



SHADOWRUN

MISSIONS



LONG GONE GONE GONE

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5A-03

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WELL, I WON'T DO THAT AGAIN

Sarah leans back into the soft comfort of the real goose-down pillows with a smug smile on her face. It's certainly not because of the less-than-satisfying efforts of the man just starting to snore beside her. When her glance falls on him, it carries a hint of contempt, when she bothers to think of him at all. Her feigned rapture and bogus praise at the end of their rather lackluster and embarrassingly brief tryst was an acting job any trid star would be hard-pressed to match, and he ate it up with a spoon. Men could always be counted on to hear exactly what they wanted to.

As a lover—and she uses that term loosely, even in her own mind—Darryl Rose is a disappointment that she will be well rid of once he signs his little drug company over to her in the morning, making it a Renraku subsidiary. His little wife was more than welcome to have him all to herself again, though Sarah couldn't understand for the life of her why the woman would want the boringly average man. Hell, the only reason Sarah had given him the time of day, let alone the best sex he was ever going to see in his pathetic little life, was the thousands of square meters of real estate that his grandfather gave his life to turn into a profitable little company before the bugs and the bomb.

No, the real worth of the forgettable Mr. Rose is what he can give her and her superiors. His company is a good start. The original corporate headquarters in the old Containment Zone almost makes it worthwhile. But the research lab in that abandoned factory is the real prize.

It seems that late Paul Rose was as brilliant as his grandson is mediocre. He had personally researched many of the Awakened treatments that had turned his company into a huge success. The medicinal uses of deepweed can be profitable, and his refinements of psyche to produce fewer side effects are still the industry standard, but the real prize may very well still be waiting for her to claim.

It seems that Founder of Valley Rose Pharmaceuticals was fascinated by the possibilities of fluorescing astral bacteria. Maybe he was a genius, or maybe he was psychic, but it seems that, at least, according to his grandson, Paul Rose was researching a vaccine against FAB when the bugs appeared and the wall went up.

And if that research has any merit to it, Sarah would be willing to kiss the man sleeping next to her in his own version of blissful ignorance... and mean it.

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



INTRODUCTION

SRM 5A-03: *Gone Long Gone* is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at shadowruntabletop.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 5A-03: *Gone Long Gone* is intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the fifth edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

SRM 5A-03: *Gone Long Gone* consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

- **Scan This** provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.
- **Tell It to Them Straight** is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.
- **Behind the Scenes** covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions, and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.
- **Pushing the Envelope** looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some extra spice to the scene. This subsection

should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' **Debriefing Logs**. (Make sure that you have enough copies of the **Debriefing Log** for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run SRM 5A-03: *Gone Long Gone* (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 abil-

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



ities 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.

STEP 5: CHALLENGE THE PLAYERS

Gamemasters should challenge the players but should generally not overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, not to bury them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, limits, glitches, critical successes, and other common mechanics are described in *SR5* 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 throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying.

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

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 **Helps and Hindrances** (p. 378, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

Gamemasters are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be difficult and something of a challenge but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encouraged to use this Edge when logical.

Often a combat scene will tell you if it's supposed to be challenging or is simply there to serve as filler or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

A NOTE ON LOOT AND LOOTING

Gamemasters should be careful what they allow players access to, because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those nails). *Shadowrun Missions* operate under the assumption that two players who have run the same missions will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high-value looting whenever possible.

CHICAGO, THE CZ, NOISE, AND BACKGROUND COUNTS

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ comprises less than one-third of the total landmass of the city of Chicago proper, not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted, gutted, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly thirty kilometers north to Belmont Avenue, and reaches from the Lake Michigan on the east to an average of fifteen kilometers inland to Harlem Avenue on the west. A mass of torn-down buildings and hastily erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly twenty years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the Zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Between the Cermak Blast, the bugs, the debilitating effects of FAB III, and years of death and metahuman misery, astral space in and around the Zone is horrible. Unless otherwise noted in the scene, assume a default background count of 2 anytime characters are within the Containment Zone. The count fluctuates wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps. (See **Background Count** sidebar for full rules. Future *Shadowrun, Fifth Edition* rulebooks may supersede these rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

Besides the background count, the CZ is a virtual nightmare for deckers and technomancers. The persistent low-level background radiation coupled with a distinct lack of modern matrix broadcasting equipment through the area results in a high level of constant background Noise that makes even basic matrix communication difficult. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of 2 anytime the characters are within the Containment Zone.

BACKGROUND COUNTS

Background counts impose a negative dice pool penalty equal to their rating for all tests that are linked to or utilize magic in any way (i.e., spellcasting, summoning, assensing, any test made while astrally projecting, and any active skill that benefits from active adept powers such as killing hands, critical strike, great leap, or improved skills, etc). Dual-natured creatures and spirits suffer this penalty to all actions.

Aspected background counts grant a boost to any limit that utilizes magic in any way (see above) to any metahuman, spirit, or dual-natured creature that matches the aspected domain. This includes spellcasting Force limits, so spellcasters need to be careful as it can be hard to control the additional surge of mana. Any magically active being that does not match the aspected domain should treat this as a normal background count and suffer penalties.

Background counts above 12 are called either a flux (for aspected domains) or a void (for magically dead zones), and are very dangerous. Any being that is magically or astrally active in any way (dual natured, astrally perceiving, casting a spell, has an active adept power, has an active foci, etc.) takes background count – 12 unresisted Stun Damage each turn that they are active and exposed to the flux or void.

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 gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 372, SR5).

The second is to make sure that all players have updated their character's **Mission 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, once an adventure is completed gamemasters should head over to the official *Shadowrun* forums at forums.shadowruntabletop.com and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the Missions adventure. Future adventures will be affected by these results. Without gamemaster feedback, the PCs' exploits will be unable to affect the larger campaign.

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



MISSION SYNOPSIS

Sarah Silverleaf has learned from the CEO of Valley Rose Pharmaceuticals (during her company's acquisition of Valley Rose) that the company had been researching a vaccine against FAB before the bugs arrived and everything went to hell. Darryl Rose is a bit timid in his business strategy, and he has moved the company's focus from Awakened diseases to addiction therapy and has not pursued his grandfather's old research. Sarah hires the shadowrunners to go fetch the information ostensibly needed to prove their claim of ownership on the old site, but she is really sending them after the research material so that Renraku can use it to find a way to keep their mages safe if the megacorp were to do something nasty, like secretly start mass-producing their own version of weaponized FAB-III.

Maggie Goldberg gets wind of what's going on when Sarah takes a meeting with her boss at MCT, Ito Takahara. Maggie has access to further information—that the Valley Rose research offices are inside the Cermak blast zone, and that some combination of the vaccine and the warped radiation changed the founder of Valley Rose into a toxic shaman. She is instructed to help the runners, and contacts them with an offer to sell the pay data to her instead so that neither corp gets their hands on something so wrong. She suggests they talk to Lothan the Wise to get the lay of the land in that slice of the old CZ.

Lothan knows the layout of where they're going, and

he tells them they'll never manage on their own. He has fought the Founder and claims to have won, but he lost an old focus of his. He'll give the runners whatever information he can if they agree to bring it back to him—assuming they survive.

On the way into the former CZ, the runners are ambushed by a local minor gang, whose leader is getting increasingly pissed that all these new people are coming into HIS neighborhood without even a by-your-leave and getting all involved in biz that he sees as rightfully his. A local who goes by the name of Goober sees it go down and offers to help the runners fix their vehicle in exchange for some barter they'll probably have on them, like extra clips of ammo. If they mention the job to him, he offers them some merchandise in exchange for one of the medical drones the gang is rumored to possess.

When they get to the research facility, it is close enough to the blast site that they have a limited time before they start feeling the effects of the radiation. There are squatters still living in the above-ground portions—a minor warlord and his gang, who run errands for the Founder. The medical drone Goober is looking for is upstairs with the warlord. The vaccine information is on an old node in the basement. It's disconnected and unpowered, but that's where the Founder calls home. He'll have Lothan's focus on him, but it is bound to him now. And he won't give up it or any other of his toys without a fight.

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



SCENE 1:

PLANS LIKE THIS DON'T ALWAYS FAIL

SCAN THIS

The runners are introduced to Sarah Silverleaf and are given the details of what she claims is a simple data recovery job at the edge of the Cermak blast zone.

TELL IT TO THEM STRAIGHT

Daylight in Chicago is not much different than daylight anywhere else in the UCAS, if you ignore things like the broken skyline, the ever-present stench, and the lack of a decent soykaf. At least the overnight rains have kept the smog from being too bad.

