



MISSIONS

MATERIAL

JACKKNIFED!

SRM3-06: Jackknifed Credits

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SRM3-06: Jackknifed

INTRODUCTION

SRM03-06 Jackknifed is a Shadowrun Missions campaign adventure. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM03-06 Jackknifed 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

SRM03-06 Jackknifed 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 *SRM03-06 Jackknifed* (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 20th Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily 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, *SR4A*). 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.

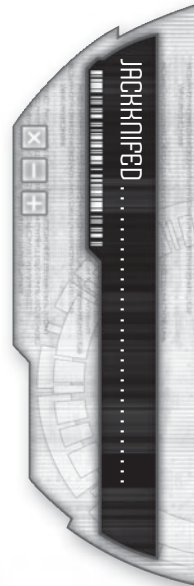
Affiliation Betrayal

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>SR4A</i>)
2	Use stats for Red Samurai Lieutenant (p. 283, <i>SR4A</i>)
3	Use stats for Tir Ghost Lieutenant (p. 283, <i>SR4A</i>)
4	Use stats for Combat Mage (p. 99, <i>SR4A</i>), Enforcer (p. 102, <i>SR4A</i>), or Gunslinger Adept (p. 104, <i>SR4A</i>)
5	Use stats for Combat Mage (p. 99, <i>SR4A</i>), Enforcer (p. 102, <i>SR4A</i>), or Gunslinger Adept (p. 104, <i>SR4A</i>) with a +2 bonus to all dice pools.
6	Use stats for Combat Mage (p. 99, <i>SR4A</i>), Enforcer (p. 102, <i>SR4A</i>), or Gunslinger Adept (p. 104, <i>SR4A</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

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted 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 (p. 265, SR4A).

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

Finally, 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.

ADVENTURE BACKGROUND

Kenji Vlastimil was a research biologist. His work was interesting, he made his own hours, and he was well-rewarded. For his efforts Aztechnology made him the manager of a small quality assurance research department that tested new food products before final approval. Despite this, he was not happy. Like his father and siblings, he was dedicated to AZT. Unlike them, he was frustrated in his climb up the corporate ladder.

The promotion to his current position seemed to be a step down. He found his department moved to an all but unknown AZT subsidiary, Nutritional Research Associates (NRA). Worse, his department was little more than a rubber stamp. They approved or rejected products based on what their betters told them. He felt betrayed by his beloved company. For some reason, they withheld his deserved rewards.

While Kenji was angry, he wasn't stupid. He heard the rumors and saw the blood sacrifices. So he performed his duties and fumed silently.

Meanwhile, Pulaski Food Technology Corporation, a local 'A'-rated corp was looking for their big break. Their numbers had slumped, things looked bleak. Several months ago, Pulaski learned of Kenji's situation. They wooed him slowly, learned his likes, assuaged his ego, and made oblique promises. It took surprisingly little to turn Kenji.

His help proved invaluable. He was able to point their research in the right direction, keep them from making costly mistakes, and jumpstart several projects. However, to move up in the world, Pulaski needed something big.

Two months ago, Kenji's unit began final testing on a new soy protein substitute. While experimental, it might compete with

current market technologies. If the data was correct, mass production would be cheaper. Pulaski *needed* a sample. Unfortunately, Kenji's team was required to sign for every grain.

But there was an out. If Kenji's department were unable to reach a consensus, the product would be retested at a different facility. Moreover Kenji, as head of the department, would make the arrangements.

Kenji saw to it there wasn't a consensus and dealt with the red-tape. He ensured his work couldn't be faulted. Then, he sent details of the transfer to Pulaski.

It took Pulaski twenty-four hours to plan the theft. Half an hour after leaving the facility, the driver's Gridlink system was hacked. Following those directions, the driver would arrive at a secluded meeting place. There, shadowrunners hired by Pulaski would take the truck and eliminate the driver.

Unfortunately, what neither Pulaski nor Kenji accounted for was Louis Chalupnik. Louis had recently been promoted from E-Z Cab Inc. This was due to his impressive on-time record, resolve under pressure, and almost encyclopedic knowledge of NYC streets.

As the adventure begins, Chalupnik realizes something is wrong. If he doesn't act, his on-time record, and future breathing prospects, could be jeopardized.

PLOT SYNOPSIS

Rarely do employment opportunities come to you, but you shouldn't look a gift job in the mouth, or something like that. 'Course, most times the bad guys don't know you're coming. This time, you get the short end of the stick. Just protect the package until it arrives and pick up your pay. Right?

In this adventure runners guard a tractor-trailer full of soy protein. By coincidence Mr. Johnson, Louis Chalupnik, is driving behind the runners underneath the Bronx. There he notices GridLink is sending him to a dangerous part of town. Moments later it loses signal in an old tunnel. Before anyone can react the runners' vehicles crash. A blockade has been erected by gangers hoping to make a quick score. Worse, Louis' truck gets stuck in the narrow passage, cutting off retreat. Seeing the runners fight the gangers, Louis hires them to defend the truck. He uses the money in his pocket and the promise of rewards from his boss.

While defending the truck, runners must help Louis's truck make a comm call; drive off or kill a well-trained shadowrunner team; negotiate with do-gooders; and (hopefully) figure out what's really going on. They have to accomplish this without heavy gear, a matrix signal, or control of the truck.

TUNNEL RATS

SCAN THIS

Runners are ambushed in a tunnel underneath the Bronx. Caught during their 'down time,' they'll have to improvise.

TELL IT TO THEM STRAIGHT

Just another crappy, acid-rainy, day in the shadow of *the* corporate playground of Manhattan. To make matters worse, your latest Mr. Johnson's decided to meet in the back of his moving Nightsky. Apparently he's got security issues. Plush digs no doubt, but it does make for cramped quarters..



Ten minutes later, you're in the underground, traveling on some disused road that Mr. Johnson assures you will keep Gridguide from blabbing your whereabouts.

Then it happens. A flash up ahead followed by a fireball that fills the tunnel. The limo crashes headlong into something, but the safety equipment saves you from serious injury. Behind, you hear the screeching of air-brakes and the grinding of metal. Something big crashes down on the roof of the car, nearly splitting the Nightsky in two. Mr. Johnson, or at least the part of him that's not pulpy, gurgles something unintelligible before his eyes go dead. Yup, it's going to be a crappy day alright.

BEHIND THE SCENES

For this scene, gamemasters should refer to the Throgs Neck Tunnel and Tunnel Close-up Maps (see Handouts 1 and 2). The runners are heading south towards Whitestone/Bayside.

The Throgs Neck Tunnel was built to replace the old Throgs Neck Bridge which was destroyed in the Quake. It is 3.3 km long with no vehicle exits. The ambush takes place a third of the way into the tunnel.

The explosion is the beginning of the ambush by the Rampers street gang. It releases debris that has been deliberately strung across the roof. Once down, it forms a barrier that runners' vehicle crashes into. Behind the runners is a tractor-trailer that skids diagonally behind them. The driver tries to back out and wedges the truck in the tunnel.

There is plenty of cover from the limo, debris, and side barricades. There is no ambient light and no Matrix signal; the tunnel is a dead zone. The only detectible nodes are nearby commlinks and the truck's secured node.

The Rampers (use Halloweeners Street Gang, p. 282, *SR4A*) claim this section of tunnel. Their leader, an anti-social dwarf nicknamed Shark (see *Cast of Shadows*), planned to extort a toll. However, when Shark sees the truck he changes his mind. He plans to take it and eliminate any witnesses. Anyone who doesn't flee becomes a target.

Currently there are 3 + (TR*2) gangers in the tunnel. The gangers wear goggles with thermographic and smartlink mods stolen during a previous ambush. In addition, Shark's brought along (TR/2) pet Hell Hounds (p. 300, *SR4A*).

Their tactics are simple. Shark's pets goes after any opposition. The gangers use cover and snipe at the Hell Hounds' targets. Then, they pick off everyone else. Shark won't surrender, and goes berserk if his pet(s) are killed. The gangers fight until Shark is eliminated or the runners prove a serious threat.

At TR 3+ the gangers have a backup plan. They've managed to secure several Flash-Paks which they aim toward anyone fighting back. At TR 4+ they also have four CS gas grenades along with half a dozen gas masks. At TR 6 they have two fragmentation grenades. This can be problematic if the tunnel is damaged (see below.) The truck's rigger Louis Chalupnik (see *Cast of Shadows*) also fights. Initially, he stays in the truck, but once the gangers start putting holes in it, he shoots back.

Due to ancient contractual disputes (specifically which borough was financially responsible for the tunnel) NYPD Inc. ignores the tunnel. Worse, because of safety concerns for workers, GridGuide and wireless were never installed. Regardless of the firepower used, no law enforcement investigates.

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 only after the corporations learn of their whereabouts in *Can you hear me now?* 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: The shipment is intriguing. Get a sample and deliver it to us.

Aztechnology: It is vitally important that we know exactly where the grain is. Give us a thorough report on exactly who gets the shipment and where it goes.

Horizon: We've been looking for a specimen of these Nezumis, bring us one alive and in good health.

NeoNET: While you negotiated with that Neo-Anarchist, his muscle spoke a great deal. We want you to deliver any trid you have that has him speaking.

NYPD Inc.: We need to ramp up the public's fear of gang problems. Get us all the trid you have that show the Rampers' attacking SINners.

Renraku: The truck's node is state-of-the-art. Make sure no one hacks into it.

Saeder-Krupp: We've heard GMC hand-built this particular truck. If so, we want a look at it. Take control of the truck and deliver it (with or without the trailer) to S-K operatives.

Shiawase: Renraku built the node for this truck. Hack it, get details, and deliver them to Shiawase.

Spinrad: Shark's pets are intriguing; bring us one of them, preferably alive.

