

SHADOWRUN

Missions

**SRM02-05 THROUGH A ROSE COLORED
DISPLAY LINK**
BY: ADAM LARGE



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INTRODUCTION

Through a Rose Colored Display Link is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Through a Rose Colored Display Link* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-05B, *Through a Rose Colored Display Link Playing Aids*.

Preparing the Adventure

Through a Rose Colored Display Link 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

Through a Rose Colored Display Link 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 *Through a Rose Colored Display Link* (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 stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

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 p59) 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 gameplay.

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 pp257-8).

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

Tina, a technomancer, and an independent sprite named Taske, are on a crime spree of attacking corporations that are developing newer security for commlinks and the Matrix. Their weapon is an army of BTL addicts, conditioned to launch agents via an interactive AR program. In their first crime, they pin it on Mafia lieutenant, Dean. The Runners are hired by Don Casquilho, to investigate the crime and bring a little 'family justice' to the criminals.

After figuring out how the crimes are committed, the 'runners then have to deal with Tina and Taske and provide evidence to Don Casquilho of the completed job.

Adventure Background

Tina is a former corporate secretary, who developed technomancer skills after the matrix crash. Taske is a free sprite whose flawed logic, deems security and encryption to be hindrances to its own development.

With the help of Tina, Taske has developed an interactive BTL, much like the games, except the reward is pleasurable feedback. With this software, Tina indirectly controls an army of chipheads to do her bidding. She has them both physically fight as well as launch Agent programs at a corporation. The BTL Program creates a backdoor to their commlinks, to allow Tina or Taske to load agents or to change the environment to get a favorable response from the chipheads.

In their first attack, Taske discovered Dean to have a criminal background with the Mob. With this knowledge, Taske spoofed Dean's persona, to shift any criminal investigation onto him and the Mob.

First Contact

What's Up, Chummer?

Miguel calls the 'runners to come out and meet with Don Casquilho at Marcel's.

Tell it to Them Straight

You hit the receive button on your commlink, and an AR popup of a large ork with a single gold tusk fills your vision. His guttural voice bellows out, "Oy chummer. The boss needs some muscle and brains. They were busy, so you'ze been tapped. Aight?"

He briefly chuckles at his own joke, then continues..

"Don't be keeping the boss waiting, and have an appetite, I'll meet you at Marcel's at 4 PM. Go to the kitchen entrance. Don Casquilho, well he's got a ... special relationship with this place."

Your AR shows it's just after two.

Behind the Scenes

There are two Mafia families active in Denver. The Casquilho family is in the UCAS sector, the Chavez family is in the CAS sector. The Casquilho family specializes in smuggling. They run Marcel's restaurant as a money-laundering scheme and front for many of their soldiers to blend in.

Miguel can tell them that Don Casquilho is looking to find who pinned a crime on one of his lieutenants, and upped the heat on the rest of the family. He also mentions that it was that hit last night at LuCom. If anything, it's a free meal at Marcel's if they can't agree on a deal.

The meet is going to be in about two hours at Marcel's. This gives the PCs time to run some data searches, get ready for the meet, cross into the Sioux sector, or do legwork.

Marcel's

What's up Chummer?

The PCs meet with Don Casquilho, head of the Casquilho Mafia family, in the back room of the restaurant Marcel's at 9235 Brighton Rd. The job is to find who set up Dean, a mob Lieutenant, and give them 'a message' from the Family.

Tell it to Them Straight

Marcel's is a hopping joint with a line of customers outside waiting. They all are peering through the windows, oblivious to you or your party. You cut down the side alley and see light gleaming off of an ork's gold plated tusk, revealing the face of Miguel. When everyone arrives, Miguel stands up and adjusts his 'one-size-fits-none' grey suit. The seams stretch at the shoulders. He motions you inside as he unlocks the backdoor.

Inside, a regiment of chefs in wildly patterned uniforms, concentrate on pushing pots and trays of food out another door into the restaurant. Another door leads you to a small dining area with a table and a few chairs. On one wall, one-way glass reveals the main restaurant. Through it, you see a waitress in a short skirt with a tail wagging from behind. Waiters and waitress host the restaurant in various states of undress, to show off their mods, tattoos, or blessings from the comet.

This distraction is also why you missed the old Latino male, without enough hair for a comb over. He sits at the head of the table enjoying a breadstick appetizer and the view. To his right, a large Rastafarian stands, giving everyone a hard look as they enter. Sitting quietly by the door is a lean Latino staring out the one-way glass seemingly distracted by the outside displays.

"Come in, come in. Sit down. Dinner will be here shortly." The Don waves you in.

Behind the Scenes

After the party sits down, the food arrives. It's a deep-dish pizza, spicy fries and beer. None of it seems to be synthetic or soy based. (Feel free to toss in some provocative ambiance notes here about the wait staff and clientele using the mirror.)

The Don has a slight Spanish accent that has faded over the last decade of being in Colorado. He maintains a constant façade of being a doddering old grandfather. The Don takes his share of fries before explaining that his lieutenant Dean was arrested yesterday for criminal hacking and murder. The Don thinks of him as a grandson, and he can't believe that he would have murdered his girlfriend, Alice, and a security guard.

The Don pushes a screamsheet over to the nearest player (**Handout #4**) before continuing.

Both happened in the course of a hacking incident at a company called LuCom where Alice worked. The Don is sure that Dean did not commit this crime, and he wants revenge against whoever set him up.

His suspicion is with the Triads as they've had more incidents with them in recent months. This is mostly due to "competition in overlapping business markets." He wants the team to find the guilty parties and leave them the distinct impression not to mess with the Casquilho family.

The price is 2000¥ now and 3000¥ +(TR*2000¥) when the team provides proof that the job is complete. The Don is also willing to negotiate with instead offering compensation in terms of Mob provided equipment or fake licenses/SINs.

Each player can use Negotiation net hits to do two things. They can ask for multiple things but it must total the number of hits from Negotiations:

1. Raise the rating of a fake license/SIN they purchase through the family (max rating 6).
2. Purchase an item of availability higher than 12, 1 point above per hit (max rating 15).

When the Players accept the deal, the Don gives them a key to Dean's apartment, the location of Dean being held by the

police, and a fake SIN to gain access to Dean as a representative of his attorney.