Daylight is also a little earlier than you'd prefer your fixer to call you, but at least she waited until the hour had moved out of the "ungodly early" range and into merely "unpleasant."

"Quit your bellyaching, chummer," she says when you answer your commlink. "I got biz for you, and it's paying real, live cred. Simple data recovery, null persp. You'll meet your Ms. Johnson at the Gale Street Inn on North Milwaukee. Oh, and pack your iodine pills."

BEHIND THE SCENES

Sarah Silverleaf, who will always refer to herself as Ms. Johnson, is waiting for the team when they arrive, sipping on a glass of what appears to be white wine. She is obviously dressed to impress—or seduce—and will focus her attentions on winning over the member of the team most likely to find her attractive in order to distract him into taking the job without too many questions or negotiations. She will be as flirtatious and seductive as she needs to be to keep his attention without alienating the rest of the team.

The runners are encouraged to order a meal—on her—while they conduct negotiations. Sarah does not order anything and, if asked, explains that the inn has been known to serve real meat when it's available, and it doesn't agree with her system. She chose the restaurant specifically to put the runners at ease, assuming they will be much more pliable with some real food in their system.

Sarah explains that she wants the runners to retrieve some files from an offline node in a building inside the former CZ in order to demonstrate ownership of the building and its contents. The interests she represents have recently acquired the company that owns that property, and she wishes to ensure that her employers

get the full value for their nuyen. She offers the runners 5,000 nuyen (+ 500 nuyen for each successful net hit on a contested Negotiations Test, up to a maximum of 2,500 nuyen extra).

Once the runners agree to the job, she explains that the necessary data exists in an offline node that resides in the basement of the former Valley Rose Pharmaceuticals building on the corner of South Racine Avenue and West 20th Place. A successful Chicago Geography or Radiation Hotspots (2) Test allows the runners to recognize that the location is still within the radiation zone. Sarah tells the runners that she wants the node delivered to her intact. If asked, she tells the runners that her employers don't have an interest in any other equipment or souvenirs that may be in the building, and so the party is free to scavenge what they will. Her only concern is the node.

VALLEY ROSE PHARMACEUTICALS

VRP is a privately owned pharmaceutical company founded by Paul Rose in 2035, specializing in Awakened drugs and treatments for magical maladies. The corporate headquarters are currently located in Gary, Indiana. The original headquarters and R&D facility was at 2035 S Racine Ave. Paul always took a very personal interest in the research, frequently assisting the chemists at the R&D facility. He was working at the facility when the containment zone was erected in 2055 and, despite the best efforts of his son and acting CEO, Steven Rose, he was not able to convince Lone Star to allow the company to extract Paul. When the Cermak blast went off on October 1st of that year, the proximity of the facility to ground zero made it almost a certainty that none of the remaining employees survived. Steven ceased all further efforts to recover his father or the rest of their people and was confirmed as CEO in November of the same year.

The current CEO is Darryl Rose, grandson of the original founder. His father had started expanding the company's portfolio by branching out into other therapeutic areas, and Darryl has continued along that same business model until Renraku purchased the company earlier this year.

COVER

WELL, I WON'T
DO THAT AGAIN

INTRODUCTION

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING
LOG



PUSHING THE ENVELOPE

There's really not much to push here. Sarah will not get involved in anything violent except as a last resort, preferring to talk her way out of any problems. The restaurant itself has minimal security, preferring (like most places in the Chicago area) to allow people to carry weapons as long as a modicum of effort has been made to conceal them and trusting that the knowledge that everyone else is armed will keep the violence to a minimum.

DEBUGGING

This is a straightforward meeting with Ms. Johnson. The only things that could really go wrong is if the runners either decide to start a fight in the restaurant or refuse the job. If the runners do decide to get rowdy, give Sarah a pair of bodyguards that will fight a rearguard action to slip out with Sarah through the kitchen. In either case, skip ahead to Scene 2 and modify what Maggie says to the runners based on their actions here.

SECURITY (PROFESSION RATING 5)

B	A	R	S	W	L	I	C	ESS
6	5 (7)	5 (7)	4 (6)	4	4	5	3	1.9

Initiative: 10(12) + 3D6
Movement: 10(14)/20(28)/+ 2
Condition Monitor: 11
Limits: Physical 7(9), Mental 6, Social 4
Armor: 18
Dice Pools: Blades 14, Clubs 14, Etiquette (Corporate) 9(11), Firearms skill group 16, Gymnastics 14, Intimidation 7, Perception 11, Unarmed Combat 14, Running 12
Augmentations: Cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision], muscle augmentation 2, muscle toner 2, wired reflexes 2
Gear: Full body armor & full helmet (w/ chemical seal and Renraku insignia), Erika Elite commlink (Device Rating 4)
Weapons:
 Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP -2, SA/BF/FA, RC 2, 42(c)]
 Ares Predator V [Heavy Pistols, Acc 5(7), DV 8P, AP -1, SA, RC 2, 15 (c)]
 Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]
 Knife [Blades, Acc 5, Reach —, DV 7P, AP -1]

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



SCENE 2:

WHO NEEDS A PLAN WHEN YOU'VE GOT LUCK?

SCAN THIS

Maggie Goldberg gets wind of what's going on when Sarah takes a meeting with her boss at MCT, Ito Takahara. She has further information that Sarah doesn't—the Founder is still alive, and he is now a toxic shaman. Maggie offers to help the runners, and she contacts them with an offer to sell the paydata to her instead. She suggests they talk to Lothan the Wise to get the lay of the land in that slice of the old CZ.

TELL IT TO THEM STRAIGHT

Maybe it's a good thing your fixer got a hold of you while the sun was still shining. Even a milk run can go pear-shaped fast after dark in the CZ and, if things go well, you can get this job in the bag and be out enjoying your cred before the bars close. Of course, that's when your commlink chirps. You don't recognize the icon—a sparrow with jade green eyes.

"Greetings," says the female voice politely. "You don't know me, but I believe we have a mutual acquaintance ... tall, blond, and wearing clothes three sizes too small for polite society? I know what she's asking you to do, and I think we can help each other. Would you be willing to meet with me?"

BEHIND THE SCENES

This scene should take place after the runners have left the meet with Sarah Silverleaf and started their initial intelligence gathering, but before they get into the containment zone itself.

Maggie meets the runners at any reasonable location; if they are unable to decide on a location, she suggests a quiet walk in Cricket Hill Park. She wears a long, hooded coat to hide her clothes and shadow her features, making any attempts at recognition more difficult (-2 dice pool penalty to any Perception or Memory Tests involving specifically identifying her). She will not even hint at her true employer.

Maggie was tasked by her boss to assist the team in acquiring the node because he knows that the information inside the node isn't just proof of ownership for the property, but the research notes for a potential vaccine against FAB-III. Maggie knows about the toxic shaman known as The Founder living in the former VRP building, and she suspects that he is Paul Rose. Unlike Takahara, she knows that the building is inside the original radiation zone from the Cermak blast and suspects that the transformation was caused by a combination of the

vaccine and the radiation. She is afraid of what either Silverleaf or Takahara would do with the data when they learn about him, so she offers the runners 3,000 nuyen (+ 500 nuyen for each successful net hit on a contested negotiations test, not to exceed Sarah Silverleaf's offer) to turn over the node to her. She's desperate to keep the research notes out of Silverleaf's hands, so she will tell them they're not getting the whole story from their Johnson and offer to put them in touch with someone who can help them if they agree to sell to her. Allow the runners a second Negotiation Test if they stay to listen. As a last resort, she tells the runners what's really on the node and some of her suspicions in order to appeal to their better nature.

If they accept her offer, she tells them what she knows about the node and directs them to a troll mage name Lothan who's familiar with the area. He runs a talismonger shop out of the old Miller's Pub on Wabash. She says that "He's a bit full of himself, but he really has been there and done that, so don't take it personally. Tell him that Goldberg sent you; that might soften him up a little."

If the runners don't take Maggie up on her offer, she lets them know that the offer stands if they should change their mind and wish them luck. She leaves a contact number with them. In accordance with her boss' orders to help the team, she makes sure they are aware that the VRP building is close enough to the Cermak blast site to still have measurable radiation. She also warns them that the area is claimed by The Hot Dawgs, a small but ultra-violent gang. As a show of good faith, she tells them that Lothan may be able to help them. She will not, however, give them her name.

