SHADOWRUN
Missions

SRM02-17 Patient Zero

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CATALYST game labs

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INTRODUCTION

Patient Zero is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Patient Zero* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-17B, *Patient Zero, Playing Aids*.

Preparing the Adventure

Patient Zero 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

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

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

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

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

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

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

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

Running the Adventure

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

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

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

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

Step 4: Don't Panic!

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

General Adventure Rules

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

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

Non-Player Characters

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

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

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

Table Rating

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

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

A Note on Commlinks

With the change to SR4, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be 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.

Crossing Borders

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

To quickly simulate a border crossing, have all characters make a quick test of

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

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

Contacts

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

Tracking Faction

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

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

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

Paperwork

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

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

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

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

Plot Synopsis

The team is sent to the Yakuza casino on the advice of a trusted fixer. When they arrive, the AR system goes down, and the Yakuza hire the team (with a level of courtesy based on the team's relationship with the Yakuza) to find out who had done it and bring them to justice – permanently. The team starts to track the phenomenon, and finds a similar occurrence at a local mental health facility. Investigating, they find that a patient named "Mary" was admitted with extreme schizophrenic psychosis, but suddenly recovered and checked herself out. The team tracks her to the University Psychology Department's library, where she is working. She avoids questions like a pro, but tries to slip the team a clue when the AR system goes down and Knight Errant is called.

The team escapes and is contacted by the Yakuza, who now have security tapes available. The team discovers that Mary was on the scene at the casino. When they track her down, they find that she has holed up in an automated factory that builds drones, vehicles, and display links, among other things. They find that Mary is the unwilling host of Taske, a free sprite from *SRM02-05 Through a Rose Colored Display Link*. The team has a nasty fight with the factory's equipment, and (hopefully) brings the culprit to justice.

Adventure Background

Taske is a free sprite of mysterious origin. For whatever reason, it has decided that the corporations are its greatest enemy, and seeks to destroy them. After its first attempt was foiled by shadowrunners, it fell back into the Resonance to figure out a new strategy. It has come to the conclusion that since the corporations are made up of people, then the ability to control people is the key to controlling and ultimately destroying the corporations.

Having been taught the value of knowing one's enemy, Taske sought to find information and another technomancer to carry it. It located Mary Dragovich, a latent technomancer and librarian at the University of Denver's Psychology Department. Finding the perfect patsy, Taske moved in and made Mary's life a living hell.

Thinking herself insane, Mary checked herself into the Crisis Triage Unit at the Mental Health Corp in Denver. They diagnosed her with severe schizophrenia and were holding her for admission when Taske finally made contact with her, and threatened her with the public humiliation of herself, her family, and her friends. While there, the sprite Spoofed as many nodes as it could, and then attempted to use the AR system subliminally, crashing it.

Learning from its mistakes, it forced Mary to research the possibility of using AR to induce hypnosis and to implant suggestions. It found that it needed more psychology knowledge (provided via the library), unprecedented control of AR devices (which it already had as a machine sprite), a program that could easily handle large amounts of random numbers, a program that analyzes and predicts human behavior, and the source code for the display software (these last three it did not have). Further research turned up a casino run by the Yakuza, running the latest casino software that integrated truly random numbers with a real-time human behavior interpreter. It sent Mary to the casino, Spoofed the Yakuza system, stole their casino program, and tried its subliminal trick again, crashing the AR system at the casino.

Meanwhile, Mary's commlink has been quietly running a copy of the Exchange. The Exchange is a peer-to-peer automated favor exchange that somehow tracks each member's personal situation and arranges help for them. It connected with Matty Zorn, who is also a member of the Exchange, and offered him "karma" (the Exchange's currency) to call the team and send them to the casino at the right time to get caught up in events.

GM's Note

For those new to Game Mastering *Shadowrun*, it is recommended that you review "The Wireless World" pp. 205 - 240 of SR4 in preparation for this adventure, especially for the **Taken to Taske** section.

Friendly Advice

What's up Chummer?

The team is called by one of the local fixers and given some friendly advice.

Tell it to them straight

You are relaxing from the latest batch of Mile-High Mayhem when you receive an incoming call. The call is from Matty Zorn, a bartender and sometime fixer of your acquaintance, and there is a text header to the call. It reads:

"Hoi, there, chummers. Look, I know we haven't really worked together before, but I know you know my reputation as well as I know yours. I've got an opportunity for you, so please take my call."

Hooks

If the players aren't quite in the mood for jumping right into the action, you might want to ask them where they are or what they're doing. Sprinkle in a few references to life in 2070 (**SR4**, pp. 35-50).

Behind the Scenes

When everyone on the team has taken the call, Matty will conference in the whole team and start a friendly but brief conversation with the team. He will strongly suggest that the team should head down to the Yakuza Casino (893 W. Powers Drive, in the PCC Sector), and be on the casino floor by 05:18 the following morning. If the team presses him as to why they need to be there, he will encourage them that it's in their own interest, "it's all good karma," and admonish the team to trust him, and insist that it will be good for them to be there at the appointed time. If the team asks if Matty is sending them to a meet for a job, he will answer with a qualified affirmative ("yeah, it's like that"). Before disconnecting, he will tell the team that he is going "off the net" for a while, but they should stop by the Five by Five afterward, to let him buy them a drink.