Neo-Anarchists: Find some way to give the grain to the SINless

Urgent Message ...



JACKKNIFED



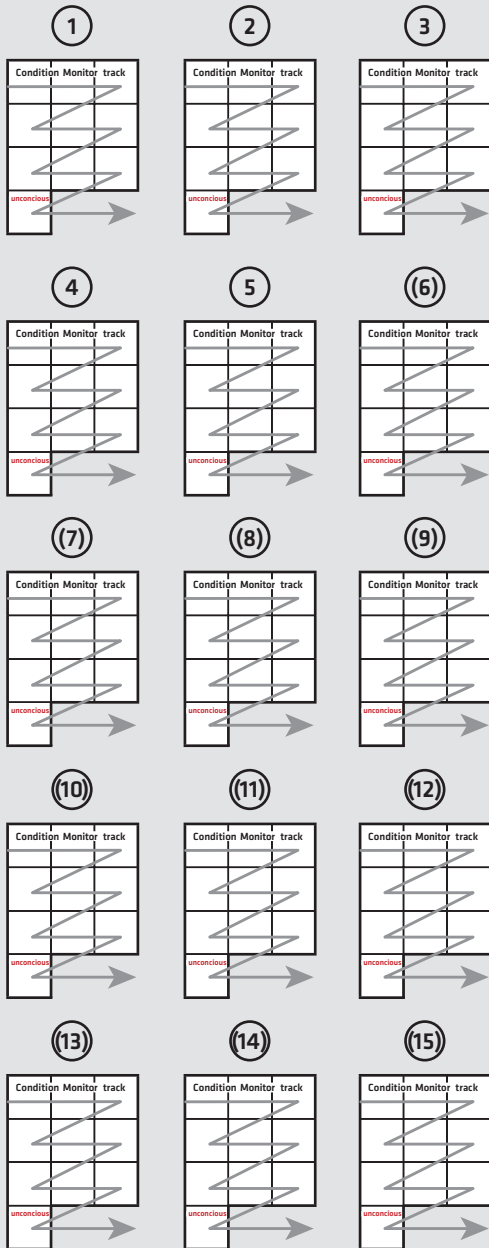
SHARKS GANGER

Body 3 Agility 4 Reaction 3
 Strength 3 Charisma 2 Intuition 3
 Logic 2 Willpower 2 Magic —

Initiative 6
 Initiative Passes 1
 Armor B/I 6/4

Group Edge: (TR)
 Close Combat Group 3
 Pistols 2
 Automatics 2
 Ares Predator IV

[hvy pistol, DV 5P, AP -1, SA, Ammo 15 (c), smartgun]
 Hand razor [melee, 3P]
 Knife [melee, 3P]

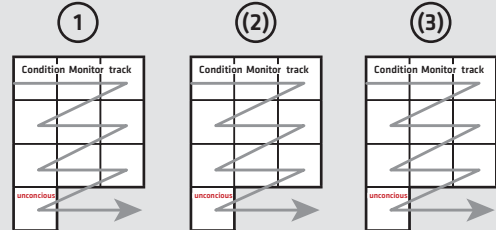


NYPD LIEUTENANT

Body 4 Agility 4 Reaction 5
 Strength 4 Charisma 3 Intuition 4
 Logic 2 Willpower 3 Magic 3

Initiative 9
 Initiative Passes 3
 Armor B/I —

Dual Natured, Fear, Immunity to Fire
 Bite [melee, 4P]
 Fiery breath [exotic ranged, DV 3P(fire), AP -half]



PUSHING THE ENVELOPE

If the fight is too one-sided, gamemasters can have Devil Rats (p. 292, *SR4*) begin show up for a feeding. They begin with corpses but quickly move on to anything edible. Runners could face simultaneous threats, unsure footing, or surprise attacks.

DEBUGGING

If questioned, the gangers readily talk. If time is not an issue, the gangers could ask runners to eliminate Shark's other pets (since he is no longer controlling them).

If runners or gangers use heavy munitions, they risk damaging the tunnel. At gamemaster's discretion, damage can be compared to the wall's barrier rating (AR 24, SR 17). Exceeding this will cause small leaks which can take hours or days to become problematic. Doubling the SR will cause a significant leak which could threaten the structural integrity of the tunnel. Effects are left up to individual gamemasters.

HASTY NEGOTIATIONS

SCAN THIS

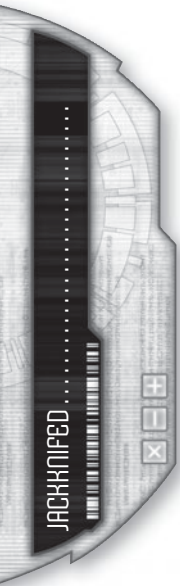
Louis Chalupnik hires the runners to protect his truck until the cargo can be safely delivered.

TELL IT TO THEM STRAIGHT

Dust settles in the tunnel and the only noises you hear are echoes far away. Even if those gangers hadn't shot large holes in your cab, the barrier it crashed through did a thorough job.

On the walks above the side barriers are a few doors placed roughly 100 meters apart. They're metal and a bit rusty but seem solid enough from here. So, getting out means a klick and a half walk back the way you came or a two klick walk south. That is, if the devil rats around here aren't too big.

Nearby, someone clears their throat. The driver who stayed steps forward, his empty hands held low and away from his body. He clears his throat once again for good measure, or maybe he's just nervous.



His accent thick with the 'old country' he once called home, he asks, "You got a minute?"

BEHIND THE SCENES

Louis Chalupnik (see **Cast of Shadows**) is in trouble. He believes his GridGuide has been hacked. His delivery is late, and his truck is damaged. But things could get worse if someone steals his cargo. That won't happen, not when he watched the runners defeat the street gang in short order.

Louis gets straight to the point. He has a 500¥ certified credit stick the runners can have right now if they help him. However, he ruefully notes that he's used up a bit so it only has 487¥ currently. However, when they negotiate a full price (see below), his supervisor will honor their agreement as he is ultimately responsible. He promises to contact his boss once they're out of the tunnel.

He begins with what he wants the runners to do. First, they must guard the truck. Next, they need to help get it moving again. Finally, they need to protect the cargo until it's delivered.

Guarding the truck is straightforward, runners make sure no one comes near or hacks it. Given there is little here but gangers and devil rats, runners shouldn't have many problems.

Getting it moving again is more difficult. The truck is damaged but operable. Unfortunately, the truck's node reports accidents before moving (as a deterrent to shadowrunners). Because of the dead zone, the truck is stuck waiting for signal. In addition, anti-tamper software ensures that if hacked, the vehicle locks down. So he doesn't want runners to hack it (if they fail he is stuck). Since the truck can't get to the Matrix, the Matrix must come to it.

Finally, Louis wants the shipment protected until delivery. If his GridGuide was hacked, someone is waiting for it. The runners' presence could deter would-be thieves.

Louis offers an additional 500¥ + (500¥*TR) per runner. This shouldn't take long and the risk of harm is low. This is subject to an opposed Negotiation Test, with an increase of 250¥ per net hit, to a maximum of 10 net hits. If runners are concerned his boss will not honor the agreement, Louis states he has enough nuyen saved to cover 3/4 of their bill.

Louis can provide the following details. He was recently hired, so he only knows his boss' last name (Vlastimil). He works for NRA. He doesn't know exactly what the cargo is, but it's probably food of some kind. He suspects his GridGuide was hacked because he knows NYC pretty well. The best route doesn't involve this tunnel. In addition, he's pretty sure the final destination (21505 41st Ave., Queens) is an old tenement complex, not a research facility.

PUSHING THE ENVELOPE

Even if they were used above, Devil Rats could show up in the middle of the negotiations and begin eating the truck's tires. While it has run flat tires, the rats will consume enough to make the tires useless. If so, they won't be going anywhere.

DEBUGGING

Runners may be unwilling to get involved since the money is not guaranteed. However, the black market value of the truck and cargo is more than they were promised. If Louis' employer doesn't pay, runners can always take both in trade.

Alternately, runners may consider taking the truck and selling everything. Anyone attempting to hack the truck's node could be given a Computer + Logic (TR) Test to determine the node has the kind of programming its owners will not simply write off.

If the runners still take the truck, the adventure plays out as normal with the Pulaski runners attacking the team, but without Louis.

To get the truck moving runners have to use one of the solutions described below (see **Car Phone**) or move/tow it themselves. Because the truck and its cargo weigh approximately 51,000 kg, moving it requires a Strength + Body (42) test to free it. Alternately, runners may decide to steal another semi and use it to tow the trailer. An Automotive Mechanic + Logic (TR) test allows runners to successfully disengage the trailer.

CAR PHONE

SCAN THIS

Runners have to get the truck moving again. However, until it calls home, it refuses to go anywhere.

TELL IT TO THEM STRAIGHT

While he may be new to the game, Mr. Johnson's first order of business is as tough (and ridiculous) as they come. You have to get this truck moving again without hacking it. Apparently Mr. J's quite loyal to his corp. How refreshing.

He may be a capable driver and he can handle himself in a firefight, but he's fresh out of ideas when it comes to this. Given his age, he remembers plugging wires into his head to get online. And since you forgot to bring 10 km of network cable, you're going to have to get creative.

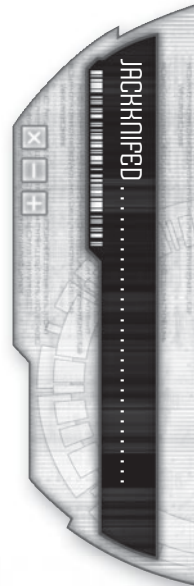
BEHIND THE SCENES

There are at least three ways runners can solve this problem. They can hack the truck against Louis' wishes, they can spoof the node, or they can bring the signal into the tunnel.