PUSHING THE ENVELOPE

If more challenge needs to be added, a local gang could either attack Maggie and the team. Alternatively, two gangs could start fighting over turf around the runners. Use the stats for gang members from Scene 5. Maggie Goldberg needs to make it out of the scene in one piece, so go cinematic for her portions of any fight if necessary to allow her to slip away.

DEBUGGING

If the runners start a fight with Maggie, she defends herself for one Combat Turn until a team of MCT bodyguards who had been discreetly waiting out of earshot intervenes. Use the stats for the bodyguards in Scene 1. Maggie needs to get out of this scene, the bodyguards should do what is necessary to ensure she stays alive.

COVER

WELL, I WON'T
DO THAT AGAIN

INTRODUCTION

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING
LOG



SCENE 3:

MODEST? NO, NOT EVEN A LITTLE

SCAN THIS

Lothan the Wise knows the area around the blast zone, including the VRP building. He has very little respect for the runners, assuming they're young upstarts who don't know what a real run is like in the Windy City. He has fought the Founder, and claims to have won, but lost an old focus of his in the battle. He'll give the runners whatever information he knows if they agree to bring it back to him.

TELL IT TO THEM STRAIGHT

Miller's Pub was probably one of those upscale holes-in-the-wall back in the day, but the time spent on the wrong side of the CZ ripped the word "upscale" off of the description like a bloody bandage. The intervening years spent in the middle of a virtual warzone have cemented the hole-in-the-wall image, though it has managed to stay in much better shape than a lot of the buildings in the area. A flickering AR sign—probably due to unreliable wireless—paints the pub's name in old-school neon.

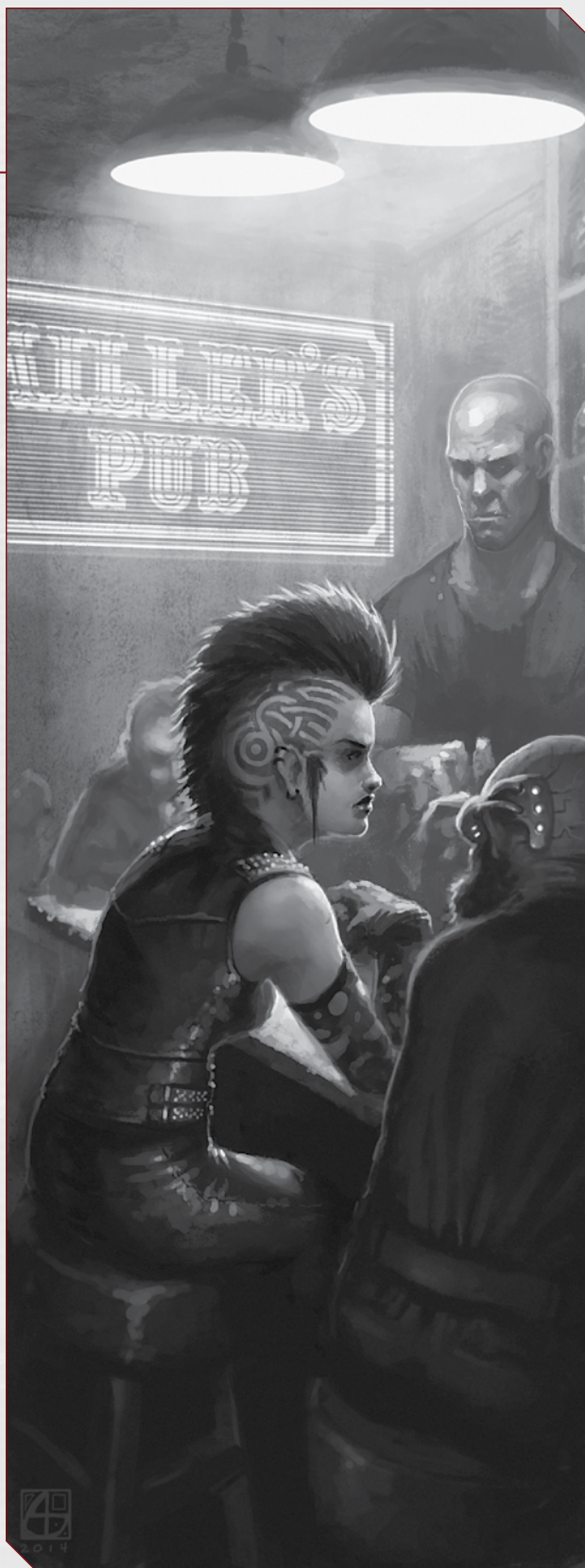
Behind the reinforced metal door, the inside of the pub is full of comfortably polished wood and old photographs, some of which are over a century old. There are a few patrons inside—a goth-punk human female in leather riding gear and gang colors eating lunch with a cybered-up male dwarf in coveralls, a couple of ork males having a quietly heated discussion in a booth toward the back, and a human male in a clean but threadbare suit silently nursing a drink at the far end of the bar.

At the near end of the bar is a particularly big and burly looking troll, with deep lines in his face and short-cropped hair gone to grey. He turns to look as you come in, obviously sizing you up before turning back to his glass.

"Children," he snorts before throwing back the rest of his drink in one swallow. "Every year, they get younger and younger. All right, infants—amuse me. Tell me what the job is, and how you think you can do it faster, cheaper, and quieter than anyone else. Then old Lothan here will tell you how you're wrong, and what you need to do to actually survive your own ignorance."

BEHIND THE SCENES

The human female is Becky 99, but she generally won't interact with the runners. If any of them have her as a con-



COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



tact, she gives them a quick hello and makes it clear to them that she's busy. The dwarf is Goober. He sizes up the runners, but otherwise pays very little attention to them.

Lothan "the Wise" is a retired runner who knows this part of the CZ like the back of his warty hands. He's a retired runner and operates a talismonger's shop out of the basement of the pub. Little Mel, the huge human bartender and owner-by-default of the building, lets him have the space and never overcharges him for food or booze. His favorite phrase is, "If you think I'm big, you should see my brother." In exchange, Lothan helps keep the area around the pub and shop safe. Of course, "safe" is a relative term in Chicago. He's got an ego twice his physical size, but he has actually earned the right to have some of it over the years. Most of the local gangs and warlords respect him, or at least don't want to get on his bad side, and so they keep their people from making trouble on his block.

Lothan knows where the VRP building is. He doesn't go near it if he doesn't have to. He claims the radiation makes his teeth itch, but his reluctance to approach is mostly due to The Founder. The two of them have been scuffling magically for years. At one point it turned into a pretty serious astral duel that was fought to a draw when their actions woke a nest of dormant roach spirits. They both fought their way free, but Lothan lost a sustaining focus (Manipulation, Force 3) and hasn't forgiven The Founder for that yet.

He won't give the runners the time of day unless they either say that they're running against VRP or mention that Maggie sent them. If they mention VRP, he starts griping about The Founder and tells them a highly spun version of their fight. If they mention their meeting with Maggie, he'll say, "You're the team she told me about? She's a sweet child and all, but damn if she's got lousy taste in associates. Listen close, youngsters, because you're going to need to hear what I have to say. You might want to pull up a chair."

In either case, by this point the team should learn that they are up against a toxic shaman. If Maggie sent them, Lothan tells them about the gang living in the building itself and warns any Awakened characters about a background count by saying, "Now, that shaman in there calls himself The Founder. Quite a dirty piece of work. He's either half insane or stuffed to the brim with whatever pharmaceuticals he got his hands on. Or a combination of the two. Either way, he's been holed up in that ruin a long time now and really made

himself nice and cozy. And by cozy I mean he's living in an environment that would cripple any normal spellcaster. Unless you want to draw his attention by cleansing the place—and I don't think any of you are quite potent enough to handle that, or that The Founder is going to sit idly by an allow that—you are going to need to be prepared to be slightly magically impaired for the duration of your travails."

As for the gang, he's very dismissive of the threat they represent. "The local gang is known amusingly as the Hot Dawgs. They're really just a bunch of bored toddlers who like to indulge in random violence. Typical thrill gangers. They get their jollies roughing up the other locals, but they aren't nearly as dangerous as they think. If they hadn't fallen in with The Founder, they'd have been gobbled up by some other gang—any other gang—a long time ago."

If the team stays reasonably respectful and doesn't mouth off, he mentions the focus he lost in his last major fight with The Founder. If the team returns it to him, he's willing to swap them some of his goods for it. (Availability 12 or less magical goods, total value of 5,000 nuyen + 250 nuyen for each net hit on a Negotiations Test, maximum of 4.)

If the teams gets nasty with Lothan, he tells them not to let the door hit them in the ass, and he does not offer them any further information.

