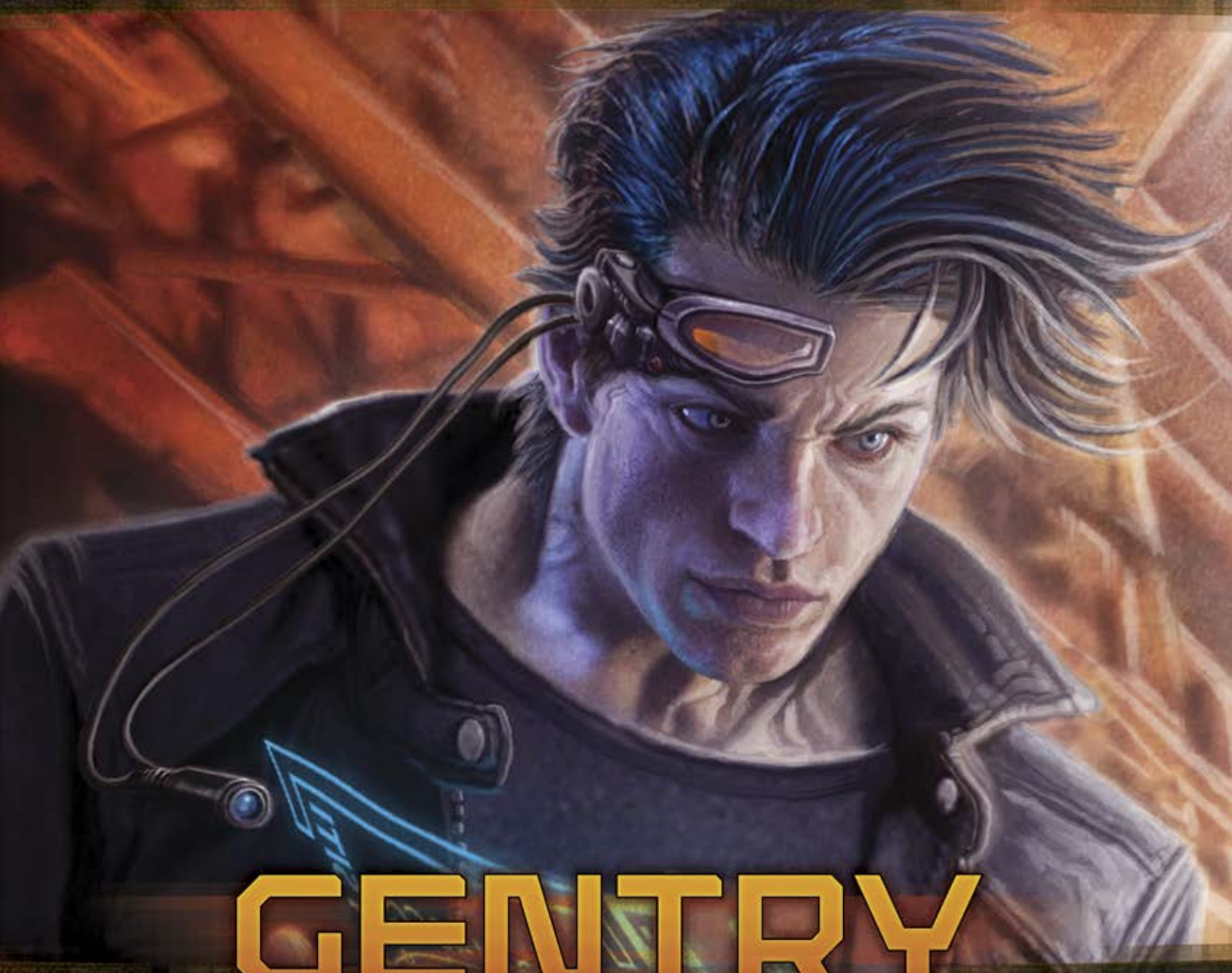




# SHADOWRUN

## SHADOWRUNNER DOSSIER



# GENTRY

HUMAN DECKER



# GENTRY

## (BACKGROUND)

### SYSTEM STARTUP

It's not easy being a human in Tír Tairngire, even in their most metropolitan and international city. Portland, which the elves call Cara'Sir, has a dark and violent underbelly, and for the last decade it's been worse than normal. Gentry never knew his father, but was told he'd been caught in the crossfire between rebels and the Peace Force. His mother lost herself in drugs and better-than-life chips to avoid her grief. Gentry kept out of trouble as a "round-ear" by making himself useful to the elven criminal syndicate that emerged from the wreckage of the insurgent struggles.

