

SHADOWRUN

Missions

SRM02-02 BEST SERVED COLD
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Best Served Cold...

is how de la Clos described revenge. HammerJack had spent the last seven years of his life trying to find the best way to eat that dish. Jaron Falcone had ruined his life. An easy run he said-- get in, grab the data and get out. The fixer never mentioned anything about another team, armed response from Knight Errant or a new weapon.

It started out as a data extraction, his own team disabled the security forces while he peeled off layers of encryption and IC that would make running the core host of Deus look like a cake walk. Then everything went south. A second team showed up, moving with military precision.

The newcomers loaded a worm into the first computer they crossed and began a sweep through the complex. The worm was meant to bypass and shut off every piece of security in the host. Instead, it set off every alarm and unleashed tidal forces of IC. By the time HammerJack was able to get free of the security grid and jump to the next tier, the system had begun the process of self-corruption since the ports had been jammed wide open and shutdown was impossible. Smart-frames reported back to him that they were unable to get a clear readout from the security cameras and his radio frequencies had been jammed.

All he could do was wait for the end to come or cut his losses and run. The decker ran. He remembered fleeing for his life through a rabbit warren of hallways, cubicle farms and programming labs. When HammerJack finally got to the elevator shaft, the doors had been blown open and the zipping sounds of rappelling gear could be heard. Power was cut to the building except for emergency generators and the backup power supplies.

A Knight Errant tactical squad had responded to the call since they were unable to raise any local security forces. Using their helmets' night-vision, they moved through the near blackness without noticing. Within minutes, the team had subdued the facility, incapacitating the survivors of HammerJack's team and the rogue team that had sought to poach their glory and paydata.

HammerJack was plugged back into the system at gunpoint, his deck removed from the link, it was his bare mind against the system. The KE team was under orders to plug any survivor who had a datajack into the black box. Psychotropic IC assaulted his mind even as their mage began laying down new programming and excising pieces that were non-compatible.

He woke up hours later at home in his own bed, not knowing how he got there. Falcone refused to return his calls. Word on the street had gotten out that his team had failed to bring back anything. HammerJack couldn't remember his teammates contact info either. So he got dressed and decided it was probably best that he went to work. Pulling on clean clothes, he caught the subway over to Ares HQ in Bellevue and reported for work.

HammerJack, or Void as he sometimes called himself now, could remember the months of feeling like something was missing. Then he ran into a former teammate at a security checkpoint and everything began to click. Slowly and quietly, he began to see a street-doc who handled scorched victims. It was a grueling, painful process but he got his own life and memories back.

BEEP.

The hacker shook off his reverie. Far too many times recently he had gotten lost in the deeper recesses of his own mind and needed the reminders of where and when he was. His internal bio-monitor was connected to a smart-frame which monitored his condition. The frame would cause an external stimulus if he began daydreaming.

The stimulus wasn't caused by the smart frame. This time, one of his agents had come back with some talk scooped freshly out of the Denver Nexus boards. Someone was hitting the ranch, Jaron's ranch. If he played his cards right and swung the timing perfectly, it could work.

Now the only question was whether he'd use the nice china for this dish or a silver platter...

INTRODUCTION

Best Served Cold is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Best Served Cold* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-02B, *Best Served Cold Playing Aids*.

Preparing the Adventure

Best Served Cold 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

Best Served Cold 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 *Best Served Cold* (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* 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 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.

Adventure Background

Falcone Corporate Consultants specializes in corporate retreats for mid-ranking executives and leadership development customized for a wide range of corporate cultures. Last night, in the middle of a corporate retreat, a mid-ranking Ares executive was abducted by a team of shadowrunners. Jaron received an anonymous call demanding that 250,000¥ be deposited into an account in the Zurich Orbital Bank or the executive would be killed. Falcone, though he won't admit it to the runners, believes that this is a retributive strike from an old runner whose job went south.

For the last several months, Jonathan Belenkiy has been using several of his contacts in the Mafia to perform the live-fire tests for new model arms and armor. This has had the dual benefit of improving his relationship with the Casquilho family and his standing within the company as he has been able to streamline the processes and push several new products to market with reduced cost and time to the corporation. Along with their aid in weapons testing, the Casquilhos have proven quite helpful in removing stumbling blocks from Belenkiy's career by causing other executives to be late for appointments and catch them in fairly inappropriate circumstances at the Lakeside Amusement Park.

Because Belenkiy has risen through the ranks of Ares so quickly, his employers want to make sure that Belenkiy is truly ready for his next promotion. They have heard enough rumors and speculation to infer that something is not as it seems with him but have nothing tangible. It was decided that a team of shadowrunners would be hired to test his loyalty. The runners' instructions are to interrogate him without resorting to torture and report back all information that Belenkiy gives them. Ares will use this "test" to determine whether or not Jonathan is ready for project management or if he needs to be taken off the fast track.

For the kidnapping, a group of Sioux shadowrunners known as the Black Cats were hired. They have a reputation for being efficient and tightly knit. Three of their members snuck into the ranch where Jaron was running the retreat, grabbed Belenkiy and left. Kyra Blackfoot, the face of their group, stayed behind a few moments to ransack the room and cover their tracks in the appearance of a non-voluntary extraction. She left an obsidian knife to attempt to conceal her own signature of a black feather wrapped in leather.

Unfortunately, the shadows have ears...

HammerJack, a decker from the old days of Matrix 1.0 has reprogrammed several smart frames to operate in the new Matrix and has them scouring out useful information about Falcone. He found out about the plans to abduct Belenkiy from the retreat and decided to take the opportunity to avenge himself. He hacked into the security grid at the ranch. Once he was sure the kidnappers were away, HammerJack sent the ransom demands. His plan is to take the ransom money and then release a report to the media that a high-ranking executive was kidnapped from Falcone's ranch and ruin his company's potential.