Runners may assume it's easiest to hack the truck. However, going against Louis' instructions risks their pay and potential harm. The truck (GMC Hauler with trailer, p. 110, *Arsenal*) is not a standard tractor-trailer. It was designed to haul top-secret material to and from testing facilities. Both the truck and trailer have been heavily modified.

Louis is aware of most of its defenses. However, he has no experience with weapons systems and has never driven a truck. Kenji assigned him to ensure a skilled combat rigger wasn't aboard. Louis knows about the passcode in his commlink but is unwilling to reveal this because he fears runners may use the information to harm NRA. In addition, the steering wheel of the truck has genetic sensors which ensure that Louis is the only one driving; Louis is unaware of this.

Alternately, if runners can spoof the call, the truck will start toward its destination again. The first problem is impersonating people with the right credentials. To do that, runners have to examine icons in the NRA Node. Getting to the signal is described below. Finding the NRA Node requires a Data Search (6, 1 Minute) Extended Test. Then runners can perform a Matrix Perception Test to get the proper access ID. Runners will need to find two different individuals on the node, one of whom must



THE TRACTOR-TRAILER

The truck has been equipped with the following modifications (p. 105-106, 131-147, *Arsenal*) Pilot Program, Run Flat Tires, Anti-Theft System, GridLink, Rigger Adaptation, and a Weapon Mount (Normal, Concealed, Flexible, Remote Controlled) for an ArmTech MGL-12 grenade launcher with CS gas grenades

The trailer has been equipped with the following modifications, Run Flat Tires, Anti-Theft System, and Personal Armor (10, around cargo).

In addition, a state of the art node ensures the integrity of the testing sample and maintains the security of the vehicle. If a hack or other intrusion is detected, the truck defends itself.

NODE: Tractor-Trailer**Sculpting:** Research Lab**Authentication:** Linked Passcode and Passkey**Privileges:** Restricted.**Attributes:** Firewall 5, Response 2 + (TR/2), Signal 1, System 2 + (TR/2)**Spiders:** NONE**IC:** Watanabe Electric Kitsune (Rating 3), Renraku Oniwaban (Rating 3)**Resident Programs:** 2 + (TR/2), Pilot (Rating 2 + (TR/2))**ARC:** System Reboot

have security-level access. Currently the truck is trying to report the accident to the security system (which entails a -3 modifier). Then the truck will request re-routing instructions.

Finally, runners may opt to bring the signal to it. The signal is just a couple of dozen meters of water and ferrocrete above their heads. The most obvious way to get it is to travel down the tunnel either direction. That will eventually allow them to climb to the surface.

To get out of the tunnel, runners need to go 1.3 km north, or 2 km south. There are dozens of packs of Devil Rats down here. They attack at random but are quickly driven off. Within the packs are two Nezumi (p. 192, *Running Wild*). They immediately go to work on any open nodes they find. In addition a Dzoo-noo-qua named Tunnel Bob (see **Cast of Shadows**, below) hunts in The Underground. He is quite cunning, using the cramped quarters to surprise its prey. Once runners find signal, they have to get it to the truck.

The Throg's Neck Tunnel's thickness and depth block outside wireless signal, and its composition (a uniquely flexible and porous ferrocrete not in use currently) absorbs signal inside. In the tunnel, signal attenuation (p. 62 *Unwired*) is 1 + (TR/2) When the signal makes it into the tunnel, the Nezumi attack Active nodes randomly. If not stopped, they make them unusable.

Runners can avoid the long walk by using the emergency exit. It's located in the maintenance shaft marked 'Emergency Exit' on the Crash Site Map. But first, they must find it. Gangs and neglect long ago removed any signs.

Maintenance doors are locked with non-electronic dead-bolt locks, Rating (1+TR/2). Runners must pick it or destroy the door (metal security door, AR 8, SR 9). Inside they find gauges and sensors, all inoperable.

The emergency exit is a 1 m wide vertical shaft. Inside, runners find a ladder leading up. Half way, they find a body wedged into the shaft. It is little more than bones and cyber, but a Medicine + Logic (TR) reveals it's the corpse of a dwarf rigger. Its equipment is far out of date. A Computer + Logic (TR) reveals it would have been state of the art in '64. Everything is powered down and must be recharged to examine. The system is pre-Crash 2.0 so a Hacking + Logic (TR/2) roll gets the runners in. The corpse belongs to Lilia 'ToeJam' Tarjan. She was on the run and came to The Underground to hide. She left her drones above to cover her exit but slipped and fell. At TR 2, her corpse has a deadman switch (DR TR) rigged to set off a CS Gas grenade if disturbed. At TR 4 the grenade is Fragmentation. At TR 6 it's High Explosive.

Cause of death is not immediately apparent. A Medicine + Logic (TR) reveals a broken neck. Getting past requires dislodging the body (sending it plummeting to the bottom) or climbing around it (a Climbing + Agility (TR+1) Test).

Once past, runners climb into the new sewer system (see Sewer Map). A large grating collects debris and blocks progress north, but south is navigable. Runners will notice an antiquated MCT Hachiman (use Wuxing Crimson Samurai stats, p. 123, *Arsenal* armed with an Ingram White Knight LMG) sitting in the effluence. It appears to be non-functioning. In actuality, it's using an old electrical socket to recharge. A Perception + Intuition (TR+1) Test reveals the truth. Its last orders were to block the exit tunnel. Runners can leave but it attacks when they return.

Time and rebuilding efforts make navigation difficult. To follow the sewer (the easiest route out) runners must make a successful Navigation + Intuition (TR) test. After a 35 m walk runners find an exit. Once they have removed the manhole cover (in a back alley of rundown area in the Bronx) they find signal.

Unfortunately, the tightly packed machinery in the sewer interferes with wireless signal. Signal attenuation in this area is 2 + (TR/2).

PUSHING THE ENVELOPE

If the runners are moving too quickly, a gang of Goblins (see **Cast of Shadows**, below) who've been eating the Dzoo-Noo-Qua's scraps, could be added. For tougher opposition a Goblin Adept or Mage (see **Cast of Shadows**, below) can also be added.

DEBUGGING

Groups without a rigger or with fewer PCs may find getting signal difficult, especially if they don't find the escape tunnel. Runners may be unaware the taxis are useful. Runners could learn the PANs are still active. An Automotive Mechanic + Logic (TR+1) roll could extricate the PAN, allowing the runners to bounce signal off them. Alternately, if stuck, Louis could suggest using the taxis.

If the emergency exit hasn't been located, Peace Man (see **The Metahuman Cost**, below) could show up early. He could offer its location as a goodwill gesture.



INCOMING FEED.....



JACKKNIFED

THE METAHUMAN COST

SCAN THIS

While dealing with the truck, a familiar face tries to convince runners to do something for the greater good.

TELL IT TO THEM STRAIGHT

Guarding the truck has been difficult. Louis mentioned devil rats might come sniffing around for a free meal. But, he must have been unaware of how tenacious they are, and how many there are. For some inexplicable reason, they seem drawn to the truck. Three times already they've come out of the darkness, hell-bent on getting into it.

Kicking the latest barrage of corpses out of the way, you spot movement coming up the tunnel from the south. The lights are on. But it's far enough away that they aren't blinding. It appears to be a mini-van of some kind. However, given the soot-cloud spewing from it, it's difficult to tell where it ends. It stops at a safe distance and there appears to be some movement within.

Somewhere behind you, Louis coughs nervously. Suddenly, your commlink begins frantically buzzing.

BEHIND THE SCENES

Charles 'Peace Man' Stoddard heard about the attack on the truck (and its possible contents). He wants to negotiate with whoever has it. After all, there are plenty of hungry SINless who can use the food.

He arrives in his rusted out '22 VW Bus. It has manual controls (the few electronic controls it did have were long ago removed) and no PAN. In places, it is held together with duct tape and bailing wire. However, it appears different on the astral plane. Many years ago, Peace Man's father painted it with bio-active pigments. When viewed astrally, the van appears swathed in psychedelic colors and symbols.

When the runners pick up the comm call, Peace Man greets them with his usual salutation ("Peace, man."). He is aware of the Rammers' attack and the truck's cargo, but he was unaware the runners were involved. Their presence makes negotiations that more important (He needs to steer them away from being "corporate stooges"). He knows the tunnel is a dead zone, so he's certain runners haven't checked things out themselves. If they're amenable, Peace Man and one of his friends, 3V (see **Cast of Shadows**, below), want to chat.

Runners can make whatever scans they feel necessary. Peace Man promises 3V will only bring one weapon (an Ares Predator) openly displayed. He mentions 3V is security conscious.

Peace Man wants the grain, but he won't take it by force. He may need the runners in the future. Plus, he doesn't want anyone going to the corps if he can help it. So, first he asks runners for details of their employment. He looks for a loophole so runners can walk without losing face. If that doesn't work, he moves on to the contract itself.

Runners have no assurance they'll get what they are owed. Peace Man will pay them right now. He argues that since no one outside this tunnel knows about the contract, it can stay a secret.



Next, he discusses Louis' trustworthiness. Most likely, runners have not checked his story. Peace Man tells them what he knows (Runners can verify this through Legwork).

Peace Man learned about a suspected GridGuide hack earlier today. Prior to the 'hack' there'd many local requests for info about this type of truck, its defenses, etc. He's also heard NRA is having problems meeting deadlines.

He believes they are hijacking their own vehicle to buy time. In his opinion, NRA does not want the shipment back. They intend to kill everyone to cover their incompetence.

If Peace Man is still unsuccessful, he loses his temper. He begins a heated rant about the evils of corporate life and how they'll grind runners into paste to suit their needs. He works himself into a frenzy and is restrained by 3V.

Embarrassed, he apologizes and excuses himself. At that point the runners are free to continue.