He initially made ends meet working as a messenger for the Laésa, just one more human in the non-elf ghettos where he boosted cars and ran messages. An officer saw that the boy was "sharper than he looked," and saw to his technical education. Soon, complete with headware customized for security, the youth graduated to a full-time data courier job. The little human kid started to run the Matrix, not just the streets, and the elven mobsters got a quick return on their investment. Everyone involved knew he would never be anything but an errand boy in the all-elf syndicate, though, and he swiftly earned the handle "Gentry," after the lowest social rank in the Tír.

Gentry saved up his nuyen from side jobs and basic datasteals. He soon got a few physical upgrades from the bio-ware-friendly Tír street docs, and lived the exciting life of a roof-running courier, headware full of data and legs pumping. He spent several years making a name for himself as reliable—for a human—when the law finally caught up to him.

### REBOOT

Gentry was thrown into a Tír prison for treason and a slew of other charges, and he faced a long sentence in a racist prison system. He spent far too long in cages, longing for the freedom of the Matrix or the far-away rooftops he'd learned so well. He fell in with the wrong sort during his time in prison, ironically strengthening his ties to the insurgent forces that continue to plague the elven kingdom's government.

His fortunes changed when Tír Tairngire's kinder, friendlier façade suddenly included the introduction of outsider sports to the elven nation. Urban brawl, the hyperviolent game that's the love-child of rugby and a firefight, came to the Tír, and they picked up the corporate habit of padding their teams with convicts, prisoners violent and athletic enough to do well, but disposable enough the nation would never miss them. The human's record showed potential, full as it was of evasion and electronics skills, so he was drafted onto the Bend Borderers.

### GENTRY

#### FAVORITE DOWNTIME ACTIVITIES

- ◊ Walking the elven neighborhoods of Seattle, trying to feel at home
- ◊ Staying sharp by hacking things he doesn't really have to, just for practice
- ◊ Chatting and file-sharing on Matrix message boards with like-minded hackers

### GENTRY

#### FAVORITE MEDIA

- ◊ Extreme sport underground sim-trids
- ◊ Elven Ballads
- ◊ Neo-Anarchist Techno/Rap

### GENTRY

#### LOYALTIES

- ◊ The letter of his contracts
- ◊ Tír Tairngire as a nation, despite his political cynicism
- ◊ His reputation as a decker and "hacktivist"

Gentry was hauled out of a cage, hurriedly implanted with enough combat augmentations to keep him from embarrassing his country, and thrown into the urban sprawl.

Week after week, with a gun thrust into one hand and a cutting-edge commlink in the other, Gentry fought for the nation that had locked him up. Sorcerous personality modifications ensured patriotism and loyalty to keep him from being a threat to his teammates, while combat drugs—meant to make him a threat on the playing field without the need for more expensive augmentation—threatened his stability off the field. It was just a feeder team and he was just a fill-in, but he was a natural and made the difference in several games.

Every win took a year off his sentence, and Gentry spent a whole season in a stimulant-induced haze of running, gunning, and outfoxing opposing deckers. One sportscaster enthusiastically called him "Gentry The Jinx," for the way his electronic



## GENTRY

### VITAL CONTACTS

- Willie Pete, crooked team quartermaster/arms dealer
- Signal, an elven Technomancer and cyber terrorist
- Galadriel, an elven madam who runs a high-end escort service

mayhem wrought havoc with the other team's coordination and communication. No one expected him to survive beyond a few weeks, but he bucked the odds time and again. He was eventually granted his freedom, such as it was, and found himself unceremoniously dumped onto the streets of Seattle after his last game. Having survived against the hard-luck Seattle Screamers team, he was dosed with consciousness-robbing drugs and left to fend for himself as his team moved on.

### NOW LOADING

Gentry's luck, despite appearances, held out. An impressed staffer for the Screamers came upon him before anyone else, and, rather than kill him in his sleep to recycle his implants, the quartermaster—a rogue named Willie Pete—recognized Gentry's hacker skills and offered him a job. Gentry changed some inventory sheets, Pete made a hefty profit selling secondhand guns, and Gentry's reward was scavenged electronics and a generous cut of the sales.

Using that nuyen and equipment to cobble together his own deck from spare parts and a messenger's slingbag, Gentry hit the streets as a freelancer. His skills as a hacker and data courier are in high demand, especially since they're coupled with the combat training and experience that saw him through a whole season of .

He's constantly looking to score big bonuses, eager to upgrade his backpack and knowing that he'll eventually need some speed augmentations to keep making it in shadowrunner firefights. He doesn't want to stick, long-term, with the combat drugs the Tír government poured into him, and is hoping a more permanent upgrade will help him get off Jazz instead of following his mother down dark roads.

