin's job, but the targets are much smaller fish. He would like the runners to go to the Rattlesnake Grill in the PCC and eliminate several Koshari soldiers. The soldiers would need to be killed on a short time frame, but this course of action would be much easier than killing the Sottocapo. Mikael offers 4,000¥ + (TR\*1,000¥) per runner to kill the soldiers and deliver them to him when the runners are done. He will give them 10% up front, each net hit on a negotiations roll can either increase the payout by 100 ¥ or get a further 10% up front. A maximum of five net hits can be applied.

As an aside, while the team is no longer involved in an assassination job against the Sottocapo, Mikael plans to use Taijha's apprentices to levitate invisible bodies into the grounds while the Three Kings assault the manor. None of the gangers will be wearing their colors and the intent is to make it look like a Koshari sponsored raid on the Sottocapo's house. While assassinating the sottocapo will leave the local mafia without a leader, an attempted assassination should be nearly as effective at destroying the alliance between the Chavez family and the Koshari. End game, Mikael is trying to start a mob war.

### Debugging

This is basically a last chance for runners to get involved in the activities of this mission. If they have declined Lin's job and now tell Mikael no, then the mission is over.

## Feeling the Heat

### What's up Chummer?

Taking out Koshari soldiers at a family restaurant, gets tricky when a sarariman is in the middle of it all.

### Tell it to them straight

The Rattlesnake Grill is known for southwestern cuisine with the inclusion of actual rattlesnake meat in nearly every dish. Looking around the restaurant, you quickly see the soldiers you are supposed to kill sitting at a large booth with a Hispanic man crammed uncomfortably between them. Their voices are low, and judging by the wide-eyed look of the man, there is something happening in the matrix between them as well.

### Behind the Scenes

Two of the Koshari soldiers are waiting outside by the car. Inside, four more are discussing "business opportunities" with a new executive at XCR. The Koshari have dug up dirt on several XCR executives since their plant went off the reservation. When the runners arrive, the soldiers are in the middle of blackmailing Derek Entegra. If Derek sees the runners, he will send an AR message to the runners offering them 100¥ each to get him out of the restaurant alive.

The combat here should be fairly straight forward. As a family restaurant with a large number of patrons, the body count would be phenomenal if the runners decide to nuke everyone. Otherwise, the dozens of witnesses would be unbearable for most teams. The soldiers will be involved in a discussion inside for about half an hour. After this point, Entegra exits with the soldiers to continue their discussion in an empty part of the parking lot while he has a cigarette. This may provide an opportunity for a patient team to strike more discretely.

Once a fight begins, Entegra will attempt to run while the two groups are engaged if the runners have ignored his offer. If the runners have agreed to help him, he will duck inside the backseat of his sedan and keep his head down while the team cleans up.

### Debugging

Runner teams who don't care about witnesses can open fire in the middle of the restaurant. PuebSec will respond with a pair of MCT-Nissan Rotodrones armed with AK-97s on the scene in five combat rounds. Physical response from a patrol car will take several minutes. (This earns the team 1 pt of notoriety)

## Learning to Swim

### What's up Chummer?

When it's time to get paid and kill Lin, the runners find that they are stood up. Lin is packing hurriedly to get out of town and the runners show up as she is getting ready to leave.

### Behind the Scenes

When the runners try to contact Lin Yao, the LTG number is currently inactive and can only have messages left. Tracking through or ritual sorcery reveals that Lin and/or her commlink is currently at a private residence.

Lin has arranged for a ride on the next flight out of Denver to New York. After hearing through the grapevine that forces within the Triad were gunning for her, she is preparing to cut all ties. This scene lays out very similarly to **Washing Up Ashore**, with Lin and her bodyguards fighting a retreating battle to get to a vehicle. If the runners confront her in her condo, the retreating action is made more difficult by the fact that the bodyguards must get past the runners. They will do their best to eliminate runners closest to the door first, then one will lay down suppressive fire while Lin and the other bodyguard escape.