Debugging

The muscle is there to defend Don Casquilho. If the PCs become threatening, they will move quickly to neutralize the offending party.

Rastafarian Guard

BARSCILWESSInitIPCM

4 5 4 3 3 4 3 4 6 8 1 10

Skills: Blades: 2; Dodge: 3; Intimidation: 3; Pistols: 4; Unarmed Combat: 3

Gear: 2 Predators (smartlinked), Armor Vest, Knife

Latino Guard

BARSCILWESSInitIPCM

3 5 4 4 3 4 3 4 6 8 1 10

Skills: Blades: 4; Dodge: 3; Intimidation: 3; Pistols: 2; Unarmed Combat: 4

Gear: Armor Jacket w Shock Frills, 2 Knives, 1 forearm snap blade

If the runners are still not willing to accept the run, try to work out a negotiation of equipment that would sweeten the deal using the cash the Don would give upfront. However, please use your best judgment to keep things reasonable. The Don isn't going to shower them with gifts.

If they Runners Follow up with going to Dean, then proceed to **Dean**, if the Runners follow up with looking at the Scene of the Crime, proceed to **Where it Started**



Dean

What's up Chummer?

The runners can check out Dean's apartment in the UCAS part of the hub and talk to Dean at the Knight Errant police station in the CAS.

Tell it to Them Straight

With a key and an address, you can take a look around Dean's place, and those whose faces aren't posted on the Denver's most wanted list, can go see Dean as he cools his heels.

Behind the Scenes

At the Police Station in the CAS

Knight Errant will put the PCs through both the MAD scanner rating 4 and cyber scanner rating 4 before going to the room to meet with Dean. Because of client/lawyer privilege, the room is not bugged.

Dean's police record (**See Handout #1**) is available upon request at the police station for the player using the lawyer ID.

Dean, in a now rumpled, tres chic suit, welcomes their help. He doesn't know them, but he knows the name on the ID, as he wrote it. He'll ask about how his "grandfather" is handling this, before getting down to questioning.

Dean understands that the police have circumstantial evidence on him. Part being that he was seen inside the building that day and the other that his persona was logged by computer security before crashing at the time of the crime. Having a criminal record for hacking also doesn't help his case either. The police took his commlink and the SINs match. He swears that he was not there at that time, but can't give any proof as it would be a little embarrassing to the "family" and probably put him in jail even longer.

Dean was playing a high level game of switchboard; intercepting communications and redirecting their destinations. Childish yet fun: A smuggler for the Kirillov Vory asked for a safe zone from a Golden Triangle lieutenant. Kachina goons did their broadcasting on police bands. Dean also accidentally redirected a family order. Casquilho Imports will be receiving a shipment of torrid romance holos, while a little video store in Cal-Free will be surprised

with twelve hand-made Talavera urns with false bottoms holding 50,000¥ worth of narcotics.

Dean will mention that he thought it was odd when the police asked why he stole the commlinks of the victims. He never took them, and he has no idea why anyone would. He worked on Alice's commlink, but it wasn't worth much more than the stock version.

Talking about his girlfriend, Alice, Dean breaks down. He loved Alice. Sure his MO has been to seduce women and con them into security access, but this was different. Dean tells them that he came clean about some of his past to her and she moved in with him. Now he won't get the chance to tell her the whole story. He can give them her personal ID that she uses with her commlink. If the runners are going to head over to his apartment, he'll give them a limited privilege access code to see if anyone tampered with his machine.

At Dean's Apartment in the UCAS

Dean's apartment is a high-rise condominium in the Hub. It's a very nice place. You wouldn't expect something this nice and tidy from a hacker. There are no uber-geek toys lying around or computer game magazines. It's a very contemporary place. Nothing seems to be in disarray. The bedroom and bathroom has "His & Her" stuff.

Accessing his personal computer is a little odd, as the whole apartment is the node.

Dean's System

| Firewall | Response | Signal | System |
|----------|----------|--------|--------|
| 5 | 4 | 4 | 5 |

Every wireless device in his apartment can be driven from here. He's even put motors and RFIDs on the non-tech devices. Chairs in the office can pilot themselves into the living room on request. The living room furniture also can move to accommodate the influx of chairs. Dean's drinking glasses and coasters have matching tags and the corresponding coaster can scoot itself around to "catch" its glass as it is being set down.

As the PCs search the node, they find that no one has come into this apartment since yesterday morning. That is until something triggers the coffeepot to activate. An agent (with the appearance of a squirrel) is sleazing around the node. It attempts to flee with its paydata of a name of another mafia hacker. Tracing the agent (Computer + Track(10), 1 IP;) leads them to somewhere off Happy Canyon Road.

Agent Squirrel

Pilot: 4

*Software: Browse 3, Stealth (TR),
Exploit (TR)*

If the 'runners follow up searching for Alice's commlink or heading to the last location of the Agent, proceed to **Following the White Rabbit**. If the 'runners follow up with looking at the scene of the crime, proceed to **Where it Started**.

Debugging

Going in with guns blazing, or just trying to get past police security with guns is suicide. It's also crazy to have illegal/restricted cyberware without a permit. At best, the PC will be fined, at worse; there will be some jail time. If the players are new to Shadowrun, remind them that this is a police station.

The Hub is a Lone Star AAA district. While it's less risky than walking into a police station, it's still not a neighborhood to walk into with heavy ordnance.

Where it Started

What's up Chummer?

When the 'runners check out the crime scene in the CAS, they will find the LuCom corporation getting back on its feet. Tina and Taske are long gone leaving four casualties of the combat yesterday. Two were victims at LuCom, and two were from Tina's army, who are hidden in the alleyways.

Tell it to Them Straight

As you arrive in the vicinity of LuCom Inc., you see that while there were reportedly deaths at LuCom yesterday, the corporation is up and running in some capacity. The only evidence of even a crime scene is the police tape ARO on the steps outside the building and one lone police drone blimp hovering above the building, circling slowly. On the door that people are passing through, a physical sign is taped saying 'No Visitors Today'.