PLOT SYNOPSIS

The runners are hired by Jaron Falcone, a retired fixer, to bring back Jonathan Belenkiy. They are working against the clock, as the ransom for Belenkiy is due in less than twenty four hours. Through investigation of his room, the runners find clues that lead them to the Black Cats. Legwork also turns up that Belenkiy hasn't been entirely clean with all of his dealings.

As the night goes on, the runners can meet with Sioux warriors and Mafia soldiers, on Belenkiy's trail. HammerJack will get nervous and approach them himself to try and have them turn against Falcone. If they are lucky, the runners will complete their mission without getting trapped in Ares' internal politics or being placed on the hit list of the Casquilho family.

Note: This entire run takes place in the Sioux Sector with the exception of a possible meeting at the Lakeside Amusement park in the Pueblo Sector.

Note 2: While running the adventure, you find it convenient to refer to the **Timeline** on p.23.

The Call

What's up Chummer?

Tabby calls the runners and offers them a job. She wants to arrange a daytime meet and greet with a possible Johnson.

Tell it to them straight

People in your line of work don't usually get called during the daylight hours. Some business is best kept in shadow and darkness. All the same, you glance at the chronograph and realize that it's only two o'clock. Tabby isn't the kind of girl to call unless work is involved, so you pick up the line. Even across your commlink, she has a voice that almost seems to purr like the spotted cat she resembles.

"We're burning daylight kid and I've got a Johnson who's getting back in the game. His name's Falcone, and he needs a team out at his ranch in four hours. From what I heard, it's just some clean up work so pack light and get moving."

As soon as you agree to hear the details of the job, your commlink chirps with an incoming file being transmitted. The address immediately plots itself from your current location and directions are digitally overlaid across your field of vision. You should have time to clean up and grab something to eat before heading out.

Behind the Scenes

The file has the address and directions to the ranch. Included are pictures of the ranch, Jaron Falcone, and another unidentified man. The apparently nameless man is Falcone's assistant, Hafiz. These pictures are conspicuously missing Jaron's wheelchair. Tabby has a soft spot for Falcone. She used to be one of his runners and doesn't want to give away his frailties.

Debugging

If none of the PCs have Tabby as a contact, she can be put in touch with them through other fixers. She will make off-handed comments about favors trading hands and assure the team that this Johnson is on the up and up. If the players still refuse to take the call, pack up your stuff and enjoy a few hours of free time at the convention.

The Meet

What's Up Chummer

Falcone Corporate Consultants specializes in corporate retreats for mid-ranking executives and leadership development customized for a wide range of corporate cultures. Earlier today, a mid-ranking Ares executive (Jonathan Belenkiy) who is on the fast-track for upper management was abducted by a team of shadowrunners. Jaron received an anonymous call demanding that 250,000¥ be deposited into an account in the Zurich Orbital Bank or Belenkiy would be killed. Falcone, though he won't admit it to the runners, believes that this is a retributive strike from an old runner whose job went south. That's the reason he did not contact any of the runners he had in his little black book and is going with a team of unknowns.

Tell it to them Straight

The first thing you notice when you arrive at the address Tabby gave you is that she wasn't kidding when she said ranch. The smell of horses and clean hay wafts across the afternoon air as you look around and take note of the other runners joining you. Further down the road you can see the front entrance to the Horse Trot Ranch, a wholly owned subsidiary of Falcone Corporate Consultants. At six o'clock exactly, the doors to one of the smaller stables opens and an Arabic human man in his mid-thirties comes walking out towards you. He waves his arm gesturing for you to come over and once you are close enough to speak without shouting, the man introduces himself as Hafiz.

"Come, my friends. Mr. Jaron will be speaking with you in the rear stables."

He turns and heads back into the stables. Your eyes adjust almost immediately to the slightly dimmer light inside. Hafiz moves over to stand behind the man you recognize from the file as Jaron Falcone. Falcone is seated in a stainless steel wheelchair. A sharply angled nose draws your attention to him immediately and despite, or perhaps because of, his disability, Jaron has a practiced air of confidence that seems to overcome his physical inability.

"Thank you all for coming. I apologize if I am short with you, but time is of the essence right now. A package dear to my business was forcefully removed from the ranch this morning. Your job is going to be to retrieve said package and return it to me. I'll pay you a 1,000¥ each now and [2,000¥ +(2000¥ * TR)] more when you are done."

Behind the Scenes

The Horse Trot Ranch is located at 12057 Washington St. It runs from 120th St to 145th and from Washington St. to halfway to Colorado St. Most of this area has been cleared of the developments from the late 20th century and given over to pastureland for the horses. Falcone Corporate Consultants does their best to maintain the feeling of untouched rolling hills. Small groves of trees are carefully spread throughout and manicured to appear "natural" despite their layout for meeting places and trust exercises.

Jaron has spent the morning running through possible scenarios of how Ares will respond when he tells them that one of their best young executives was kidnapped from a corporate retreat. So far none of the plausible outcomes have been good for him, which is why he turned to the team. Falcone is willing to share that the "package" is a live person, a male in his mid to late thirties. He will not share the identity or any personal information until the team has accepted the job. Negotiations can get more money up front, up to half the pay but will not yield more money overall. (Each net success for the PCs will yield an additional advance of 500¥)

Assuming the team take the job, Falcone will tell the runners the following information:

- Jonathan Belenkiy is a mid-level executive with Ares. He is currently in charge of the R&D department for Personal Arms and Armor. He provides them with Belenkiy's picture.
- Upon examination, surveillance footage clearly showed three figures, all either human or elven Amerindian women, entering the compound just before five o'clock this morning. They were all wearing light body armor and tribal masks. Belenkiy's absence had not yet been noticed when the ransom demand was placed at nine o'clock. (The footage is available for PC review. However, it will not reveal any further details.)
- The security host was hacked into remotely around 8:30 A.M. Security protocols were able to keep the hacker from deleting the traces of the kidnappers entering the ranch.
- Jaron has sealed Belenkiy's room if the Runners would like to begin the search there.
- The ransom note included a clause that if Falcone doesn't pay, they will not only kill Belenkiy but actively spread word that Falcone chose to let the executive die. Jaron believes this will be a quick end to the consultant business he has been doing. For

this reason he is offering a bonus for the blackmailer's name of 1,000¥/runner.