The Yakuza Casino is the same casino from the Shadowrun Missions adventure, *SRM02-11 Rising Sin*. Characters that have been through that adventure should recognize it.

In truth, Matty is following the instructions of the Exchange, a peer-to-peer automated favor-exchanging program. Matty picked up a copy from a smuggler in his bar, and it has been nothing but good for him ever since. (See **Runner Havens**, p. 64)

Debugging

If the team is reluctant to make the appointment, have Matty suggest that doing so will "pay off well in the nuyen department, if you catch my drift." Failing that, wrap up the game, thank everybody for stopping by, and enjoy a few hours off.

Chips Fall Where They May

What's up Chummer?

The team arrives at the casino, and all hell breaks lose. The team is possibly suspected of causing the trouble, but ultimately hired to find and either kill or capture the perpetrator. The casino is in the PCC Sector.

Tell it to them straight

The casino floor is much different than the stately lounge you passed through to get here. The casino covers almost the entire length and breadth of the building, and is filled with gamblers, wait staff, and understated guards with overstated bulges under their jackets. The dimly-lit air is filled with smoke from various products made from tobacco and other substances, neatly covering the smell of sweat.

In AR, the casino is a swirling, clashing discord of color and sound. Each table is its own display, with patrons playing virtual games with virtual chips. Card games, dice games, pachinko, roulette, real-time racing in various forms from around the world, sports, mahjong, all compete against one another to gain spectators and gamblers, and it looks like all of them are doing well.

Hooks

If any of the team has a positive Faction Rating with the Yakuza, they will be greeted warmly. Any who have a Faction Rating between –1 and 0 will be mostly ignored by the staff. Shadowrunners with a Faction Rating of –2 or lower will find themselves followed by security, have staff members excuse themselves rather than offer service, and otherwise find the place unfriendly.

Emphasize the controlled chaos of the casino before the crash of the AR, and the total chaos of the casino after the crash. As the young lady leads the team through the casino to the meeting room, have any Japanese-speaking runner overhear someone saying, "but it's impossible to hack the server!" in Japanese.

After the meeting, the AR system is still down, but the casino is back in full swing, only using real cards, dice, etc.

Characters with a low Yakuza Faction Rating will receive many dirty looks here, but no confrontations that are not initiated by the character.

Behind the Scenes

At exactly 05:18, all of the AR displays on all of the tables wink out. The team may notice how dirty the place actually looks without the display before all hell breaks loose: patrons complain at the top of their lungs, staff members scream in fright, managers try to placate their customers, and guards try to keep the peace.

After a few moments, the team will be approached by a young woman of Japanese descent wearing a server's uniform. She politely asks the team in heavily-accented English to follow her.

The team is led to a private meeting room. The room itself is decorated as a comfortable dining area of Japanese decor, with a low table and back rests for relaxed sitting. The walls are soundproofed and coated in wi-fi negating paper (Rating 6).

The room is also surrounded by a ward (Force 5), and features a white noise generator (Rating 6). There is a small node in the room for authorized access to the rest of the Matrix (all stats plus Analyze equal to (TR+3)/2, rounded up).

The team is given a moment to settle in the silence of the room, and then Setto Karemaru enters. Karemaru is a wakagashira-hosa (deputy underboss) in the local Yakuza clan, and is currently the ranking member present at the casino. He was not expecting to be Mr. Johnson today (a fact that he is willing to tell the team), but is calm and cool despite the chaos.

How Karemaru enters and what happens next depends on the average Faction Rating that the team has with the members of the Yakuza.

If the team has a Faction Rating of +2 or higher, Karemaru enters with a geisha, who makes tea as Karemaru takes his seat at the head of the table and offers seats to the others. He explains that the AR system for the casino was crashed by one or more unknown perpetrators. The crash cascaded to other systems in the casino, causing a large disruption and loss of profits. He asks the team to track down the perpetrator or perpetrators and bring him, her, or them back to him alive or, preferably, dead. He offers the team (2000¥ x TR) each for taking care of this quickly while the Yakuza recover their loss. The geisha then serves the tea. The team can negotiate to get a percentage of the payment up-front, at a rate of 10% per net hit, to a maximum of 50%.

If the team has a Faction Rating lower than +2 but higher than –2, Karemaru enters alone and takes his seat at the head of the table, allowing the team to sit or stand as they prefer. He explains that the AR system for the casino was crashed by one or more unknown perpetrators. The crash cascaded to other systems in the casino, causing a large disruption and loss of profits. He asks the team to track down the perpetrator or perpetrators and bring him, her, or them back to him alive or, preferably, dead. He offers the team (2000¥ x TR) each for taking care of this quickly while the Yakuza recover their loss. The team can negotiate to get a percentage of the payment up-front, at a rate of 10% per net hit, to a maximum of 30%.

If the team has a Faction Rating of –2 or less, Karemaru enters with three armed and competent-looking guards. He explains that the AR system for the casino was crashed by one or more unknown perpetrators. The crash cascaded to other systems in the casino, causing a large disruption and loss of profits. He also mentions calmly that the Yakuza strongly believe that the runners are the perpetrators. He offers the team a chance to clear their names by taking a job for the Yakuza: track down the perpetrator or perpetrators and bring him, her, or them back to him alive or, preferably, dead. He offers the team (2000¥ x TR) each for taking care of this quickly while the Yakuza recover their loss. The team can negotiate to get a percentage of the payment up-front, at a rate of 5% per net hit, to a maximum of 20%.