Behind the Scenes

LuCom's three-story building is in a small commercial area of Englewood in the CAS. It's next to a coffee shop, a computer repair shop, and a few other corporate branch offices. (See **Maps LuCom Street, 1st, 2nd, and 3rd floor**)

Outside LuCom in the AR world, the usual ambiance of flashy AROs and virtual salesmen is missing in this area. Security recording devices at small commercial places such as the coffee shop and computer repair are off line. Someone has crashed all the AROs around the LuCom building. The same for the security recording devices, though by now the police have seized them as part of crime scene evidence. No one has bothered to turn them back on.

The drone floating above the building has been given a limited set of tasks. The first is to ping bystanders in front of the building to see if they have hidden their commlink (security in the area forbids it). The second is to alert police if anyone crosses the ARO tape. Its only means of defense is a canister launcher with a payload of 3 nausea gas canisters.

Drone Blimp

| Name | Hand | Accel | Spd | Pilot | B | A | Sens |
|------------|------|-------|-----|-------|---|---|------|
| Renraku | | | | 3 | 3 | 2 | 3 |
| Stormcloud | -3 | 5/10 | 25 | | | | |

Autosofts: Clear sight 3, Maneuvers 3, Targeting(Thrown Weapon) 3

At the coffee shop, at an outside table, a plain-clothes Knight Errant detective sits and watches. His name is Jack Diamond (See **Cast of Shadows**). From where he sits, he has full view of the front of LuCom, plus a partial view of the side street. He's trying to figure out how Dean took out LuCom so quickly. How many hackers would it take to pull off this job? On his commlink, he has photos of the crime scene, autopsy reports of the two victims, and some notes about LuCom paydata trickling onto the black-market. It would be a Perception + Intuition (2) test to see that he's watching the 'runners. He's watching everybody that interacts with LuCom.

If Jack sees the runners acting suspicious, he'll walk over. If they approach him, he'll keep cool. Either way he'll introduce himself as Detective Diamond, though not mention Knight Errant, unless they ask. He'll ask them what they know of the crime and if the runners are honest, he'll answer their questions to the best of his ability. He'll then ask if they could keep him posted on anything they find out, and he'll do the same. If asked why he doesn't just come out and arrest them, his response is while arresting them might lower the crime rate, their unorthodox methods could be more valuable in this case.

In the alleyways nearby, the 'runners can find two chipheads, whose bodies have been partially hidden in the trash. They are from two different social classes; one street, one middle. One has regular trodes; the other has nanite trodes (painted as a smiley face). What they have in common is that they both have hot sims, and their commlinks have been crashed. These are two of Tina's digital soldiers.

The commlinks' OS and other software are badly corrupted. Software + Logic (8, 1 hour) to get the OS up and running. It will take a computer kit and Software + Logic (16, 1 hour) to recompile the other software. Computer+Analyze (2) will identify the software as a full sim environment. At

Computer+Analyze (4), will identify BTL code within the software.

From the fragments of BTL code that can be recovered, this is beyond what normally is done with BTLs. Where the hot chips out of Hong Kong would be like a shotgun blast to the brain, this is acupuncture. It involves sensory prodding to specific points in the brain that could cause unknown effects. This is decades beyond the public stuff, probably more like military psychotropic IC.

The software is an interactive AR program. The scenery is an overlay of grass and trees with butterflies and little birds flying around and singing. A 'Zippity-do-da' –esque song floats in the background. It's all bright and cheery.

Physical security at LuCom consists of two human security guards (see Corporate Security Unit **SR4** p.275), obviously armed, watching people entering the building and using a hand-scanner rating 4 to check their security tags (located in the employee's hand). They are more alert than usual considering the death of a fellow employee, but they don't know everyone working at LuCom personally.

Security is also not letting anyone other than LuCom employees into the building. (See **Handout #2**) A corporate memo went out to security mentioning the cancellation of all guest and contracted visits for the next two days. Any contracted visitor should be reported. They keep themselves inside the lobby area and don't leave it to go outside. Outside is regular police work, and the security guards will call the police for any disturbances outside the building. Matrix-wise LuCom is back online.

LuCom Systems

| Firewall | Response | Signal | System |
|----------|----------|--------|--------|
| 4 | 4 | 5 | 5 |

Give one additional die with hacking attempts if they check the place over, seeing that their system is short a few current patches. There is no constructed virtual environment in the LuCom node and security is mostly corporate hackers rebuilding (reloading) the LuCom node. Attempting to monitor traffic in the node, (Electronic Warfare + Sniffer (3)), reveals that the biggest concern is the loss computer hardware containing prototype schematics and some relief in the fact that

neither the hardware or cyberware labs were touched.

A (Computers + Search (3)) of email will reveal both recent corporate memos. (See **Handout #2 and #3**)

Three cameras (one in each of the long hallways of each floor) and security door locks are currently active and monitored. Eight other internal cameras and the outside security sensors are in standby mode as the Corp hackers (# of Hackers is equal to TR) are doing diagnostics. They are highly paranoid of anyone accessing a security device and will challenge anyone for their identification.

Corporate Hackers

Matrix Initiative: 10

Skills: Data Search: 4; *Electronics*: 4; Etiquette (Corporate): 2(4)

Key Gear: Commlink (System 4, Response 5, Signal 4),

Programs: Analyze: 4; Attack: 3; Browse: 3; Exploit: 3; Scan: 3; Stealth: 4

Most of the employees are a little wary of strangers approaching them outside of the building. If the 'runners appear threatening or intimidating, the employee will leave and report the 'runners to the guards. They say very little except that someone died outside the building and that the Mafia was involved. A corporate memo went out earlier today giving employees a script of what they can say outside the office relating to the incident. (See **Handout #3**)

Once inside the building, employees are a little more relaxed, and office cooler gossip is rampant. (See **Legwork** for **Al the Security Guard**, and **Alice the Corporate Secretary**)

The 'runners may ask why Alice was here late at night. That night, the directors had a virtual conference with Tokyo. They didn't hear or see anything, nor was their conference meeting interrupted even with the mob hackers.