- The ransom is supposed to be deposited in a numbered account on the Zurich Orbital bank—tracking that back to the rightful owner will be tricky but possible for a very skilled hacker.
- The ransom is due tomorrow morning at 9:00 AM.

Debugging

If the PCs are carrying weapons openly, particularly anything larger than a heavy pistol, Jaron will ask if they received the instructions to come "light." They will need to surrender their weapons to Hafiz until they are ready to leave the ranch. Neither Hafiz nor Jaron will allow the PCs to proceed further into the ranch (to **The Kidnapping Site**) without handing over their obvious weapons.

If any PCs attempt to physically intimidate or threaten Jaron, he will apologize, commenting that he thought he was working with professionals and then have Hafiz immediately escort them off the premises. Knight Errant will be called via PANICBUTTON if they continue to cause problems. This will end the run for any PCs escorted off. Such characters will also earn a point of notoriety.

The Kidnapping Site

What's Up Chummer

The runner team enters the room at the ranch where the extraction occurred. The extraction was professionally carried out; however, the PCs uncover an obsidian knife and possibly a leather wrapped feather. One of these clues may lead them to the Black Cats.

Tell it to them Straight

Hafiz leads you across the ranch, taking a few odd turns. You suspect that those are to keep solid objects between you and the executives who are still attending the leadership retreat. He is fairly easy-going and striking up a conversation with him about the biz is fairly simple. When you finally make it to Belenkiy's room, there is an audible click as Hafiz overrides the locking mechanism and opens the door.

Drawers have been pulled out, clothing is everywhere and there's a lingering scent of patchouli. It looks like someone searched this place in a hurry. The mess continues into the bathroom where cabinets have been pulled open and Belenkiy's toiletry bag is spilled out onto the counter.

What keeps your attention though is an obsidian knife thrust into the wall just above the bed.

Behind the Scenes

Let's face it. A sleeping executive isn't going to be much of a fight for three professionals. The kidnap team was efficient and quiet about getting Belenkiy out of the building. Kyra stayed behind a few minutes to quietly disturb the scene and cover some tracks.

Searching the room to find what could have been taken will prove difficult, because nothing actually was taken except Belenkiy. The instructions given to the Black Cats were to grab Jonathan and muddy the waters. Kyra quietly moved through the room causing the disarray that the runners are now looking at. The obsidian blade is meant to throw initial suspicion onto the Aztlan refugees, a ruse she doesn't expect to hold but to buy her time.

If the team does search the room they will find Belenkiy's commlink, a stylized pair of glasses which runs electrodes down the back of the skull to create a solid link and an engraved pocket watch. The inscription reveals that the pocket watch was a gift to Belenkiy from the VP of Ares Research and

Development Division for an outstanding achievement last quarter. In addition to Belenkiy's belongings, a (Perception+Intuition(2)) test reveals a crow's feather wrapped in leather is under the pillow on the bed. This is Kyra's signature, a habit that the rest of her team has been trying to get her to stop.

An (Electronics+Logic(1)) test will confirm that the commlink has been shut down and is currently waiting for authentication from either a security RFID or passkey. A hacker or Technomancer can brute force through the firewall (Hacking+Exploit(6)) though this tact is not likely to gain them anything. The commlink will roll (Analyze+Firewall(1/2Stealth)) each time the hacker attempts to brute force his way in. If an alert is set-off, the commlink will purge all data as a security measure. This can be bypassed by being within 3m of Belenkiy when attempting to access the system and using the appropriate passcode. The Commlink is a Transys Avalon running an Ares Proprietary OS (Response 4, Signal 4, System 4, Firewall 6, presume the device has all necessary programs for associated tests at rating 4) Besides the RFID frequency, there is 1 pt of paydata on the commlink, see **Picking up the Pieces** for resolution.

The cloying scent of patchouli is a remnant of the clove cigarettes that Belenkiy smokes. They are hand rolled from a mix he buys from the Casquilho family. As a clue to Jonathan's personality and emotional well-being, there are eight cigarette butts in the sink. He had been chain smoking in the room for most of the evening before finally going to bed. The cigarette case and a small pill-box with a natural sleeping aid can be found in the scattered remains of his toiletry kit. These are both signs of high-stress. They have nothing to do with the kidnapping but rather that he has a meeting with the board at the beginning of next week and the executive has not been able to get any hints as to the agenda.

Presuming the PCs hit their contacts to find the next set of leads, refer to the legwork charts.

Debugging

If the PCs want to speak to any of the other guests, Hafiz will explain that it probably would not be a good idea for the runners' identities to be compromised by speaking to several corporate executives. Should they persist, he'll remind them that shadowrunners are meant to stay in the shadows and move like ghosts, never drawing undue attention to themselves. A final step will be to have on-site Knight Errant security forces escort them out. (Reminder: At this point the PCs should not have any obvious weapons.)

Panning for Gold

What's Up Chummer

The Hardpan is a Sioux warrior bar. The PCs are either going to get a much needed hand up with Rachel Sands putting them in touch with the Black Cats, or general chaos will ensue as a dozen Sioux warriors take on the team and their disrespectful nature.

Tell it to Them Straight

By the time the sun sets, the Hardpan is in full swing. Outside the beat of heavy bass reverberates through the ground beneath your feet. Most of the cars in the parking lot are four by four jeeps which obviously see a lot of use on back hill roads common in the outer extremities of the Sioux sector where the border patrol is thinner. Looking into the wind, you see the Riverside Cemetery's well-kept lawns and silently thank any greater power you believe in that you are upwind from the sewage treatment plant. One odd thing you do notice is, despite the obvious popularity of the bar, there is no bouncer.