Gentry has mixed feelings about his new teammates. Coydog's unpredictable nature and lack of "elven-ness" confuses him, indoctrinated as he was by his Tír upbringing and magical brainwashing. Sledge, on the other hand, offers Gentry no surprises; he's the very posterboy of a violent ork, everything he expects. Hardpoint's experience and maturity offer the team an important sense of stability, and the pair of them augment one another's electronic skills and arsenals quite well.

## GENTRY

### THINGS HE WILL DO

- Go around an obstacle if he can, and only straight through if he has to
- Release interesting data for public consumption if doing so doesn't violate a contract
- Extra research on Mr. Johnson or a job, trying to find a shortcut or back door to exploit

## GENTRY

### THINGS HE WON'T DO

- Side with other metatypes against elves very often
- Take advantage of someone obviously fighting with chemical or electronic addiction
- Kill another hacker if he can help it; he'd rather beat them but leave them to spread the word

## GENTRY

### BATTERIES NOT INCLUDED

- Gentry lives and dies by having the right gadget for the job, but many of the goodies available to a character made with the full rules aren't necessary for these shorter, introductory adventures. For those using the full gear list from that rulebook, remove 4,120¥ from Gentry's starting cash, and add the following gear: Bug scanner [6], 10 datachips, datasoft program [Seattle gang knowledge], data tap, tool kits (hardware and software), tag eraser, mapsoft program [Seattle city map], sensor array [rating 3, built into his cyberdeck, with camera, cyberware scanner, MAD scanner, motion sensor, omni-directional microphone, radio signal scanner, ultrasound, vision magnification], shopsoft programs [electronics, sporting goods], and the cyberdeck accessories ar gloves, biometric reader, biomonitor, electronic paper [5], printer, satellite link, subvocal microphone, and trodes.





# GENTRY

## (PREFERRED TACTICS)

Gentry might have been a convict instead of a finely-tuned combat athlete, but his time in urban brawl taught him fine combat skills through simple experience. Ferocity and fitness will see him through most fights against ganger or cop-level threats just fine. He picked up some decent skills, and with proper training and practice he could be refined into a top-notch shadowrunner.

The best fights are the ones Gentry can just run or jump right past, though. Failing that, his favorites are the ones where he can use his mobility to set up an ambush or attack from an unexpected angle. Whether in the meat or the Matrix, he'd rather bypass trouble than rush it headlong, but when it's time to fight, he engages without hesitation. He's gotten quite good at athletically ducking and diving to avoid attacks, and will often do so until he sees an opening that lets him finish the fight.

Most of the time Gentry fights with a baton in one hand and a pistol in the other, or just fights with one hand while keeping the other free for his deck (so he can switch from ranged to melee quickly, or from combat to hacking even faster). Though he doesn't often carry both of his guns, if he can find a stray pistol lying around—the things basically grew on trees back in urban brawl—Gentry isn't above blazing away with a gun in each hand, and experience has taught him that sometimes a hail of bullets is the answer to many of life's little problems. He's not too bad with a pair of sticks, either.

### IN THE MATRIX

Gentry's Matrix icon is a stereotypical elven woodsman or hunter, straight out of a fantasy story. He approaches the Matrix like he approaches his rooftops, free running through a virtual forest with impossible swiftness and stealth, backed up by wickedly sharp steel if he's forced into a fight. His cyberprograms manifest as Tolkien-esque enhancements: Exploit, Sneak and Stealth are magical cloaks and boots that hide him, Baby Monitor and Track are a ranger's woodland skills and keen elven senses, Mugger and Hammer are a dangerous longbow or slender elven blades, and his Biofeedback filter is finely-crafted mail hidden beneath his ranger's cloak. He'd rather hack his way past a confrontation than indulge in cybercombat, and most of his skills and programs are tailored for avoidance instead of assault. He approaches the Matrix like a stealthy poacher, not a bold warrior.

### ONE-ON-ONE

Gentry's got no qualms rushing in and trying his luck in a solo fight. For better or worse, whether the confidence is genuine or was hypnotized into place, he's pretty sure he can take most folks if he blitzes 'em fast enough. Luck has been on his side so far, and between an unexpected attack and a critical shot or two, he's managed to keep winning. He'll invariably close to get into range for a handgun or club to help him out, but he's got some real problems if no weapons are available. If the fight starts well outside of pistol range, he's more likely to just high-tail it out of there.

### AGAINST A GROUP

When the odds are against him, Gentry's more likely to keep his cool and be a team player. He'll do his best to get into an advantageous position, then try to stack the deck in his team's favor with some Matrix tricks. Taking on more than one enemy at the same time isn't easy, and he knows he has to count on his team to help out while he tries to control the crowd and disrupt the opposition's plans. Favorites he's used in the past have been feeding false information to a tactical network, distracting someone with AR spam, shutting off smartlinks, wired reflexes, or the vision mods in smartgoggles, rebooting cyberlimbs in mid-combat, ejecting a gun's magazine, hacking the lights, or similar tricks to wreck morale and cohesion. Every now and then, he even finds someone carrying some top-end grenades with wireless-enabled controls and timers ...