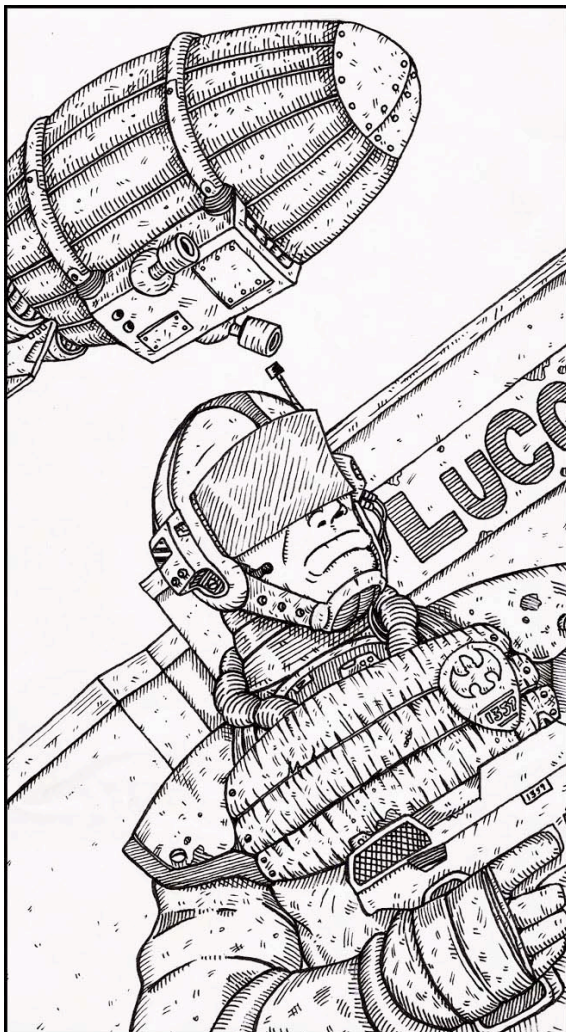
If the Runners head over to Dean's place, go to **Dean**. If the 'runners use the chiphead's commlink to look for clues, go to **Happiness is Only a Smile Away**.

Debugging

If the 'runners go in with guns blazing, the guards will defend themselves (call in an additional TR in guards to appear from the elevator and stairwells) and call for backup and police. The Knight Errant police drone is not equipped with guns, but has nausea gas canisters, which can be launched into the lobby if necessary. Detective Diamond receives the police response

Detective Diamond will also call for backup if either he or LuCom employees are threatened outside LuCom. He'll first flash his badge and get their reaction before using his pistol.

Lingering long or trying to move the bodies in the alleyway will attract attention in this C class zone. Mostly this would come from bystanders walking by the alley.



Following the White Rabbit

What's up Chummer?

The 'runners, when looking for more chipheads, get a hit on Alice's commlink. This is a ruse set up by Ms. Taske to see who's looking for Tina. Sacrificing two more digital soldiers, Taske leads the 'runners to the conflict with the Triad at the Happy Canyon Mall in the CAS. Escaping the Triad proves difficult as the police arrive leading to a deadly shootout with the 'runners caught in the middle.

Tell it to Them Straight

The world is a little smaller in 2070 as no one can go anywhere without leaving a footprint in cyberspace. Someone using Alice's commlink is on-line. They are making purchasing out of the Happy Canyon Mall in the electronics store called Red Wire. It's infrequent, so the police might not of caught it ... yet.

At the Happy Canyon Mall

Well this address might be the Happy Canyon Mall, but it looks like a piece of China was transplanted here. Luckily the augmented reality provides translations to the Chinese signs. From the parking lot, you can see a large party going on at a temple. The stores around the perimeter look closed, though the restaurants are still open. Probably for whatever festival is going on. Red Wire is closed, however based on the PAN, someone's inside ordering out.

Behind the Scenes

At the electronics store, Red Wire, there were two Golden Triangle guards. Under the influence of the BTL, one guard killed the other, then the surviving guard was killed by his own gun, triggered by Taske. This leaves Red Wire empty of anyone monitoring security. Taske spoofed the radio connection of the security guards, as it waits for the 'runners

Red Wire, as well as most of the other buildings, is 2 stories with an external balcony and stairs. The store itself is on the ground floor. Storage, office, and the special inventory of BTLs and electronics are upstairs. Maglocks (Rating 4) are on both the front door of Red Wire and the entrance to the office upstairs. A catwalk wraps

around in a U shaped fashion to the other upstairs offices/residences above the other stores and restaurants. The windows are reinforced glass (Barrier Rating 9).

At the 9-story temple at the center of this U-shaped mall, approximately 250 people have gathered for the ceremony. The son of one of the Golden Triangle lieutenants has turned 20 and wants to join the family business. This is a coming of age ceremony for him. It's by invitation only to enter the temple at this time. Guards (use Triad Posse **SR4** p. 276) will briskly escort anyone without an invitation out of the temple. One or two guards will watch to make sure that they don't try to come back in.

The restaurants are bustling with patrons. Most of the tables have been moved out into the parking area, arranged into a combined outdoor dining area. Most of their employees are busy filling the long tables with a buffet. There's a bias against non-Asians at this time with a general feeling that this event isn't for tourists.

Restaurant Employees

BAR SC I L WESS Init IP CM

3 3 3 4 2 3 2 2 6 6 1 10

Skills: Intimidation 1, Pistols 1, Unarmed Combat(Martial Arts) 1(3), Clubs 2

Gear: Club or Knife

Inside Red Wire upstairs office

Boxes of BTLs and other electronics are stacked around the area. In the middle is makeshift office with the walls defined by stacked boxes. Just outside the office is one of the guards, face down, shot in the back. Inside the second guard sits in the office chair with a gunshot wound to the head/neck. His gun is on the table next to a commlink and the office's computer.

Examining the commlink, the 'runners see that it's still operating. Wearing the commlink, the PC sees an overlay of flowering hills on the walls of the office with butterflies fluttering around and a zippity-doda-esque song playing in the background. However the PC is not the only thing connected to the commlink. An agent program in the shape of a white rabbit is doing a search of the office computer. When the PC tries to interact with the agent/rabbit, it makes its escape onto the matrix through the office computer. Attempting to trace the agent (Computer + Track(10), 1 IP); The

agent is running a Stealth program equal to TR) will lead them to a location around Stout and 26th Street.