While, the runners may be concerned about keeping a low-profile and not alerting security forces to what is going on, the bodyguards have no such compunctions. They have legal permits for all of their weapons and 'ware, and are banking on the fact that the runners don't. Lonestar will be alerted by the gunfire and concerned neighbors. Their response time to the fight is two minutes, by which time the runners should either have killed everyone or be dead themselves. Lin will attempt to parlay with the group after the first few shots are fired in order to buy time. (GM Note: If the team takes the time to talk, keep track of the real time spent. After two minutes of Lin and the runners talking, LoneStar will arrive.)

### Debugging

If LoneStar shows up, this will either devolve into a three way gunfight with LoneStar and Lin's people both targeting the runners or a test of social skills. The runners need to convince LoneStar that they are supposed to be there and that there isn't anything wrong, as well as pass a SIN verification for any restricted gear that they are carrying. If the runners obviously have a piece of Forbidden gear, or cannot provide permits for their gear, they will be arrested.

### Pushing the Envelope

Teams with a strong negative faction (-3 or worse) can be betrayed by the Triad after completing this task. When it is time to meet for payment, no one from the Triad will be present and a few moments later sirens from ZDF vehicles will be heard approaching.



## Picking up the Pieces

### Money

80,000¥ divided by the team for assassinating the Sottocapo.

30,000 ¥ divided by the team for killing Lin  
TR\*1,000¥ if the runners sell Lin's information to Mikael

4,000¥ + (TR\*1,000¥) per runner for killing the Koshari soldiers.

5,000¥ per runner per five minutes of pilfering of loot at the Sottocapo's home.

### Karma

1 – Kill the Sottocapo

**OR**

1 – Frame the Koshari Soldiers

1 – Kill Lin Yao

1 – Keep the Dragon Stone

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

### Faction

-1 with Yakuza if they keep the Dragon Stone.

+2 with Yakuza if they turn the Dragon Stone over to Setto.

-5 with the Chavez Mafia for killing the Sottocapo.

+1 with the Triads if they kill Lin Yao.

-2 with Koshari if they kill the soldiers at the Rattlesnake Grill.

+2 with the Kirillov Vory if they successfully kill either the Sottocapo or the Koshari soldiers.

### Reputation

Fencing objects stolen from the Sottocapo's mansion earns characters 1 point of notoriety.

Engaging in a firefight inside of the Rattlesnake Grill earns characters 1 point of notoriety.

## Legwork

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

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

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

### The Raven Feather

0. "Do I smell pork?"
1. "Sounds like something that the Koshari would leave behind"
2. "One of the Koshari leaders calls himself Raven."
3. "Looks like a frame job, who did you say you were killing?"

### Sottocapo Chavez

0. The Chavez family is one of the two Mafia families actively operating in Denver.
1. He was involved in some business up at Lakeside, something about a dead elf and then the Fomin Vory is crushed
2. His boss, Don Chavez, is coming in from Ft Worth at the end of the week.
3. All week he is supposed to be working on preparations for the Don's visit. (The runners get **Handout B**)

### **Aurora Angels**

0. "Go-gang from the warrens, they're lucky to see each new week."
1. "Their leader is trying to make a name for himself in the matrix, since he failed in the street."
2. "The only reason they haven't been taken by the Vory is because they can't fight worth shit."
3. "The second in command is one of those virtuakinetics."
4. "They gang leader is trying to get Tenebrous to teach everyone how to become a VK."

### **Three Kings**

0. "They're a street gang in the Warrens—they've had some trouble recently"
1. "After some Russian princess killed their boss, they became Vory lapdogs."
2. "The Fronts have been chewing away at the outer edges of their territory."
3. "Their leader Tony married deep into the Russian syndicate, it brought some better gear and a boatload of problems."

### **Mikael Petrov**

0. "He moves around with the Russians, he's never alone."
1. "Cold and calculating, this guy knows what he wants and takes it."
2. "Intimidation is his main-line, this fucker hates violence but is good at it."
3. Word is that he has picked up a Russian honey on the side.
4. Petrov's got some real issues with the Triad.