Entering the bar, the reason for the lack of bouncer becomes quite apparent. With the exception of your team, every single person in the bar is a Sioux Amerindian. Wildcats rub elbows with faces and reputations that you've heard whispered through the shadows. The bartender is an imposing woman who looks like she has probably seen it all and bought the t-shirt. Her cyber-eyes focus tightly on all the non-Sioux in your team, even as her lip takes on a heavy curl of discontent. Behind the bar, a large "No Smoking" sign hangs clearly.

Behind the Scenes

This is where the run becomes a balancing act. The Black Cats don't know anything about the ransom demands and will deny sending any out. If the team goes to the Hardpan looking for the Black Cats, the barkeeper is willing to put the two groups in touch. (Presuming the PCs aren't grossly insulting, light up a cigarette, etc.) All social tests are at +2 threshold if the character is not Amerindian, only +1 if they at least speak Lakota (Sioux).

Background on the Hardpan: The owner, Rachel Sands, does a solid, regular trade despite the rundown neighborhood. Seated between the Riverside Cemetery, a sewage treatment plant, and the algae tanks, it's a Locals-Only watering hole for the most part. Sandy, as her friends and colleagues call her, has obvious cyber-eyes and occasionally works as a fixer. For that reason the Hardpan is a

common hangout for many of the Sioux Sector's runners, the Amerindian ones at least. The bar is also popular with Sioux warriors. (Note: Rachel Sands has a strong bias against Non-Amerindians.)

All of the furniture in the bar is very heavy and designed to withstand the abuse of bar fights, unless it is specifically targeted.

If they arrange a meeting with the Black Cats jump down to **The Cat's Meow**.

Debugging

Within the bar, most of the patrons have knives or heavy pistols, any of the non-Amerindian runners carrying more than that will immediately be looked upon with suspicion. If the PCs attempt to pick a fight, it's as simple as putting a match to gasoline. Unless the runners use deadly force or question the personal honor of the Sioux warriors, it will primarily be non-lethal. The patrons will rough them up and quite literally throw them out. Use stats based on a corporate security unit (SR4, p. 275) minus the armored vest and replace the Stun Baton with Survival Knives.

Pushing the Envelope

If the players specifically want to get into a fight, you can push the threat level up by picking different groups from (SR4 p. 275-276). Remember to modify the gear accordingly. Most of the patrons in the bar only have knives or pistols, though there certainly can be long rifles or heavier weapons in vehicles.

Ares and Belenkiy

What's Up Chummer

As Belenkiy is a fast climbing executive, he is privy to a wide collection of information. To protect the company from his security codes falling into the wrong hands, he has a Security RFID chip embedded in his left thigh. That signal in combination with his personal access codes will grant access to the entire Ares R&D datastore.

Behind the Scenes

The PCs may attempt to hack the personnel files of Ares to find out if he has an RFID chip, its frequency, and attempt to triangulate his position through a trace. If a hacker is able to brute force his way into the commlink (see: The Kidnapping Site) without the data being purged, it's possible to reverse engineer the security protocols and find out what frequency the commlink is expecting the RFID chip to transmit on. (Computer+Analyze(3))

Ares host Stats: (Response 6, Signal 6, System 6, Firewall 10, presume the device has all necessary programs for associated tests at rating 6) PCs with a greedy bent, will be able to download schematics for several of the weapons still in development and testing. Each success beyond the threshold on a (Data Search + Browse (10, 30 seconds)) will gain one point of paydata to a maximum of 10. See **Picking up the Pieces** for resolution.

If the team succeeds at getting the frequency, triangulating Belenkiy's position will require an extended search of the Denver LTG. Data Search + Browse (16, 30 seconds) This threshold already takes into account the static interference of the area he's in.

Rather than hacking, the PCs may try a more diplomatic solution. Any Contact with a connection rating of 4 can be used (Etiquette + Charisma(3)). If the contact is within Ares, the connection rating only needs to be 2. See Legwork for resolution.

Debugging

If Ares discovers the infiltration, they will launch a trace. Once they have located the hacker, a Knight Errant security team will be dispatched for the arrest. (SR4, p. 275)

A diplomatic action resulting in a critical glitch, tells Ares that someone is looking for Belenkiy. This will confirm some of upper management's fears. The PCs won't see the resolution here until much later, contacts will come back with the phrase that

“Belenkiy is Sigma Nine” rather than the info that the runners sought. If this condition is mentioned to Belenkiy, he will visibly pale. This cryptic phrase is an Ares’ internal designation for an individual who has reached the glass ceiling for their career. Primarily for someone who will now be regularly passed over rather than an executive at the pinnacle of his career, it’s a sign that upper management no longer trusts the individual and may take more direct action if substantiated proof can be found.

Belenkiy’s Extended Family

What’s Up Chummer

If the team chooses to follow up on the leads about Belenkiy’s ties to the Casquilho family they can either make the drive out to the Lakeside Amusement Park or they can head over to Marcel’s. (They should have this name if they know he’s connected to the mafia.)

Tell it to them Straight

Sitting down at the table in Marcel’s, you only have to wait a moment before Ramses drops down into the chair across from you. Broad shouldered, the chicano dwarf is wearing a tight fitting tank top and loose slacks. The shirt reveals the intricate work of tattooed sleeves that goes from the back of his hand, all the way up to caress his jaw line. Chrome and steel catches the light at odd angles reflecting off the line of skin posts that starts at Ramses’ Adam’s apple and disappears beneath the tank top.

“Alright, chummer. You called us, so what are you pushing?”

Behind the Scenes

At 9235 Brighton Road, Marcel’s is your classic American Diner meets Heavy Punk. Espousing “All the Street you can eat,” the restaurant gets by a lot on the shock value of their wait staff who are all heavily tattooed and pierced or have undergone body mod surgery. Changelings who underwent serious changes are also hired. The food is decent but higher priced than most diners. Primarily the patrons are corporate wage-slaves who want to add a little spice to their life by “slumming” it and teenagers who desperately strive for whichever type of youthful rebellion will upset their parents the most. All the wait staff will gladly recommend their favorite body artists and give guests business cards to some of the best tattoo and piercing parlors in town.

