



MISSIONS

MATERIAL

EVERYONE'S YOUR FRIEND

SRM3-00 EVERYONE'S YOUR FRIEND CREDITS

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INTRODUCTION

SRM03-00 Everyone's Your Friend is a Shadowrun Missions campaign adventure. Full information on the Shadowrun Missions campaign is available at www.shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ.

PREPARING THE ADVENTURE

SRM03-00 Everyone's Your Friend is intended for use with Shadowrun, Fourth Edition, and all character and rules information refers to the fourth edition of the Shadowrun rules.

Adventure Structure

SRM03-00 Everyone's Your Friend consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

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

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

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

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

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

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

RUNNING THE ADVENTURE

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

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player

after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM03-00 Everyone's Your Friend* (or any Shadowrun Missions adventure).

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

GENERAL ADVENTURE RULES

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

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

Non-Player Characters

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

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your



group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p.285, *SR4*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

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

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

Selling Out

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

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

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

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

Losing Corporate Affiliation

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

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

Affiliation Betrayal

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

Cleaner Table

Table Rating Cleaner NPC*

1	Use stats for Triad Lieutenant (p. 284, <i>SR4</i>)
2	Use stats for Red Samurai Lieutenant (p. 283, <i>SR4</i>)
3	Use stats for Tir Ghost Lieutenant (p. 283, <i>SR4</i>)
4	Use stats for Combat Mage (p. 99, <i>SR4</i>), Enforcer (p. 102, <i>SR4</i>), or Gunslinger Adept (p. 104, <i>SR4</i>)
5	Use stats for Combat Mage (p. 99, <i>SR4</i>), Enforcer (p. 102, <i>SR4</i>), or Gunslinger Adept (p. 104, <i>SR4</i>) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, <i>SR4</i>), Enforcer (p. 102, <i>SR4</i>), or Gunslinger Adept (p. 104, <i>SR4</i>) with a +4 bonus to all dice pools.

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



A Note on Commlinks

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

Paperwork

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

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

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

Finally, please use the web reporting form available at <http://www.shadowrun4.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

MISSION SYNOPSIS

This is a transition mission. The team is hired by one of the factions in Denver to track down Lin Yao, who has fled to NYC. Simultaneously, local agents in NYC are brought in to provide talent on the ground. Having escaped near certain death, Lin Yao is trying to find a way out of the criminal syndicates and into a mega-corporation. Horizon is willing to offer her a synergist position, under her alias of Summer Xiao, due to her detailed knowledge of criminal syndicate operations.

When the runners attempt to return to Denver, they find that their travel arrangements have been cancelled and all their Denver based contacts have gone to ground. It is either time to set up a new life in New York, or find another way home.

MISSION BACKGROUND

The SRM-02 campaign followed events in the shadows of Denver leading up to the attempted assassination of Sottocapo Chavez. Though the assassination met with mixed success, it served as the catalyzing event for a mob war between the burgeoning Vory v Zakone syndicate, the Chavez Mafia and the White Lotus Triad. With a war on three fronts, violence threatened to pour into the public sphere. During these events, a draconic memory crystal passed through the hands of several syndicates. As word of the crystal reached Ghostwalker's agents, a Mexican stand-off occurred. The Dragon Stone eventually made its way to the Great Dragon and the shadow community faded away—no one wanted to be left holding the bag.

CORPORATE INTERESTS

The following are the secondary objectives for affiliates of each organization. Unless otherwise noted, a PC's secondary objective(s) will be delivered after the team has agreed to take the job offered in *A Mile High and Falling* or *New York, New York*. Secondary objectives are always delivered discretely (e.g. by encrypted text message, by an agent of the corporation, via Mindlink spell, etc.), but never mention the reward to be given upon completion.

Ares: Use a weapon with an Availability of 10+ within the boundaries of Manhattan. Note that this is not an objective, but merely something that will attract the attention of the corporation. Ares affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

Aztechnology: Circumvent all checkpoints.

Horizon: Ensure that Ieto Hong and his guards escape unharmed.

NeoNET: Gain an Admin account on the MDC node.

NYPD, Inc.: Cause trouble at the Lucky Star 99 that results in even a little violence.

Renraku: Copy, sabotage, or otherwise access the Emergent Knowledge program.

Saeder-Krupp: Win Mara Blaine as a contact.

Shiawase: Use nanoware or nanotech within the boundaries of Manhattan. Note that this is not an objective, but merely something that will attract the attention of the corporation. Shiawase affiliates will not be informed of this secondary objective, but will still be eligible for this reward.

Spinrad: Find out if the Triad need a small favor and make sure it is carried out respectfully.

Neo-Anarchists: Have no other affiliation, plus take out one of Ieto Hong's men or damage his helicopter.

In the background of these events, Lin Yao scuttled away. Presumed dead by her own people and the shadow community, she fled Denver for a new start in New York. Lin's only mistake was pulling funds out of a shadow account that had been tagged by mafia hackers in Denver for later usage. With her face on the video footage from a bank in NYC, La Famiglia discovered she was not dead as reported.

At the close of SRM 02, many runners were given a chance to leave Denver. Those that chose to stay will begin with **A Mile high and falling**. Runners who left Denver are presumed to have arrived in New York City for purposes of continuing into SRM 03. New characters who have not previously played in Shadowrun Missions, and runners beginning in NYC, will begin with **New York, New York**.

Urgent Message ...





EVERYONE'S YOUR FRIEND.....

INCOMING FEED.....

A MILE HIGH AND FALLING

SCAN THIS

Denver based runners are gathered together to track down a loose end. They are hired to find Lin Yao who is believed to be hiding in NYC.

TELL IT TO THEM STRAIGHT

Looking back at the events of the last few years, you struggle to find the right words to describe what had happened. A mob war boiling to the surface, a magic artifact that Denver's local great dragon wanted his hands on, and you caught in the middle. The last six months have been quiet—most of the smart runners have been keeping their heads low to avoid retaliation.

Eventually, though, work has to come in, the status quo restored. When your commlink rings with a job, you recognize the large tusky grin of Miguel Sanchez. The ork works for the Casquilho family.

"Aight, so's I gots a job for ya. All travel paid, to pick up a lost package in the Rotten Apple."

BEHIND THE SCENES

This is a transitional scene to get any stragglers from the Denver shadows into NYC. The Casquilho family is ready to supply airfare and discreet transport of any gear they want to bring

along. Beyond that, there is a finder's fee of TR*1,500¥ per runner for successfully returning Lin Yao to Denver. While the fee is non-negotiable, Miguel is willing to negotiate additional coverage of expenses. Itemized expenses of 500¥ + 100¥ per net hit in an opposed negotiations test will be covered. The expense coverage is for the team not per runner.

Miguel will tell the runners that this job could take awhile and requires a variety of talent. He recommends that they take any gear that they may need. Each runner will be given a 3-meter by 1-meter by 1-meter containment unit to ship gear in. Biologicals are not recommended for storage inside unless packaged properly. There will be a point of contact in NYC—Peace Man—to get them situated. They'll be able to meet him at The Apple Press (see **New York, New York**). Runners who start in Denver with vehicles will not be able to transport them unless the characters make their own arrangements. Suggested cost for this is 500¥ per point of Body the vehicle has to accommodate for the size of the vehicle.

At this point, the fixer will give each of the Denver runners a patch to apply to the identification that they're using for the run. The patch will enable their ID to pop up a red-colored ARO. Miguel will explain that the ID can now function as Rating 4 visitor's pass to New York City. This will allow access to the city for the duration of the scenario.



DEBUGGING

As far as jobs go, this one is fairly cut and dry. Runners who don't want to take the job are probably going to be more comfortable scraping along in the Warrens roughing up pimps and pushers. You can play up the angle of getting out of Denver for awhile—the trip to NYC can be a working vacation. For jaded runners who don't want anything to do with Lin Yao and the drama of a newly cold mob war, Miguel can ask how biz has been lately. This is the only job in the pipeline and a few connections in New York could be exactly what they need to sever all ties to Denver.