### STEALTH

In the Matrix, Gentry's got plenty of ways to work at not being spotted. He loves to just Sleaze his way past IC and corporate spiders, never leaving anyone sure he was even there until it's too late. In the meat-world, though, Gentry's preferred method of not being seen is to just be where folks aren't looking for him; climbing up a building vault from rooftop to rooftop while guards patrol the streets below, for instance. He's wiz at bypassing electronic security, and as long as he's in a comfortably urban environment, not too bad at getting past meat-world patrolmen, either.

### SOCIAL

Gentry's rough upbringing, unique cultural baggage, and time in prison haven't done his social skills many favors. He's reflexively polite and a little deferential to strange elves, and the hypno-conditioning of the Tír prison system sometimes pushes his politeness into fawning. When he's not speaking to elves, though, he's got a little too much of the typical hacktivist's world-weary cynicism to be terribly likeable.

### SURVEILLANCE/ RECONNAISSANCE

Gentry's got a terrific head for danger, and a great knack for knowing when trouble is coming. He is, however, painfully aware that he's lacking in built-in perception enhancements. He spent his whole childhood feeling half-blind under the dim lights of Tír Tairngire, where metahuman vision was the norm rather than the exception. Now, like then, he makes up for it with electronics. He's got a set of athletic goggles dripping with vision enhancements and some subtle-but-advanced earbuds that fit under his helmet, and he keeps both slaved to his cyberdeck for extra processing power and compatibility with some custom-tweaked sensor protocols. All the same, he's often tempted to visit a clinic and get his eyes and ears done. Maybe with some cosmetic changes, too ...





# GENTRY (RECORD SHEET)

**SHADOWRUN** CHARACTER PLAYER **1** Gentry / Human Decker  
NOTES \_\_\_\_\_

**PERSONAL DATA**

NAME/PRIMARY ALIAS *Gentry* **2**  
 Metatype *Human* Ethnicity \_\_\_\_\_  
 Age \_\_\_\_\_ Sex *Male* Height \_\_\_\_\_ Weight \_\_\_\_\_  
 Street Cred *0* Notoriety *3* Public Awareness \_\_\_\_\_  
 Karma *0* Total Karma \_\_\_\_\_ Misc \_\_\_\_\_

**CORE COMBAT INFO**

Primary Armor *Urban Explorer Jumpsuit* **3**  
 Primary Ranged Weapon *Colt Model 2066 (Heavy Pistol)*  
 Size \_\_\_\_\_ Acc \_\_\_\_\_ AP \_\_\_\_\_ Mode \_\_\_\_\_ RC \_\_\_\_\_ Ammo \_\_\_\_\_  
 SP *6 (B)* -1 SA \_\_\_\_\_ IW (C)  
 Primary Melee Weapon *Extendable Baton v2*  
 Reach \_\_\_\_\_ Dam \_\_\_\_\_ Acc \_\_\_\_\_ AP \_\_\_\_\_  
 I \_\_\_\_\_ GP \_\_\_\_\_

**ATTRIBUTES**

Body *2* Essence *3.66*  
 Agility *3 (5)* Initiative *10 + 1D6*  
 Reaction *4* Matrix Init. AB *10 + 1D6*  
 Strength *2 (4)* Matrix Init. Hot *24th Prec. + 6 + 2D6*  
 Willpower *2* Matrix Init. Cold *24th Prec. + 6 + 2D6*  
 Logic *5 (6)* Composure \_\_\_\_\_  
 Intuition *6* Judge Intention \_\_\_\_\_  
 Charisma *2* Memory \_\_\_\_\_  
 Edge *5* Luck/Career \_\_\_\_\_  
 Movement \_\_\_\_\_  
 Physical Limit: *5* Mental Limit: *7* Social Limit: *4*

**CONDITION MONITOR**

Physical Damage Track **5**  
 Stun Damage Track **5**

Character back 8 -088 -2, mind set based on the stun damage track, black out extra boxes.  
 Character back 8 -888 -2, mind set based on the physical damage track, black out extra boxes.

**OVERFLOW**  
 For every 3 boxes of damage on any one damage track, the character takes +1 Dice Pool modifier on tests; these modifiers are cumulative within and across damage tracks, see *Wound Modifiers*, p. 168.