The Mafia, in particular the Casquilho’s, has put a lot of time and effort into pushing Belenkiy up the chain. This has been done through a combination of distracting his enemies and helping to field test equipment. Obviously by field testing the equipment, the Mafia gets their hands on some of the latest and greatest toys to roll out of Ares. Such a relationship is mutually beneficial and can only be helped by Belenkiy’s promotion.

Getting access to a member of the family who knows Belenkiy, requires an Etiquette(Street)+Charisma(3) or

Etiquette(Street)+Charisma(1) with a local Mafia contact.

Ramses has personally helped test some of the weapons that Belenkiy has pushed to market. Primarily these have been handguns with electronic firing mechanisms or traditional semi-auto pistols with reduced recoil. (Integral modifications rather than after-market changes) The dwarf has a good working relationship with Jonathan and personally does not want to see his supply of free weapons dry up anytime soon.

If the PCs request aid in finding Belenkiy, Ramses will seem hesitant—he doesn't know enough about the situation and will push for every detail the PCs can give him. Fast talking him about restoring the supply chain is going to have the best effect. If they get him on board, Ramses will take some time talking with people in the back and through phone calls, to attempt to track Belenkiy down. He can tell the PCs that one of the Black Cats, Lena Walks-with-ghosts, was last seen near Adams County Park and wherever she is, her sisters should be nearby. With this info the tracking of Belenkiy's RFID chip will be much easier as the PCs don't have to canvas all of Denver. (Lower the threshold to 8.) Also a local area knowledge of safehouses near the park, will come up with DIY Storage and Lodging (Safehouses (Sioux Sector) + Intelligence (2))

Debugging

If the GM wishes to avoid a border crossing scene, he can push them towards Marcel's mentioning that it is much closer and a smaller establishment to canvas. When the runners arrive at Lakeside, they will be told that Ramses isn't available (presuming they ask for him by name). The generic answer at the amusement park is going to be one of sit and wait. Ramses will arrive eventually but let the PCs know that they will be burning several hours waiting.

The Cat's Meow

What's up Chummer?

Having arranged a meet between the runners and the Black Cats, Sandy will give them an address and a time. The Cats will meet them into 2 hours near the north eastern gate of the South Platte Park.

Tell it to them Straight

Parking your vehicles a few blocks away from the gate to avoid the surveillance drones from tagging their transponders, you move quietly through the dark night towards the rendezvous point.

About fifteen minutes before the appointed time, a woman rides into the parking lot. She sets the kickstand on her bike and scans across the area. After a second she notices you and begins moving in your direction. Her body language is tense and moves in a way suggesting she expects an ambush.

"Táku cha yachin he? Nituwe he?" (Tah-koo Chah yah-Chin hay? Nee-too-way hay?)

(What do you want? Who are you?)

Behind the Scenes

South Platte Park is divided by Henderson road. The north half of the park is a large golf course and camping area. As a civic golf course, it is not as well maintained as a country club and often is the site of initiations for new gang members. The southern half has been claimed by the Sioux Heritage Society, a group similar to the Koshari in purpose but much smaller though fully entrenched in the traditionalist view. This area is a no man's land for gang activity as none of them want trouble to come rolling down hill that badly.

The exact meet point is in the northern half of the park at parking lot 4B and Golf Course Way.

Kyra is again riding point for the Black Cats. She has support in the form of two Spirits of Man. One is bound to Lena, the other unbound. They are both force 4. The bound spirit has the optional Movement power. The unbound spirit has Fear. They have been tasked to protect her from physical harm and her team is nearby at their safe house in communication via commlink. (Kyra is currently in ghost-mode.)

If the PCs decide to approach this diplomatically, Kyra becomes less hostile and immediately switches over to English. This is the time for Face characters to shine if they want to deal with the Black Cats non-

violently and try and secure Belenkiy's release. Their instructions are to return him at midnight the following night. (NB: not early enough to meet the ransom deadline.) If the PCs bring up the subject of the ransom, Kyra will vehemently deny that she and her group placed such a demand. (While she was hired to do the job, she doesn't think of herself as a kidnapper.)

If the runners return to Falcone stating that the kidnappers have Belenkiy and don't intend to harm him, Jaron will thank the runners. As long as Belenkiy remains missing, he will ask them to identify who is blackmailing him.

Debugging

If the PCs decide to get violent or attempt to kidnap Kyra for hostage negotiations, both spirits will manifest and begin using their powers to confuse and disorient the runners. Use of combat or damaging spells will trigger the spirits to react. Divination magic will not be seen as a threat by the spirits. Kyra will flee if outnumbered. Otherwise, she will draw two small knives and attempt to draw blood from her attackers before returning to DIY Storage and Lodging.

Should the PCs manage to kidnap or incapacitate Kyra, they will be contacted shortly by the Black Cats demanding her return or release. This gets tied into the mashké bonds and their agreements amongst each other. The Black Cats as a whole are more willing to accept the hit to their reputation than the loss of a team member.

The Void

What's Up Chummer?

This scene should happen shortly after midnight. HammerJack is getting nervous because he hasn't seen or heard anything from Jaron that could be construed as acquiescence to his demands. Now the hacker is a little nervous and taking matters into his own hands.

Tell it to them Straight

A quiet, insistent chirp calls out from your commlink as notification of an incoming call passes across your vision.

Answering the call you are met by a hollow sounding voice, carried across a huge chasm.

"Greetings old boy, we need to talk about how badly you've just been screwed by a man named Falcone....Good, now that I have your attention, meet me in an hour. Room 3141 of the Hub's Avatar Assassin Guild Hall-VR only. The name's Void, you'll recognize me."

With that, the line goes dead.

Behind the Scenes

If the PCs attempt to trace the call, they will quickly hit dead ends. The call itself has been bounced through two local shadow-funded anonymizers.