Alternately, if the previous Mission logs show that Lin Yao died without possibility of return, utilize Chun Xiang. Chun is the Triad Smuggler from SRM 02-13, one of Lin Yao's former lovers. GMs who use Chun will need to make accommodations throughout this Mission.

Long story short, they either take the job or make a new character who wants to work.

NEW YORK, NEW YORK

SCAN THIS

Runners in NYC are hired to work with some out-of-town talent on a problem. They are to find a Denver expatriate and get her clear of the scene before Manhattan is flooded with bounty hunters.

TELL IT TO THEM STRAIGHT

Each day brings something new in the five boroughs; today brings a job. As you get out of bed, your commlink is showing a message left from a few hours ago. The Access-ID information reads Peace Man and shows a picture of a young male ork in a hand-spun shirt. "Peace, man. I heard you needed a job, and some folks from outta town were looking for help. Can you meet me in the morning at the Apple Press. Nine-ish should be good. Oh, and it's on the corner of 17th and Broadway. Thanks..."

BEHIND THE SCENES

The Apple Press is an independent news firm serving as a front for the Neo-Anarchists. A local chain, there are locations in each of the Boroughs as well as Manhattan. Beyond producing anti-authoritarian AROs and viral propaganda, it does a lively business on the ground floor as a coffee and teahouse. Peace Man will be munching on a scone and slugging back natural coffee by the gallon when the runners arrive. He is unkempt and sleep deprived with bloodshot eyes. The Fixer is tired and was high when he took the job of finding a team for this mission. Now he has a bunch of data files, a budget, and the crushing weight of sobriety.

The job entails working with some out of town talent, which are supposed to return a missing package to Denver. Presuming the runners are amenable to the task, Peace Man will transmit a file to them with package specifications and a fee schedule. His "employer" has authorized a finder's fee of TR*1,500 ¥ per runner. The package weighs roughly 60 kg and will fit in a storage carton measuring 1.6m x 1m x .5m. While the fee is non-negotiable, Peace Man was empowered to negotiate additional coverage of expenses. Itemized expenses of 500 ¥ + 100 ¥ per net hit in an opposed negotiations test will be covered. The expense coverage is

for the team not per runner. Transportation for the package back to Denver will be provided.

Once the runners have accepted the job, Peace Man will send a second data-file (see **Handout #1**) with vital statistics for Lin Yao (height, weight, etc) as well as, a picture of her. Comments state that while Lin Yao herself is not believed to be a threat, there is cause to believe that she may have contracted freelance security specialists to protect her in NYC. If the team seems lost, Peace Man can suggest that they might start by looking into local Triad activities.

If this is the team's first time in New York, Peace Man will attempt to impress upon them the need for caution and subtlety in Manhattan. The entire island is one huge corporate enclave. As long as their passes check out, they look and act within expected boundaries, and they avoid acting too out of the ordinary, they will be fine. Should they attract attention, they will most likely be captured and incarcerated in a heartbeat.

DEBUGGING

If there are no player characters from the SRM02 campaign coming from Denver, remove all mention of "out of town talent." Otherwise, this scene plays out much the same. Runners get offered a job, they either take it or walk away.

For mixed teams, after the New York runners have concluded their negotiations, have the Denver runners arrive at the Apple Press to meet Peace Man and the rest of the team.

TRANSIT PAPERS

SCAN THIS

An introduction to NYC's corporate presence and the need for passes. People coming from NYC receive a rating 4 fake SIN that is effectively a visitor's pass (red) which will last for the duration of the adventure. Demonstrate a standard crossing into Manhattan across the bridge

TELL IT TO THEM STRAIGHT

With all information pointing at Manhattan, you and the team decide that it is time to head into the city. The most expedient method is taking the bridge. Walking across the bridge, you quickly fall into line with hundreds of other people. While the majority are flashing red and blue ARO "passes" just above a bank of sensors, the three dwarfs in front of you have black passes. You watch as they are shuffled out of line and sent through several additional scans before being allowed into the city. The rest of the line doesn't seem to notice.

BEHIND THE SCENES

NYC runners may have their own passes, differences between the passes can be highlighted here, or through comparison to the other individuals that show their passes and are allowed to drive vehicles etc. There is a rudimentary (DR 2) ID scan (p. 267, SR4), when crossing the bridge. Runners who fail the scan or have Forbidden gear on their person will need to pass a Charisma + Con (TR) Test, subject to modifiers for an appropriate bribe. No vehicles will be allowed into Manhattan without a vehicle permit. (Note: The Denver runners have all been issued red visitor passes.)



NYPD, INC. BORDER GUARDS

Body **3** Agility **4** Reaction **4**
 Strength **3** Charisma **3** Intuition **4**
 Logic **3** Willpower **3** Magic —

Initiative **8**
 Initiative Passes **1**
 Armor B/I **8/6**

Clubs **3**
 Pistols **3**
 Stun Baton R 1, D 6S(e), AP —half
 Colt American L36 D 4P, AP —, M SA



Once the shadowrunners are through the checkpoint, the next step depends on their legwork success and directions. The most obvious place to begin would be with Lin's previous affiliations and searching for information about the Triad. Teams that take this route should continue on to **Mind the Gap**. Legwork will provide the necessary leads to get to the Large Circle League Triad.

Refer to **Downtown** for groups which begin by searching through the Matrix.

Some runner teams will be very obvious and unable to blend in to the crowd of corporate types and wage slaves. Local Area Knowledge or the Common Sense Quality will let the runner know that walking around on the street with a pink Mohawk or obvious gear would be a bad idea. Teams that would prefer to take a less conspicuous approach can enter Manhattan via the subway system. There is a subway terminal for traffic entering from Brooklyn into Manhattan, which will have an identical security process for entering the city, though the runners won't appear as out of place. The subway system is used by the lower end wage slaves, blue collar workers and has a grittier vibe to it.

Alternately, if the runners have a skimmer contact, they can be smuggled in through the Underground and bypass the security checkpoint altogether. The cost for this is (TR*100) ¥ per runner.

DEBUGGING

If the runners try to get involved with the dwarfs going through security, NYPD, Inc. guards will tell them to back away

from the security zone. Persistence will mean a more thorough scan of their IDs (Rating + Rating (4)). The security guards will not initiate combat, but will respond with non-lethal force if provoked. Use **Lonestar Police Squad** p. 282, *SR4*.

MIND THE GAP

SCAN THIS

The first clues regarding Lin Yao lead to the Large Circle League Triad in NYC. Contacts show the differences in organized crime from Denver—here the corps really do run things much more than the syndicate bosses.

TELL IT TO THEM STRAIGHT

Following up on a few leads, you walk down to Chinatown. AR ads sell false mysticism and a thousand different items designed for the tourists to think they are seeing the real deal. Tightening the filters on your commlink to avoid the majority of the spam, you continue down to Lucky Star 99. When you step inside, you are assaulted by scents and sounds. One part teahouse, one part fresh butcher, the building has two very different ambiances depending on which side you are on.

As you look around the room, six men are sitting at one table drinking tea. Several telltale lumps beneath the coats suggest armored plates and holsters. The two who are facing the door, are watching your group as you stand in the doorway.

BEHIND THE SCENES

The pair at Lucky Star 99 (See **Map #1**) watching the door are Triad enforcers who act as security and separate the plebeians from the criminals. When approached, they are standoffish and unaccommodating. There are no empty seats at that table, but several of the nearby tables are empty for the characters to sit down. When the runners enter the teahouse, the Triad group is discussing two urban brawlers who made the jump from second string to starters. One of the brawlers used to be a go-ganger before getting a job as an outrider. When speaking to the Large Circle League Triad members, an Etiquette + Charisma (2) Test will earn their trust enough to talk business. The leader of their group is Hua Tien. While his crew is mostly no-neck muscle, Hua acts as a gatekeeper to the rest of the organization. He does not know Lin Yao or recognize the name, but knows others who might. An extended Etiquette or Negotiation + Charisma (10, 5 min) will earn them passage into the back room where the real Triad business happens. (A glitch on this test will mean that the runners will be forced to leave any weapons they have in a side room before heading back.)