**SKILLS**

Skill	RTG	Type	Skill	RTG	Type
English	N	L	Sperathel	5	L
Clubs	4	A	Cybercombat	5	L
Electronics skill group	4	A	Electronic Warfare	4	A
Gymnastics	4 (7)	A	Hacking	5	A
(Parkour +2)			Influence skill group	2	
Perception	4	A	Pistols	4 (5)	A
Running	3 (6)	A	(Semi-Automatics +2)		
Smoking	2	A	Deckers	3	K
(Urban +2)			Matrix Games	2	K
Matrix Training	3	K	National Politics	1	K
Security Procedures (Matrix +2)	2	K	(Tri-Tamgren +2)		
Sports	2	K	Terrorist Organizations	2	K
(Urban brawl +2)					

**QUALITIES**

Quality	Notes	Type
Addiction (Stimulants)		Mild
Ambedextrous		N
Collesinger (Hack on the Fly)		N
Elite Pilot		N
Natural Athlete		N
Distinctive Style (Tri-Tamgren accent and Urban brawl style)		P
Silverer (Criminal)		N

**IDS / LIFESTYLES / CURRENCY**

Primary Lifestyle *Hotel Suite, Seattle's Elven District (High Lifestyle, 1 month prepaid)*  
 Money *13,570* Licenses \_\_\_\_\_  
 Fake IDs / Related Lifestyles / Funds / Licenses \_\_\_\_\_  
 Fake SIN (Rating 4) \_\_\_\_\_  
 Fake possession and concealed carry permits (Rating 4) \_\_\_\_\_ **8**

**CONTACTS**

Name	Loyalty	Connection	Favor
Wilks Peto (Seattle Screeners Quartermaster)	1	2	
Sigurd (Tri-Tamgren Terrorist)	1	3	
Galdriel (Elven Madam)	2	2	

**CONTACTS** **9**

**SHADOWRUN** CHARACTER PLAYER **1** Gentry / Human Decker  
NOTES \_\_\_\_\_

**RANGED WEAPONS**

Weapon	Dam	Acc	AP	Mode	RC	Ammo
Colt Model 2066	8P	6 (B)	-1	SA	—	14 (C)
Colt America L36	7P	7 (F)	—	SA	—	11

**MELEE WEAPONS**

Weapon	Reach	Dam	Acc	AP
Extendable Baton v2	1	6P	5	—
Stun Baton	1	9 (Se)	4	-5

**ARMOR**

Armor	Rating	Notes
Urban Explorer Jumpsuit	9	

**CYBERDECK**

Model *Rennaku Tsurugi* Attack *6* Stease *5*  
 Device Rating *3* Data Processing *5* Firewall *3*  
 Programs *3*  
 Common use (Browse, Configurator, Edit, Encryption, Signal Scrub, Toolkit, Virtual Machine), Hacking Cyberprograms (Baby Monitor, Biobackdoor Filter, Decryption, Debus, Exploit, Fork, Hammer, Muggler, Sneak, Stealth, Track)  
 Matrix Condition Monitor **11**

**AUGMENTATIONS**

Bone Lacing (Plastic)  
 Cervical Booster [1]  
 Damage Compensator [1]  
 Databack v2 (alphaware), Datalock [5] (alphaware)  
 Muscle Augmentation [2]  
 Muscle Toner [2]  
 Reflex Recorder (Pistols)  
 Synthcardium [3]

**VEHICLE**

Vehicle *Suzuki Hayabusa racing bike* Handling *5 / 3*  
 Acceleration *7* Speed *6*  
 Pilot *1* Body *5*  
 Armor *6* Sensor *2*  
 Notes *1 Seat*

**GEAR**

Ammunition [100 regular rounds, 20 gel rounds], Safety Hardcore Goggles (Capacity 4, with Low Light, Image Link, Smartlink, Vision Enhancement [1]), Camo Class Earbuds (Capacity 3, with Audio Enhancement [2]), Select Sound Filter [1], 2 x Jazz Inhaler, Transax Avalon comm [DR 6, with half-am spring], On Your Mark Urban Explorer Jumpsuit (or 810), with Fire Resistance 3, Insulation 3, Nonconductivity 3, helmet.

**SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS** **17**

**ADEPT POWERS OR OTHER ABILITIES** **18**

- Game Session Info
- Personal Data for Shadowrunner
- Core Combat Info (Armor, Main Weapons)
- Attributes and Limits
- Condition Monitors
- Skills (Language, Active and Knowledge)
- Qualities (Positive and Negative)
- Identification/Lifestyles/Currency (Fake and Legit)
- Contacts (with Loyalty, Connection and Favors)

- Ranged Weapons (Guns, Grenades, etc)
- Melee Weapons (Knives, Swords, Clubs, etc)
- Armor
- Cyberdeck (with Array spread and programs)
- Augmentations
- Vehicles
- Gear (tools, toys, and ammo)
- Spells, Preparations, Rituals, Complex Forms
- Adept Powers and Other Abilities





# GENTRY

## (SOLO RUN)

Gentry's always nuyen-hungry enough to pick up side jobs when he can. There's always a hot new program to buy, a street doc he might visit to get some combat augmentations, or that wiz new Mitsuhama deck Hardpoint's trying to talk him into. To top it off, Gentry's gotten awful used to this hotel here in Downtown, and isn't looking forward to downgrading to a crash pad somewhere. The Moonsilver Heights' room service is awful nice for those late-night VR jobs, and the automated laundry service has been a lifesaver. Truth is, he's getting spoiled - and that costs.