### **Irina Klavikova**

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

### **Lin Yao**

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

## Cast of Shadows

### Chavez Mafia

#### Sottocapo Omar Chavez

Human Male; Connection Rating 4

**B A R S C I L W E S S I N I T I P C M**  
2 4 2 2 5 5 4 6 5 6 7 1 9

**Active Skills:** Con: 4; Etiquette: 4; Intimidation: 4; Leadership: 4; Negotiation: 4; Pistols: 2

**Knowledge Skills:** Mafia Procedures: 4; Casino Operation: 4; Smuggling: 3

**Gear:** Ruger Super Warhawk

Omar Chavez is the sottocapo for the Chavez Mafia family in Denver. He reports directly to the head of the Chavez family in Dallas-Ft.Worth. (Don Miguel "Caesar" Chavez) He is an elderly man, who needs a cane to stand. He is skinny to the point of near frailty, and he stands with a slight stoop. Of course, his frailty and his cane only serve to make the Ruger Super Warhawk he carries look even more enormous in his hands and in its shoulder holster.

The sottocapo is extremely direct. He never minces words, but rather gets directly to the point. If people take too long to respond to his questions, or try to beat around the bush, he'll say, "Ya see these wrinkles? I ain't got that much time left. Get to the point!" Somehow, in spite of his frailty, his presence still seems to fill up a room.

### House Guards

**B A R S C I L W E S S I N I T I P C M**  
4 6 5(6) 5 3 4 3 3 3.9 9(10) 2 10

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

**Gear:** Armor Jacket; Ares Predator with Stick n Shock; HK 227 with Ex-Ex; 2 extra clips ammo; Extendable Baton

**Cyberware:** Wired Reflexes 1, Trauma Damper

### Mafia Security Hackers

**B A R S C I L W E S S I N I T I P C M**  
4 2 3 2 3 4 6 6 4.5 7 1 10

**Active Skills:** *Electronics:* 4(6);

*Cracking:* 6(8)

**Commlink:** Custom built, w/ modified O/S (6/6/6/6) Modified for Hot Sim

**Programs:** Analyze 6; Browse 6; Command 6; Edit 6; Encrypt 6; Scan 6; Armor 6; Attack 6; Biofeedback Filters 6; Black Hammer 6; Data Bomb 6; Decrypt 6; Defuse 6; Exploit 6; Medic 4; Spoof 6; Stealth 6; Track 6

**Cyberware:** Encephalon Rating 2

### Mafia Agents

Rating equal to the Node which they are on with the following programs:

Track, Exploit, Analyze, Armor, Black Hammer

## Yakuza

### Setto Karemaru

Human Male; Connection Rating 3

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

3 4 3 3 5 4 4 5 4 6 7 1 10

**Active Skills:** *Athletics:* 2; *Artisan* (Calligraphy): 1 (+2); *Automatics:* 1; *Con:* 4; *Blades:* 1; *Computer:* 3; *Data Search:* 2; *Dodge:* 2; *Etiquette:* 5; *Unarmed Combat:* 2; *Forgery:* 1; *Intimidation:* 2; *Leadership:* 3; *Pistols:* 3; *Negotiation:* 4; *Perception:* 3

**Knowledge Skills:** *Yakuza Policies:* 5; *Machiavellian Scheming:* 3; *Japanese Culture (Traditional):* 3 (+2); *Poetry (Japanese):* 2 (+2)

**Languages:** *English:* N; *Japanese:* 5; *Lakota (Sioux)* 2 (+2); *Sperethiel:* 2; *German:* 2

**Gear:** Tailored Actioneer Business Suit, commlink (all Ratings 5 with Analyze, Browse, and Edit), orichalcum ring, designer sunglasses w/ integral ImageLink, low-light, flare comp, ear buds.

Setto Karemaru is a wakagashira-hosa for the Yamato-gumi. His name is a Japanese phonetic transliteration of his real name, Seth Kraemer. He is 36 years old, stands at 1.9 m in height, and weighs about 80 kg. He has auburn hair and blue eyes. He wears impeccable clothing and a ring made of orichalcum as a show of wealth and influence.

Karemaru is an American of German descent who has successfully worked his way up the ranks of a notoriously racist society. He is the highest-ranking gaijin (non-Japanese) Yakuza member in the Yamato-gumi, and he got there with a combination of skillful social manipulation, a perfect sense of timing, and a copy of the Exchange that he keeps in a hidden directory on his commlink.