HammerJack, under his pseudonym Void, uses an icon which is a vast floating black void which seems to drag in pieces of the nearby system and they get lost within the darkness. If the player's reach out or get close to the void, there is a sense of cold and hunger like the vacuum of space.

The hacker is using this as a chance to get info from the PCs and see how close they are to the truth. He does have some information to share with them but wants 2,500¥ for his troubles.

The 2,500¥ buys his story, the names of the Black Cats and the current coordinates for Belenkiy's embedded RFID chip.

His story is that if the PCs are unable to secure Belenkiy by the time the ransom comes due, Falcone is going to have Knight Errant waiting when they come to get the rest of their pay. At that point, Jaron will hand over the security footage of the negotiations and edited video feed showing the PCs entering the facility to kidnap Belenkiy. If the PCs

ask how he knows this, Void will casually say that he was commissioned to make the edits.

If the PCs succeed at a track action, they will find that Void/HJ is using a public access terminal in a bus station. Note: The Access ID for HammerJack is the same as it is for Void, he swaps out Icons but uses the same deck.

Debugging

If the PCs don't bite at HammerJack's bait, he will begin running active searches on them. The PCs may want to start asking around for the name Void since they now have a name, refer to **Legwork**.

Void is hoping that the PCs will believe his story. If they bite and confront Falcone with it, he will deny having any intention to screw over the runners. The runners will not have any proof that Falcone intended to do anything.

The Executive Suite

What's Up Chummer

Either through tracking his RFID, following Kyra, or peaceful negotiations, the PCs have found where Belenkiy is being hidden. He's currently sharing a cell with the Black Cats in what amounts to a small storage unit.

Tell it to them Straight

Located at the eastern end of E 112th Ave, DIY Storage and Lodging is one part coffin motel, one part self-storage and five parts rundown. The three story building has an obvious lean to the southern side where pre-fab walls have given way and begun to crumble.

At the front desk is a weasel-faced elf, literally, down to the prolonged nose and sharp teeth. The cred reader and hand pad look to be the newest items in here, both purchased second hand. Behind the counter is a late 20th century cash register with drawer and mounted crookedly on the wall is a deli-board listing of services and prices.

All rooms come standard with air from the streets outside, if you want water, power, or access to the archaic network it'll be extra. No room service, no house keeping.

If it wasn't for the weasel behind the counter, you might think the claim, boasting "Great rates for dead rigger storage" was simply a joke.

Behind the Scenes

The man behind the counter is Ferret. He won't ask any questions as long as you pay in advance. Signs are clearly posted stating that management is not responsible for any goods left in storage. If the PCs look like they are here to cause trouble (read: structural damage), he will take a cash advance of 500¥ from each. If they refuse to pay he tells them to leave.

Ferret will not confront the PCs in a direct and violent manner, rather he will press the panic button by the register when the PCs are out of eyesight.

DIY is on the outskirts of town in a static zone. This makes reception difficult and imposes a +4 threshold for all matrix activities including communications. Have players roll Electronics + Device Rating (4) to maintain a solid connection with the network.

Tala is sitting watch on the stairs that lead up to the third floor. If the Black Cats aren't expecting the PCs this scenario is about to turn messy.

Tactics for a gunfight will be Tala and Jennifer performing a delaying action. Taking cover and falling back slowly while putting enough lead in the air to discourage pursuit. Meanwhile Kyra and Lena will drop out the window via levitation and spirit aid, to the van below. Once they are out of the building, the last two will retreat as well.

Because of the mashké bonds, the life of each Cat is more important than Belenkiy. They will give up Belenkiy if they don't think that they will be able to keep their group together otherwise. A rep hit is less costly to them than the loss of a team member. On the same token, they will not allow one of their team to be left behind

Debugging

Unfortunately, many runners will approach this like the last gunfight at the OK corral. If that's the case, police forces will take several minutes to respond to the sounds of gunfire and Ferret's PANICBUTTON. The building is sturdier than it appears and will hold up to most small arms fire. Explosives and grenades should be cautioned against. Remind players of the fragile nature of the building and tight conditions. The walls have an armor rating of 12, but a structural rating of 5 due to the lack of care.

Pushing the Envelope

If you have extra time, and the players seem inclined to shooting and killing, add another runner team who is either coming in to rest at the safehouse or making their exodus get caught in the crossfire. This can provide cover for the Black Cats to escape while the PCs deal with the new team or pile the body count higher and deeper for PCs itching under too much legwork.

Picking up the Pieces

Money

1,000¥ for each runner who takes the job and [2,000¥ +(2000¥ * TR)] if they successfully return Belenkiy before the ransom is due.

1,000¥ for each runner if they can give Jaron the name of the hacker demanding the ransom (either HammerJack or Void).

If the 'runners discovered Falcone's interest in cutting edge cybertech and electronics, they may be interested in fencing some equipment to him. If they do so, he will pay full book value for any cybernetics or electronics with an availability of 16 or higher. (Up to 100,000¥ per team.)

Paydata: There is a maximum of 10 points of paydata available from the Ares host and Belenkiy's commlink. (If they download the one point from the commlink and all ten points from the host, there is sufficient overlap in the data to only qualify for the ten points.) The total payout for the data when fenced is 500¥ * number of points * (TR squared). (Example: A table with rating 1 who gains 4 points of paydata will receive 2,000 ¥ in total, whereas a TR 5 group who scores all 10 pts of paydata will receive 125,000 ¥)

Karma

In addition to individual rewards for role playing, tactics, etc, the PCs can earn karma through their actions:

1 Karma – Returning Belenkiy to the Ranch before 0900 of day 2

1 Karma – Discovering the link between Hammerjack and the ransom

1 Karma – Approaching the Black Cats peacefully and not earning their enmity

1 Karma – Warning Belenkiy or the Mafia about the concerns of Ares' upper management

Up to an additional 3 karma may be awarded to each player for good role-playing. A total of 7 karma may be earned by each player with maximum personal award and completing every step of the mission parameters.