PUSHING THE ENVELOPE

There's really not much to push inside the pub, because no gangs will cause trouble on Lothan's turf, the other patrons want nothing more than to mind their own business, and Lothan considers the runners to be not worth the effort to smite.

DEBUGGING

The only thing that can go really wrong is if the runners pick a fight with Lothan. He won't kill them, because he doesn't think they're worth the Drain for that. He needs to survive for future adventures, so do what you need to in order to convince the runners that picking a fight with him is a very bad idea. Emphasize how none of the local warlords are willing to cause trouble for fear of getting on his bad side. In the worst case, he'll Stunball the team into unconsciousness and have them thrown out into the street to sleep it off.

COVER

WELL, I WON'T
DO THAT AGAIN

INTRODUCTION

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING
LOG



SCENE 4:

WE SHOOT HORSE THIEVES HERE ...

SCAN THIS

En route to the VRP building, the runners are jumped by a gang of local toughs who are looking to make a name for themselves and chase off all the new blood that keeps coming through town. The gangers aren't particularly tough, but the runners need to act fast if they want to keep their gear, particularly their vehicles, intact.

Goober sees the party get jumped and is impressed by how well they handled themselves. He offers to help them with directions or to make any repairs that might be necessary in exchange for a few clips of ammo. If the runners mention details of their job, Goober offers to get them equipment in exchange for a medical drone that can be found in the VRP building.

TELL IT TO THEM STRAIGHT

The drive through the CZ is a long, slow process made even longer and slower by the broken pavement and broken-down wrecks. Getting any decent speed in the road is impossible if you value your vehicle's suspension.

Then it looks like you're going to be moving even slower. Up ahead, two cars block the road as their drivers stand and shout obscenities at each other in a bastard mix of English, Spanish, and Or'zet. Time to carefully make your way through another obstacle

BEHIND THE SCENES

With all the biz bringing new faces into different sections of the city, some of the local gangs are getting touchy about runners, or anyone else, pushing into their turf. This particular crew has set up an ambush for the next set of strangers to cross their territory. They're not a particular skilled crew, but they're smart enough to go after a group's ride in order to strand them for later pickings.

Four gangers are lying in wait in an abandoned building near the stages argument. They wait for the best moment to stage an ambush, but if the runners smell a rat and try to turn tale and run, they come out quickly. They want to slow the runners down first; then they'll move in to do more damage and maybe get their hands in whatever valuables the runners may have.

GANGERS (PROFESSION RATING 1)

B	A	R	S	W	L	I	C	ESS
4	3	3	3	3	2	2	3	6

Initiative: 5 + 1D6

Movement: 6/12/+2

Condition Monitor: 10

Limits: Physical 5, Mental 3, Social 4

Armor: 9

Dice Pools: Blades 8, Etiquette (Street) 5(7), Intimidation 7, Longarms 8, Perception 5, Unarmed Combat 7

Qualities: Toughness

Gear: Armor vest, Meta Link commlink (Device Rating 1), 1 dose of cram

Weapons:

Colt M23 [Assault Rifle, Acc 4, DV 9P, AP -2, SA/BF/FA, RC —, 40 (c)]

Knife [Blade, Reach —, Acc 5, DV 5P, AP -1]

There are a number of gangers equal to the number of players. They flee if half their number or more are incapacitated. They focus their fire on the vehicle(s), taking out out the tires before trying to shoot out the windows to get at anyone inside the vehicle itself. Once the tires are flat, though, they will turn their attention to any runner who has been actively shooting or casting direct damage spells at them.

The dwarven mechanic Goober is watching the festivities from his Gaz-Willies Nomad around the corner. After the runners chase off the upstart gangers, he approaches the team (with his hands up to show them that he's not pointing a gun at them) and say, "Ease down there, fellas; I ain't here to start anything. Saw how you handled them dumbasses. I maybe can help you, if you need it."

Goober is willing to trade five clips of regular ammo (or anything with Availability 6 or less). Alternately, he'll take at least 2 clips of something more exotic, like APDS (Availability 8R or higher, or any Forbidden ammo) to tow the runner's vehicle to the mechanic shop he has in the back of his bait store near the lake and repair their vehicle until it's road-worthy again, though the bullet holes are just patched and he does nothing for the paint job. If no vehicle repairs are needed, he can offer directions for a safe route to the runners' destination, though he is not familiar with the specific building the runners are targeting.

He will make small talk while he works, asking the runners about past jobs, local biz, and anything else they're willing to talk about. If they mention Valley Rose Pharmaceuticals, he rolls himself out from under their vehicle and look interested.

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



“Valley Rose, you say? Don’t know much about that place—too hot round there for me to get real curious, if you catch my drift—but I hear rumors. They used to do medical research there, from what I hear tell, and there still might be some tech I can put to good use. For parts, if nothing else. Tell ya what—if you chummers happen to come across one of them medical drones the rumor mill said they used to have there and bring it back to me, I might be able to hook you up with some inventory.”

Goober offers the team a total of 5,000 nuyen worth of equipment (Availability 14 or lower, no Forbidden, no ammunition of any rating) + 250 nuyen for each net hit on a Negotiations Test (maximum of 4) to return the drone to him. He does not specify that it has to be functional.

PUSHING THE ENVELOPE

The fight is supposed to be easily won by the runners. However, if it is going too easy, the number of gangers can be increased to double the number of players. Alternatively, or if more difficulty is needed, replace the stats for these gangers with the gang members in Scene 5.

DEBUGGING

If the team’s vehicle isn’t damaged, adjust what Goober says accordingly and skip straight to the offer of hardware for the medical drone in the VRP building. If the gang members are winning the fight, Goober can jump in and help chase them off. He would then offer to assist the runners with their repairs out of pity rather than respect.

COVER

WELL, I WON'T
DO THAT AGAIN

INTRODUCTION

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING
LOG





SCENE 5:

GET 'EM, RAY!

SCAN THIS

The team enters the VRP building to discover that the local gang they had been warned about has made the remnants of the building their personal clubhouse. The proximity of a toxic shaman gives the inside of the blasted shell of a building a background count, which has driven their own shaman a little more mad.

TELL IT TO THEM STRAIGHT

You've seen (or at least heard of) the Shattergraves—the twisted wrecks of metal and concrete that are all that remain of some mighty proud structures. It's home to nothing but the mad and the dead. Well, this area of the CZ could probably be considered its dirtier little cousin. The few people you see on the street give you a wide berth and watch you with cold, wary eyes.

As you approach the address you were given, your radiation alarms let you know that this is not a good place to set up housekeeping. It's not hot enough here

outside the half-collapsed building to cause you any immediate issues—the blast was a good twenty years ago, after all—but the sickening feeling of wrong is impossible to shake off.

Maybe it's the building itself. A dilapidated sign still proclaims this to be the home of Valley Rose Pharmaceuticals, though the rest of the sign has long since fallen or been scavenged for scrap. The southern third of the building—the side closest to Cermak Avenue—has crumbled into nothing but a pile of rubble. The front door, however, opens to West 20th and has survived intact, as has the third of the building around that door. The middle third of the building is questionable, structurally speaking.

At first glance, the place seems deserted.

BEHIND THE SCENES

The building is two stories above ground and one below. The rear two-thirds of the building—mostly the old manufacturing and packaging areas—is nothing but a

COVER

WELL, I WON'T
DO THAT AGAIN

INTRODUCTION

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING
LOG



rubble pile. The small but ultra-violent gang known as the Hot Dawgs has reached an agreement with The Founder and claimed the aboveground portions of the building. There is a background count of 1 inside the building on the first and second floors.

The first floor is left mostly empty, as a buffer between themselves and the shaman. They keep a sentry on station there, hidden behind stacks of piled-up office furniture and broken equipment, both to guard the door as well as to keep an eye on the shaman. He can be spotted with a successful Perception + Intuition [Mental] (3) Test.

The rest of the gang resides in the laboratory space on the 2nd floor. If the sentry is able to warn them about the runners, they will have taken defensive positions behind the lab benches, giving them all good cover. Party Girl will have already summoned a Force 4 air spirit to conceal her and Hound, as well as to assist with counterspelling. If the gang members are caught unawares, they will be spread throughout the second floor. If the runners do not come upstairs, and the sentry is left alone, they will take up defensive positions on the first floor and wait for the runners to come back up from the basement. Under no circumstances will the gang members willingly enter the lower level.

There are the same number of gang members as there are players (in addition to Hound and Party Girl). Party Girl has been driven more than a little mad by the background count, and she focuses on counterspelling and other defensive spells, specifically protecting herself and Hound. She takes offensive action if she thinks she can do so relatively safely, and almost always casts recklessly.