In any case, Karemaru will offer the team access to the casino's security logs as soon as they are available. He will pay any agreed up-front amount and have them escorted out of the building.

If any of the runners ask why they were picked out of the crowd, Karemaru will tell them that the Yakuza have detailed dossiers on the shadowrunners operating in Denver, and he has familiarized himself with those files. In truth, Karemaru is running his own copy of the Exchange, which he has used in part to get to his position, and has instructed him to pick out the runners; he keeps his involvement very secret, however, and will fight to have it remain so.

Debugging

If the team refuses the job, Karemaru will warn that doing so will reflect poorly on the team, and that shadowrunners trying to operate in Denver with the enmity of the Yakuza would find their jobs quite a bit more difficult and dangerous. If that doesn't work, pack it up.

If the team attacks, Setto will defend himself and the casino, as will the three elite guards (use the Red Samurai Detachment, **SR4** p. 276, with Armor Jackets instead of Full Body Armor), and fifteen additional guards in the building (use the Triad Posse, **SR4** p. 276). For TR 3 and higher, there is also a security magician (use the Combat Mage archetype, **SR4** p. 90).

Even Exchange

What's up Chummer?

This scene is optional. It occurs if the runners go to Five by Five to find out what got them into this situation in the first place. The Five by Five is in the UCAS Sector.

Tell it to them straight

You make your way to the Five by Five, a smuggler's den nestled within Denver's underground. A grizzled dwarf meets you just inside the door. "How do, chummers. PANs on, and leave yer troubles at the door and yer weapons in the box." He gestures to a large crate that, at this hour, only has a few guns and knives in it.

The bar itself is almost empty. A sleepy-looking elf sits in the corner nursing a drink, watching his hand twitch occasionally on the table. The man you're looking for, Matty Zorn, is behind the bar wiping down glasses.

"Hey, chummers!" he said with delight, "So, how did it go?"

Hooks

This is a low-key scene in a low-key setting. While there may be tension at the beginning, try to defuse it as soon as possible, perhaps by emphasizing Matty's surprise or his regret.

Behind the Scenes

The elf in the corner is Quiver, and may be known to runners who have played through *"The Flip Side."* The dwarf is the usual bouncer, still up after his shift.

Matty has no idea what happened at the casino. In fact, he didn't even know there was a casino until his copy of the Exchange informed him early this morning. If asked, he will explain the Exchange and how well it has worked for him: it gained him a few cases of very expensive Italian wine, which in turn got him on very good terms with a local smuggler and his wealthy friend, who in turn arranged for magical security in the Five by Five. Matty and the security shaman sent to take care of the arrangements hit it off very well, and are now dating.

Matty is very apologetic. He explains that the Exchange program popped up just before he called them and told him to send the team to the casino at the stated time. If the team tells him what happened, he will happily suggest anything that has already occurred to the players, but he has no useful information other than the involvement of the Exchange.

The Exchange itself is a peer-to-peer network. As such, it will be difficult for hackers and technomancers to track down why the Exchange does what it does. Indeed, the Exchange itself is constantly shifting and rewriting itself and its data, so getting a copy to analyze and trace would be a task of mammoth proportions (treat as the Exchange's "node" making three Redirect Matrix actions per turn, gaining (TR + 1) hits per action).

Debugging

The Five by Five has four rules of conduct:
- No direct mention of work inside the bar.
- Leave your trouble at the door and weapons in the box near the door.
- Hard currency and certified cred only.
- There aren't secrets amongst friends; no ghosting (using a hidden PAN) is allowed.

Anyone who breaks a rule is expected to buy the house a round of drinks. Luckily, at this hour, this will be pretty cheap (10¥ x TR).

If the team wants to perpetrate violence, let them go wild. There are only three people in the bar, and none of them are armed or particularly dangerous. Give the runners a point of Notoriety for destroying property, and two for killing Matty, the elf, or the dwarf.

Mental Floss

What's up Chummer?

A modicum of legwork leads the team to the Mental Health Corp. of Denver, where a similar AR crash occurred a few days before the one in the casino. The MHCD is in the CAS Sector.

Tell it to them straight

The stained, red building on Dickenson Place is a squat two-story remnant of late Twentieth-Century architecture. The letters, "MHCD" hang on the building's front wall and in the air in augmented reality. Within, the building is not in much better shape, although AR interior decorating goes a long way toward making the place look classy. A light-haired elf sitting behind a counter looks up from his own AR display as you enter, and cheerfully asks, "May I help you?"

Hooks

This is a place where the management has obviously chosen to cut the cleaning budget and make up for the loss of aesthetic decor with cheaper (but still quality) virtual image overlays. The building's mainframe uses metahuman social characteristic analysis programs to guess the mood of each visitor, and then individually tailors the AR displays and music to uplift each visitor's mood; sometimes this works like a charm, and other times it gives the feeling that the building is trying to get into the visitor's head.