Agent Rabbit

Pilot: 4

Software: Browse: 3, Stealth: (TR Rating),

Exploit: (TR Rating)

At the same time, Taske stops spoofing the commlinks of the two dead guards, thus alerting the Triad to a problem at the electronic store. Six more guards, An Peng (see **Cast of Shadows**), and an air spirit head towards the store, from the temple, trying to keep things discreet as possible, so as not to disrupt the ceremony.

An's first action is having the force 3+TR air spirit confuse or noxious breath the characters into staying inside. The second action is a force 5 physical barrier on the door (and along the wall) to keep the 'runners inside until the guards arrive. Six guards followed by the magician arrive, and then the magician releases the mage barrier. The spirit attacks (if alive) first, to give the guards cover and analyze the situation. The guards use silencers to keep things quiet. The magician will use his area effect spells to incapacitate as many 'runners as possible. LOS is difficult with the boxes around, giving both the guards and 'runners plenty of cover.

There is a chance to open talks with the An Peng. He doesn't want things to interrupt the ceremony, but it will be difficult for the 'runners to make a good argument (-2 for Hostile, -2 for the dead guards, -variable 1 to 3 depending on how well they speak Chinese).

If the 'runners stay too long either in a shootout (5 combat rounds) or negotiations, the police pick up the stolen commlink signal and arrive at the Happy Canyon Mall. This does disrupt the ceremony if the 'runners haven't done so already.

Two sets of 3 Knight Errant Chrysler-Nissan Patrol-1's (**SR4** p.342) parked in a triangular formation are positioned on either side of the Temple, partially blocking both main exits out of the Happy Canyon Mall. Each patrol car disgorged two officers (use Lone Star Police Squad **SR4** p.275) and Detective Diamond (see **Cast of Shadows**) in his own Honda Spirit(**SR4** p.342) if he is

still alive will also arrive to investigate the signal from the PAN.

This leads to hazardous driving conditions as people try to fight their way out.

Detective Diamond is focused on heading toward Red Wire. He will notice the runners if they are coming out of the building at this time. The reverse would be true with a successful Perception+Intuition(2) test.

A gun battle also is occurring around the parking lot area against the police. There is one mage with two bound force 4 earth spirits guarding the 2 units. It's quite chaotic with almost 300 people fleeing to cars or between the stores on foot. A successful Perception+Intuition(2) test, will note a few cars exiting a narrow alley at a corner of the U-shaped mall. These cars are taking an unpaved road out the back, down to Happy Canyon Rd.

If the 'runners follow up their investigation using the guards' affected commlinks, go to **Happiness is only a Smile Away**

Pushing the Envelope

If the 'runners are doing too well in defeating the Wuxing master and guards, add additional guards equal to TR.

Debugging

If the 'runners are not doing too well, trapped in the store, the police can arrive sooner. The mage and guards will back out and head for the temple to protect the ceremony from the police.

If the 'runners get too close to the police, or engage the police, the spirits will throw chunks of asphalt (elemental attack).

If the 'runners attempt to flee out the back way, a police MCT-Nissan Roto-drone (**SR4 p341-2**) drone chooses to follow them, thinking they are part of the fleeing triad. It has the following autosofts: Maneuvers 3, Targeting automatics 3 and is equipped with an Hk227x.

Happiness is Only a Smile Away

What's up Chummer?

Tina and Taske are gearing up for another attack, this time at a Renraku subsidiary, Karakuchi. Karakuchi is a software company for Renraku's commlink operating system. While Tina is moving the digital soldiers to Karakuchi, Taske is getting annoyed with the 'runners' persistence. While Taske is mostly occupied with Tina and her army, Taske manages to throw the 'runners a few matrix curve balls.

Following the AR Program will lead the 'runners to an abandoned building where Tina's digital army is equipped.

Tell it to Them Straight

The world through this program is all bright and cheerful, that you can't help to smile. What BTL addict wouldn't be happy here? You could close your eyes and mellow out to the background music as the autopilot cruises around town. With that you realize another subtly of the program as you notice that the music is coming from a fixed point in the city. Facing in that direction, you see that even the meanderings of the birds and butterflies flow in that general direction.

Behind the Scenes

Everything and everybody looks bright and cheerful in this AR program. There's also a back door that allows agents and commands by Tina to enter and interact with the commlink regardless of if the commlink is in active or passive mode.

If connected via hotstim, the program acts as a technological version of either a Control Emotions or an Influence spell, depending upon circumstance. Resisting a command from the program (such as the change in music, or seeing the skin overlays) requires a willpower + logic(4) test. Failure means that the character must react accordingly (i.e. driving in the direction of the music, attacking a person with a demon skin overlay). A success means that the character can do what they want to do at a -2 penalty due to the conflict of the hotstim stimulation. Glitch means a BTL addiction.

While the Runners are driving around, Taske invokes a gremlin attack on the

vehicle trying to make them crash. If there is more than one vehicle, she'll attack the one containing the programmed commlink.

The music is coming from a fixed point. Following the music, leads the 'runners to an abandoned building back in the Englewood district of the CAS. With spray paint, the building is tagged "Happiness is only a smile away".

Inside, the place is trashed and smells of urine and body odor. Through the commlink, it's a palace with walls overlaid with paintings. From a sim-rig connected to the commlink, the smells are replaced with jasmine and sandalwood. There's a computer in this building and it interacts with the AR Program. The computer, in the voice of Tina, welcomes the runner to her happy world. It then offers 'friends' to help the runner on their way through the world. Based on the commlink OS, it allows only one or two of the friends to be loaded onto the commlink. The friends are actually agent programs created by Tina and Taske. Each one has specific loaded program(s). Rabbit (Browse, Analyze), Squirrel (Spoof, Sniff), Raccoon (Exploit, Stealth), Bear (Attack). They all have a pilot rating of 4 with program rating of 3.

They scurry around on the commlink's AR environment like a cute little pet and take simple commands. Analyzing them (Computer + Analyze (2)) the actual commands to the agents are hidden within the AR program, so a user won't even realize what he's doing. The computer here has limited functionality as it just makes copies of the agents to be loaded onto commlinks with the AR program running; otherwise it sits passively scanning for the AR program.