Hound takes up a sniping position and avoids any close-quarters confrontation. If it looks like the Hot Dawgs are going to be defeated, he will attempt to have Party Girl hide them both while they escape through the rubble. If trapped by the runners, he will do or say whatever he can to save his own life.

The medical drone that Goober is interested in is hidden under a ratty old blanket in the corner office that Hound has claimed as his room. He's hiding it so that no one in his crew tries to swipe it themselves, but he won't sell it unless he's desperate because he keeps hoping to pull in a hacker who can make it work for them. It's not functional, but a successful Hardware + Logic [Mental] (2) Test allows the character to notice the power source was the only thing really damaged, apart from a few dents. An Hardware + Logic [Mental] (5, 10 minutes) Extended Test gets it running again if the runners are willing to sacrifice the power source from one of their own drones; if they're not, they need a Hardware + Logic [Mental] (8, 10 minutes) Extended Test to jury-rig it from a commlink. Treat the drone as a Rating 6 medkit with a Rating 3 first aid knowsoft.

THE CERMAK BLAST

Excerpted from *Beware the Bomb*, by PROF.TED

Early on the morning of October 1, 2055, an unknown person or persons detonated a nuclear weapon at a local power facility in the vicinity of Cermak and Racine. This peak-load facility was designed to provide assistance to the local power grid in times of high consumer demand. It was not, as popular rumor suggests, a secret corp nuclear power plant or research facility that the bugs caused to malfunction. As best as can be determined, that site was the home of a vast multi-species hive of insects on the verge of releasing a tidal wave of new insect spirits. The nuclear blast was apparently intended to destroy them before that event took place. I have been unable to determine whether or not the blast accomplished its goal, but the puzzling effects left by the detonation can be easily documented.

The detonation seemed to cause surprisingly little damage. Evidence indicates that the weapon had a small yield, perhaps less than a kiloton. Certainly portable, the weapon may have been small enough to fit inside a standard briefcase. Despite the relatively small yield of the bomb, theoretically the detonation should have destroyed the plant and most non-hardened structures within a radius of three-quarters of a kilometer. It didn't. Take a look for yourself—just don't get much closer than 500 meters. The blast effects at 200 meters resemble the expected effects at 1,000 meters. A crater marks the center of the blast, so I think we can safely assume the bomb detonated as it was designed to. Additionally, pulverized debris covers an area immediately around the center of the blast, though in most circumstances, debris would be blown outward and away from the center. The crater itself offers a puzzle; its radius is slightly less than 100 meters, but it's deep. No one has measured it yet, but the hole extends much farther down than it should.

The radiation effects of the blast prompt even more questions about what actually happened. Tac-nukes are designed to produce low-radiation yields so that a military force can occupy the site of a blast immediately and remain relatively safe from radiation poisoning. Even so, tac-nuke detonations always leave measurable evidence of radiation. But beyond 150 meters of this blast center, there's nothing that cannot be attributed to blown particles. Within 100 meters, however, the radioactive-contamination levels nearly match those left by 20-kiloton weapons.

What does it all mean? Well, were it not for the radiation, I'd say the Cermak Blast wasn't nuclear at all. In fact, some type of *magical* conflagration seems the only plausible explanation for the effects at the site. Still, reliable sources have assured me that a nuclear blast occurred at Cermak and Racine.

Go ahead and investigate for yourself—just don't get too close.

COVER

WELL, I WON'T
DO THAT AGAIN

INTRODUCTION

MISSION
SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP
THE PIECES

LEGWORK

CAST OF
SHADOWS

DEBRIEFING
LOG



HOT DAWGS (PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	3	4	3	3	2	3	3	6

Initiative: 7 + 1D6
Movement: 6/12/+2
Condition Monitor: 10
Limits: Physical 5, Mental 4, Social 5
Armor: 12
Dice Pools: Clubs 6, Perception 6, Pistols 7, Running 6, Unarmed Combat 7
Gear: Armor jacket, contacts (capacity 2, image link, smartlink), 2 dose of jazz, Renraku Sensei commlink (Device Rating 3)
Weapons:
 Ares Predator V [Heavy Pistols, Acc 5 (7), DV 8P, AP -1, SA, RC —, 15 (c), w/ smartlink, 60 rounds regular ammo]
 Knife [Blades, Reach —, Acc 5, DV 5P, AP -1]

PARTY GIRL, HOT DAWGS SHAMAN

B	A	R	S	W	L	I	C	M	ESS
4	4	4	3	4	4	3	5	6	5

Initiative: 7 + 1D6
Movement: 8/24/+2
Condition Monitor (P/S): 10/10
Limits: Physical 5, Mental 5, Social 7
Qualities: Magician (Shaman—Seducer)
Armor: 12
Dice Pools: Assessing 8, Automatics (Machine Pistol) 8 (10), Blades 6, Con 11 (13), Conjuring skill group 9, Counterspelling 5, Etiquette (Street) 8 (10), Perception 9, Spellcasting 10 (12 for Illusion spells)
Spells: Detect Life, Heal, Light, Lightning Bolt, Mob Mind, Phantasm, Physical Barrier, Powerbolt, Silence, Stunbolt
Gear: Armor jacket, Renraku Sensei commlink (Device Rating 1), fluorescent green riding crop (Force 2 spellcasting focus, Combat)
Weapons:
 Ares Crusader II [Machine Pistols, Acc 5, DV 7P, SA/BF, RC 2, 40 (c), w/ smartlink, 80 rounds regular ammo]
 Knife [Blades, Reach —, Acc 5 DV 5P, AP -1]

HOUND DOG, HOT DAWGS LEADER

B	A	R	S	W	L	I	C	ESS
4	4	4(6)	3	4	3	5	3	5.1

Initiative: 9(11) + 1D6
Movement: 8/24/+2
Condition Monitor (P/S): 10/10
Limits: Physical 5(6), Mental 5, Social 6
Armor: 12
Dice Pools: Automatics 10, Close Combat skill group 12, Intimidation 7, Leadership 8, Perception 10, Pistols 10
Augmentations: Cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision], reaction enhancers 2
Gear: Armor jacket, 2 dose of jazz, Renraku Sensei commlink (Device Rating 3)
Weapons:
 Ares Predator V [Heavy Pistols, Acc 5 (7), DV 8P, AP -1, SA, RC —, 15 (c), w/ smartlink, 60 rounds regular ammo]
 Knife [Blades, Reach —, Acc 5, DV 5P, AP -1]

AIR SPIRIT (FORCE 4)

B	A	R	S	W	L	I	C	M	EDG	ESS
2	7	8	1	4	4	4	4	2	4	4

Initiative: 12 + 2D6
Condition Monitor (P/S): 9/10
Dice Pools: Assessing 8, Astral Combat 8, Exotic Ranged Weapon 11, Perception 8, Running 5, Unarmed Combat 11
Powers: Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search, Guard
Special: +10 meters per hit when Sprinting