In the back room, Soon Shan is sitting at a table discussing business in Mandarin. The individual sitting across the table is responding in Cantonese. (A Judge Intentions (2) Test will show that each understands the other, but seems more comfortable with their own language.) There are multiple duffel bags near Soon's feet, one of which is unzipped to reveal poppers (inhalant street drugs). The Triad recently gained several thousand samples of tempo which they are going to distribute in the Terminal zone. Soon is negotiating to take some of the samples to the corporate pharmacists who deal directly to the wage-slaves in Midtown. A few minutes after the runners enter the room, both men seem to come to an agreement and turn to focus on the newcomers.



LARGE CIRCLE TRIAD ENFORCES

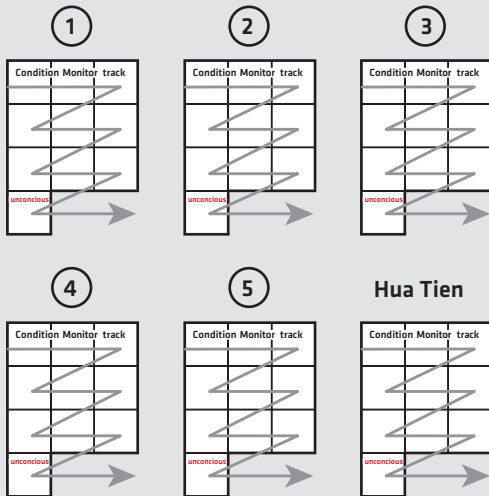
Body **3** Agility **5** Reaction **4**
 Strength **3** Charisma **3** Intuition **4**
 Logic **3** Willpower **4** Magic —

Initiative **8**
 Initiative Passes **1**
 Armor B/I **6/4**
 Blades **3**
 Automatics **3**
 Dodge **3**
 Sword R 1, D 5P, AP —
 Ceska Black Scorpion D 4P, AP —, M SA/BF, RC (1)

HUA TIEN

Body **4** Agility **6** Reaction **5 (6)**
 Strength **5** Charisma **3** Intuition **4**
 Logic **3** Willpower **3** Magic **4**

Initiative **9 (10)**
 Initiative Passes **2**
 Armor B/I **6/4**
 Close Combat **5**
 Pistols **2**
 Dodge **4**
 Critical Strike **2**
 Sword Weapon Focus (F 1) R 1, D 6S, AP —
 Remington Roomsweeper D 5P, AP -1, M SA



Runners can buy information about Lin Yao or trade favors. While they will not tell this to the runners, Eddie Stephens (see **Cast of Shadows**) was contacted to provide Lin Yao with a fake ID. Soon knows of Stephens' activities, but the man is not a member of the Large Circle Triad. The runners can buy this info for TR*500 ¥. Negotiations lower the price by TR*50¥ per net hit (up to 5 net hits). Alternatively, they can do Soon a favor and deliver a small package to the Museum of Modern Art. The museum is on West 53rd Street between Fifth and Sixth avenues. In return, the Triad will introduce them to Eddie Stephens.

The favor is a very simple package delivery (all of ten minutes, but deniability is worth every penny). They need to take a box and give it to the receptionist for the curator of transgenic art. The box is a sealed cube measuring about 20 cm per side and weighing half a kilogram. There are no wireless signals emanating from the box, and it bears no notable astral presence. Opening it without signs of tampering will take a Locksmith + Agility (16, 10 min) Test. Inside the box are three optical chips and substantial padding to keep them from shifting. The data is encrypted using Rating 4+TR strong encryption which to decrypt has an interval of 12 hours per test. If decrypted, the data appears to be biometric data and DNA sequence.

DEBUGGING

Violence in this case will not prove overly helpful. Should violence ensue in the front of the building, use stats for Triad Lieutenant and Triad Posse for Hua and his men (p. 284, SR4) During the first IP, one of the regular employees will use their commlink to alert the Triad in the back. Soon and the other Triad will leave through a back door. The Triad enforcers will herd the runners towards the door and if possible into the street, before locking the door. It's better for the Triad if the runners are picked up by NYPD, Inc., than to have an open gunfight in the storefront. (Bullet holes cause too many questions.)

Interrupting the negotiations constitutes a social gaffe. The runners will initially be ignored, if they persist Soon will tell them to sit down and wait. Because of this gaffe, they will suffer a -2 Dice Pool modifier as Soon's attitude shifts from neutral to prejudiced.

DOWNTOWN

SCAN THIS

Following up with Eddie. The last withdrawal of funds from one of Lin's accounts was placed into three bank accounts and a collection of certified credsticks.

TELL IT TO THEM STRAIGHT

When you try to comm Eddie, an automated system asks that you leave a message after the tone. *DING*

Whether they leave a message or not, Eddie calls back without checking. Thirty seconds later their link begins to ring.

"Yo, someone called me from this commcode. What can I do for you?" An image of a black chess piece with cape and crooked crown shows in their AR window. The icon is chaotic and appears as if someone pushed "random" on the icon creation tool and took the first thing that spit out.

BEHIND THE SCENES

If the runners completed the service or bought the info, Eddie will meet them at a 24-hour rave called the Looking Glass. The rave takes place in a warehouse on Staten Island.

The Looking Glass

The quiet thump of subsonics reverberates in a guest's chest about twenty meters out, giving evidence to the force of the stereo system inside. Inside, a raver's paradise unfolds in the manifest blackness of the converted warehouse. With a single bar



along the north wall, there are scattered chairs around the edge of the main room and ringing a recessed dance area. Artwork ranges from classical interpretations of Alice in Wonderland, past American McGee, to the truly bizarre. Passing from the lift to the bar, you pass through zones of curtained music. Without physical barriers, the music has sharp transitions in the space of a few steps, changing the ambience and mood. Bodies decked out in this season's raver-chic gyrate to the music. Within the recessed area, dancers congregate as the hours pass on. Drug dealers and pill poppers press their bodies against fur, leather and scale as the music overtakes them. Overhead, drones circulate and swoop down to collect empty glasses and deliver drink orders to outlying tables. Augmented reality lays an entirely new layer over the club as emotional sub-tracks push along threads of music and the question is asked "who is real?" The dance floor and walls show reflections of dancers as they used to be. Changelings see faces lost to them forever, while illusions of possibilities reflect back on those untouched by SURGE.

Security within the Looking Glass is very tight. Each guest walks through a Rating 5 cyberware scanner, which is programmed to identify weapons and aggressive cyberware. A red light in the walls, triggers if the system detects any kind of weapon or cyber weapon. There is a yellow light if the system detects something but is unable to determine what it is due to thresholds. Runners triggering a light with removable weapons will be told to place their items at coat check and then pass through the sensor again. If the weapon cannot be removed, or the individual refuses to leave it, they are told to leave.

Teams that did a favor for the Large Circle League Triad will be told by Eddie that he set Lin up with a fake ID and, after laundering, transferred 50,000¥ from one of her accounts onto three certified credsticks. If asked he can run a balance check (effectively a false query through a credstick reader) on the certified accounts. 20,000¥ was spent this morning in an anonymous transaction (certified to certified). For (TR*50 ¥), Stephens will run a search

and contact the runners when he finds something. (It will take TR hours to find Lin Yao with this method.)

Teams that bought the info instead of doing a favor for the Triad, will face a more capitalistic approach. Eddie will suggest that they run facial recognition software on security feeds and MeFeeds throughout downtown. His network services for tracking people down through methods like this are available for 100¥ per hour. (It will take TR hours to find Lin Yao with this method.) Teams who decide to go their own, using his advice will need to go through a Data Search + Facial Recog (24, 10 min) extended test in order to find Lin Yao.

Whether using their own search or Eddie's services, successful teams eventually find footage of Lin in a MeFeed. The video shows her on a subway and ascending the stairs to the Manhattan Development Consortium (MDC) building. She is wearing a formal cream-colored skirt-suit and passes through the peripheral vision of Angela "OrkGods72" Carter.

DEBUGGING

Standard Data Search + Browse tests will not come up with the information that the team needs as there are no references to Lin Yao in New York. The MeFeed identifies Lin Yao fairly tangentially and there is no direct contact between the former Triad and the ork woman.