Karemaru stays cool under pressure. He speaks slowly and pointedly. He does not do much fighting himself, preferring instead to have underlings perform the violence and take the risks.

Karemaru knows that by blaming the crash at the casino on the runners, he can deflect any fault on his own record, and at the same time gain political capital by bringing the real culprit to justice.

### **Yakuza Thugs**

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

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

**Active Skills:** Athletics: 3; Automatics: 3; Blades: 5; Dodge: 2; Intimidation: 2; Pistols: 3; Perception: 3; Unarmed Combat: 4

**Gear:** Katana; Ares Predator w/ Ex-Ex (2 clips); Urban Explorer Jumpsuit w. Helmet (6/8)

**Cyberware:** Wired Reflexes 2

### **Vory**

#### **Mikael Petrov**

Human Male; Connection Rating 4

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

3 4 4(6) 3 4 5 3 4 4.3 9(11) 1 11

**Active Skills:** Clubs: 3; Infiltration: 2; Intimidation: 3; Leadership: 2; Perception: 3; Pistols: 4; Unarmed Combat: 4

**Knowledge Skills:** Law Enforcement: 4

**Cyberware:** Reaction Enhancers 2, Cyberarm, Smartlink

**Gear:** Armor Jacket, Browning Max-Power with Smartlink, Defiance Super Shock, Stun Baton

Gentlemanly on the surface, Mikael is a scorpion in a silk suit. As a high ranking Avtoritey lieutenant, Mikael is always dressed to the nines and appears more suited for a boardroom than meeting with criminals. Cresting six foot with close cropped black hair and dark brown eyes, Mikael speaks with a heavy accent that is only a few years removed from St Petersburg.

He disdains killing not because of moral restraint but rather the manpower concerns that can later build up if care isn't taken. Because his companions often forget these concerns, the Russian disapproves of violence for its own sake and prefers to use the exact amount of force necessary. Enormously patient, Mikael only loses his temper in the face of impatience and violence. Having lost his left arm to a childhood accident, he does his best to conceal the cybernetic replacement.

### **Irina Klavikova**

Female Human; Connection Rating 2

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

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

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

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

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

English: 3

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

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

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

### **Irina's Neo-Fascists**

Male Humans

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

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

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

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

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

### **Triad**

#### **Lin Yao**

Human Female; Connection Rating 3

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

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

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

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

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

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

**Triad Bodyguards**

Mixed race and gender

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

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

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

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

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

**Koshari**

**Koshari Soldiers**

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

3 4 3 4 2 3 3 3 6 7 1 10

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

**Gear:** Ares Viper Slivergun; Ceska Black Scorpion w/Regular rounds; Contact Lenses with Smartlink; Armored Jacket

**Derek Entegra**

Mass Marketing Lead/Agent

Human Male; Connection Rating: 1

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

3 2 3 2 5 3 2 2 6 5 1 10

**Skills:** *Etiquette:* 3; *Athletics:* 1; *Con:* 3; *Computers:* 3; *Data Search:* 2; *Perception:* 2

**Knowledge Skills:** *Marketing:* 2; *Daytime Trid:* 4; *Pop Music:* 2

## Aurora Angels

### Base-13

Human Male; Connection Rating 2

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

3 3 4 3 3 3 2 3 6 7 1 10

**Matrix Initiative:** 10

**Active Skills:** Dodge: 2; Pistols: 1; *Cracking*: 3; Data Search: 1; Unarmed Combat: 2

**Gear:** Armor Vest, Commlink (System: 4, Response: 5, Signal: 4), Fichetti Security 500

**Programs:** Analyze 4, Attack 3, Browse 3, Exploit 3, Scan 3, Stealth 4

A Go-Gang leader with vision, Base-13 wants to create a legacy, do something different. Unfortunately he focuses a lot on the end result without looking at the stumbling blocks that he has to overcome to get there. A hair's breadth from twenty-five, he remembers the crash and the time before when matrix gangs were "7eet." Over the last year he has scraped up enough cred to get his own commlink and realized what a difference it could make for the way his gang operates. Lanky and pale enough that he burns rather than tanning, the leader of the Angels believes in the might of the matrix as inherently superior to the flesh and blood turmoils on the street. Now he just has to prove it to the rest of his gang.