### SCENE 1

An alert from the e-concierge gets Gentry down to the lobby of his hotel, where another guest is waiting for him. Gentry's seen the suit-clad man around before, though never this haggard and nervous. He introduces himself as Mr. Johnson— without any irony, it seems to be his real name—and Gentry's sure he's shared a hotel elevator with him once or twice. Johnson explains he's a NeoNET researcher who's in a bind. A series of meetings ran late and in his hurry to leave the office he walked off with something he shouldn't have. A datachip got scooped into his briefcase on accident and, if caught with it off extranational corporate property, he'll be found guilty of espionage and it could cost him his job ... or worse.

He's called back to the office to a coworker he trusts. His friend, Igor Payne, has agreed to wait outside in the smoking area during a fifteen-minute window. If Gentry can get onto company property and deliver this datachip to him, Payne will get it inside and secured where it belongs, and management will never be the wiser. Johnson even assures Gentry he's arranged ahead of time to get a delivery past the guards. He produces a certified 1,500¥ credstick in one sweaty hand, and assures Gentry whatever's left on it after the job is his, if he's on time. If he's late, his pay will be docked accordingly.

### SCENE 2

While Gentry heads upstairs to get changed—he's got just enough time to get out of his comfortable suit and into work clothes—he makes a quick call to another long-term guest of the Moonsilver Heights. Galadriel's an elven madam who Gentry runs background checks and other odd jobs for, and her small information network is at his disposal. She keeps tabs on half the hotel (there are even rumors she's associated with the management), and if anyone can give her some quick data on this Johnson guy, it's her.

Gentry has to roll Etiquette + Charisma (2) to get Gal to spill the beans. Instead of opposing the roll, Galadriel just makes it clear Gentry owes her a small favor for every hit less than 2 he gets. Part of why she's fairly free with the information is that she hasn't got anything very juicy on this Johnson guy; as far as she and her girls can tell, he's not very exciting or dangerous. He hasn't needed an

escort, hasn't spent much time in the hotel bar, and generally seems to just be a normal businessman.

With his concerns put to rest, Gentry's had time to get all suited up in his Urban Explorer jumpsuit and a hooded poncho. He can bring along one of his guns and either his stun baton or both collapsible ones, fitting those weapons into the bag of his backpack. The datachip itself takes up negligible space and weight, but bringing too much hardware will slow him down for this rooftop jaunt. Last but not least, he stuffs a small takeaway box from room service into his backpack, his cover for making the late-night delivery in the first place.

### SCENE 3

Gentry's able to make a rooftop exit, and from there all of Seattle's his playground. He can put on some soothing pseudo-Celtic elven ballads to make the run a moving meditation, or fire up some angry neo-anarchist rap to make it a furious workout; either way, he's got to beat feet if he's going to make it to the delivery sight on time. Maybe a hit of jazz will help set the mood? He hooks up the sound system in his helmet to the built-in biomonitor, so that it gets louder the faster his heart races, and off he goes!

Gentry's got to roll Agility + Gymnastics (don't forget his bonuses from augmentations and Natural Athlete), and needs to get 15 hits on an extended test to reach this particular Downtown NeoNET facility. If it takes him more than 3 rolls to achieve these hits, he's falling behind and that will count against him in the last scene. A glitch means a close call with a nasty fall (and will also slow him down as he has to backtrack and change routes for a safer jump). A critical glitch means he misjudges a leap between buildings or a rickety fire-escape gives way as he lands. Gentry's got a 10 meter fall to handle, now! Have him roll Gymnastics + Agility, then divide his hits by 2. Every remaining hit counts as one less meter of falling damage he has to soak. After that, he has to roll Body + Armor (-4 penetration from falling) to resist 1 point of physical damage for every meter of fall remaining. If rooftop running was easy, anyone could do it!

### SCENE 4

An awful lot of trouble can be avoided by staying high above the streets, but there's one constant threat: security drones. Gentry's got an ugly criminal record despite having a fake SIN to help him cover it up. He's on the clock, and there's no time to stop and explain things to a cop (through the tinny speakers of a drone) while jurisdiction is checked and property owners are called one by one to see if they want to press charges for trespassing. Time to make a break for it!