UPTOWN

SCAN THIS

Arriving at the MDC building, the team tries to follow the trail of clues. Social engineering shows that Lin attempted to speak with Horizon Corporation's representative.

TELL IT TO THEM STRAIGHT

Exiting the subway, you continue retracing the footsteps of Lin Yao. A massive building stands in front of you, headquarters of the Manhattan Development Consortium. Video feeds along the wall show external camera shots of the front of the building. Anti-ram posts are built along the sidewalk to keep vehicles from crashing into the building. The steps leading to the lobby are spotted with NYPD, Inc. security and business people doing minor face-to-face networking.

This is definitely the building that Lin Yao was heading towards in the MeFeed.

BEHIND THE SCENES

Unless runners have a permanent Resident pass for Manhattan, they will not be allowed into the Upper Eastside neighborhood. Upon approaching the area they will receive an AR order to cease and desist, if they continue in, drones will localize their PANs and photograph the runners while a second order is given. Upon the third order, a patrolcar will be sent to detain the runners. To access the MDC building without a permanent White or Resident's pass, they will need to travel via the subway to a



terminal with the single stop. Before boarding the train, runners will pass through MAD scanners, chemsniffers, and cyberware scanners (all Rating 6). Anomalies on the scanners will result in NYPD investigation. The train stops at the MDC sub-basement and has a lift to go directly to the lobby. Manhattan Development Consortium is the proper name for Manhattan Inc, the council of 13 corporations that runs all of Manhattan. Anyone walking into the building must pass through a MAD scanner, rating 6 Cyberware Scanner, and have an ID verification. The building is an "Active-only" zone for commlinks, with AccessIDs logged. A Rating + Rating (4) test for any fake SInNs is required to pass security. Any SInNers who glitch the test while presenting a false ID will have their real IDs pulled up instead.

Social engineering at the MDC building, or hacking the security feed archives, shows that Lin Yao attempted to speak with a Horizon Rep. An Etiquette + Charisma (2+TR) Test, will convince the secretary that the group is harmless and she will talk. She remembers the woman in a cream-colored suit, who went by the name of Summer Xiao. Summer had an appointment with members of the Horizon recruiting department. The appointment was supposed to be at 10:00 AM. After an hour and a half of keeping Summer in the lobby, they called down to say the appointment was cancelled.

Hacking the system is difficult. The security node is Rating (TR+4) with patrolling IC and agents analyzing each icon and comparing the Access IDs to a security list. Rather than hacking the main security node, it is also possible to hack the camera directly. It is a Rating 4 device and has the last 12 hours of footage stored locally, as well as transferred to the security node. Reviewing the footage will show Lin Yao arriving at 9:45 AM. She was stood up for her appointment and waited until 11:30 before being told to leave. A Latina elf (Mara Blaine) can also be seen sitting in the lobby from 9:30 AM to 10:22 AM. The elf was wearing business attire and AR glasses and gloves. It is obvious that she was doing something in AR while sitting. For the last twenty minutes before the elf leaves, she is seen talking with Lin Yao.

After either the social engineering or hacking is completed, Mara Blaine will exit the elevators and cross the lobby to give her visitor's badge back to the receptionist. If the runners took the etiquette route, the receptionist will introduce Mara Blaine to the runner who made the etiquette attempt.

"Mara, this is <runner name>. Mara works as a security consultant for a few corporations in the building. <runner name> was interested in Summer, the woman who sat next to you earlier this morning."

Teams that went with the hacking solution will see the elf from the footage moving in the path described above. She is amicable to polite conversation and will talk with the runners. Mara will suggest that they take a seat on the bench to one side.

If asked about her conversation with Summer/Lin, Mara will say that they talked about the weather, recent travel and trids. Blaine believes that Summer was barking up the wrong tree and that the Asian woman's flirtation was lost on her. Though it was flattering to know that she is attractive to all types, Mara let Summer know that she was not interested. To transition from the uncomfortable silence, she showed Summer a new data-traffic analysis program that she had been working on to be used in conjunction with the sculpting of the MDC host.

EMERGENT KNOWLEDGE

The MDC's public access node uses a cascading firewall and data traffic system to help sculpt the network. Similar to many cybercafes, the data traffic patterns can be watched through the visual representation of colors in the walls. This sculpting is designed to provide a casual atmosphere but also gives system admins the ability to detect probing attacks and hackers by changes in the color patterns. If you have the appropriate decryption software, Mara found that it is also possible to determine where the traffic is coming from and going. (In game terms, this program is a customized Analyze and Track program which only works on this node. The built-in pilot reverse engineers the color patterns into actual data streams and launches a Track) Initially it was just an academic pursuit for her, but turned into a fact-finding mission. Because the program isn't seeing the original data, it is impossible to decrypt the transmissions.

Mara recorded some live feeds earlier before her meeting and can use a holo-projector to display a small piece. Time stamps show that shortly after Summer/Lin Yao arrived, there was an increase in purple strands within the sculpting. According to the program, these strands travel between the building and Horizon's private node.

Anyone who succeeds at an Etiquette + Charisma (3) Test with a Horizon contact, will learn that Horizon was digging into Lin Yao's new ID by searching through datatrails and purchasing histories. They identified that Summer Xiao was a false ID.

Either more hacking (the Data Search + Facial Recognition from before) or Etiquette + Charisma (2) with the receptionist can reveal that Lin headed down to Penn Station to talk to a few freelancers.

If asked about what she was doing earlier in AR, Mara will tell them that in addition to security consulting, she works as a freelance programmer. It started off as a hobby, and has paid off professionally. She is willing to show them the output of a new data-traffic analysis program that she has been working on. The working name for the program is *Emergent Knowledge*.

DEBUGGING

Attacking the MDC building is suicidal. Each of the mega-corporations housed within the building has their own security staffing and the building is a short distance from NYPD, Inc. station. The security guards inside the lobby will respond with non-lethal force, using gel rounds and stun batons. (Use stats for Lone Star Police Squad, p. 282, SR4) An alert will also be triggered warning all the various corporate security groups in the building. The corporate security will not engage the runners unless the runners attempt to gain access to the upper levels of the building. A SWAT team will respond in three minutes. (Use



HORIZON GUARDS

Body 4 Agility 5 Reaction 5 (6)
 Strength 4 Charisma 3 Intuition 4
 Logic 3 Willpower 4 Magic —

Initiative 9 (10)
 Initiative Passes 2
 Armor B/I 10/8

Firearms 5
 Dodge 4
 Wired Reflexes 1
 Smartlink

FN HAR D 6P, AP -1, M SA/BF/FA, RC 2



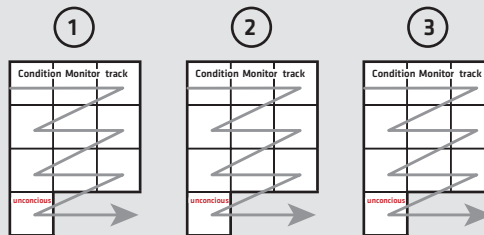
LIN'S SPECIALISTS

Body 3 Agility 4 Reaction 4
 Strength 3 Charisma 4 Intuition 3
 Logic 3 Willpower 3 Magic —

Initiative 7
 Initiative Passes 1
 Armor B/I 8/6

Close Combat 3
 Firearms 4
 Dodge 2
 Smartlink
 Combat Axe R 2, D 6P, AP -1

Yamaha Sakura Fubuki D 4P, AP -, M SA/BF RC (1)

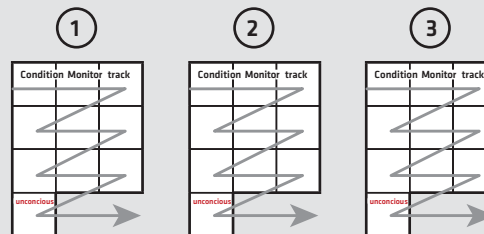


LIN'S SAMURAI

Body 4 Agility 5 (7) Reaction 4 (6)
 Strength 5 (7) Charisma 2 Intuition 3
 Logic 2 Willpower 3 Magic —

Initiative 7 (9)
 Initiative Passes 2
 Armor B/I 6/4

Blades 4
 Automatics 5
 Dodge 3
 Dermal Plating 2
 Smartlink
 Katana R 1, D 7S, AP -1
 Ingram Smartgun X D 5P, AP -, M BF/FA RC 2(3)



stats for a Red Samurai Detachment and Lieutenant p. 283, *SR4*. Replace Blades with Clubs and Katanas with Stun Batons.) The SWAT team will be composed of 8+TR members and 1 + (TR/3) lieutenants. The SWAT team will respond with lethal force if any NYPD, Inc. guards were killed before the team arrived.