PUSHING THE ENVELOPE

To increase tension in the scene, gamemasters can use another tactic. Peace Man's brought an army of vehicles and SINless to move the grain. The bulk of his workforce is outside. However, Peace Man isn't alone. He handpicked three assistants who could impact negotiations.

The first, Ludovico '3V' Hendrickson is a former company man. He accompanies Peace Man to the negotiations. He grumbles under his breath (loud enough for runners to hear) about the dangers of being 'owned' and how they'll end up paying their souls for 'safety and security.'

The second, Jana Jaiden, is a female Ork and the mother of seven children. During negotiations, she shouts that her kids are home getting hungry. If they can't get this food, she needs to search elsewhere.

The third, Gabriel Robertson was a SINless working stiff. One night, while in his rathole apartment, an errant shot eliminated most of his capability for reason. The shot came from an S-K strike team that never bothered to see where the shot had gone. Ten minutes after Jana complains, he gets out of the truck to stretch his legs and (not knowing any better) walks up to get a closer look. Peace Man uses this as an opportunity to tell the runners how 'Gabe' got the way he did.

DEBUGGING

It's possible runners won't answer their comm units. If Peace Man can't get through, he steps slowly out of his van and approaches them.

It's also possible runners could fire upon Peace Man and his comrades. If so, Peace Man and 3V try to get away. Peace Man tries not to kill anyone but 3V isn't so generous.

Alternately, runners may try to sell out to the highest bidder. Louis already said his piece and expects runners to follow through. Peace Man negotiates as he would have at the end of the adventure (see **Renegotiation**, below).

If runners sell out to Peace Man, he realizes the grain will never fit in the vehicles he's brought. He makes runners' pay contingent on getting the grain someplace safe. Thus, runners must move the truck. Once out of the tunnel, continue the adventure as normal, omitting references to Louis.

CAN YOU HEAR ME NOW?

SCAN THIS

Once runners have Matrix signal, they can check Louis' story. Along the way they might learn all is not as it seems.

TELL IT TO THEM STRAIGHT

That short break from the 'Trix is a sharp reminder of how integral it is to life in the 70's. But your efforts paid off. PANs in the area chirp to life, broadcasting all manner of information. It's almost eerie how quiet it was a moment ago.

BEHIND THE SCENES

This scene can take place at different times or places. Runners may be standing on surface streets after climbing out of the tunnel (see **Car Phone**, above), may have started negotiations with Peace Man (see **The Metahuman Cost** above), or may already be on their way to the drop off (see **Runnin'-n-Gunnin'**, below). Gamemasters are encouraged to improvise as necessary.

Runners may have questions about The Throg's Neck Tunnel, The Rampers street gang, Shark, Mr. Johnson/Louis Chalupnik, Louis' Bank Account, Mr. Vlastimil, Nutritional Research Associates, Peace Man, or the suspected GridGuide hack. If so, consult **Legwork**.

PUSHING THE ENVELOPE

Time constraints will increase difficulty of this scene. Gamemasters can limit the information runners can request, the calls they can make, or who they can speak to.

Depending on the circumstances, Gamemasters can punctuate the legwork with devil rat, Dzoo-Noo-Qua, or drone attacks (see **Car phone**, above); impatient negotiators (see **The Metahuman Cost**, above); or hijackers (see **Runnin'-n-Gunnin'**, below).

DEBUGGING

It's possible through bad luck, poor combination of characters, or simple forgetfulness, that runners don't get enough information. The adventure still plays out and runners can still succeed. However, if gamemasters feel they need extra help, a successful Memory (TR) Test could earn runners a hint.

RUNNIN'-N-GUNNIN'

SCAN THIS

Runners get the truck moving again and head toward the drop off. However, the fix is still in and the runners are on the hook.

TELL IT TO THEM STRAIGHT

Apparently the truck has made contact with its home node. Whatever information might have been exchanged, it seems to have worked as, without preamble, the truck rumbles back to life. Louis nods his satisfaction. Climbing into the cab, he motions for you to follow. Now the only question is who rides shotgun?



BEHIND THE SCENES

If they haven't discussed positioning before, Louis waits only a short while. He still has a schedule to keep. If runners deliberate too long he'll rush them. He insists on driving and can't be dissuaded. If runners somehow get behind the wheel, the gamemaster should remember the linked passcode (see *The Tractor-Trailer*, p. 8) embedded in the steering wheel.

Once above ground, Louis relaxes. He chit-chats about places he's been and local trivia. Louis knows almost as many details about NYC streets as GridGuide. If reminded, he calls Mr. Vlastimil regarding the runners' money. That's when he notices something is wrong with the vehicle. He has just enough time to mention it before he is shot in the head.

This is the beginning of the Pulaski shadowrunners attack. When the truck failed to arrive on schedule, they improvised. Heretic (see **Cast of Shadows** below) kills Louis while the rest of the team follows the truck in their GMC Bulldog Step-Van (p. 351, *SR4A*). Breeze (see **Cast of Shadows** below) has notified Kenji Vlastimil to override the node's ARC. Thus, for the remainder of the adventure, the truck's node will not reboot. While he hacks the truck, Omega, Block War, and Andrew (see **Cast of Shadows** below) provide protection. The node has a short broadcast range (see Node Attributes in **Car Phone** above), so they have to stay close.

Heretic has time for only one shot before the truck passes her. If she notices runners inside, she informs the recovery team. Whether the runners are spotted or not, Breeze opts for discretion. The van stays behind the truck and directs it to the Pulaski facility (near Syosset, NY).

The truck will not shut down if hacked. However, runners must contend with Breeze. At TR 1, Breeze is already in the node but the IC is attacking him. At TR 2 Breeze and the PC hacker begin hacking the node at the same time. At TR 3, he brings along a Fault Sprite (p. 242, *SR4A*, Rating TR) with two tasks. At TR 4, Breeze also has a Paladin Sprite (p. 155, *Unwired*, Rating TR) and each sprite has two tasks.

The direct approach requires finding the recovery team. An Electronic Warfare + Scan (9 + TR, 1 Combat Turn) Extended Test or Perception + Intuition (TR +2) Test reveals the vehicle immediately behind the truck. Unfortunately, shooting is difficult. Runners are in a moving vehicle (-3 modifier) and the van has good cover (-4 modifier). Climbing onto the trailer reduces the cover penalties, but requires runners to make Climbing, Running, or Gymnastics (1 + TR/2) Tests to avoid slipping. The gamemaster should note that certain augmentations (Balance Augmenter, Balance Tail, Foot Anchor, etc.) and magic or adept powers (Gecko Crawl, Glue, Levitate, Rooting, etc.) can modify or negate such tests.

Omega and Block War plan on shooting runners on the trailer. However, once Block War sees them, he jumps to the truck for close combat. Omega leaves Block War to his fate and only shoots runners who shoot in her direction.

If unopposed, Breeze locks the doors of the cab and drives on. Since they were not hired to kill shadowrunners, Breeze leaves them for Pulaski to deal with. If runners do nothing, they have a pleasant 30 minute drive.

Unfortunately, if the PCs arrive at the Pulaski facility, they find (TR*5) CorpSec Guards (p. 282, *SR4A*) and (TR/2) Lieutenants (p. 282, *SR4A*). If overwhelmed, the guards call for heavy reinforcement. At TR 1 use five additional CorpSec Guards. At TR 3 use Red Samurai (p. 276, *SR4*). At TR 5 use Tir Ghosts (p. 276, *SR4*). All wear SWAT armor (p. 49, *Arsenal*).

Andrew observes them using Clairvoyance. If someone attempts to hack the truck, Andrew sends a Spirit of Man (Force 2 + TR/2) to attack the hacker/technomancer.

PUSHING THE ENVELOPE

The easiest way to increase the difficulty of the scene is to add obstacles. Highway signs, street lights, potholes, other drivers, and even wind shear can make the fight more challenging.

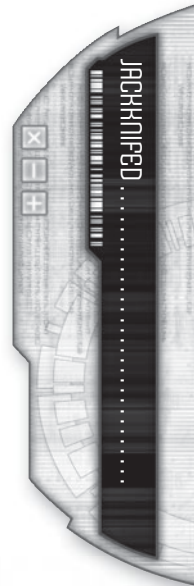
If the recovery team is falling quickly, gamemasters can have an errant bullet hit Andrew (if he isn't already shot). His DocWagon contract brings the DocWagon HRT team (use Combat Mage, p. 99, *SR4A*; Drone Rigger, p. 101, *SR4A*; Gunslinger Adept, p. 104, *SR4A*; and Street Samurai, p. 110, *SR4A*). They quickly assess the situation and fire on anyone shooting at the van.

Alternately, the shooting can attract the attention of go-gangers (use Halloweeners Street Gang, p. 282, *SR4A*) and a few of their lieutenants (use Halloweeners Lieutenant, p. 282, *SR4A*) who want to get in on the fun. They shoot randomly at both sides, get in the way of the fighting, and generally make a nuisance of themselves.

DEBUGGING

In games with only a few players, the recovery team could be overwhelming. There are two solutions. First, gamemasters can downsize the recovery team. Block War could fail his jumping roll or Andrew could simply be removed. Second, Peace Man's contacts can notify him (see **Renegotiation** below) earlier. Seeing an opportunity, he and 3V could help the runners.

If runners attempted to hack the truck and failed, this scene takes place in the tunnel. The recovery team steals a vehicle and drives up as Peace Man did (see **The Metahuman Cost** above). Heretic kills Louis, and the team attempts to intimidate the runners. They use their vehicle as a shield while closing in. Gamemasters are encouraged to improvise as necessary.



RENEGOTIATION

SCAN THIS

Peace Man and his crew followed the runners discretely. Now that it's over, he gives them one last chance.