## Tenebrous

Human Female; Connection Rating 2

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

2 2 4 2 3 5 5 3 5 6 9 1 10

**Matrix Initiative (IP):**11 (3)

**Skills:** *Cracking*: 3; *Electronics*: 3; Pistols (Light Pistols): 1 (+2)

**Qualities:** Technomancer

**Living Persona:** Firewall: 3; Response: 5 (6); Signal: 3; System: 5; Biofeedback Filter; (Natural Hardening): 3 (4)

**Complex Forms:** Analyze: 2; Armor: 3; Browse: 3; Attack: 4; Deception: 5; Edit: 3; Decrypt: 3; Scan: 3; Stealth: 5; Track: 4

The new right hand of Base-13, Tenebrous smiles at some unknown joke whenever her boss mentions getting commlinks for the gang. She was touched by the resonance only a few months ago and has spent her time since then immersed deep within the virtual world learning the ins and outs of the machine that she is more comfortable in than her own body.

With the just slightly darker coloring that comes from south-eastern European heritage, Tenebrous keeps her hair cut boyishly short. She knows that in a stand up fight she will lose every time in the street so the young girl does her best to cheat and move from a position where the odds are in her favor.



## Three Kings

### Tony

Human Male; Connection Rating 2

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

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

**Active Skills:** Blades: 3; Dodge: 3; Intimidation: 3; Automatics: 3; Unarmed Combat: 3; Pistols: 3

**Gear:** Ceska Black Scorpion, Lined Coat, Knife

Tony is a reluctant gang-leader. He enjoyed being second-in-command but has problems with direct leadership. He wants to make everyone happy but hasn't realized that such a plan is impossible. Just shy of two meters and 90 kgs, Tony has a natural tan that hints his grandmother may have slept with someone not exactly Caucasian. Dark hair cropped short to keep it from curling and eyes that are a chocolate color, round out his diver's build.

The new leader of the Three Kings has an accent straight out of Denver with hints of the Georgia. The southern touch has been tempered by many years of hard living but creeps in when he is tired or under a lot of stress. He makes strong eye contact and speaks directly, which can be misconstrued as overbearing or brisk. Under that façade of confidence is a boy who doesn't know himself or where he is going in life.

### Kev

Human Male; Connection Rating 2

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

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

**Active Skills:** Pistols: 3; Clubs: 2; Unarmed Combat: 4

**Knowledge Skills:** Law Enforcement: 2

**Gear:** Armor Jacket, Ares Predator

An former undercover cop, chosen long before he should have been, Kev has gone through Stockholm Syndrome. He joined the Three Kings after being sent in as an Undercover Cop for Lone Star. Kev still feels some loyalty towards the Star, but knows that he's found his home with the gang.

Barely 20 yrs old, Kev is just shy of 6' (1.8 m) with red brown hair and green eyes. He is lithe, slim and a natural brawler.

### Coyote

#### *Eliza Khanduri*

Elf Female; Connection Rating 3

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

6 3 3 5 3 3 3 3 5.7 6 1 11

**Active Skills:** Athletics: 2; Etiquette (Street): 3(+2); Infiltration: 4; Pistols: 4

**Knowledge Skills:** Smuggler Hideouts: 1; Koshari Politics: 3; Pueblo Border: 4

**Gear:** Colt Manhunter, Armor Vest

Born of Indian parents (her olive skin, dark brown eyes and flowing black hair tell all about her lineage), Eliza lived her whole life in Denver. Ten years ago her parents died in a car crash.

Eliza now lives in a subway car deep in the tunnels under Denver. The car is equipped with all necessary amenities, from a shower to a trid hookup. She specializes in the CAS-Pueblo border. Not working for a specific organization, she sees herself as a freelancer. However she has a certain tendency to offer better conditions to customers associated with the Koshari.