Hackers from NYPD, Inc. and the megacorporations housed inside the building will actively track the whereabouts of the runners. Beyond this, they will focus efforts on disabling cyberware or locating personal information such as bank accounts, false IDs loaded on the commlink and contact information. Feel free to be creative in how the hackers hinder the runners or find additional information to track them later if the runners escape.

ALL POINTS IN BETWEEN

SCAN THIS

Down at Terminal and Penn Station, the runners get a feel for the grit and grime. Here they catch up to Lin. She has just hired a batch of irregulars to meet with a corporate headhunter.

TELL IT TO THEM STRAIGHT

Terminal is a city within a city—cut off from Manhattan with chokepoints of security. The area is dirty and unkempt. Walking in, no one bothers scanning your SIN, but the line to get out is about forty people deep and climbing. You don't see any blue cards here—most of the people have red cards with several black ones as well. AR ads offer the cheapest coffins and flophouses in the city.

Occasional pop-ups get past your spam block, selling sex in all its flavors. Overhead, a security helicopter flies low as a looming reminder that they are still watching.

BEHIND THE SCENES

Searching Terminal (see **Map #2**) for the spot that they last saw signs of Lin will lead them to a falafel cart near one of the advertised coffin motels. A group of six thugs are standing at the



cart grabbing a snack. (Use the Street Samurai and the Weapon Specialist p. 110 & 113, *SR4*.) As the runners approach the area, Lin steps out of the coffin motel. With a mutual nod, the mercenaries turn to follow her and they all start to walk down the street. At this point, the runners are still in a direct line of sight of one of the security chokepoints. Fighting in the streets is inadvisable.

If they follow Lin Yao and her thugs for a few minutes, the group heads south into one of the more rundown areas of Terminal. Here she meets with another group of people. Ieto Hong and a group of (2 + TR) guards (use Red Samurai Detachment, p. 283, *SR4*) are present to meet with Lin. The guards are wearing security armor bearing the Horizon logo. Within AR, Ieto has an overlay of Horizon shrouding his features and his active commlink clearly notes his title as a Security Synergist.

Ieto addresses her as Lin, rather than Summer, showing that he knows that the other ID is fake. While he does not wish her any direct harm, it is time that she turn over the information promised to Horizon in exchange for their meeting. If the information is worthwhile, he will overlook her breach of etiquette and lies to the company. Otherwise, he recommends that she leave New York and not attempt to lie to Horizon again.

If the runners attack, use the standard Surprise rules (p. 165, *SR4*) for determining who is caught unaware. Treat the runners as lying in wait if they allow the conversation between Lin and Ieto to happen. If they attack when the two groups first meet, then treat all groups as aware. During the second Combat Turn the helicopter from before will arrive on scene (Use stats for a DocWagon CRT Helicopter with a mounted White Knight LMG. p. 116, *Arsenal*). Horizon guards will fight a retreating action, defending Ieto and each other as they board the chopper. Lin's mercenaries will focus on the runners while Lin attempts to flee.

Unless the runners take a hostile action against Ieto or his men, including being caught in area of effect spells or grenade blasts, they will not attack the runners nor hinder them in any attempts to take out Lin. Ieto believes that this is an internal problem for the Triad and has a rough understanding of the events from Denver.

DEBUGGING

If Lin Yao survives, she attempts to bribe the runners into letting her go at 2,000¥ per runner. This is all the money to which she has access at this time—the rest was already spent hiring freelancers and paying bribes. Negotiation cannot improve this. If Lin is down, but Ieto's forces are not, they will send an ARO offering to let the team take Lin in exchange for her commlink.

PUSHING THE ENVELOPE

For high TR tables or combat focused groups, have the Street Samurais be trolls, applying the racial modifiers (p.4, **Contacts and Adventures**) to the archetype. You can also add 1 combat mage per 2 TR.

NOT A THROUGH STREET

SCAN THIS

Turning Lin over, the runners get paid and find that there is no return to Denver.

CORPORATE REWARDS

Ares: Ares Predator IV with Rating 3 Ceramic/Plasteel Components.

Aztechnology: Aztechnology Classified SIN (treat as Rating 6 fake SIN).

Horizon: Thundercloud Contrail racing bike with chameleon coating.

NeoNET: Rating 4 non-standard wireless link (TR 1-2); or Renraku Hotspot nexus (TR 3+).

NYPD, Inc.: Checkpoint authorization (automatic passage through checkpoints).

Renraku: Rating 5 Stealth program with Ergonomic option.

Saeder-Krupp: Rating 4 directional jammer.

Shiawase: Two doses of altskin with armor upgrade.

Spinrad: Access to a delta clinic.

Neo-Anarchists: Four 1-kg cans of Rating 10 foam explosive.

Urgent Message ...

TELL IT TO THEM STRAIGHT

Contacting Peace Man, you set up the meeting to arrange for Lin to get shipped back to Denver. You are told to meet him on Roosevelt Island. When you arrive at the address, Peace Man is handing over three credsticks to a group of trolls. The lead troll nods to you and gets in the driver's seat of black towncar. One of his buddies opens the trunk and gestures for Lin Yao to be put inside.

While the dirty business of human trafficking is being dealt with, the ork fixer approaches your team.

"You've done well, kids. Well enough to keep people happy. Have a good one, and you may be hearing from me in the near future."

If any of the runners are from Denver, continue with this:

Turning away from you, Peace Man walks to his car and stops after a few seconds.

"Yo, man. Some no-necks from Denver sent me this and asked me to give it to you. Their instructions were to not watch it, and guarantee that you saw it after Lin Yao was on her way to the airport."

The video transmits to your commlink. When you open it, the scene is the front of your home. The feed appears to have been taken from an eye camera. Moments into the footage, ZDF troopers emerge holding boxes that appear to be contraband. Other troopers begin stringing police tape. A neighbor who looks outside to see what happened is thrown back as a shotgun blast tears open his chest.

"Stay out of Denver—G." is printed in large red letters across the display as the background of the home fades to black.

BEHIND THE SCENES

This Mission does not have any duplicity and unless the runners begin a confrontation, they get paid and walk away.

Runners from Denver who choose to return to Denver after the warning will be retired from the campaign. They will find that all Denver based contacts with a loyalty of less than 3 are unwilling to speak to them. Loyalty 4+ contacts will tell them to stay in New York City until the heat from everything blows over, hinting that such a thing could take a year or more.

EVERYONE'S YOUR FRIEND





INCOMING FEED.....



EVERYONE'S YOUR FRIEND.....

PICKING UP THE PIECES

MONEY

TR x 1,500¥ per runner for returning Lin Yao to Denver.

Expense account of 500¥ + 100¥ per net hit (Up to 5 net hits)—This sum is for the entire team.

KARMA

2—Recover Lin Yao alive.

1—Send Lin back to Denver (dead or alive)

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

CORPORATE REWARDS

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

AFFILIATION

If a PC completes a secondary objective without being assigned it, and is not already affiliated with the corporation that would have assigned it, that corporation will discreetly approach the PC at the end of the scenario and offer an affiliation with them.

The usual pitch mentions that the corporation will want small jobs done on the side with the promise of rewards from the corporation. The need for secrecy is always emphasized. There is no up-front offer, the deal is simply between two free business entities. If the PC agrees, he or she becomes an affiliate for that corporation.

Each corporation will only extend an offer to one or two shadowrunners, usually the ones who best undertook the objective for that corporation.

In addition, in this scenario the following corporations will make an offer under the following circumstances:

Neo-Anarchists: The PC is offered two or more other affiliations and refuses all of them.

CONTACTS

Successfully completing the job will earn Peace Man at Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have him as a contact.