TELL IT TO THEM STRAIGHT

No two ways about it. This sucks. Those bozos may be gone but who knows what friends they might have, or who else might be coming. Mr. Johnson is dead, and if Peace Man's right (for once) his own corp might have ordered it. So here you are with a fully loaded tractor-trailer and no payout.

BEHIND THE SCENES

Runners have a few minutes to consider their options. They could call Peace Man about his earlier offer, call Louis' boss (see below), or cut their losses and make a break for it.

Peace Man calls a few minutes later (assuming they don't call first). He is concerned about this run.. So he asked friends to watch for them. He apologizes for not intervening faster. But, he says, they are in no immediate danger. Recovery team survivors took off and haven't returned. There isn't a cop within 3 kilometers.

He wants to talk about the shipment. It appears he was correct about the run. Fortunately that works for both the runners and the SINless. He would like to continue their previous discussion. If they are amenable, he and 3V would like to meet again under the same security conditions described previously (see **The Metahuman Cost** above).

Peace Man initially offers runners 75% of Louis' agreement. This is subject to an opposed Negotiation Test with an increase of 5% per net hit, to a maximum of 5 net hits. If runners mention selling out to Louis' supervisor, Peace Man matches Louis' agreement with Negotiation yielding 100¥ per net hit, to a maximum of 5 net hits.

Additionally on an extremely good Negotiation Test (6+ hits), Peace Man offers a group bonus of 1000¥ + (500¥*TR) for pain and suffering.

As for the truck, it is too hot to keep. If runners want it they're welcome to it.

PUSHING THE ENVELOPE

Any of the recovery team survivors could call NYPD Inc. to tell them where the truck is. 20 NYPD, Inc. officers (use CorpSec Goons, p. 283, *SR4A*) and a Lieutenant (use CorpSec Lieutenant, p. 283, *SR4A*) could show up in an Ares Citymaster to get the vehicle and make arrests.

Alternately, if runners were rude to Peace Man or 3V, or if they glitched a social roll, he could offer them even less. After all, runners won't get paid if they don't deal. He could start out at 50% of Mr. Johnson's original price. Every net hit on the Negotiation Test would increase the percentage by 5% up to a total of 5 net hits.

DEBUGGING

Runners could call Louis' boss (Mr. Vlastimil) to resolve the problem. If so, he records their conversation and reports them to NYPD Inc. as the hijackers. Within 10 minutes, the NYPD, Inc. Citymaster shows up to arrest everyone. If runners refuse to deal with Peace Man, they are on their own.

If the gamemaster used go-gangers above, runners could be fleeing. If so, negotiation can take place via the Matrix. Peace Man knows a place he can get the truck that the go-gangers will not follow. The scene can then resolve normally.

PICKING UP THE PIECES

MONEY

Base pay from Louis is 487¥ plus 500¥ + (500¥*TR) per runner with an additional 250¥ per net hit on their Negotiation Test (to a maximum of 2500¥ bonus).

Peace Man pays either 75% of Louis' original offer, subject to an opposed Negotiation Test with an increase of 5% per net hit, to a maximum of 5 net hits. Or, if runners mention selling out, Peace Man matches Louis' agreement, subject to an opposed Negotiation Test with an increase of 100¥ per net hit, to a maximum of 5 net hits.

Additionally on an extreme Negotiation roll (6+ hits), Peace Man offers an group bonus of 1000¥ + (500¥*TR) for pain and suffering.

If runners try to fence the truck and trailer, gamemasters should use the following. Undamaged, the truck is worth 126,000¥ (+8,000¥ per TR above 1) and the trailer an additional 32,000¥. For each box of damage taken, subtract one third of the vehicle's value.

If runners sell the grain on the open market, its value is 80,000¥. However, there are few places that much grain can be sold in bulk. If so, runners can expect a visit from Aztechnology representatives who ask pointed questions about the grain's location.

KARMA

- 2 – Protecting the cargo
- 1 – Getting the truck moving again

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

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 discretely approach the PC at the end of the scenario and make an offer of 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.



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.

Ares: Ares Bravo assault rifle (as Ares Alpha, but with melee hardening and an attached vibrosword in place of the grenade launcher).

Aztechnology: Rating 4 directional jammer.

Horizon: Free access to an enchanting shop for as long as the affiliate works for Horizon.

NeoNET: Tata Hotspur with Luxury amenities and +4 concealed armor.

NYPD Inc.: IFF info (NYPD, Inc. smartguns will register affiliate as a friend when his commlink is in Active or Passive mode).

Renraku: Ares Vigorous assault cannon and the ability to buy 10 assault cannon rounds per month.

Saeder-Krupp: Parashield Skyspy.

Shiawase: Full custom cyberarm with STR and AGI at maximum for the affiliate's metatype

Spinrad: Three doses of K-10.

Neo-Anarchists: Free access to a Low-rating safe house in the Bronx with High Necessities and Security ratings.

REPUTATION

Runners who attack Peace Man or his crew earn one point of Notoriety. Runners who kill Louis and steal the truck earn a point of Notoriety after the recovery team learns about it. Selling out Mr. Johnson in this case does not earn the point because no one knows about the contract.

CONTACTS

Add Peace Man, or +1 Loyalty rating (max 4) if they already have him.

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 request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ * TR.

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

THE THROG'S NECK TUNNEL**Hits Information**

- 0 I ain't from around here.
- 1 Built after the Quake. Fell out of use when the Bronx went to hell.
- 2 Good shortcut but watch out for the Rampers.

THE RAMPERS STREET GANG**Hits Information**

- 0 Sounds like a tranny prostitute gang.
- 1 Street gang that hangs out in the underground near Throg's Neck Tunnel.
- 2 Their leader Shark, likes to focus on Corp-affiliated targets.
- 3 Tight with the Neo-A's. Do a lot of "freelance work," if you know what I mean.

SHARK**Hits Information**

- 0 Big fish, sharp teeth, probably extinct from all the crap in the water.
- 1 Current leader of the Rampers, likes to piss off corps.
- 2 He's got a lot of pets. Trains them himself.
- 3 Word is, he's an adept who has a knack for befriending animals

MR. JOHNSON/LOUIS CHALUPNIK**Hits Information**

- 0 Never heard of him.
- 1 Real name Louis Chalupnik, cab driver for EZ Cab, Hack license #AF74572B9474-8458S
- 2 Knew a cabbie named Louis. Knew every street in the city.
- 3 Recently promoted to fleet truck driver for NRA.

LOUIS' BANK ACCOUNT**Hits Information**

- 0 Bank access denied
- (TR) This account, after deductions, contains funds sufficient to cover approximately (3/4 of the runners' agreed-upon fee).



MR. VLASTIMIL

Hits Information

- 0 Don't recognize the name but probably Vory V. Zacone
- 1 Dr. Kenji Vlastimil, research biologist at NRA, has been there about a year.
- 2 Prior to NRA, the good doctor is a ghost.
- 3 Must have some experience though, he came in as manager of their largest QA testing division.

NUTRITIONAL RESEARCH ASSOCIATES (NRA)

Hits Information

- 0 Isn't that some kind of gun club?
- 1 Consumable products testing facility based in Paramus, NJ.
- 2 Perform most of the testing for local corps in the area. Weren't they somehow involved with that supposed GridGuide hack earlier today?
- 3 Have gotten a few complaints recently that testing has been slower for some clients.
- 4 Rumor is, NRA's landed a megacorp contract. No one seems to know who though.

PEACE MAN

Hits Information

- 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.

FREE YOUR MIND

Hits Information

- 0 Get lost, hippy.
- 1 420 Main St. Flushing. Sells crystals and New-Age stuff.
- 2 You can also find healing tesmasa there.
- 3 Owner sells 'natural' drugs (Mushrooms, Marijuana, Peyote, etc.) out of the back.
- 4 Neo-anarchists use it as a meeting place.

THE SUSPECTED GRIDGUIDE HACK

Hits Information

- 0 You couldn't pay me enough to hack that. Well ok, you could.
- 1 GridGuide Spiders were all atwitter earlier today, now that you mention it.
- 2 They traced an intrusion back to this place on Long Island. Shoulda sent a team but it never happened.
- 3 Apparently some NRA manager called 'em. He'd accidentally logged on from his girlfriend's.
- 4 The 'hack' originated at 21505 41st Ave., Queens.

21505 41ST AVE., QUEENS.

Hits Information

- 0 You got the address, you look it up.
- 1 It's an abandoned lot in the heart of a dozen or more uninhabitable tenements.
- 2 It's a great ambush site, favored of runner teams in the area.

CAST OF SHADOWS

SHARK

Shark is the undisputed leader of the Rampers. He got it by being able to take a beating longer than his opponents. He wasn't always the toughest, but he could take whatever the other guy could give. His 'pets' are his only love. He'd sooner sacrifice his goons than his pups. The other gangers know it, but Shark has been able to bring in the nuyen and drugs better and faster than ever before. Money may talk but so does the fear of waking up as the next chew toy.

Shark (real name Irwin Feigeinbaum) is a short, stocky ork (no matter what his physique might imply) who's always suffered from short-man's syndrome. His reputation as a badass is hard earned. He secretly fears finding someone who can get more times than he can. He likes to wear the most outrageous outfits possible, except when that gives his enemies the upper hand. After all, no one's accused him of fighting fair.

B A R S C I L W Ess M Init IP
6 3 5 4 3 3 2 3 6 4 8(9) 1(2)

Conditon Monitor Boxes: 11

Active Skills: Blades 2, Pistols 3, Unarmed Combat 3, Intimidation 3, Leadership 1, Survival 2

Knowledge Skills: Gang Turf 2, Gang Rituals 2, Animal Trivia 3, Animal Husbandry 3

Qualities: Ork, Adept, High Pain Tolerance (1), Deformity (Dwarf), Slight Prejudice (against Sapient Creatures).