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

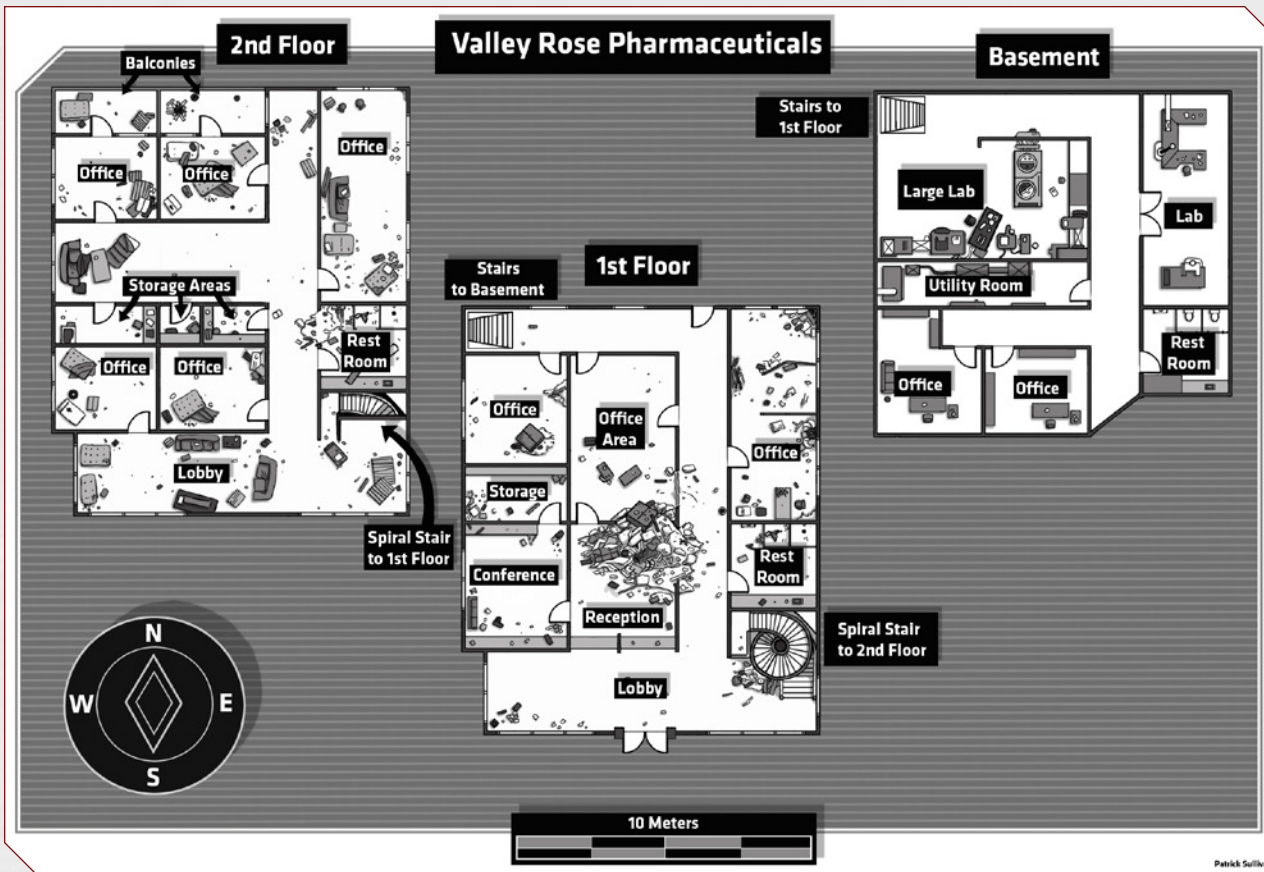
PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



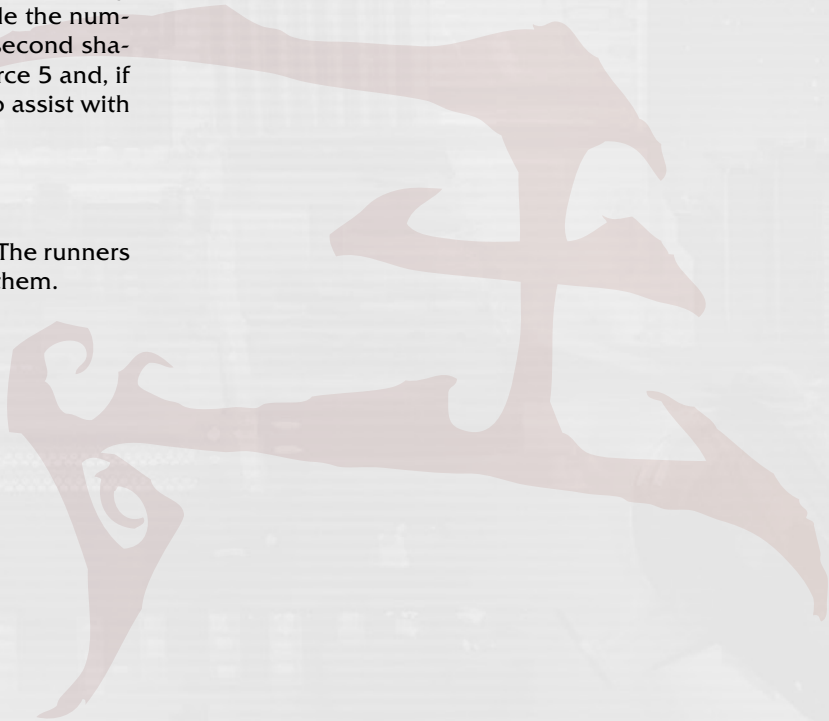


PUSHING THE ENVELOPE

This should be a fairly tough fight, but the easiest way to increase the difficulty would be to double the number of gang members and possibly add a second shaman. Increase the summoned spirit to a Force 5 and, if necessary, include a Force 5 bound spirit to assist with Party Girl's and the other shaman's Drain.

DEBUGGING

This scene is a pretty straightforward fight. The runners can go all in or try to avoid it—that's up to them.



COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORX

CAST OF SHADOWS

DEBRIEFING LOG



SCENE 6:

DO YOU REALLY THINK THAT'S A GOOD IDEA?

SCAN THIS

The runners make their way into the underground level of the VRP building, where the old research labs used to be. Paul Valley, now the toxic shaman known as The Founder, makes his home and continues his research here.

TELL IT TO THEM STRAIGHT

The stairwell is eerily quiet while you make your way down. The flickering light throws odd, almost living shadows. The uneven heat signatures from inside the walls have the same effect to thermographic vision. The pervasive feeling of wrong—of sickness and poison—that you felt when you first stepped through the doors of this broken building gets stronger and stronger the further down you go. It's too immediate a feeling to be caused by any lingering radiation, and too all pervasive to be just nerves.

Out of the darkness, a raspy voice cuts quietly through the silence. "Two things are infinite: the universe and human stupidity; and I'm not sure about the universe. Do you know who said that?" The voice chuckles softly. "I didn't think so, thus proving the point. If you continue along this course, you will also prove how infinite human—or metahuman, in this case—stupidity really is. Choose wisely, and leave now."

BEHIND THE SCENES

The quote is from Albert Einstein.

The Founder has spent the past twenty years literally living in this research lab and office, and the twenty years before that calling it home, so he will definitely have the advantage in a fight. He will always move around to have at least partial cover among the lab benches, desks, and walls. There is also a background count of 2 on the entire lower level, aspected toward the toxic domain.

He does not attack right away, preferring to try to convince the team to leave him in peace. He is very well spoken and remains polite even if the runners resort to vulgarity and threats. He continues to point out the folly of them staying in his small realm. For example, if the runners are politely refusing to leave, he will say, "You seem a decent sort. I hate to kill you." If the runners per-

sist, he attempts to intimidate them into giving up.

He will establish a Force 6 Physical Barrier at the foot of the stairs as soon as he detected them coming down, preventing them from entering the basement itself. He also has a bound Force 6 chemical spirit and is sustaining Increased Reflexes on himself (reflected in the stats). He is using Masking so that he appears as a Hermetic mage with Magic 3.

Assuming the runners don't give up and go away, he shouts "No violence, gentlemen—no violence, I beg of you! Consider the furniture!" and does his utmost to take down anyone he can't chase off. The spirit conceals both itself and The Founder, then focuses on chasing off and distracting the runners with Fear, Confusion, and Influence. It doesn't cast its innate spell unless and until it is attacked directly. The Founder attempts to take down the runners as quickly as he can, focusing on taking out Awakened players first.

The node that the team is looking for is locked in a shielded cabinet in The Founder's office. A Perception + Intuition [Mental] (3) Test allows characters to notice that the cabinet is different than any others in the office or lab. A successful Hardware + Logic [Mental] (4) Test gets the cabinet open. The server here is functional, but all wireless capabilities have been disconnected from it, so a decker or rigger will literally have to plug in to hack it. The server has Device Rating 4 with Browse, Edit, and Encryption. If the runners decrypt the files, they find corporate financial documents that would be more than sufficient to prove that the building is owned by Valley Rose Pharmaceuticals. Also contained on the node are the research notes on the FAB-III vaccine, as well as experimental notes detailing The Founder's attempts to discern the conditions that changed him into a toxic shaman with an end goal of experimentally recreating them. A Medicine or some other related Science, such as Chemistry, Test with a threshold of 5 allows the player to understand that the vaccine attempts ranged from ineffective to painfully fatal. He was unable to replicate the conditions that caused his own transformation, and he killed many hapless test subjects, driving many more mad. Party Girl, the Seducer shaman from the Hot Dawgs, was the least broken by his experiments.

The focus that Lothan is missing is a troll-sized beaded bracelet that The Founder has bound to himself and is wearing tied to his upper arm.