Doing the favor for the Triad rather than purchasing the info will earn Eddie at Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have him as a contact.

Being introduced through the receptionist, will earn Mara at Loyalty 1 or +1 loyalty (to a maximum of 4) if they already have her as a contact.

REPUTATION

Picking a fight at Lucky Star 99 with increase Notoriety by 1

LEGWORK

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

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

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Logic + Data Search rolls times equal to their dice pool (p.64, SR4). Hits on this extended test may be substituted per the standard Data Search chart (p.230, SR4).

PEACE MAN

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

TRIAD

1. They are primarily based out of Chinatown
2. If you need to find one, check out Lucky Star 99.
3. The Large Circle League Triad work with Shiwase for a lot of their business
4. I've heard a rumor about the Large Circle League passing out tastes of tempo.
5. A few of the corporate pharmacists get supplied by this Triad.

ORGANIZED CRIME

0. The major players are all still in the circle
1. Most vices are managed internally by the corps, not sold by a syndicate
2. Some of the syndicates have taken to corporate partnerships.
3. A few years back, the syndicates tried to expand—Manhattan Inc passed an "executive order" and crushed the uprising.

MANHATTAN INC.

0. These are the big boys—13 corps that rule NYC.
1. There's been a constant struggle between the council and the Neo-As.
2. Threats that undermine profits are removed swiftly and without pause.
3. It's rumored that Manhattan Inc has their own security forces-loyal to the council not the corps.

EDDIE STEPHENS

0. A mercenary at heart, he will sell SINS to anyone.
1. He doesn't trust anyone—meeting him is always on his terms.
2. Eddie can make you look like a company man or the squatter next door. It's all based on cred.
3. They say he sold out to a corp, but got burned. Now he's back on the independent side.
4. I ran into him earlier today, for 50¥ I can tell you where to find him. (Address to the Looking Glass)

CAST OF SHADOWS

MIGUEL SANCHEZ

Growing up in the barrio, as part of the Family, Miguel cut his teeth doing enforcement work. You can take the ork out of the sprawl, but...yeah cliché describes Miguel. He's more comfortable with the street aspects and the sprawl gangers that occasionally get leaned on by the Chavez and Casquilho families.

At 2m and 100kg, Miguel fills most rooms that he walks in. He's loud, brash, and often tries to intimidate those around him if he thinks that he can get away with it. He is the street though down to his badly shaven head and gold plated tusk. The ork understands the pulse and hardship that moves through the squatter life. Since becoming more legit, he has developed a soft spot for some of the untouchable groups—older women and young children. Under his coat, Miguel generally has a couple bucks in hard currency or a few granola bars to pass out.

Miguel is forced to wear suits whenever he is doing business for the family, otherwise he can be found wearing ragged jeans and a wife beater under his trademark leather duster.

B	A	R	S	C	I	L	W	Ess	Init	IP
7	4(5)	3	6(7)	3	3	3	4	4.9	6	1

Condition Monitor Boxes: 12

Armor (Ballistic/Impact): 8/6

Active Skills: Close Combat 4, Etiquette (Street) 3 (+2), Firearms 3, Intimidation 3, Negotiations 4, Pilot Ground Craft (Bike) 2 (+2), Running 3, Shadowing 4, Survival (Urban) 2 (+2)

Knowledge Skills: BTL Dealers 2, Mafia Run Establishments 5, Urban Brawl Statistics 3, Denver Area Knowledge 2, Gang ID 4, **Cyberware:** Datajack, Muscle Replacement

Gear: Remington Roomsweeper (w/10 clips of Flechette Ammo), Harley Davidson Scorpion, Combat Axe, Survival Knife, Extendable Baton, Armor Jacket, Sony Emperor commlink (w/ Redcap Nix OS)

CHARLES 'PEACE MAN' STODDARD

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



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

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

Condition Monitor Boxes: 10

Armor (Ballistic/Impact): -

Qualities: Magician, Addiction ('Natural' Drugs) - Mild

Active Skills: *Conjuring* 2, *Sorcery* 3, Etiquette 2, Negotiation 3, Assensing 3, Astral Combat 2, First Aid 3, Medicine 1

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

Spells: Confusion, Heal, Improved Invisibility, Manabolt

Gear: Commlink (Meta Link running Xim OS), Medkit (Rating 3)

Connection Rating: 3; Neo-Anarchist

EDDIE STEPHENS

When your SIN runs hot, it's time to talk to Eddie. An identity specialist, Eddie provides fake SINs and passes to anyone with enough money. Most of the time he runs his business in the meat because he doesn't trust people buying his services to cover their tracks. You send the cred to a certified account or do a dead drop in a Subway locker, and he gets a packet with SIN and relevant information to you a few hours later. The only guarantee he makes is that it will last through the first transaction. Whatever happens after that, is on you.

Eddie is a regular party-goer with paranoid tendencies. He regularly looks over his shoulder in public places and never answers his link unless he recognizes the Access ID. Refusing to use drugs because he can't let go of his self-control, Eddie drinks juice and club soda. A steampunk-goth, the hacker weighs in at 80 kilos and just shy of two meters.

B A R S C I L W Ess Init IP
3 3 3 2 2 5 5 4 6 8 1

Condition Monitor Boxes: 10

Armor (Ballistic/Impact): 4/4

Active Skills: Artisan(Photography) 2 (+2), Cracking Group 4, Disguise 2, Electronics Skill Group 4, Etiquette (Street)2 (+2), Forgery 5, Negotiation 2, Palming 2

Knowledge Skills: Bureaucracy Hacks 5, Databases 3, Matrix Hangouts 3, Police Procedures 3, SOTA Identification Technology 5

Gear: SteamPunk Line (Raver Modified) (4/4), Modified Commlink (6/6/6/5), Relevant Programs Rating 5, Contacts with Image Link and Low-light

Connection Rating: 3; NYPD, Inc. Affiliate

IETO HONG

Ieto Hong is 1.75m asian-looking, elvish gentlemen in his late 30's. His hair is black with streaks of blue at the temples and is slicked back. He has dark blue eyes and a faint scar across his chin. He is reserved in speech, keeping an almost scary calm. He upholds the tradition of *Kao*, the concept of saving face and keeping

respectability in public. He is succinct in talking, and, even in the shadows, he will show respect for those who understand *Kao*. He keeps his temper in check, separating the business side from the personal side, another corporate concept in his mannerisms. He has moved up from a security officer in Horizon to the Head of Corporate Personal Security. He has worked the shadows to uphold the notion of *Kao* within Horizon. Horizon has been pleased with his work and has given him leeway in his conducting of "business."

Death is an acceptable tool in his work and will not hesitate to use it in saving Horizon's *Kao* (both internally and externally) and that makes him dangerous. However besides killing, he does have other tools at his disposal such as many police and security contacts to discourage and deter those not showing respect for Horizon and its affiliates.

B A R S C I L W EDG Ess Init IP
5 4 6 3 4 4 4 4 2 4.4 9(10) 2

Condition Monitor Boxes: 11

Armor (Ballistic/Impact): 5/3

Active Skills: Etiquette (Corp) 3 (+2), Negotiations 3, Leadership 4, Pistols 3, Perception 4, *Electronics* 3, Shadowing 2

Knowledge Skills: Japanese N, English 3, Corporate Policy (Horizon) 2(+2), Corporate Security 3, Police tactics 2, Security Systems 2

Gear: Morrissey Elite w/ 2 clips of ammo, Morrissey Elan as backup, 2 Concealed Holsters, Berwick Suit (5/3), Commlink (Hermes Ikon with Iris Orb)

Augmentations: Synaptic Booster 1, Attention Coprocessor 3, Dermal Sheath 2

LIN YAO

A former ranking member of the White Lotus Triad. The human woman's dark hair falls to the middle of her back, and she keeps it pulled into a tight ponytail or braid depending on her mood. She always dresses conservatively, wearing cream colored woman's business suits with a simple silver necklace and matching wireframed glasses. Few would suspect the soul of a ruthless underworld figure lurks between her quiet, yet firm and businesslike, demeanor. She speaks with a slight Cantonese accent and avoids slang, relying on "business casual" English at all times to avoid any confusion in translation since it is not her native tongue, and demands that others who speak to her do the same if they cannot, or are not willing to converse in her native tongue.