Computer at Warehouse

| | | | |
|----------|----------|--------|--------|
| Firewall | Response | Signal | System |
| 4 | 3 | 3 | 3 |

Chipheads are zoned out in various states. Some have gotten as far as the alley before sitting down and petting their virtual rabbit/agent. One man is face down on a mattress inside the building, oblivious to the rest of the world. They just smile at the 'runners, and don't take any action against them. That is unless the 'runners attempt to tamper with the computer. If that occurs and is detected, the person trying to get into the

computer and any person not with an affected commlink is overlaid with a frightening demon skin. The chipheads (3 X TR) lash out at the overlaid 'runners.

Chip Head

BARSCILWESSInitIPCM

3 2 2 4 1 2 1 2 6 4 1 10

Skills: Clubs 1, Intimidation 1, Unarmed Combat 2, Pistols 1

Gear: Clubs, knives OR Streetline Special

When the 'runners leave the building, Taske strikes out at them, using a variety of attacks because she is suspicious of what they are up to. Pick one or more of the following as seem appropriate to the PC's actions:

- A random 'runner's PAN address is distributed to so many junk sites, that their commlink is overwhelmed with spam, making any AR work useless. -3 dice for any Matrix action.
- When a 'runner makes a purchase, the cost is 5 times the stated price.
- A gremlin attack on a drone or vehicle Taske avoids direct combat at this time, and runs away if a hacker attempts to search for it. Taske spoofs its data trail to avoid being followed.

Towards the evening (after 10 PM), the AR program receives a message. After receiving the message, the background music and location of the music changes to "Calling all Angels"-esque style. Outside in the sky, a bright AR star can be seen. The music leads in the direction of the star.

If the 'runners wish to search for Alice's commlink proceed to **Following the White Rabbit**.

Otherwise if they follow the star/music proceed to **Karakuchi**.

Debugging

The 'runners should not have a problem with the chipheads. If they somehow find themselves overwhelmed, have the chipheads start going into convulsions from extended exposure to hotsim BTL.

Karakuchi

What's up Chummer?

Tina and Taske are summoning the digital warriors for a new fight, this time against Karakuchi. The Runners, following the marker indicated by the AR Program, are led straight to Tina. The problem is that she looks so non-threatening; the PCs may overlook her.

Tell it to Them Straight

Via GPS approximation, you find yourself being lead to Stout and 26th Street in the CAS, near the Hub. The most significant corporation in that area is Karakuchi. Arriving at the area, you find the AR star hovering above a two-story office building. The building is indeed the Karakuchi Corporation.

It looks fairly quiet, allowing your deviant minds devise where you would stake out the building before a B&E if you were the mastermind behind these crimes.

Behind the Scenes

Next door to the Karakuchi building, is a late-night coffeehouse with approximately 30 people sitting outside enjoying caffeinated concoctions. They all seem normal and happy people.

Entering any alley proves difficult, as there are dozens and dozens of squatters occupying them. It's like a convention of the homeless and they seem to be enjoying the company.

Most of the ten cars parked in the area still have a driver and occasional passenger. They seem to be enjoying themselves as well, but waiting for something. They occupy their time by listening to music or watching the trid.

They don't have to wait very long. A group of about a dozen people walking down the sidewalk, stop in front of the Karakuchi building. It's an odd mix of different gang affiliated street punks. No guns are visible, though a few might be carrying some clubs or knives.

One woman stands out from the group. She is nicely dressed; carrying a silver-colored walking stick. She waves it in the air, then points it at the building.

Through the AR Program, she becomes overlaid with chain mail and the stick becomes a sword. A female voice speaks over the commlink. "Once again we are called to defeat the corrupt, and once again we shall be victorious."

With that, hundreds of agents flood the matrix; crashing security devices around the area, then focus in on the Karakuchi System.

Karakuchi Systems

| Firewall | Response | Signal | System |
|----------|----------|--------|--------|
| 5 | 5 | 5 | 5 |

Above them in the matrix, is Taske, looking like a winged version of the woman on the street. It acts like a general, directing the agents' attacks. A persona of the woman, dressed in chain mail, leads the attacks against Karakuchi.

While this epic war goes on in the matrix, in the real world, things get a little quiet. The people at the café and the squatters become focused and somber. The doors of the Karakuchi building open up and the group on the sidewalk head towards the building.

When a security guard approaches the group, in the AR program, he is overlaid with a demon skin. The small crowd rushes him with guns, clubs, and knives, intent on slaying the demon.

When any of the 'runners attempt to interfere or to help the guard, they too become augmented with a demon overlay. Then the squatters come out of the alleyways to attack the 'runners. The people at the café also get up to fight. The scene is like out of a sci-fi horror flick, where everybody is an alien/zombie except the PCs.

When the 'runners start using guns or drones, Tina interferes with their wireless smartlinks with electronic warfare, denying the PCs the bonus. Drones used by the 'runners are spoofed by Taske (one attempt per action) to attack the 'runners instead.

Chip Head (All kinds)

BAR SCILWESS Init IP CM

3 2 2 4 1 2 1 2 6 4 1 10

Skills: Clubs: 1; Dodge: 2; Pistols: 1;
Unarmed Combat: 2

Gear: Armor Clothing, Clubs, Knives OR
Streetline Special

Tina's Posse

(Gangers or Burned out runners)

BAR SCILWESS Init IP CM

3 3 3(4) 3 2 2 2 2 4.2 6 2 10

Skills: Clubs: 3; Etiquette(Street): 1(3);
Pistols: 2; Unarmed Combat: 3; Dodge: 2

Cyberware: Wired Reflexes 1(α)

Gear: Ares Predator, Armor Jacket

There are 3+(2xTR) members of Tina's posse to attack the runners, plus 2xTR of chipheads assisting.

If Tina is incapacitated or killed, Taske loses the drive to continue, as there is no non-matrix support. Taske will leave, but not before sending an erase command, which wipes out the AR program from all commlinks.

If Taske is defeated, as a dead-man switch, he still sends out an erase command to wipe the AR program from the commlinks. Tina goes ballistic and attacks the nearest runner with her stick. If she is seriously wounded, she tries to escape by hacking the nearest vehicle.