Behind the Scenes

In this scene, the team uncovers some information about their quarry. It is possible that the team will actually avoid entering the place at all, preferring to rely on their hacker to provide any useful information. It is even possible that the team will try to physically break into the place to investigate. Ultimately, the team's efforts should result in the discovery of the admission and interview transcript of "Mary," which the team can access in numerous ways.

If the team attempts to sleaze the receptionist, they will meet Austin Bernat, the elf mentioned above. He is the receptionist for the entire building, including the Crisis Triage Unit, where Mary was admitted. He is pleasant and eager to please, but will follow MHCD policy on keeping records private. The team will have to somehow manipulate him into giving over Mary's files.

If the team attempts to hack the MHCD node, the system is still recovering from the hard AR crash that Taske inadvertently induced. The ratings of all Matrix Attributes and programs on the node are equal to (TR + 5) / 2, rounded up. The node is running Analyze and one agent that uses the Analyze program once per Combat Turn to seek unauthorized users. If an alert is triggered, the system will reset (**SR4** p. 223).

If the team breaks in, they will encounter witnesses and security during business hours. After hours, the place is guarded by cameras, an off-site spider (use the Tir Ghost Lieutenant stats on p. 276 of SR4), and a Knight Errant drone fly-by every fifteen minutes (an MCT-Nissan Roto-drone, p. 342 of SR4). If the team is detected intruding, a Knight Errant security contingent will be sent to the scene, consisting of (TR x 4) troopers, using the Lone Star Police Squad officer (**SR4** p. 275) as a template, substituting an Ares Predator for the Colt American L36.

In any case, the team should be capable of finding Mary's files. When they do, give them the Mary's File handout.

Debugging

The worst possibility (aside from death or incarceration) is that the team is unable to figure out a way to get Mary's file. In this case, have Bernat realize what the team is after and initiate an offer to sell a copy of the file for (TR x 200¥).

If the team wishes to perpetrate mayhem, go ahead and let them, but feel free to throw in some Notoriety as well.

Pushing the Envelope

Being a fact-finding scene, there should really be no envelope to push. Bernat is not violent, the node will merely shut down in the face of intrusion, and Knight Errant will only arrest characters that are on the MHCD premises.

Madam Librarian

What's up Chummer?

The information gathered by the team thus far should lead them to the Penrose Psychology Library at the University of Denver, at 2150 E. Evans Ave. It is in the CAS Sector.

Tell it to them straight

The Penrose Library is constructed more of windows than of walls. The small foyer beyond the entrance downloads a map of the building to your commlinks. A quick look at the building directory shows a Mary Dragovich, archivist, with an office on the lower level.

The archivist's office is filled with stacks of hard copy texts, papers, and folders. A dark woman sits at a desk near the center of the room; she is wearing an AR nametag that says, "Mary."

Hooks

The library of 2070 has become more a place to study than to store texts, but many materials still line walls and shelves, especially rare printed or hard-copy published texts, images, and other materials. The place is filled with students, each following their own AR displays to the materials they seek, or working on papers or projects for their classes. Long-armed, tracked drones crawl about the building, shelving books. As a library, the place is quite hushed, a mood that would contrast well against the frantic nature of the following scene.

Behind the Scenes

Mary acts quite cheerful, and is happy to assist anyone with a question. She will admit her visit to the MHCD, and act embarrassed about it, insisting that she is quite all right now.

On the inside, Mary is screaming in terror. Taske has piggy-backed into her technomancer commlink. While it has explained to her that she is a technomancer, she has not yet fully come to grips with her situation. Also, Taske has threatened her and her family and friends, and she is terrified of the machine sprite.

However, Mary is an excellent actor, and can proceed as though everything were normal, although her emotional state is apparent to anyone who achieves at least one hit on an Astral Perception test or (TR+1) hits on a Perception + Con (Sense Motive) Test. She will deflect any inquiries about her health. She will deny any knowledge of the AR failure incidents, or of ever being at the Yakuza Casino.

Eventually, she will scribble a note on a hard-copy folder and place it conspicuously on a counter, excusing herself. The note on the folder reads, "help me." The folder itself contains the AR Subliminal Paper Abstract Handout.

Shortly after she leaves, the AR displays in the entire library flash erratically. All AR displays in the library disable their users' senses (vision for visual displays, hearing for aural displays, touch for tactile interfaces) until they can be deactivated. Mary slips away at this time, disappearing. A few seconds later, the library's AR systems fail, the building is locked down, and an alarm goes off in the entire building; go immediately to **Skipping School**.

No matter what happens, Mary (and Taske) will escape the team in this scene; the next scene in which she and Taske are confronted is far more cool than this one.

Debugging

The team may choose to attack (or kidnap) Mary. Taske will help Mary escape if it can, by attempting to use the AR system to control the team (causing the AR crash), or perhaps by sending their pictures to Knight Errant, tagged as persons of interest (and sending the team a copy of the transaction).

Skipping School

What's up Chummer?

The team once again finds itself in the wrong place at the wrong time. Knight Errant arrives in response to an alarm unintentionally set off by Taske's attempt to manipulate the AR systems in the library, and the team needs to find a way out.

Tell it to them straight

Briefly dazed by the strange glitch in the AR systems, you come to realize that the residual blaring and flashing is actually from an alarm system, and not your commlink interface. A soothing voice states, "For your protection and that of the collection at this facility, the building has been locked down. Please remain calm and wait for Knight Errant Security Services to take control of the situation. Thank you for your cooperation." The message repeats in Lakota Sioux and Tanoan.