B A R S C I L W E Ess Init IP
3 3 3 2 5 5 3 4 3 6 8 1

Condition Monitor Boxes: 10

Armor (Ballistic/Impact): 5/3

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

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

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

Connection Rating: 2



MARA BLAINE

Formerly a CorpSec guard for one of the big players in town, Mara knows who is shooting who and why throughout most of NYC. She works as an independent security consultant on office buildings and highrises. Don't ask her to sell you information about a system she consulted on, but anyone else's systems are fair game.

At nearly two meters tall, thin and muscular, Mara has the stereotypical elven physique. Her curiosity and desire to understand how things work drives her to experiment. Mara would normally be a very closed person, but work in a corporate environment has taught her to open and make fast, but shallow, connections. Deep bonds of trust and faith will take a much longer time to build with her.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	5	4	3	4	4	4	4	4.7	8	1

Condition Monitor Boxes: 10

Armor (Ballistic/Impact): -

Active Skills: Cracking 4, Electronics 3, Gunnery 3, Perception 2, Pilot Aircraft 3, Pilot Ground Craft 3

Knowledge Skills: Architecture 3, Breaking and Entering Techniques 4, Corporate Rumors 4, Matrix Games 3, Security Procedures 3, Security Systems 5

Augmentations: Commlink (DR: 5), Datajack, Control Rig, Simrig

Connection Rating: 2

SOON SHAN (SHIAWASE/TRIAD)

The by-product of a long-term work arrangement between Shiawase and the Large Circle League Triad, Soon Shan is loyal to both groups. Secretly the son of a Shiawase executive, he was raised with one foot in crime and the other foot in a corp. He was identified at a young age as having magical potential, but his lack of potency has built a glass-ceiling into his advancement.

Soon is short and lithe, roughly 1.6 meters tall human with a ruddy Chinese complexion. He knows that his advancement within the company is limited if he moves linearly and instead is focused on skirting around the edges. With an analytical mind and manipulative personality, he has learned that subtle use of magic can be more effective than large flashy spells. A "Prince in Training," Soon reads an equal measure of Machiavelli and Sun Tsu.

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

Condition Monitor Boxes: 10

Armor (Ballistic/Impact): 4/0

Qualities: Mystic Adept

Active Skills: Clubs 3, Computer 2, Etiquette (Underworld) 2 (+2), Intimidation 2, Negotiation 3, Pistols 2, Spellcasting 3, Unarmed Combat 3

Knowledge Skills: Criminal Rackets 3, Gambling 4, Gang Identification 2, Police Procedures 3, Underworld Politics 4

Languages: Mandarin N, Cantonese 2, English 3

Gear: Armored Clothing, Savalette Guardian (w/EX rounds), Transys Avalon w/Renraku Ichi OS

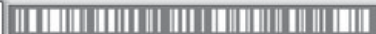
Adept Powers: Kinesics 2

Spells: Analyze Truth, Mind Probe, Control Thoughts, Influence





INCOMING FEED.....



Urgent Message...

LIN YAO

Known Alias: Mikano Li

Hair: Black

Height: 1.52 m

Eyes: Brown

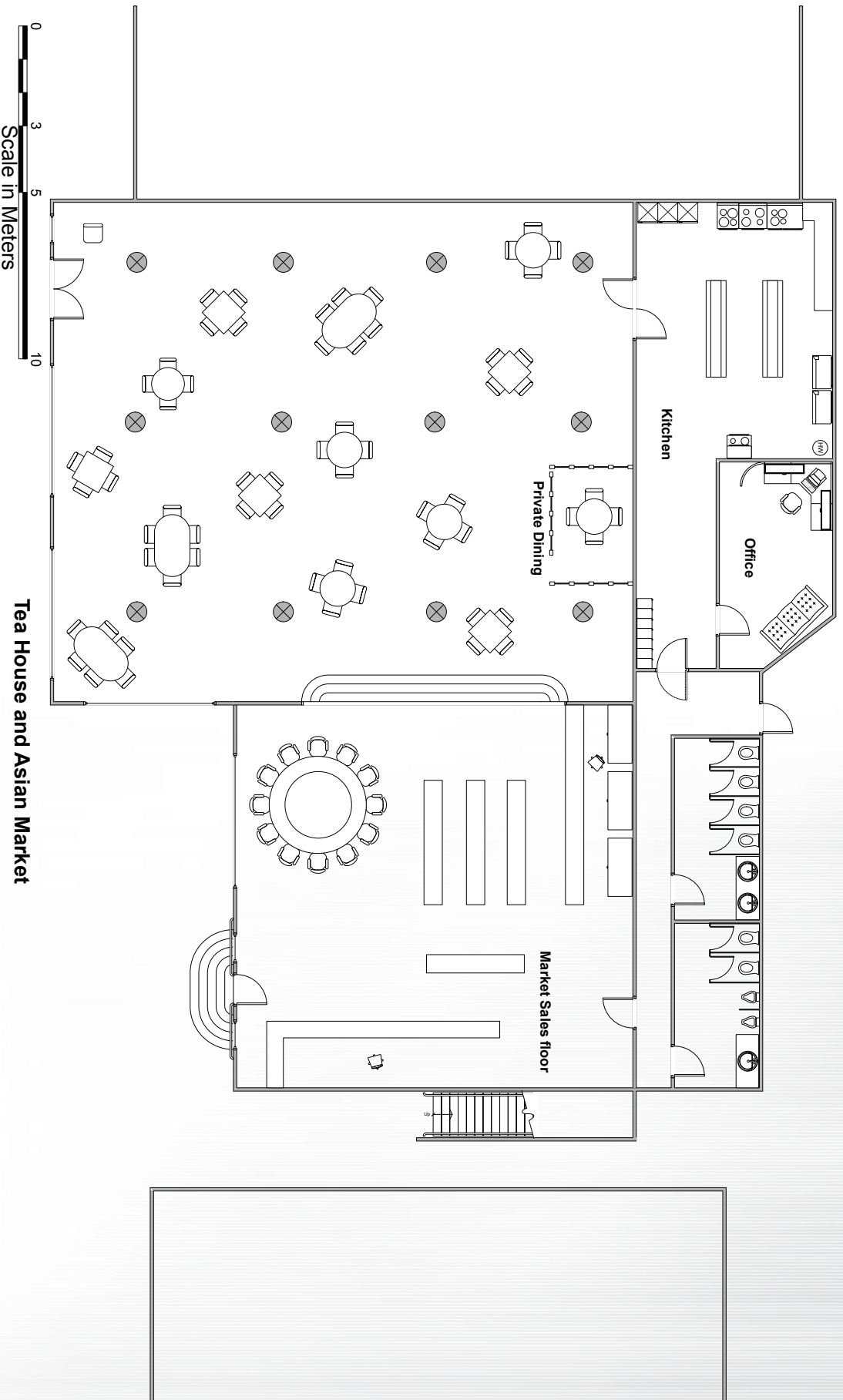
Weight: 45.2 kg

Ethnicity: Asian

Lin Yao was a ranking member of the White Lotus Triad in Denver. Her dark hair falls to the middle of her back, and she keeps it pulled into a tight ponytail or braid depending on her mood. She always dresses conservatively, wearing cream colored woman's business suits with a simple silver necklace and matching wire-framed glasses. She speaks with a slight Cantonese accent and avoids slang, relying on "business casual" English at all times to avoid any confusion in translation since it is not her native tongue, and demands that others who speak to her do the same if they cannot, or are not, willing to converse in her native tongue.