In the subsequent rounds after the defeat of Tina and/or Taske, without the AR program, the chipheads become disoriented and immediately feel the effects of a severe addiction to BTLs,

Debugging

The volume of attacks might prove to be a challenge to the 'runners. If they need support, add a Casquilho hacker to lend a hand or a half dozen security guards from Karakuchi, now organized to fight against Tina's army.

If time's running short, and Tina is taken down, have the chipheads go into convulsions when Taske deletes the BTL from their commlinks, before fleeing.

Picking up the Pieces

Money

The PCs should have received 2000¥ up front and 3000¥ +(TR*2000¥) upon mission completion, subject to Negotiation.

Karma

1 –Handing over any evidence such as a recording of Tina or Taske, the Agents, or the computer at the building over to the Casquilho family

1 – Protecting the security guard at Karakuchi

1 – Not killing Tina and turning her over to Knight Errant.

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action.

The maximum adventure award for SRM characters who played this adventure is 6 karma.

Reputation

The PCs will gain one point of notoriety, if they killed any Golden Triangle members in combat.

The PCs will gain one point of Street Cred, if they successfully stop Tina's attack on Karakuchi

Faction

The PCs will lose 1 point of faction with the Golden Triangle if they killed any members. They will lose another (1) point if they attacked the temple or disrupted the ceremony. Alternatively, if they peacefully resolved the meeting with the Triad guards without disrupting the ceremony, they may gain a point.

Successfully completing the mission to the satisfaction of Don Casquilho will earn 2 points of faction with the Casquilho Mafia.

Contacts

For helping Dean out, they gain him as a contact, Connections 2, Loyalty 1 and also Miguel Sanchez, Connections 3, Loyalty 1.

For working with Detective Diamond, they gain him as a contact, Connections 2, Loyalty 1.

Legwork

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

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

Miguel Sanchez

Street Contact Information Table – Etiquette (Street) or (Mafia)

- 0– “Who the frag are you?”
- 1– “Some kind of sprawl ganger who got in bed with the mafia”
- 2– “His cousin married someone important in the family, since then he’s been climbing up.”
- 4– “The Casquilhos trust him about as far as they can throw him”
- 6– “He’s got a soft spot for the downtrodden, always gives them a few bucks or something to eat.”

Dean Costello

Street Contact Information Table – Etiquette (Street) or (Mafia)

- 0– “Don’t know, Don’t Care”
- 1– I’ve heard he’s a Matrix consultant who works with the Casquilho family.
- 2– He’s a hacker who snags inside information for the Casquilhos. *If the PC is using a law enforcement contact, he may purchase a copy of Dean’s police record for 50¥. (Handout #1)*
- 3– He’s also a bit of a Don Juan of the electronic dating world.

Alice Jensen, Corp Secretary

Office Information Table – Etiquette(Corp)

- 0– Her name is Alice Jensen
- 1– Worked for LuCom for 3 years.
- 2– Started dating that mob guy 8 or 9 months ago
- 3– Knew that her boyfriend Dean was trouble, as I heard that he was Sicilian with a temper.
- 4– “Thought that her boyfriend looked suspicious, walking into the building with flowers for her every week, like he owned the place. I don’t think they were even real flowers.”
- 5– “Couldn’t believe she moved into his place just two months ago. They didn’t look like they had anything in common.”

Allen ‘Al’ Ethland, Security Guard

Office Information Table – Etiquette(Corp)

- 0– His name is Al Ethland
- 1– Worked here for over a year
- 2– I think he owns a cat and he likes milk. He brings his own liter of milk to work.
- 3– I’ve heard him brag about having pirate relatives in New Orleans at the Christmas party.
- 4– He’s not married. Boring guy. Had a set routine you could almost set your watch to.

Triad

Street Contact Information Table – Etiquette(street)

- 0– Try a fortune cookie pal.
- 1– Chinese Mafia
- 2– There’s two groups, The White Lotus and Golden Triangle both located in the Chinatown sector
- 3– You really want to find them? Try the Happy Canyon Mall. Both groups use the Chinese temple there.

LuCom Industries

Street Contact Information Table – Etiquette (Street) or (Corp)

- 0– “Light bulbs man, they make light bulbs.”
- 1– LuCom is a spin off company of MCT.
- 2– LuCom is a firmware designer of computer systems for MCT.
- 3– They work with all kinds of communication gear, though mostly with commlinks.
- 4– Seems there’re some files on them in circulation, you want a copy?
(Handouts #2 & #3)

Marcel’s

Street Contact Information Table – Etiquette (Street)

- 0– Ain’t that the bowling alley over on 4th?
- 1– It’s a great joint with lots of eye-candy waitresses, but a little on the expensive side.
- 2– It’s all smoke and mirrors for money laundering for the Casquilho family.
- 3– Some of those mirrors are one-way glass fronting private meeting rooms.

Karakuchi

Street Contact Information Table – Etiquette (Street) or (Corp)

- 0– “Doesn’t it mean loose lips in Japanese?”
- 1– They’re a software company.
- 2– Karakuchi is a subsidiary to Renraku.
- 3– They do development on Renraku’s commlink OS.

Cast of Shadows

Miguel Sanchez

Ork Male; Connection Rating 3

B A R S C I L W EDG ESS INIT IP PM SM
7 4(5) 3 6(7) 3 3 3 4 4 4.9 6 1 12 10

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

Knowledge Skills: *BTL Dealers:* 2; *Mafia Run Establishments:* 5; *Urban Brawl Statistics:* 3; *Denver Area Knowledge:* 2; *Gang ID:* 4;

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

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

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

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

Don Casquilho

Human Male; Connection Rating 5

B A R S C I L W E D G E S S I N I T I P M S M

3 3 3 2 5 5 3 4 3 6 8 1 10 10

Active Skills: Computer: 2; Data Search: 2; Etiquette: 3 (Mob: +2); Instruction: 4; Leadership: 3; Negotiation: 3; Perception: 3; Pistols: 1

Knowledge Skills: Business: 3; Law: 4; Local Politics: 3; Mob Politics: 5; Police Procedures: 2; and Psychology: 4

The grandfatherly influence behind the Casquilho reign, Don Casquilho has backed away from most of the day to day running of his little empire. He is a likeable old man of Spanish descent, but underneath the calm veneer is a man who has ordered the killing and personally killed more men than he can remember. The Don wants to take care of his family and the people under him but won't risk his business.