Adept Powers: Combat Sense 2, Enhanced Reflexes 1, Animal Empathy 2

Gear: Forearm Snap-Blades, Armor Jacket

Weapons:

Remington Roomsweeper [Heavy Pistol, DV 5P, AP - 1, RC —, Ammo 8 (m)]

LOUIS CHALUPNIK

Louis got his cabbie license back in '45. In that time, he's been there, done that, and warned others not to bother with the crappy tee-shirt. He's been the short-term friend of senators, diplomats, and kings of industry. He loves to relate the story of how Loftwyr once gave him a 100¥ tip for a 10 minute ride (and as a bonus didn't eat him).

Despite the extra money, Louis isn't sure about his promotion. The vehicles aren't the same, getting hijacked is more dangerous, and there's no one to talk to. However, he has a family to feed, so backing out isn't an option.



Louis is a tall (1.85 meters), thick (97 kg), middle-aged human of Croatian decent. He still has a full head of hair (though it is receding a bit at the front) that is speckled with gray. He keeps his face clean shaven (an old habit from his EZ-Cab days) and his clothes remarkably wrinkle free.

B A R S C I L W Ess M Init IP
2 2 3 2 3 3 2 2 5.2 6 1 (2)

Condition Monitor Boxes: 10

Active Skills: Clubs 1, Pistols 2, Unarmed Combat 1, Pilot Ground Craft (Wheeled) 3 (5), Navigation 5

Knowledge Skills: Small Talk 3, New York Streets 5, New York Neighborhoods 4, Improvised Cab Repair 2, Effective Cleaning Solutions 3, All-Night Diners 4

Qualities: None

Augmentations: Control Rig, Cybereyes (with Low-Light, Smartlink, and Vision Enhancement 1), Datajack

Gear: Armored Clothing, Commlink (DR 3)

Weapons:

Hammerli 620s [Light Pistol, DV 4P, AP —, RC 1, Ammo 6 (c)]

TUNNEL BOB

HMHVV-infected troll.

B A R S C I L W Ess M Init IP
10 4 6 11 3 2 2 5 5 1 8 1

Condition Monitor Boxes: 13

Active Skills: Infiltration 3, Unarmed Combat 3, Perception 2, Climbing 2, Running 2, Tracking 3

Powers: Essence Drain, Infection, Magical Guard (self only, see p. 101, *Street Magic*), Natural Weapon (Bite/Claw: DV Str/2+2P, AP 0, Reach +1) and Regeneration.

Weaknesses: Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh) and Essence Loss.

Additional: +4 natural armor

GOBLIN

HMHVV-infected dwarf.

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

Condition Monitor Boxes: 10

Active Skills: Clubs 2, Unarmed Combat 2, Perception 2, Dodge 3

Powers: Enhanced Senses (Smell, Taste), Essence Drain, Immunity (Fire), Infection, Natural Weapons (Claws: DV Str/2+1P, AP 0), Regeneration

Weaknesses: Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Essence Loss, and Vulnerability (Iron). The character loses the Human Looking quality, if they have it. Goblins cannot digest heavily processed foodstuffs, and suffer from nausea (see p. 254, *SR4A*) when they eat them.

Weapons:

Natural and improvised

GOBLIN ADEPT

HMHVV-infected dwarf.

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

Condition Monitor Boxes: 2

Active Skills: Unarmed Combat 2, Perception 2, Dodge 3

Powers: Enhanced Senses (Smell, Taste), Essence Drain, Immunity (Fire), Infection, Natural Weapons (Claws: DV Str/2+1P, AP 0), Regeneration

Weaknesses: Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Essence Loss, and Vulnerability (Iron). The character loses the Human Looking quality, if they have it. Goblins cannot digest heavily processed foodstuffs, and suffer from nausea (see p. 254, *SR4A*) when they eat them.

Adept Powers: Critical Strike 2, Improved Reflexes 1, Killing Hands

Weapons:

Natural

GOBLIN MAGE

HMHVV-infected dwarf.

B A R S C I L W Ess M Init IP
4 3 3 5 3 4 3 4 5 3 7 (8) 1 (3)

Condition Monitor Boxes: 10

Active Skills: *Sorcery* 3, Unarmed Combat 2, Perception 2, Dodge 3, Assensing 2, Perception 3, Astral Combat 2

Powers: Enhanced Senses (Smell, Taste), Essence Drain, Immunity (Fire), Infection, Natural Weapons (Claws: DV Str/2+1P, AP 0), Regeneration

Weaknesses: Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Essence Loss, and Vulnerability (Iron). The character loses the Human Looking quality, if they have it. Goblins cannot digest heavily processed foodstuffs, and suffer from nausea (see p. 254, *SR4A*) when they eat them.

Spells: Acid Stream, Stun Ball, Armor, Control Actions

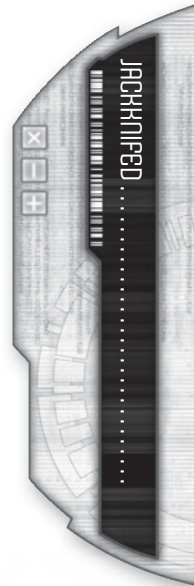
Weapons:

Natural

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 measures. 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-died 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

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

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

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

Spells: Confusion, Heal, Improved Invisibility, Manabolt

LUDOVICO '3V' HENDRICKSON

Fifteen years ago, "Veni, Vidi, Vici" or 3V was synonymous with 'professional.' There were rumors the Manhattan 13 got into a bidding war over his services. When NeoNET started solving their problems quietly and professionally, everyone knew why. But time took its toll on 3V and eventually his body couldn't keep up with constant cyber and biosynthetic replacements. His ops started becoming public knowledge. Eventually, one went horribly wrong and 3V disappeared. Most assumed he'd died. That is, until last year when a dwarf street sam fitting 3V's description started showing up at Neo-A get-togethers.

Ludovico is still alive. However, he's never stopped working for NeoNET. They'd been having problems with the Neo-A's for some time and needed an inside man. Ludovico, getting up there in years and losing some of the speed necessary for stand-up ops made the perfect mole.

3V sports antiquated chrome and pre-wireless cyber, but he's kept the company man style; dark sunglasses; short, spiky, red hair; black leathers and form-fitting body armor. But the wear is obvious. The glasses are scratched badly, the hair has been died, and the leathers and body armor have seen better days.

B A R S C I L W Ess Init IP
 6 4(7) 5(6) 7(10) 4 4 3 5 1.95 10 1(2)

Condition Monitor Boxes: 11

Active Skills: Blades 3, Exotic Melee Weapon (Cyberspur) 3, Pistols 4, Automatics 4, Infiltration 3, Dodge 4, Pilot Ground Craft 2, Intimidation 4, Leadership 3, Tracking 2

Knowledge Skills: NeoNET Safehouses 3, Shadowrunner Hangouts 2, Neo-Anarchist Philosophy 3, Bushido Code 1, Police Procedures 2

Qualities: Deep Cover

Augmentations: Cybereyes (with Flare Compensation, Low Light, Protective Covers, Smartlink, and Thermographic Vision), Cyberears (with Balance Augmenters, and Damper), Wired Reflexes 1, Obvious Lower Cyber Arm (with gyromount, hand razors, and cyberspur), Muscle Augmentation 3, Muscle Toner 3

Gear: Form-Fitting Body Armor (Half Body Suit), Lined Coat

Weapons: Combat Axe [Blade, DV 9P, AP -1], Ares Predator IV [Heavy Pistol, DV 5P, AP -1, RC —, Ammo 15 (c)], Ingram Smartgun X [SMG, DV 5P, AP —, RC 2 (3), Ammo 32 (c)]

ALOZIJ 'HERETIC' NAHKMIR

An Egyptian national, Heretic learned to shoot from her father, a SINless herder. Her mother died early on in a border skirmish, forcing her father to take sole responsibility for her up-raising. As a result, she has a more masculine outlook than most expect from a tribesman's daughter. Raised near the Lybian border, she found her skills as a sniper were frequently in need. Her street name comes from the fact that she steadfastly refuses to commend the souls of those she killed to Allah. For the most part she is calm and collected. The only thing that can get her riled is an op gone wrong. When she misses a shot or comes up short (through her own or others actions) she goes out of her way to hunt the offender(s) down and take care of business. Heretic is a human woman of average height and weight. She has no distinguishing characteristics save her slightly olive-colored skin. Because she knows she doesn't 'act like a woman' she is reluctant to interact with others.

B A R S C I L W Ess Init IP
 3 6 4 3 2 5 4 3 6 9 1

Condition Monitor Boxes: 10

Active Skills: *Outdoors* 3, Pistols 2, Longarms 7, Unarmed Combat 2, Climbing 2, Running 3, Infiltration 3, Perception 3, Armorer 1

Knowledge Skills: Herd Animals 2, Desert Fauna 3, Arms Dealers 3, Muslim Dogma 3

Qualities: Aptitude (Longarms), Blandness, Hawk Eye, Vindictive

Gear: Targeting Goggles (with Smartlink, Laser Range Finder, Low Light, and Vision Magnification), Commlink (DR 3), and Camouflage Suit.

Weapons:

Remington 950 [Longarm, DV 8P, AP -1, RC —, Ammo 5 (m), w/ Integral Smartlink, Bipod, Shock Pad, and Sound Suppressor]

TALLAS 'BREEZE' MEIR

Like most technomancers, Breeze has an otherworldly outlook that is sometimes difficult to understand. His speech is often sprinkled with neologisms (made-up words like: underestimated or fabulosity). He never loses his temper or even raises his voice, but that can make things even more threatening as his inflection doesn't match his words. However roundabout he may get there, his arguments, once presented, make intuitive sense.