The drone has stats equal to a Horizon Flying Eye (see p. 80, *Rules of the Street*), piloted by a Knight Errant Police Patrol officer (see







p. 72, *Plots and Paydata*, but add Pilot Aircraft 4). Gentry has a few options for losing the drone: he can hack it to cheat a little, then he can outrun it on the rooftops, he can drop into alleys and streets, or he can—if he really wants to—try to blast it out of the sky (but that will bring extra police attention, for sure).

Gentry can hack it if he's fast enough. He can either use a series of Hack On The Fly actions (see p. 47, *Rules of the Street* and don't forget his Codeslinger bonus) or more aggressive Brute Force actions (see p. 46, *Rules of the Street*), likely based on his desired outcome. If he can get a few quick marks on it, then he can either edit some data and order it to fly away, or just hack it until it short-circuits and the short-term memory is wiped. Either way, the drone won't suffer any permanent damage, and he should be able to make a break for it.

To get away from the speedy aerial drone, if he chooses not to hack it, Gentry needs to accumulate 15 hits on opposed tests. If he keeps to the rooftops, he's got to make a series of Agility + Gymnastics rolls, trying to get away with pure speed while the drone has clear skies to follow him in. If he drops to the streets and alleys, he'll make Agility + Running tests instead, but both he and the drone will face a +2 to +4 (Gentry's choice, but it applies to both equally!) threshold modifier as he navigates through streets and alleys and forces the drone to swoop low and handle the tight-quarters, as well.

If Gentry decides to just shoot it out with the drone, that's his prerogative; but keep in mind that cops hate it when you blow their stuff up. Once Gentry starts shooting, the drone pilot will spend one Simple Action calling for backup and uploading footage of Gentry and his location; then he'll swoop in close with the Flying Eye and try to detonate it (along with its built-in flashbang and smoke grenade). Gentry will be in for a long night, if he starts shooting at corp-sec drones; he'll need to hurry up and make 10 hits on another set of Agility + Gymnastics extended tests to outrun incoming trouble and still make it to the drop sight, or he can attempt to hurriedly hack his way out of trouble, with another quick Logic + Electronic Warfare test to scramble the Flying Eye's outbound transmission and keep more drones (or worse!) from showing up. Taking the time to fight the drone and avoid reinforcements should slow Gentry down, same as a bad roll in Scene 3, and will have repercussions for his payment.

## SCENE 5

Eventually, the cramped highrises and apartments of Downtown have given way to a more industrial part of the city, and it's time to hit the streets with just a few blocks to go to the NeoNET facility and the drop-off point. Unfortunately, those blocks are right through Halloween gang turf, and Gentry runs into a handful of them in a dark alley.

He's got to deal with three Halloween Gangers (He's got to deal with three Halloween Gangers and one Lieutenant (see p. 71, *Plots and Paydata*). They've gotten a commlink call from some buddies that saw Gentry heading in their direction, and they aren't in the mood to let him go for free. If he tries to talk his way past them, allow for a Charisma + Etiquette (4) test. For every hit rolled below the threshold, Gentry has to cough up 100¥ to be let past without further hassle. On a glitch or critical glitch, he's offended the gang with his offer (and it's likely time to roll initiative). Another option—one he can realize thanks to his Seattle Gangs Datasoft—is that the Halloweeners are an "old school" gang that will probably respond favorably to a challenge to single combat. If he calls out the Lieutenant to fight one on one, the rest will respect that and not interfere.

If he doesn't try to pay them off or challenge their leader, he's got a nasty fight on his hands. The good news is they've all got their personal area networks (PANs) linked to their Lieutenant, and his Sony Emperor is only a Device Rating 2 commlink (and their mental stats are pretty low). The gangers are only rolling a few dice to resist any tricks Gentry might try to buy himself time, that being the case. He might be able to empty their guns to get an edge, for instance.

The gangers are ready to rumble, but not eager to get wiped out over it. If they all take a few good hits (half their damage or more), or if two of them get dropped, the rest will scramble away from the fight. He hasn't got to take out all four of them, which would be pretty tough, to get past their turf without further hassles.

## SCENE 6

Finally, Gentry's made it to the gates of the NeoNET research facility. His fake SIN has him flagged as a legal courier and he's not (likely) carrying anything terribly illegal—plus Mr. Johnson gave him bribe money—so his best bet is to just go up to the security booth and ask to be let in. Sure enough, the foursome of guards in the booth (use Corporate Security, p. 70, *Plots and Paydata*) received a call saying a late-night delivery was expected. If Gentry beats them on an opposed Charisma + Etiquette roll (give the guards a +2 to this roll for the suspicious circumstances), all he'll have to deal with from them is a few jokes about wanting some Tír/Thai fusion from that new restaurant on Fifth and Water. For every net hit they gain over him, though, he has to pay 100¥ to be escorted inside.