Contacts

Falcone can be gained as a contact if the PCs act professionally during the meet and complete the mission successfully. Falcone has a connection rating of 3. He starts with a loyalty rating of 1.

Tabby can be gained as a contact if the run was completed successfully and the 'runners were professional when working with her. She starts with a loyalty rating of 1.

Faction

If Belenkiy is labeled Sigma Nine (Ares and Belenkiy), and finds out that the PCs are the cause of it, they will suffer a loss of 1 point of faction with the Casquilho Mafia. Alternatively, if the 'run goes perfectly and they garner Belenkiy's gratitude, they will instead gain 1 point of faction with the Casquilho Mafia.

Reputation

Notoriety can be gained in the following ways:

- Failing to accomplish the mission objectives
- Killing any of the Black Cats
- Attempting to hack the Ares host and being successfully traced.

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.

Jaron Falcone

Street Contact Information Table – (Etiquette (Street) + Charisma) or (Knowledge Shadow Fixers + Intelligence)

- | | |
|---|---|
| 0 | “Who?” |
| 1 | “He got out of the biz years ago..” |
| 2 | “When he was working his rep was solid, a straight shooter.” |
| 4 | “Word has it that a washed out Decker called HammerJack has been digging up any dirt he can on Falcone and coming up empty.” |
| 5 | “Before he got stuck in that chair, you could usually get a little extra if you brought back the latest and greatest in cybertech and computers.” |

Belenkiy

Corporate Contact Information Table – Etiquette (Corporate)

- | | |
|---|--|
| 0 | “Sorry, never heard of him.” |
| 1 | “He’s one of the Execs at the Downtown Ares office.” |
| 2 | “Wasn’t he the driving force behind the Mark IV flak jacket, he pushed his people to get it into production an extra six weeks early.” |
| 3 | “Word has it that he’s moving up in the world. He’s on the short list for the next VP position.” |
| 4 | “I understand he’s set off a few alarms with how fast he’s climbed the ladder.” |
| 5 | “Upper management took his rapid ascension under advisement and is testing his loyalty at the moment.” |

(Note: If the team gets lucky and finds out that Ares is currently testing Belenkiy they may realize that the kidnapping and the test are related. Falcone will not take the chance on the second hand word of some runners that his business is safe. He will hold the PCs to the initial job requirements unless they can prove that he's not about to be fragged. Jaron will accept the word of the Black Cats that they were hired by Ares to kidnap Belenkiy.)

Matrix and Street Contact Information Table – Etiquette (Street)

- 0 "Huh? Go on, chummer, get lost."
- 1 "The Chicano dwarf, uhh, Ramses? He should be able to help you out." [This can only be picked up from a Mafia contact—outside of the family, requires the PCs to hit a threshold of 3]
- 2 "Yeah, I know he's talking with somebody outside the establishment."
- 3 "He spends a lot of time out at Marcel's with Ramses—talk to him." [Marcel's is a Mafia controlled establishment used for money laundering and as a front for some of their soldiers to meet with clients.]
- 4 "They say he and the Casquilho's are tight. They do some product testing for him if you catch my drift." [The Casquilho's are the controlling family for Mafia activities in the Sioux and Pueblo sectors.]
- 6 "The boys down in Lakeside have been really helpful at making sure some of his rivals don't always make it to the boardroom on time." [This is a reference to the Lakeside Amusement Park—a casino, fight club and brothel all rolled into one. Mafia run and located in the Pueblo Sector]

Belenkiy's RFID

Note: This test requires a contact with Connection rating 4, or Connection Rating 2 if the contact is an Ares employee.

- 0 "You couldn't shove one of those in me if you tried."
- 1 "He's got a security model, in his left thigh I think..."
- 3 "I know a chummer who hit their HR department. Let me find out..." (The PCs will receive the RFID frequency.)

The Feather

Street Contact Information Table – Etiquette (Street)

- 0 "Do I smell pork?"
- 1 "Sounds like something that the Koshari would leave behind." (Note this is a red herring, the Koshari have nothing to do with this run.)
- 2 "That's from one of those Sioux girls—the Black Cats...yeah that's what they call themselves."
- 3 "She runs with a group of women out of the Hardpan."
- 4 "Blackfoot is her name, her team will kill her if they find out about the feather..."

The Black Cats

- 0 "You looking for a beat down?"
- 1 "Four Sioux women, tighter than an urban brawler's choke hold."
- 2 "Clean and professional, they work out of the Hardpan for Sandy."
- 3 "I heard once that they walked away from a job in the middle of an extraction because the Johnson insulted one of their team."
- 4 "Blood oaths are just the tip of the iceberg for these girls. Don't get between them."

HammerJack

- 0 "I may have had a few drinks, but I'm not hammered...yet."
- 1 "He's an old-timer always complaining about how things aren't the way they used to be."
- 2 "Freak-azoid. You can talk to him and he just spaces out and comes back."
- 3 "He's got beef with a man named Falcone—there are data searches perpetually flowing out of Union Station."
- 4 "You didn't hear this from me, but he's on file with Ares."

Void

- 0 "Try looking in outer space."
- 1 "Hacker with a drek hot icon, trolls the boards with a half dozen agents"
- 2 "This guy is mental—you can never pin him down on any of his info sources."
- 3 "Rumor has it, this guy never runs AR—he's straight up hot VR"
- 4 "The way I hear it, he's a cover name for HammerJack."

Cast of Characters

The Black Cats

Note: The bond between the Cats transcends that of ordinary runners, they are in the Lakota term mashké. Within Sioux tribes, the Elders say you are lucky to have one mashké in your lifetime. To acknowledge another woman as a mashké is to commit to that individual for the rest of your life. Mashké commitments are just between the two people involved. These terms allow two people to share confidential information, and no one will pry into their personal matters. A mashké will not reveal information about the other person, especially if it endangers the other.