Don Casquilho is in his late sixties and hasn't given in to the latest gene therapies so the years really show through. Mostly bald, he shaves the rest of his hair short. The leader of the Casquilho family speaks with a mild Spanish accent and carries the affect of a doddering old man. This act has led many to underestimate the ruthless killer and cold-blooded businessman, a mistake that few live to regret.

Dean Costello (Casquilho Hacker)

Human Male; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 3 3 2 4 3 5 4 3 6 6 1 10

Active Skills: Computer: 4; Data Search: 3; Etiquette: 2 (Mob: +2); Hacking: 4; Hardware: 2; Perception: 2; Pistols: 1

Knowledge Skills: Business: 3; Law: 4; Mob Politics: 5; Police Procedures: 2

Gear: Hammerli 620S, Armor Vest, Transys Avalon running Iris Orb

Matrix Programs: Attack: 4; ECCM: 3; Exploit: 4; Sniffer: 3; Spoof: 5; Track: 3

Dean is a late 20-something hacker for the Casquilho family. His good looks and charms, have lead him to seducing corporate secretaries/female wage slaves to gain access to their corporations for schemes of blackmail and extortion. Only once was he caught in a sting operation. That put him away for 5 years, but he gained respect, as he never gave up the family to police. He's moved away from his previous MO, to working money laundering and writing fake licenses for the Don.

Old habits die-hard as he checked out LuCom, but this time Dean fell in love with the corporate secretary. He and Alice were happy together, though he still didn't address how to mix her into the family.



Tina

Human Female; Connection Rating: 2

BARSCILWEDGRESSINITIPMSM
3 3 3 2 4 4 4 4 4 5 6 7 1 10 10

Active Skills: Computer: 3; Data Search: 5; Etiquette(Corp): 2 (+2); Tasking: 3; Hardware: 2; Pistols: 1; Perception: 3; Dodge: 2; Clubs: 2

Knowledge Skills: Corporate Politics: 5; Matrix Rumors: 2; Matrix Sites: 2;

Gear: Stun Baton, Armor Jacket, commlink

Tina is in her early twenties and a former corporate secretary. She developed technomancer skills after being trapped in the matrix during the crash of 2065. She was fired from her work after a suspicion that she was going into places in the corporate node, which she wasn't authorized for. This was at the time she was learning her skills. Later, Taske, a free roaming sprite, befriended her. It convinced her that she was made for better things. Together they created the BTL AR program and agents. Getting chipheads addicted to this program, Tina amassed an army to take on the corporations.

Unfortunately for her, she has been caught up in the world she created. She believes she's a Joan of Arc against the corporate world.

Taske

| | | | | |
|--------------|----------|----------|------|----|
| Pilot Matrix | Response | Firewall | INIT | IP |
| 6 | 6 | 8 | 12 | 3 |

Skills: Computer; Electronic Warfare; Hardware

Complex Form: Command, Edit, Spoof

Powers: Diagnostics, Gremlins, and Stability

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 Tina and the digital army to attack known producers of security.

Detective Jack Diamond

Human Male; Connection Rating: 2

B A R S C I L W E S S I N I T I P C M

3 4 4(7) 3 4 5 3 4 4.3 9(12) 2 11

Active Skills: Clubs: 3; Etiquette: 4 (Street +2); Infiltration: 2; Shadowing: 2; Intimidation: 3; Leadership: 2; Perception: 3; Pistols: 4; Unarmed Combat: 3

Knowledge Skills: Crime Syndicates: 3; Illegal Goods: 3; Law Enforcement: 4; Local Gangs: 4; Police Procedures: 4; Street Rumors: 3

Cyberware: Reaction Enhancers 2, Wired Reflex 1, Smartlink

Gear: Armor Jacket, Browning Max-Power with Smartlink, Defiance Super Shock, Stun Baton, commlink

Jack Diamond is 32 years old, 6'4, human with a dark complexion, green eyes, and bit on the lean side of an average build. He's a second-generation law enforcement officer of Knight Errant and got a few months in being his Father's partner until he retired. At 28, after his father's retirement, he moved into Undercover Operations.

For two years he worked undercover in the shadows identifying the key players in crime syndicates and setting up sting operations. He was forced to change job positions because his data trail was catching up to him. He now works as a detective to investigate criminal activity. He has a soft spot for hard luck runners. He's seen and has arrested the seventeen-year-old shadowrunner wannabes who just got smartlinked contacts and a gun instead of the Johnson who hired him. Jack has been at the end of a bad deal with Mr. Johnson before and it left him a little jaded to corporate practice.

Jack still harbors some techno-centricities from his history in undercover operations. He carries his commlink like a retro pocketsec, only pulling it out to do work with an attached display instead of a display link. He manually drives a car with a physical switch to disable autopilot. And he keeps his data trail to a minimum with certified credsticks.

Aside from the odd habits, Jack is easy going in most social situations once he gets to know you and keeps his cool under fire.

An Peng (Triad Hung Kwan)

Troll Male; Connection Rating 3

B A R S C I L W M E S S I N I T I P C M

7 3 3 7 3 4 4 5 3 6 7 1 12

Active Skills: Banishing: 3; Dodge: 2; Etiquette: 3; Intimidation: 4; Negotiation: 3; Sorcery: 4; Unarmed Combat: 3; Summoning: 3

Knowledge Skills: Triad History: 3; Narcotics: 4; ZDF Procedures: 3

Advantages: Magician (Wuxing)

Spells: Flamethrower; Knockout; Phantasm; Physical Barrier; Stunball

Gear: Lined Coat

An is the Hung Kwan for the Golden Triangle Triad. He stands at 2.5 m tall and weighs in at about 305 kg. He dresses in a lined coat, which is heavily embroidered with Wuxing symbolism. His single horn juts from the right side of head, and from the way it glistens, it's clearly been waxed recently and well maintained. It's pretty much impossible to estimate An's age.

An is a native of the Denver area, so speaks with no noticeable accent. He is extremely direct, and does his best to intimidate with his physical presence. For a master of Eastern mysticism, he is rather impatient and has a surprisingly short fuse.