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



THE FOUNDER (PAUL VALLEY)

B	A	R	S	W	L	I	C	M	EDG	ESS
6	6	6	5	5	5	5	6	3	12	6

Initiative: 17 + 4D6

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

Limits: Physical 8, Mental 7, Social 8

Qualities: Magician (Toxic Shaman), Focused Concentration 6

Armor: 12

Dice Pools: Assensing 8, Automatics (Machine Pistol) 10(12), Blades 6, Conjuring skill group 10, Counterspelling 7, Etiquette (Street) 8(10), Intimidation 12, Perception 9, Spellcasting 12

Initiate Grade: 2

Metamagics: Masking, Shielding

Spells: Detect Life, Light, Physical Barrier, Manaball, Stunbolt, Silence, Increase Reflexes, Toxic Wave, Acid Stream, Bugs, Influence, Mask

Gear: Armor jacket, Hermes Ikon commlink (Device Rating 5), Spellcasting (Combat) focus (Force 3)

Bound Spirits: Chemical Spirit (Force 6)

Weapons:

- Ares Crusader II [Machine Pistols, Acc 5, DV 7P, SA/BF, RC 2, 40(c), w/ 120 rounds regular ammo]
- Knife [Blades, Reach —, Acc 5, DV 6P, AP -1]

CHEMICAL SPIRIT (FORCE 6)

B	A	R	S	W	L	I	C	M	EDG	ESS
7	6	8	4	6	6	7	6	6	3	6

Initiative: 14 + 2D6

Condition Monitor (P/S): 12/11

Dice Pools: Assensing 13, Astral Combat 12, Perception 13, Spellcasting 12, Unarmed Combat 12

Powers: Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low-Light, Thermographic Vision), Fear, Guard, Influence, Innate Spell (Acid Stream), Materialization, Sapience, Search

PUSHING THE ENVELOPE

If the violence level needs to be ramped up, give The Founder a second bound spirit to assist him with Drain and have him overcast his mass damage spells (Toxic Wave and Manaball).

DEBUGGING

This scene is a mostly just a straightforward fight. If they runners can't get into the cabinet containing the server, allow them to find the key to the cabinet on The Founder.

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



PICKING UP THE PIECES

MONEY

- 5,000 nuyen per runner, plus 500 nuyen per net hit on a Negotiation Test (to a maximum of 5 hits) for returning the intact node to Sarah Silverleaf. She only pays them half if the server is damaged (but repairable) or if the data has been accessed. She also pays half if they give her the all the data (including all the research notes) but not the server itself.
- 3,000 nuyen, plus 500 nuyen per net hit on a Negotiation Test (to a maximum not to exceed Sarah Silverleaf's offer) for delivering the intact node to Maggie Goldberg.

KARMA

- 1—Survived the Mission
- 1—Delivered the node to Sarah Silverleaf
- 1—Delivered the node to Maggie Goldberg
- 1—Delivered the medical drone to Goober
- 1—Returned the Foci to Lothan
- 1—Defeated the Hot Dawgs
- 1—Defeated The Founder

An additional 1 to 3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 9.

GAMEMASTER REWARD

When running this adventure you may choose to count the Missions as “played” for their personal *Shadowrun Missions* character. You must choose to do this the first time your run this Mission only, and take the optional results to match those the team you GMed for earned. You may not choose to wait for a “better” attempt to choose your rewards. You're on the honor system here, so please don't skew the adventure to help the players gain extra rewards just so that you can get better results.

You will earn a flat amount of karma and nuyen, regardless of how well (or poorly) the players do, listed below. For other missions results and rewards that you track on the Debriefing Log (Objectives completed, reputation and contacts earned, etc), take the average results of the group you're GMing for. So if four out of six players earned a point of notoriety, you will earn one as well. If only two players out of five earn a +1

Loyalty with Simon, you would not get that +1 Loyalty. Along those lines.

Karma Earned: 6

Nuyen Earned: 7,000¥

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 368, SR5). Besides the scenario-specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players return Lothan's foci
- +1 Street Cred if the players defeat The Founder
- +1 Notoriety if the players start a fight in Miller's Pub
- +1 Notoriety if the players deliver the node to Maggie instead of Sarah

CONTACTS

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

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

Sarah Silverleaf: For delivering the intact node to Sarah without accessing the data, the runners gain Silverleaf at Loyalty 1, or gain a +1 to Loyalty if they already had her (to a max of Loyalty 4)

Maggie Goldberg: For delivering the intact node to Maggie, the runners gain Maggie at Loyalty 1, or gain a +1 to Loyalty if they already had her (to a max of Loyalty 4)

Goober: For delivering the medical drone to Goober, the runners gain Goober at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max of Loyalty 4)

Lothan the Wise: For returning is foci to Lothan, the runners gain Lothan at Loyalty 1, or gain a +1 to Loyalty if they already had him (to a max of Loyalty 4)

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG



LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection Test for the contact. The results of this test determine how many ranks of information the contact knows about the question. (Apply dice pool 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 reveals that many levels of information about that topic for free (up to the number of hits scored by the contact for that topic). If the contact knows more, additional information requires a payment to the contact of 200 nuyen.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the contact make an Extended Connection + Connection (20 minutes) Test. Additional information is available at a cost of 750.

A Data Search may also be utilized to gather information from the following charts. They may make a limited Extended Logic + Data Search Test, with a -1 Dice Pool for each successive roll (p. XX, SR5).

VALLEY ROSE PHARMACEUTICALS

Contacts to Ask: Corporate experts, medical professionals, history buffs

Contacts	Data Search	Information
0	0	"Ain't that a fancy name for the new designer version of bliss?"
1	3	"They're a drug company. They used to have their headquarters here in Chicago."
2	6	"Their old R&D building got trashed in the Cermak blast of '55."
3	10	"The guy that founded the company—Paul Rose? He was stuck inside when the nuke went off. Building's still partly intact, but it was just inside the radiation zone."
4	18	"Some gang has taken over what's left of the building. One of them is a finger-wiggler. Shaman of some sort—real hot number."
5	—	"Rumor has it that the old founder of the company is still there, at the atmosphere of the place turned him into something horrible."

MILLER'S PUB

Contacts to Ask: Bartenders, magical types, native shadowrunners, gourmands

Contacts	Data Search	Information
0	0	"Sounds like a bar ran by someone named Miller."
1	2	"That's an old-school joint down on Wabash. Decent grub, decent booze, and even served on clean plates!"
2	4	"It's ran by a chummer called Li'l Mel. He's human, but big enough that I would lay money his granddady was a sasquatch or something!"
3	6	"Some old troll shaman runs a talismonger shop out of the basement of the place."
4	8	"The troll is called Lothan the Wise. Knows his stuff, but the most arrogant S.O.B. that ever opened his mouth in this city."
5	12	"Lothan is a retired runner from way back. Don't let the gray hairs fool ya—he is still one genuine badass."

HOT DAWGS

Contacts to Ask: Law enforcement, gangers, Containment Zone residents

Contacts	Data Search	Information
0	0	"Is it lunch time already?"
1	3	"CZ gang. About as psychotic as the rest of them."
2	6	"They're distinguished by the fact that they have better-than-average quarters, in an old corp building."
3	10	"The leader's troublesome, but the real danger is his girlfriend. She's not bad with the mana."
4	14	"The gang's pretty fierce about protecting their territory, but they also aren't into expansion. For some reason, they're cautious about moving out of their floor into other parts of the building."

COVER

WELL, I WON'T DO THAT AGAIN

INTRODUCTION

MISSION SYNOPSIS

SCENE 1

SCENE 2

SCENE 3

SCENE 4

SCENE 5

SCENE 6

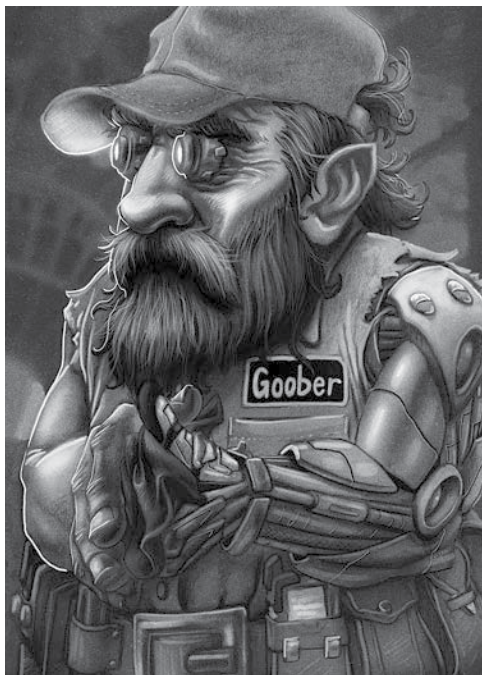
PICKING UP THE PIECES

LEGWORK

CAST OF SHADOWS

DEBRIEFING LOG





Goober is a dwarven armorer operating out of the Zone along the waterfront. He has a bait & tackle shop ("Goober's B&T") that he works out of, but has a small warehouse underneath where he runs almost anything in hardware (guns, vehicles, tech). He has a lot of connections, but doesn't trust easily. He's a survivor of Bug City and was mentally scarred by that. He's a firm believer in the principal of supply and demand.