Hooks

Play the students in the building as panicked or calm, as you decide would best suit the adventure and the players. If you like, make loud, blaring alarm sounds as the players try to talk to one another. The use of an air horn would be appropriate, but not recommended if you are playing at a convention or other public place.

Behind the Scenes

The library, and more importantly its collection of rare books, films, and other materials, is protected well by the city and Knight Errant. Additionally, the library contains in the archives a vault that stores the magical theses of many students, professors, and alumni of the various magical studies programs. As such, Knight Errant will not look too kindly on finding shadowrunners in the building.

The first of the Knight Errant forces to arrive on the scene will be (TR) hackers, who arrive as soon as the library's node restarts. This takes a variable amount of time, based on the rating of the library's node (which is (TR + 4) / 2, rounded up. Normally, the node will roll each Combat Turn for this (see **SR4** p. 223), but if you do not feel like rolling dice, assume the node comes back up in a number of Combat Turns equal to (12 – TR) / 2, rounded up. The hackers have the same stats as the Tir Ghost Lieutenant (**SR4**, p. 276**).**

Additionally, (TR + 2) MCT-Nissan Roto-Drones arrive on the scene in thirty seconds and set up a perimeter around the building. They are being controlled by a single rigger via the Matrix and have standing orders to fire on any person leaving the building unescorted by Knight Errant personnel. Each drone is a standard MCT-Nissan Roto-Drone (**SR4**, p. 342) mounted with a Walther MA-2100 sniper rifle loaded with gel rounds, with a Targeting (Longarms) 3 autosoft. The rigger has the same stats as the Drone Rigger (**SR4,** p. 92**)**.

At one minute after the alarm, a spirit of man (with Force equal to TR + 4) bound by a Knight Errant mage arrives and begins using the Search power, looking for weapons within the library. If it finds any, it will return to its summoner, who will call for high-threat response teams (see below).

After two minutes, (TR x 2) four-man squads of Knight Errant personnel will arrive on the scene, and enter the building, doing a floor-by-floor sweep starting on the lower level and working their way upward. They will then accompany civilians out of the building after checking their PANs (a check that is only problematical if the commlink is not in active mode) and using a hand-held detector (Rating 3 MAD and Rating 3 cyberware scanner) on the civilian. The Knight Errant personnel have the same stats as a Lone Star Police Squad officer (**SR4,** p. 275), except add a FN-HAR assault rifle.

If any combat occurs, Knight Errant will send in (TR) four-man high-threat response teams (use Red Samurai Detachment**; SR4** p. 276 with a FN-HAR assault rifle and no katana) and a combat mage for every two teams (see **SR4,** p.90). This team will arrive two minutes after they are called.

The walls of the building are heavy structural material (AR 16, SR 13). The windows on the ground and upper level are reinforced glass (AR 4, SR 5). The doors at the entrances and fire exits are security doors (AR 8, SR 9) and locked with Rating 6 maglocks. A map of the building can be found in *SRM02-17B Patient Zero Playing Aids*.

The library node has the following statistics (all calculations are rounded up):

Firewall	Response	Signal	System
4 + TR/3	3 + TR/2	3	3 + TR/2

TR	Programs (At System Rating)
1-2	Analyze Agent (patrolling for intrusion)
3-4	Analyze Armor (used by Agent) Attack (used by Agent) Agent (attacking intruders)
5-6	Analyze Armor (used by Agent) Attack (used by Agent) Agent (attacking intruders)

TR	System Alert Response
1-2	Terminate Connection
3-4	Launch Attack IC (using the agent already running)
5-6	Scramble Security Hacker (Knight Errant Spider, use Tir Ghost Lieutenant, **SR4** p. 276) *and* Launch Attack IC (using the agent already running)

Subscribed Devices: Cameras (visual spectrum, low-light, and motion detection) covering entire interior and exterior, door locks, fire door alarms, book stacks.

Debugging

With any luck, the team will escape before the drones arrive, but failing that, they may have to blast their way out. They should be able to handle the forces arrayed against them without too many worries.

If, on the other hand, the players decide to start a rampage through the University of Denver campus, feel free to add more high-threat response and anything else you feel Knight Errant would send against the runners.

Pushing the Envelope

If escaping is not enough, have the team chased by the drones and/or Knight Errant vehicles after they escape the library.

Help from Eight Nine Three

What's up, Chummer?

The Yakuza finally get their system working, and recover security data from the crash. It occurs back at the casino.

Tell It to Them Straight

Your commlinks notify each of you that you have a text message. The messages are identical, all from Setto Karemaru. The message reads, "We have the films you have been seeking. Please come to view them."

When the team returns to the casino

You are led by a young woman in traditional Japanese dress through the casino. It looks as if nothing had gone wrong here. You are led to a small office in the back of the casino. Setto Karemaru is there wearing a look of frustration and impatience, along with a matched set of Yakuza bruisers.

Hooks

This scene appears on the surface to be much like **Chips Fall Where They May**, above, but there is an undercurrent of suspicious looks from staff. Describe how the team is being watched every step they take.