Breeze is a 23-year-old tall, thin male elf with blue eyes and inky-black hair. His dress borders on the psychotic. For example he may begin the day with a goth-themed outfit then 'forget' it half way through and wear clown pants.

B A R S C I L W Ess Res Init IP
 3 3 4 2 6 5 5 6 6 5 9(11) 1(3)

Condition Monitor Boxes: 11

Active Skills: Cracking 4, Electronics 4, Tasking 3, Negotiation 4, Perception 2, Pistol 2

Knowledge Skills: Current Fashion Trends 2, Matrix Trivia 2, Data Havens 3, Matrix Security Procedures 2, Resonance Stream Poetry 3, Synesthesia Artworks 3

Qualities: Analytical Mind, Technomancer, Distinctive Style



Living Persona: Firewall 6, Response 5 (6), Signal 3, System 5, Bio-Feedback Filter 6

Complex Forms: Analyze 4, Armor 3, Browse 3, Attack 4, Exploit 5, Decrypt 3, Edit 3, Scan 3, Stealth 5, Track 4

Gear: Lined Coat, Commlink (DR 3)

Weapons:

Fichetti Security 600 [Light Pistol, DV 4P, AP —, RC (1), Ammo 30 (c)]

ANDREA 'OMEGA' LEANDER

As far as anyone can tell, Omega has no sense of humor. It's not a case of Cyberpsychosis, she just doesn't 'get it.' Even humor of her name, "the end" seems lost on her. Recently, she's been looking at more lucrative (read company) runs and seems not long for this group. Most suspect it's the 'relationship' she had with Breeze that keeps her in. Like most street sam's she's the tactical leader of the group. She's the one that suggested hiring Heretic and she's the one who planned to take the truck.

Tall, thin, and slight of build like most elves, Omega has been rebuilt from the ground up. She doesn't go for the old fashioned 'obvious' cyber, preferring instead to go with whatever is technologically the most efficient/powerful. More bang for the buck is her motto. She dislikes the 'elf-chick in leather' look, again going for function over style.

B A R S C I L W Ess Init IP
4 6(8) 5(7) 4(6) 4 3 3 3 2.39 11 1(3)

Condition Monitor Boxes: 10

Active Skills: Athletics 3, Close Combat 4, Firearms 5, Armorer 2, First Aid 2, Perception 3, Survival 2

Knowledge Skills: New York Neighborhoods 3, Safe Houses 2, Tactics 2, Origami 3

Qualities: Guts, High Pain Tolerance 2, Augmentation Addict (Minor), Compulsive (Training)

Augmentations: Cybereyes (Alpha, with Flare Compensation, Low Light, Protective Covers, Smartlink, Thermographic Vision, and Vision Enhancement 2), Cyberears (Alpha, with Audio Enhancement 2, Balance Augmenters, and Damper), Wired Reflexes 2 (Alpha), Muscle Augmentation 2, Muscle Toner 2, Orthoskin 2

Gear: , Armor Jacket, Commlink (DR 3)

Weapons:

Katana [Blade, DV 6P, AP -1],
Ares Predator IV [Heavy Pistol, DV 5P, AP -1, RC —, Ammo 15 (c)],
AK-97 [Assault Rifle, DV 6P, AP -1, RC —, Ammo 38 (c), w/ Integral Smartgun Link]

BLOCK WAR

Block War can tell you everything you'd ever want to know about NYC Urban Brawl teams. Of course, Kraak will always hold a special place in his heart, despite that nasty blow he took during his last tryout. He dreams of the day his reputation as "an Ork to rely on when things get nasty," comes to fruition. He got interested in the group from Breeze. He's so smart Block War often has difficulty figuring out just what he's trying to say. "A modern day Ren Brant, but with words," as he'd say. The truth is, he stays because

of Omega. She may be a stick in the mud, but if he could be half as chill as she is in a firefight, he could sign with Kraak tomorrow. That is, as long as he doesn't mention that little difficulty he has with hearing things.

Block War is a hulking ork who, at 2.05 meters and 117 kg can give most trolls a run for their money. He is still a member of the Slash and Burn street gang, and continues to wear his colors whenever possible.

B A R S C I L W Ess Init IP
8 5(7) 5(6) 7(9) 2 3 2 4 2.0 8 1(2)

Condition Monitor Boxes: 14

Active Skills: *Close Combat* 3, *Athletics* 3, Longarms (Shotgun) 3 (+2), Intimidation 4, Pilot Ground Craft (Motorcycle) 3 (+2)

Knowledge Skills: NYC Urban Brawl Team Stats 4, Gang IDs 3, Gang Turf 3,

Qualities: Magic Resistance 2, Tough as Nails 2, Mental Handicap 1 (too many hits in the head), Reduced Hearing 1

Augmentations: : Muscle Replacement 2, Wired Reflexes 1

Gear: Commlink (DR 3), Armor Jacket

Weapons:

Combat Axe, Survival Knife, Stun Baton, Remington 990 (with Laser Sight),

ANDREW REUHEL

Shadowrunning, feh! The truth is, these are common thugs who shoot people for money. Certainly they tell their *noble* stories about fighting the good fight, or how the moral responsibility for their actions rests on those who've hired them. But they're nothing more than excuses. Andrew goes into this with his eyes open. He's a researcher of the greatest mystery of life—death. Being around these runners allows him to experience the transition and it helps pay for the magical research he does to supplement his field work.

Andrew is well-fed and soft, standing 1.75 meters and weighing 92 kg. He avoids direct confrontations, staying back and supporting Omega and Block War. His fellows call him Mr. Death, but he hates the moniker and refuses to answer it.

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

Condition Monitor Boxes: 11

Active Skills: *Conjuring* 3, *Sorcery* 4, Pistols 3, Dodge 3, Assensing 4, Perception 3, Medicine 3, First Aid 2

Knowledge Skills: Death Rituals 2, Death Beliefs 2, Library Use 3, Hospital Locations 2, Emergency Routes 3

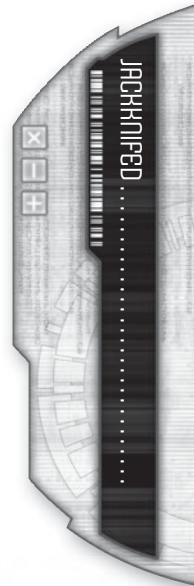
Qualities: Focused Concentration, Magician, Mentor Spirit (Dark King), Combat Paralysis

Gear: Lined Coat, Commlink (DR 3), Medkit (Rating 3), 3 Stim Patches (Rating 3), 1 Trauma Patch, Increased Reflexes Sustaining Focus (Force 2), DocWagon Gold.

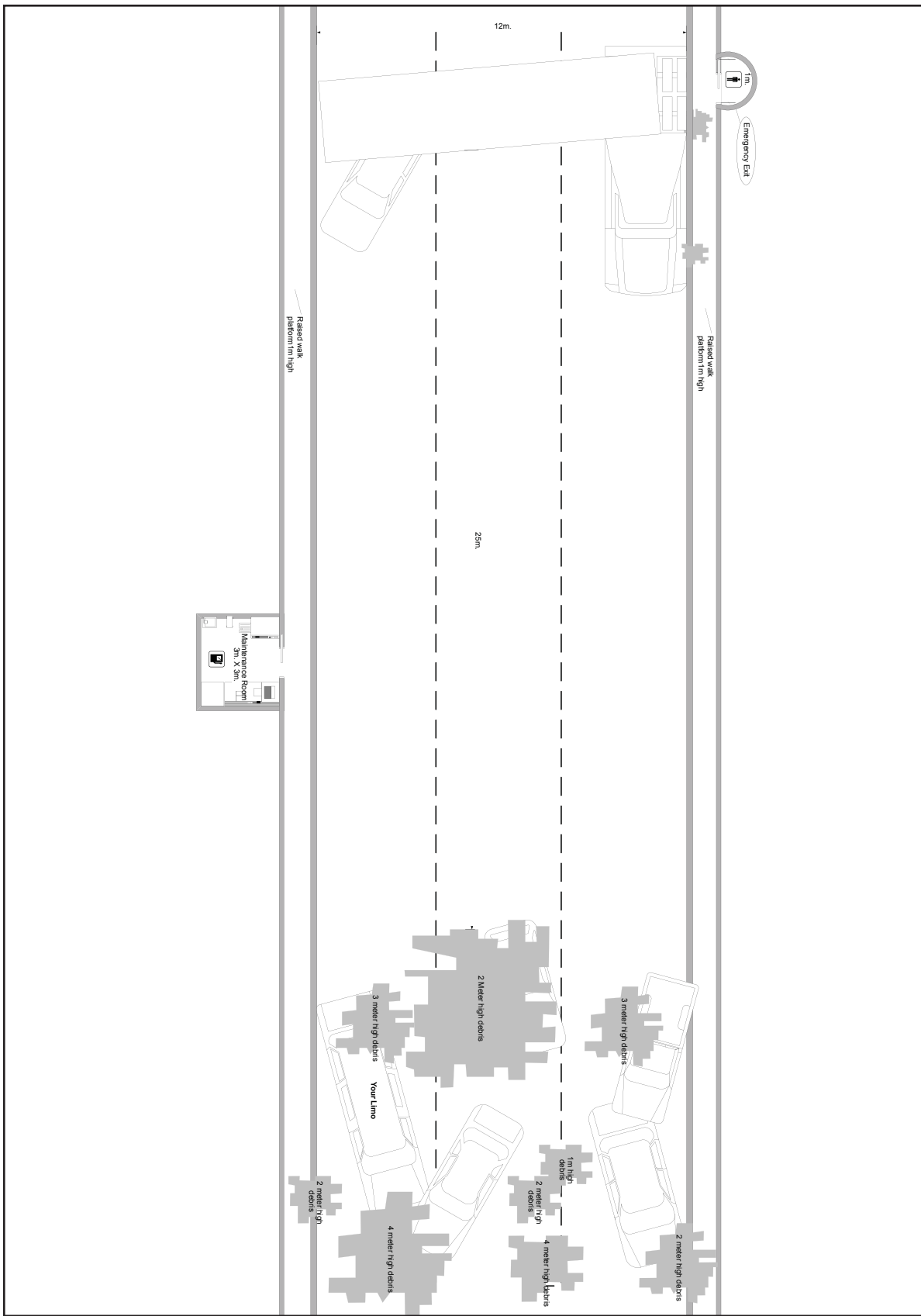
Spells: Manabolt, Clairvoyance, Mind Probe, Improved Invisibility, Control Actions