GOOBER

Dwarven Armorer
Male Dwarf

Connection Rating: 4

Loyalty:

Key Active Skills: Electronics Group, Engineering Group, Piloting

Knowledge Skills: Armor Repair, Chicago Area, Dwarven Porn, Firearm Repair, Local Gangs, Local Shadowrunners, Safehouses, Vehicle Repair

Uses: Weapons, Armor, Vehicles, Rumors, Information



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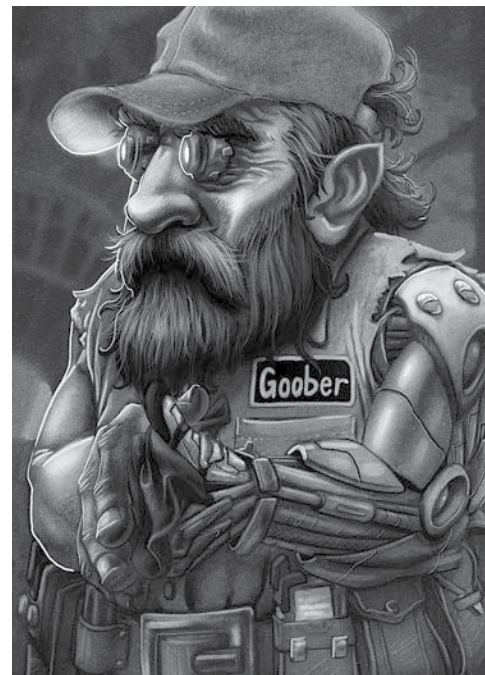
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Lothan the Wise ran the shadows of Seattle for many years, his prime being during the mid-'60s when he mentored and teamed with street legend Kellan Colt. He considers himself a mystical genius which he backs up with towering confidence and arrogance, and he considers himself an expert in all areas of magic and magic theory. His attitude may be a little unwarranted, but you cannot deny he knows a lot about magic. He moved to Chicago a couple years ago and opened up a talismonger shop called "The Wisest Troll."

LOTHAN THE WISE

Talismonger
Male Troll

Connection Rating: 4

Loyalty:

Key Active Skills: Conjuring Group, Enchanting Group, Instruction, Spellcasting Group

Knowledge Skills: Classic Art, Classic Music, Elven Wines, History, Magical Theory, Magical Artifacts, Spirit Theory, Vintage Cars

Uses: Magical Gear, Magical Info



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Uses: Magical Gear, Magical Info



Maggie is a female ork and assistant to Mitsuhamas Director of Operations in Chicago, Ito Takahara. She acts as a liason between MCT and the runners. She grew up in the Ork Underground and was around runners when she was younger, so she's sympathetic to them. She's loyal to MCT to a point, but she knows as a female ork her options for rising in the company are limited. She's attached herself to Takahara and won't jeopardize that position, but will help the runners as much as she can otherwise.

MAGGIE GOLDBERG

Mitsuhamas Ms. Johnson
Female Ork

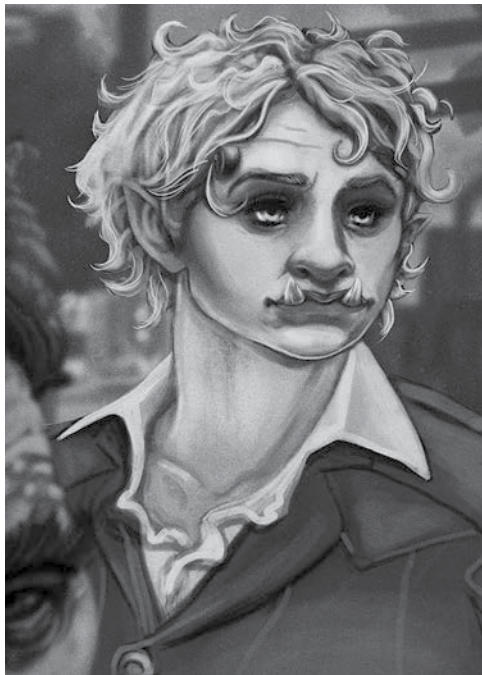
Connection Rating: 4

Loyalty:

Key Active Skills: Computer, Etiquette, Negotiation

Knowledge Skills: Chicago Area, Corporate Finances, Corporate Rumors (MCT), Corporate Security (MCT), Psychology, Seattle Area (Ork Underground), SOTA Technology

Uses: Jobs, Corporate Information, Gear



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MAGGIE GOLDBERG

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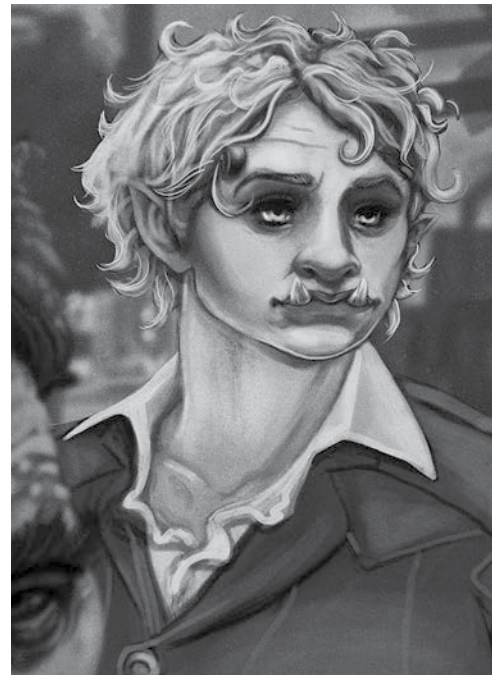
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Female Ork

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Key Active Skills: Computer, Etiquette, Negotiation

Knowledge Skills: Chicago Area, Corporate Finances, Corporate Rumors (MCT), Corporate Security (MCT), Psychology, Seattle Area (Ork Underground), SOTA Technology

Uses: Jobs, Corporate Information, Gear



Sarah Silverleaf is a gorgeous and intelligent elven representative for Renraku in Chicago. She recently transferred here from Tír Tairngire, taking over the operations that Renraku had largely abandoned following Bug City. With the governor's call to reclaim downtown Chicago, Sarah is looking to not only reclaim lost Renraku property, but to also grab as much land as possible. She may be a curvy knockout, but anyone who underestimates her lives to regret it.

SARAH SILVERLEAF

Renraku Ms. Johnson
Female Elf

Connection Rating: 5

Loyalty:

Key Active Skills: Athletics Group, Con (Seduction), Influence Group, Pistols

Knowledge Skills: Chicago Area, Corporate Finances, Corporate Politics (Renraku), Corporate Rumors, Corporate Security (Renraku), Psychology (Manipulation)

Uses: Information, Jobs



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Female Elf

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Female Elf

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Key Active Skills: Athletics Group, Con (Seduction), Influence Group, Pistols

Knowledge Skills: Chicago Area, Corporate Finances, Corporate Politics (Renraku), Corporate Rumors, Corporate Security (Renraku), Psychology (Manipulation)

Uses: Information, Jobs

DEBRIEFING LOG



PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 05-03: GONE LONG GONE

After a little pillow talk, Ms. Johnson hears about some potentially lucrative pay data. The big question is whether it's all she claims it is. The bigger question is whether it's even worse. And the biggest question – who do you give it to?

- Delivered the Node to Sarah Silverleaf
- Delivered the Node to Maggie Goldberg
- Gave Goober his new toy
- Returned Lothan's lost prize
- Beat down some Hot Dawgs
- Defeated The Founder

SYNOPSIS

MISSION RESULTS

Names

Character Improvement

Karma Cost

TEAM MEMBERS

ADVANCEMENT

Previous Available _____
 Earned _____
 Spent _____
 Remaining Available _____
 New Career Total _____

Street Cred _____
 Notoriety _____
 Public Awareness _____

- Sarah Silverleaf
- Maggie Goldberg
- Goober
- Lothan the Wise

KARMA

REPUTATION

Previous Available _____ ¥
 Earned _____ ¥
 Spent _____ ¥
 Remaining _____ ¥

GM's Name _____
 GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

DEBRIEFING LOG