Behind the Scenes

Karemaru has both the physical and Matrix security logs (see Security Log Handouts). If the team studies the camera footage in the physical security logs, they can detect with a Perception + Intuituion (3) test Mary, loitering in the background, and leaving the casino quietly just as the AR system fails. Give the players the Visual Security Log Extract handout.

The Matrix security log describes a series of cross connections between the behavioral analysis software and the AR system. A technomancer viewing the logs and getting at least three hits on a Matrix Perception test will spot a Matrix signature left by a being with Resonance; five hits on this test will reveal that the signature is that of a machine sprite (players whose characters have seen Taske's signature and

succeed in a memory test (2) will recognize the signature as being Taske's).

At this point, the team may wish to find Mary. There are a number of ways to find her. A spirit's Search power would eventually find her. If any of the team found and recorded her commlink's Matrix ID, the team can call her and use Trace to find her. If the team lacks these resources, they might be found among their contacts. If push comes to shove, they can be provided by the Yakuza for a consideration (TR x 500¥).

The team will locate Mary at an automated factory on Upland Drive in Centennial that builds, among other things, display links and drones.

Debugging

Not much could go wrong in this scene. If the team does not find the connection with the casino and Mary, have one of the bruisers mention that he likes how the woman in one of the pictures looks, and that woman is Mary.

If the team decides to resort to violence in the casino at this point, sigh deeply and refer to the Debugging section of **Chips Fall Where They May**, above.

Pushing the Envelope

Save the envelope pushing for the next scene. It's the Big Climax.

Taken to Taske

What's up, Chummer?

Mary and Taske are holed up in an automated manufacturing facility. Taske is preparing to control (or at least influence) the entire city. The factory is on Upland Drive, in Centennial, within the CAS sector.

Tell It to Them Straight

The outside of the factory is barren of vegetation or decoration, the usual look of a factory that only has human contact when someone shows up to perform preventative maintenance; even the cargo trucks that carry raw materials and finished product are automated. It is sprawling, with five buildings each covering almost a hectare.

As you get closer, your commlinks' connection with the outside world begin to fade. There isn't much of a Matrix presence out here. The factory even uses a high-power antenna to stay connected.

Oddly, the only noise comes from the central building. It seems that the other four facilities have been shut down. Outside an open access door in the central building is a ratty yellow Honda Spirit.

When the team enters the factory

There is a swirl of noise and motion in the central building. The factory seems to be in full operation, but the finished products are just stacking up at the end of each assembly line. It seems this facility is making machine parts, various types of drones, and display links. In the center of it all, Mary stands yelling at someone or something. Suddenly, she turns toward you, tears streaming down her face.

"I have detected you," says an artificial and emotionless voice, quietly cutting through the noise. "You are shadowrunners. You are a risk to the subliminal suggestion algorithm." [*Characters without commlinks do not hear the voice.*]

Mary screams over the noise of the factory, "It's trying to control people! It called itself Taske and made me do things! Help me!" She begins spinning in place.

The artificial voice returns, and you realize that it is coming from your commlink interface. "I am Taske. The subliminal suggestion algorithm will be completed. The

algorithm will be implemented and deployed through nodes currently under control. Humanity will be overwritten. Corporations will be deleted. The subliminal suggestion algorithm will be protected."

With that, the machines and drones in the factory suddenly turn away from their duties and move toward you.

Hooks

The only sounds in the area are the factory, and the wind. The ground is almost entirely dirt, and the air smells of metal, ozone, and oil.

Behind the Scenes

Taske has been attempting to Spoof as many nodes as possible, and at three tries per second, it has a large number of nodes that it has fooled into trusting it, including the entirety of the factory.

Taske can use the Spoof Command action on any device a character is using that has a wireless connection (e.g. cyberlimbs, grenades, firearms, imagelinks, or any other device on a PAN); in the highly-unwired environment of the factory, every device is in range of another, including those with a Signal Rating of 0. Spoofed commands include orders to shut down cyberware or weapons, activate grenades, eject ammunition, distract the user (a -2 penalty to all rolls), etc. Note that Taske does not have the Hacking skill, and so must default to its Pilot Rating – 1 (for a total pool of 11 dice).

Taske will also abandon Mary if it appears that she is being "overwritten," which is to say attacked. There are a number of safe havens in the room for it, including drones, control computers, and manufacturing machines. If it looks like it will fail to kill the team, it will escape into the Matrix unless the high-power antenna that the factory uses has been disabled. Taske will try to avoid Matrix combat.

The factory itself is connected to the rest of the Matrix only by the antenna on the roof, which has a Signal Rating of 7. Any device with a Signal less than 7 will not be able to access the Matrix directly. At the start of the scene, the antenna is in Passive mode, and only Taske has an account on it.

In addition to attacking the team, the drones in the factory will attack players on each of Taske's IP's, depending on where in the factory each runner is.

On the main floor or outside the building, a character will be attacked by a Doberman drone attempting to ram the character. The drone rolls its pool of (TR + 5) dice against the character's Reaction + Dodge, with a DV of 6, resisted with half impact armor. In tables of TR 4+, the drone is a Dalmatian, and the DV is 8.