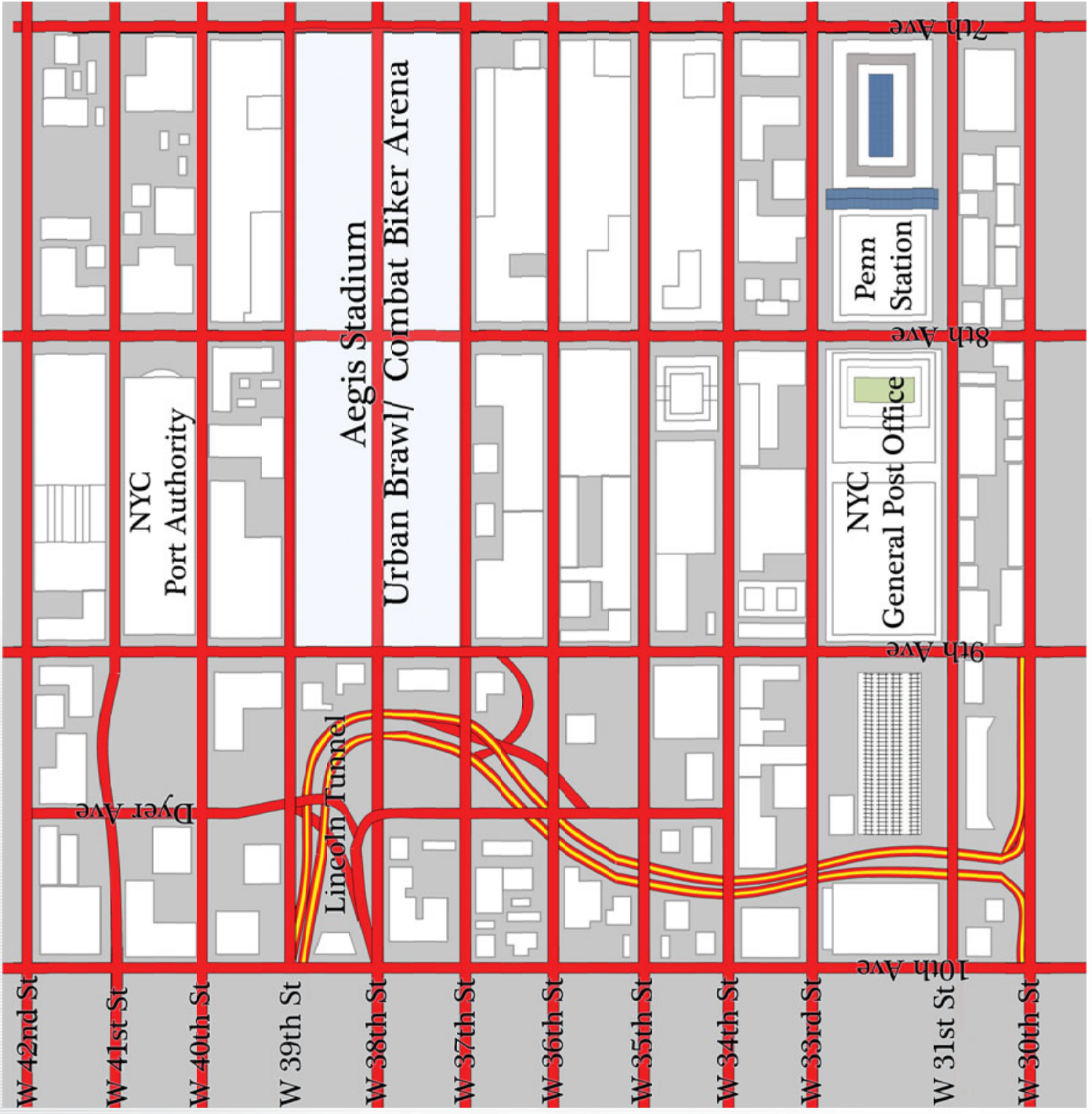
Lucky Star 99



SRM03-00 Everyone's Your Friend

Map #1





Map #2



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

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Peace Man
Fixer
Male Ork
Connection Rating 3

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

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

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

Uses: Jobs, Neo-Anarchist activities, Buying and Fencing gear

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

Contact: Commlink

Peace Man
Fixer
Male Ork
Connection Rating 3

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

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

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Peace Man
Fixer
Male Ork
Connection Rating 3

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

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Contact: Commlink



When your SIN runs hot, it's time to talk to Eddie. An identity specialist, Eddie provides fake SINs and passes to anyone with enough money. Most of the time he runs his business in the meat because he doesn't trust people buying his services to cover their tracks. You send the cred to a certified account or do a dead drop in a subway locker, and he gets a packet with SIN and relevant information to you a few hours later. The only guarantee he makes is that it will last through the first transaction. Whatever happens after that, is on you.

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Eddie Stephens

ID Specialist
Male Human

Connection Rating 3

B A R S C I L W I P
? ? ? ? 2 5 5 4 1

Key Active Skills: Cracking: 4; Disguise: 2; Electronics: 4; Etiquette (Street):2 (+2); Forgery: 5; Negotiation: 2

Knowledge Skills: Bureaucracy Hacks: 5; Matrix Hangouts: 3; Police Procedures: 3; SOTA Identification Technology: 5

Uses: Fake SIN creation and modification

Places to Meet: Raves, Clubs, Matrix chatrooms

Contact: Dropbox in Terminal

Eddie Stephens

ID Specialist
Male Human

Connection Rating 3

B A R S C I L W I P
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Formerly a CorpSec guard for one of the big players in town, Mara knows who is shooting whom and why throughout most of New York City. She works as an independent security consultant on office buildings and highrises. Don't ask her to sell you information about a system she consulted on, but anyone else's systems are fair game. Her curiosity and desire to understand how things work drives her to experiment with system design. Deep bonds of trust and faith take a long time to build with her.

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Mara Blaine
Security Consultant
Female Elf
Connection Rating 2

B	A	R	S	C	I	L	W	IP
?	?	?	?	4	4	4	4	1

Key Active Skills: Cracking: 4;
 Electronics: 3; Perception: 2

Knowledge Skills: Breaking and Entering Techniques: 4; Corporate Rumors: 4; Security systems: 5; Security Procedures: 3

Uses: Security system information, corporate rumors

Places to Meet: Cybercafes, Uptown restaurants, Cop bars

Contact: Commlink

Mara Blaine
Security Consultant
Female Elf
Connection Rating 2

B	A	R	S	C	I	L	W	IP
?	?	?	?	4	4	4	4	1

Key Active Skills: Cracking: 4;
 Electronics: 3; Perception: 2

Knowledge Skills: Breaking and Entering Techniques: 4; Corporate Rumors: 4; Security systems: 5; Security Procedures: 3

Uses: Security system information, corporate rumors

Places to Meet: Cybercafes, Uptown restaurants, Cop bars

Contact: Commlink

Mara Blaine
Security Consultant
Female Elf
Connection Rating 2

B	A	R	S	C	I	L	W	IP
?	?	?	?	4	4	4	4	1

Key Active Skills: Cracking: 4;
 Electronics: 3; Perception: 2

Knowledge Skills: Breaking and Entering Techniques: 4; Corporate Rumors: 4; Security systems: 5; Security Procedures: 3

Uses: Security system information, corporate rumors

Places to Meet: Cybercafes, Uptown restaurants, Cop bars

Contact: Commlink



PLAYER _____ DATE ____/____/____
 CHARACTER _____ LOCATION _____

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

PERSONAL INFO

TABLE LEVEL

SRM03-00 Everyone's Your Friend

Sometimes following up on a job really means following. You've been hired to track down an old acquaintance who's fled across the continent.

Lin Yao

escaped.
 was killed.
 was returned to Denver.

Other Notes on Reverse

SYNOPSIS

MISSION RESULTS

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

- Neo-Anarchists

Character Improvement	Karma Cost

TEAM MEMBERS

AFFILIATIONS

ADVANCEMENT

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

Street Cred _____
 Notoriety _____
 Public Awareness _____

- Eddie
- Mara
- Peace Man

KARMA

REPUTATION

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

GM's Name _____
 GM's Signature _____

NUYEN

VALIDATION


CONTACTS/SPECIAL ITEMS GAINED OR LOST

DEBRIEFING LOG



PLAYER _____

CHARACTER _____


JUNE	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
MAY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
APRIL	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK
MARCH	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
FEBRUARY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
JANUARY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK

CALENDAR



PLAYER _____

CHARACTER _____

DECEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
NOVEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
OCTOBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK
SEPTEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
AUGUST	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		
JULY	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR		FREE WEEK

CALENDAR