Either way, Gentry's able to hand over the datachip to Payne, who's impatiently chain-smoking in the designated break area just inside the secure compound. Whatever is left of the 1,500¥ is Gentry's to keep, and maybe a new contact at NeoNET, to boot ... unless he had trouble in Scenes 3 or 4, and got behind schedule. If so, a crabby Mr. Johnson will be waiting on Payne's commlink and will wirelessly reclaim half of the remaining funds.





# GENTRY

METATYPE: HUMAN										
B	A	R	S	W	L	I	C	ESS	EDG	
2	3 (5)	4	2 (4)	2	5 (6)	6	2	3.66	5	
<b>Condition Monitor (P/S)</b>	9 / 9									
<b>Armor</b>	9 (10 w/ helmet)									
<b>Limits</b>	Physical 5, Mental 7, Social 4									
<b>Physical Init</b>	10 + 1D6									
<b>Matrix Init (AR)</b>	10 + 1D6									
<b>Matrix Init (Cold)</b>	Data Processing + 6 + 2D6									
<b>Matrix Init (Hot)</b>	Data Processing + 6 + 3D6									
<b>Active Skills</b>	Clubs 4, Cybercombat 5, Electronics skill group 4, Electronic Warfare 4, Gymnastics 4 (7) (Parkour +2), Hacking 5, Influence skill group 2, Perception 4, Pistols 4 (5) (Semi-Automatics +2), Running 3 (6), Sneaking 2 (Urban +2)									
<b>Knowledge Skills</b>	Deckers 3, Matrix Games 2, Matrix Theory 3, National Politics 1 (Tir Tairngire +2), Security Procedures 2 (Matrix +2), Terrorist Organizations 2, Sports 2 (Urban Brawl +2)									
<b>Languages</b>	English N, Sperethiel 5									
<b>Qualities</b>	Addiction (Stimulants: Mild), Ambidextrous, Codeslinger (Hack on the Fly), Elf Poser, Natural Athlete, Distinctive Style (Tir Tairngire accent and Urban Brawl style), SINner (Criminal)									
<b>Augmentations</b>	Bone lacing [plastic], cerebral booster 1, damage compensator 2, datajack x 2 [alphaware], datalock 5 [alphaware], muscle augmentation 2, muscle toner 2, reflex recorder [Pistols], synthacardium 3									
<b>Gear</b>	Ammunition [100 regular rounds, 20 gel rounds], fake SIN (Rating 4), fake possession and concealed carry permits (Rating 4), Johnny Hardcore Goggles [Capacity 4, with Low Light, Image Link, Smartlink, Vision Enhancement (1)], Canine Class Earbuds [Capacity 3, with Audio Enhancement (2), Select Sound Filter (1)], 2 x Jazz inhaler, Transys Avalon commlink [DR 6, with hot-sim simrig], On Your Mark Urban Explorer jumpsuit [ar 8(10), with Fire Resistance 3, Insulation 3, Nonconductivity 3, helmet]									
<b>Weapons</b>	Colt Model 2066 [Heavy Pistol, SA, Acc 6(8), DV 8P, AP -1, RC —, 14 (c), w/ regular ammo, 3 clips, internal smartlink, concealable holster] Colt America L36 [Light Pistol, SA, Acc 7(9), DV 7P, AP —, RC —, 11 (c), w/ regular ammo, 3 clips, internal smartlink, concealable holster] Extendable Baton x 2 [Club, Reach 1, Acc 5, DV 6P, AP —] Stun Baton [Club, Reach 1, Acc 4, DV 9S(e), AP -5]									
<b>Cyberdeck &amp; Programs</b>	Common Use Cyberprograms [Browse, Configurator, Edit, Encryption, Signal Scrub, Toolbox, Virtual Machine], Hacking Cyberprograms [Baby Monitor, Biofeedback Filter, Decryption, Defuse, Exploit, Fork, Hammer, Mugger, Sneak, Stealth, Track], Renraku Tsurugi Cyberdeck [DR 3, ASDF array 6 5 5 3, Programs 4]									
<b>Lifestyle</b>	Hotel Suite, Downtown Seattle's Elven District [High Lifestyle, 1 month prepaid]									
<b>Vehicles</b>	Suzuki Mirage racing bike [Handling 5/3, Speed 6, Accel 3, Bod 5, Armor 6, Pilot 1, Sensor 2, Seats 1]									
<b>Contacts</b>	Willie Pete (Seattle Screammers Quartermaster) [Connection 2, Loyalty 1] Signal (Tir Techno-Terrorist) [Connection 3, Loyalty 1] Galadriel (Elven Madam) [Connection 2, Loyalty 2]									
<b>Starting ¥</b>	13,570¥									