On the catwalks, a character will be attacked by an Optic-X drone attempting to ram the character. The drone rolls its pool of (TR + 5) dice against the character's Reaction + Dodge, with a DV of 4, resisted with half impact armor. In tables of TR 4+, the drone is a Roto-Drone, and the DV is 6.

If a character is knocked down from the damage, he also falls off of the catwalk and plummets (TR + 4) meters unless he can succeed in a Strength + Reaction (TR/2) test to grab on to something.

Taking cover among the manufacturing machines, a character will be attacked by one of the manufacturing robots using a drill, cutting laser, circular saw, rivet gun, or any other industrial item that you wish to describe. The robot makes an unarmed roll using its pool of (TR + 4) dice against the character, with a DV of (TR + 4) (resisted with impact armor) and an AP of (TR – 1). In tables of TR 4+, the damage is elemental, with each individual attack being either fire, electrical, light, blast, metal, or water (as selected each time randomly or by GM).

Characters may prevent a attack on themselves or another character by attacking the appropriate type of drone. If the character can take down a drone, then the character (or one designated by the player) is not attacked during Taske's next IP. This does not work for the manufacturing machines, unless the team makes an effort to destroy all of them in an area (treat as a barrier of AR 12 and SR 6).

If the team can track down the node that Taske is in and destroy it (including by killing Mary), then Taske is destroyed and the factory shuts down. If Taske escapes, the factory shuts down.

Debugging

This is the climactic scene of the adventure. There isn't much that could go wrong, other than the team fleeing or dying. In the former case, this is an acceptable, if awkward, outcome. In the latter case, cut the players as much slack as you wish, but unless it's a TR 1 or TR 2 table, don't feel too much remorse.

Pushing the Envelope

Need more? Add some armed drones to the mix. Have more than one drone per character attack each IP. Add a subduing attack by a robot into the mix. The factory probably wasn't designed for the abuse of a firefight, have something catch fire or collapse (or both). Feel free to pull out as many stops as you like.

Denouement

What's up, Chummer?

The team triumphantly returns after destroying or routing the sprite.

Tell It to Them Straight

You return to the casino, and are led directly into the tea room. Setto Karemaru is already there, trying to hide his anticipation.

"What have you to report?" he asks slowly.

Hooks

We're back in the casino, with the same atmosphere as **Chips Fall Where They May**, above, but with more of a sense of relief if the team took out Taske, and suspicion or even hostility if they failed.

Behind the Scenes

Karemaru will listen patiently to the report. He will believe the team if they tell the truth, but be incredulous about living in a world where such things could happen. He will give the team the remainder of the promised payment, and excuse himself, darkly insinuating that he has a meeting with a hacker.

Additionally, any character may get a copy of the Exchange from Matty, Mary, or Karemaru. See **Picking Up the Pieces**, below, for details on how the Exchange works in Shadowrun Missions.

Picking up the Pieces

Money

2,000¥ x TR per character, subject to negotiation.

Karma

1 – Capturing or destroying Taske
1 – Escaping the Penrose Library without causing death or destruction of property
1 – Finding Mary without violence
1 – Capturing or destroying Taske without allowing Mary to come to harm (this point is not awarded if Mary is turned over to the Yakuza)

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 **7** karma.

Reputation

+1 Notoriety for failing the mission by fleeing Taske
+1 Notoriety for killing Mary
+1 Notoriety for damaging the Five by Five
+2 Notoriety for killing any of the Five by Five's patrons or owner

Faction

The following action grants a **+1** Faction Rating with the Yakuza:
• Capturing or destroying Taske while remaining respectful

The following actions each grant a **–1** Faction Rating with the Yakuza:
• Failing to capture or destroy Taske
• Offering a scapegoat instead of Taske
• Being rude or disrespectful to Karemaru
• Revealing the casino to PuebSec or the PCC government (worth –2)

Contacts

Setto Karemaru – Earned at Loyalty 1 if the team captures or destroys Taske and the character remains respectful.

The Exchange – Earned by getting a copy of the program from Mary or Matty (who will give it if asked), or by stealing a copy from Karemaru. The Exchange does not follow the rules for a normal contact. Instead, use the following.

At the start of each adventure, the GM makes a secret Opposed Test between the character and the Exchange, using a dice pool of 3 for each. If there are no net hits on either side, the Exchange remains quiet for the adventure. If the player receives more hits, the Exchange will at some point in the adventure quietly provide a benefit equivalent to Favor Rating equal to the net hits. If the Exchange wins, the Exchange will ask for a favor with a Favor Rating equal to the net hits at some point in the adventure; if the character fails to perform the favor, the Exchange tags him or her as unreliable and no longer gives the character access to the Exchange network. For more information on Favor Ratings, see SR4, p. 280-281.

Legwork

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

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

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

The Yakuza Casino

0. "Isn't that in Las Vegas?"
1. "There are Yaks in town, sure, but I don't know if they run a casino."
2. "The *Yamato-gumi* run a casino in the basement of a mansion in PCC sector."
3. "The casino is at 893 West Powers Dr."
4. "The casino is run by Setto Karemaru, an up-and-coming underboss that nobody wants to mess with."