Weapons:

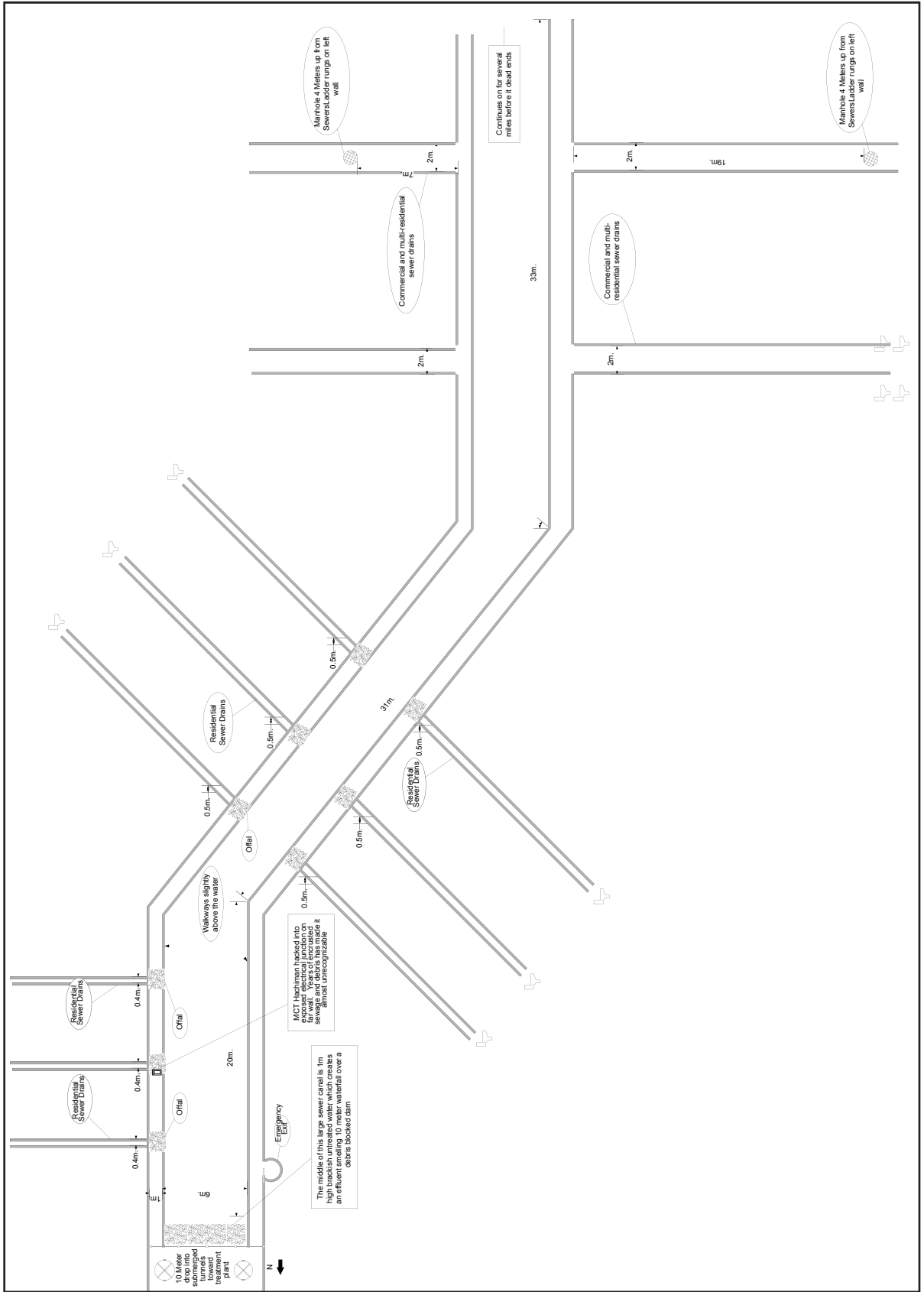
Colt Manhunter [Heavy Pistol, DV 5P, AP -1, RC —, Ammo 16 (c), w/ under-mounted Laser Sight]



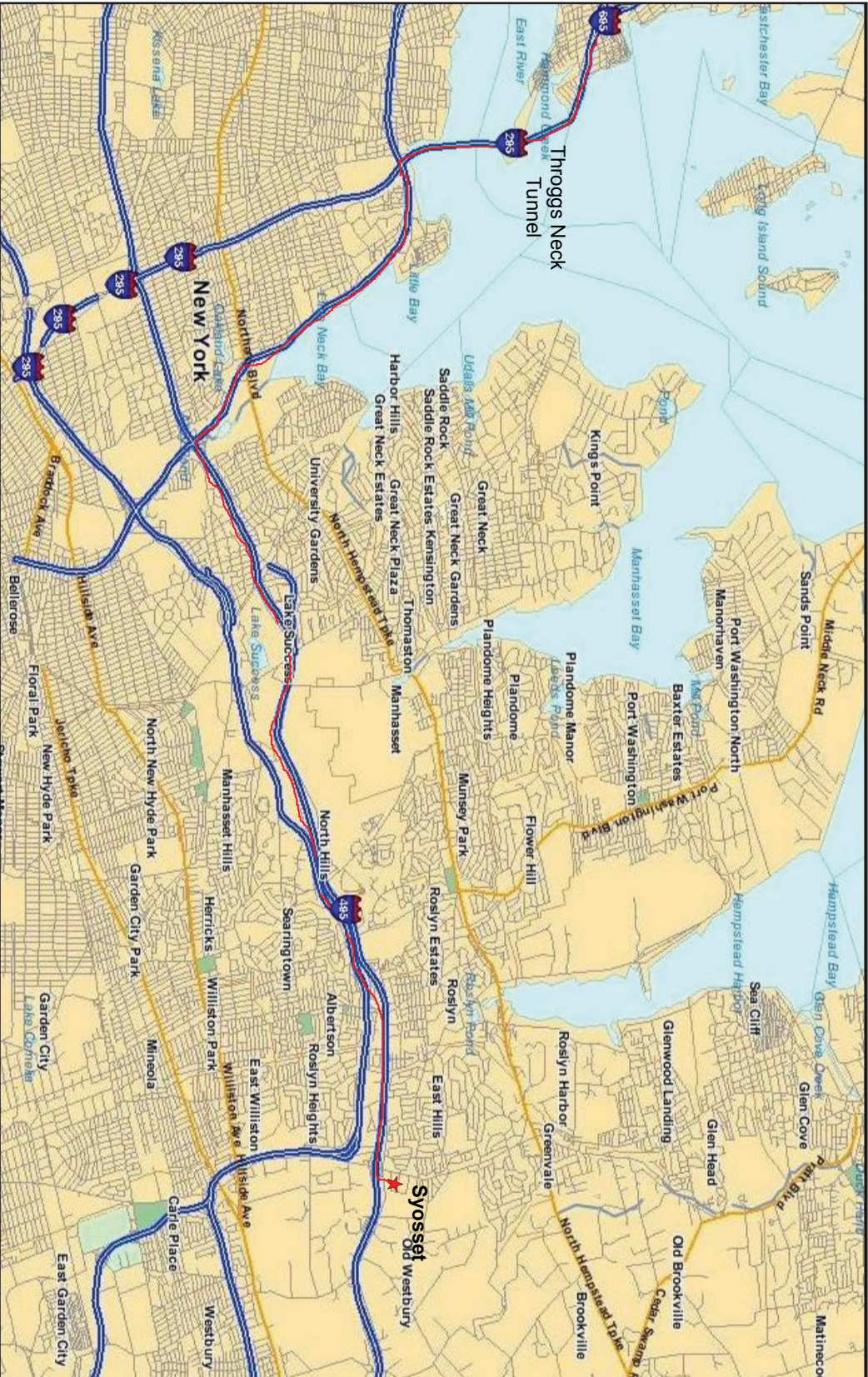
MAP #1: CRASH SITE MAP



MAP #2: SEWER MAP



MAP #3: OVERVIEW



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

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Contact: Commlink



PLAYER _____

CHARACTER _____

DECEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	FREE WEEK
NOVEMBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
OCTOBER	WEEK ONE	WEEK TWO	WEEK THREE	WEEK FOUR	
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	

CALENDAR



SHADOWRUN

PLAYER _____ DATE ___/___/___

CHARACTER _____ LOCATION _____

PERSONAL INFO

- 1. GREEN
- 2. STREETWISE
- 3. PROFESSIONAL
- 4. VETERAN
- 5. ELITE
- 6. PRIME

TABLE LEVEL

SRM03-06 Jackknifed

Defend a truck—What could possibly go wrong?

The Cargo went to

- Peace Man. the Pulaski runners.
- Louis. a PC.

Louis Chalupnik

- died. was healed.

Other Notes on Reverse

SYNOPSIS

MISSION RESULTS

- Ares Macrotechnology
- Aztechnology
- Horizon Corporation
- NeoNET
- Prometheus Engineering
- Renraku Computer Systems
- Saeder-Krupp
- Shiawase 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 _____

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