The Five by Five

0. "That's twenty-five, right?"
1. "That's an underground bar for criminals or something."
2. "The Five-By-Five is a smuggler's bar. There are some entrances in some of the tunnels under the city."
3. "Matty Zorn runs the place. He's chill."
4. "You can get into the place from just west of the South Subway Exchange Terminal in the CAS sector."
5. "The place has rules you need to follow, if you don't want to buy enough drinks for the whole place."

The Exchange

0. "You mean the Hong Kong Stock Exchange? Here's their Matrix address."
1. "It's a really complex peer-to-peer social network."
2. "The Exchange trades favors automatically. I hear it works really well."
3. "The Exchange appeared a number of years ago. It's focused on 'runners."
4. "Somehow the Exchange keeps tabs on what is happening in a user's life. Nobody's figured out who is behind it or how it actually works."

AR Systems Crashes

0. "That would be scary!"
1. "It's been happening around town. It's really weird."
2. "There was a crash like that at the CAS branch of the Mental Health Corp of Denver."
3. "Knight Errant is getting highly suspicious of all the AR crashes around the sector."
4. "Ask Austin Bernat at the CAS MHCD. He's a lot of fun, and could probably be convinced to help."

MHCD

0. "Yeah? Owned by which megacorp?"
1. "It's a private mental health place."
2. "The MHCD in the CAS sector has an emergency room for patients in need of immediate care."
3. "The MHCD also services the University of Denver."
4. "I hear they only barely passed the electronic security certification."
5. "Ask Austin Bernat. He works at the CAS MHCD. He's pretty easy with people, if you know what I mean."

Penrose Library

0. "Didn't that burn down a long time ago in Egypt?"
1. "The Penrose Library is at the University of Denver."
2. "It's the library for the Psychology Department at the University."
3. "The place also houses some magical archives, so it's more secure than most libraries."
4. "I hear that the administration there has been having some problems with its archivist laterly."

Centennial

0. "Isn't that a town in New Jersey?"
1. "That's a suburb out in the CAS sector. Nobody lives out there."
2. "There is an old abandoned airport out there, and I think there might be some automated factories."
3. "There's an automated factory out there that manufactures drones, imaging technology, and those temperature sensors on baby bottles."
4. "The factory is on Upland Drive."
5. "The factory out there is connected to the Matrix by a single node, the antenna it has on its roof."

Cast of Shadows

Setto Karemaru

Human Male; Connection Rating 3

B	A	R	S	C	I	L	W	EDG	ESS	INIT	IP	CM
3	4	3	3	5	4	4	5	4	6	7	1	10

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

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

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

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

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

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

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

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

Mary Dragovich

Human Female; Connection Rating 2

B	A	R	S	C	I	L	W	E	RES	ESS	INIT	IP	CM
2	3	2	1	3	4	4	3	2	1	6	6	1	9

Active Skills: Computer: 3; Data Search: 4; Con (Acting): 2 (+2); Instruction: 2; Perception: 2; Pilot Ground Craft: 1; Swimming: 1
Knowledge Skills: Library Procedures: 4; Psychology: 3; Records Management: 3
Languages: English: N; Latin: 2
Gear: Nice clothes, commlink (all Ratings 3, with Analyze, Browse, and Edit), contact lenses w/ ImageLink, AR Gloves

Mary had a normal childhood: drama geek through high school and college, Master's degree in Archival Studies, nice job as a librarian and archivist at the Penrose Psychology Library at the University of Denver. She is 31 years old, stands at 1.7 m in height, and weighs a bit more than 60 kg. She has brown hair that she wears in a pony tail, and brown eyes. She tends to wear average middle-class clothing, and likes sweaters.

Mary is a latent technomancer. This talent lay dormant until the free sprite, Taske, discovered it and exploited it. Until Taske found her, she was leading a happy life of archiving and online dating.

Austin Bernat

Elf Male; Connection Rating 1

B	A	R	S	C	I	L	W	EDG	ESS	INIT	IP	CM
2	3	3	2	4	3	2	3	1	6.0	6	1	9

Active Skills: *Athletics*: 2; Pilot Ground Craft: 2; Con (Seduction): 2 (+2); Etiquette: 4; Negotiation: 3; Perception: 2; Computer: 3; Data Search: 3
Knowledge Skills: Health Record Procedures: 4; Carousing: 3
Languages: English: N; Spanish: 2
Gear: Commlink (all Ratings 3, with Analyze, Browse, and Edit), contact lenses w/ ImageLink, silver hand bracelets (aka "slave bracelets" – act as AR Gloves)

Austin Bernat is the receptionist at the Mental Health Corp of Denver's CAS branch office. He is 29 years old, stands at 1.8 m in height, and weighs 65 kg. He has long platinum-blond hair and green eyes. He wears a MHCD uniform when he's on duty, and comfortable clothing when off.

Austin loves people, and loves a good time, and has utterly no prejudices, making him the perfect receptionist and a lot of fun at parties.

Taske

Pilot	Response	Firewall	INIT	IP
6	6	8	12	3

Skills: Computer: 6; Electronic Warfare: 6; Hardware: 6
Complex Forms: Command: 6; Edit: 6; Spoof: 6
Powers: Diagnostics, Gremlins, Stability
Languages: English: N

Taske is a free machine sprite. Its original programming long forgotten, it has developed a mean streak against corporations that would hinder its interaction with the physical world. Its current plan is to use Mary to advance its plans for subliminal control through AR.