Kyra Blackfoot
(Face and Recon)

B A R S C I L W E S S I N I T I P P M S M
2 5 5(7) 2 3 4 4 3 4.7 9(11) 1 9 10

ACTIVE SKILLS

Athletics Skill Group: 3, Close Combat Skill Group: 3, Electronics Skill Group: 2, Disguise: 2, Etiquette: 3, Infiltration: 3, Perception: 2, Pistols: 2, Shadowing: 3

KNOWLEDGE SKILLS

Corporate Politics: 3, Finances: 2, Fine Cuisine: 3, Modern Literature: 2, Safe Houses: 2, Security Systems: 3,

CYBERWARE

Cybereyes (Rating 3, w/Flare Compensation, Low-Light, Smartlink, Thermographic, and Vision Magnification) Reaction Enhancers (2) Spur

Younger than Lena, Kyra is the leader of the Black Cats. She's impulsive and nigh reckless sometimes but her thoughts are always on her sisters. A traditionalist who believes in the older values of the tribe, Kyra still counts coup. The black feather she leaves behind on each run, is her way of honor counting. Kyra stands about 1.8m and weighs 68 kgs. Her dark hair is usually pulled tightly into a bun or French braided to keep out of her face.

Lena Walks-With-Ghosts

(Shaman)

B A R S C I L W M E S S I N I T I P P M S M
5 3 3 5 4 4 4 5 5 6 7 1 11 10

ACTIVE SKILLS

Assensing: 2; Banishing: 2; Binding: 3; Dodge: 2; Infiltration: 3; Palming: 2; Perception: 2; Sorcery Skill Group: 3; Summoning: 5; Survival (Urban): 1

KNOWLEDGE SKILLS

Tribal Rock: 2; Local Charity Shelters: 4; Local Area Knowledge: 4; Magical Theory: 4; Public Transportation Routes: 3; Safe Houses: 2; Spirits: 5

SPELLS

Confusion, Heal, Improved Invisibility, Manabolt

Growing up on stories of the Great Ghost Dance and always sensing the world-changing forces that were built up when the tribe joined together to pray for rain and wish their warriors to come home safely, Lena knew she was different. Despite her abilities, she has always been a faithful companion to her sisters—occasionally acting as their conscience. Lena is heavy boned and darker skinned than her sisters. Short cut hair that verges on boyish, she lives by a strong code and sees the world in black and white.



Jennifer Sundancer

(Weapons Specialist)

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

3 4 4 3 4 3 3 3 6 7 1 10 10

ACTIVE SKILLS

Archery: 2, Armorer: 5, Close Combat Skill Group: 3, Demolitions: 3, Dodge: 2, Firearms Skill Group: 4, Heavy Weapons: 2, Negotiation: 2, Throwing Weapons: 2

KNOWLEDGE SKILLS

Blade Design: 3, Chemistry: 2, Engineering: 4, Firearm Design: 4, Gun Trivia: 2

The daughter who should have been a son, Jennifer spent most of her adolescence splitting her time between her sisters and her father, whenever he wasn't away on deployment. He taught her everything he knew because it was the only thing he could teach her. Jennifer is the one who trained Tala for the most part, though she feels guilty that her "little sister" has undergone so many surgeries. The entire team paid for the modifications to help them survive, but Jennifer worries at what price Tala paid spiritually. Combat is an art form for her and she is a master painter. Standing at 2m she is an imposing figure even when she's not loaded down for bear. Reserved amongst strangers, she often says more in one or two well-chosen words than most people do all day.



Tala Blackfoot

(Razor Girl/Street Sam)

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

4 5(7) 4(6) 5(7) 2 3 2 3 0.8 7(9) 1(3) 10 10

ACTIVE SKILLS

Athletics Skill Group: 3, Automatics: 5, Blades: 4, Dodge: 3, Heavy Weapons: 3, Infiltration: 2, Negotiation: 2, Pilot Ground Craft (Bike): 1 (+2), Pistols: 4, Unarmed Combat: 5

KNOWLEDGE SKILLS

Firearm Design: 3, Safe Houses: 4, Tribal Customs: 3

CYBERWARE

Wired Reflexes (Alpha) (2), Dermal Plating (Alpha) (2), Muscle Replacement (Alpha) (2), Cybereyes (Rating 3, w/Flare Compensation, Low-Light Vision, Protective Covers, Smartlink, and Thermographic Vision)

Tala is Kyra's cousin. She got swept up into this life through the bonds she had with her cousin and friends. No one ever asked why she made the changes to her body or what the four women were doing because it would be inappropriate. Tala occasionally wonders if she made the right choice devoting her life to combat and death. Now she just hopes that the four of them live long enough to retire. She can't undo the past and won't abandon her sisters. The youngest and smallest of the Black Cats, Tala stands at 1.5m. Wired to the gills, she is twitchy and hyper-vigilant. Her hair is cut short to match Lena and is as impulsive as her sister is honorable.



Unaffiliated

HammerJack (Hacker)

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

2 2 3 2 4 4 3 2 6 7 1 10

ACTIVE SKILLS

Computer 4, Data Search 5, Etiquette 2 (Matrix +2), Hacking 4, Hardware 2, Negotiation 2, Perception 3

KNOWLEDGE SKILLS

Shadowrunner Haunts 5, Matrix Rumors 4, Matrix Sites 4, Memes 3

COMMLINK

Sony Emperor modified for BTI/Hot Sim, w/response 5, Signal 5, System 5, Firewall 5

PROGRAMS

Analyze 5; Armor 4; Attack 5; Biofeedback Filters 4; Black Hammer 4; Browse 5; Command 5; Data Bomb 3; Decrypt 3; Edit 5; Encrypt 5; Scan 5; Spoof 4; Stealth 5; Track 4

Pushing thirty, HammerJack has had a hard life. He is embittered and hates Falcone with a passion. Slight of build he hasn't done any real exercise since getting his mind fried by Ares. There is still residual programming left so that he cannot act directly against the company but this hasn't bothered him much in his efforts to destroy Falcone. 1.8 m and 70 kg, HammerJack has brown hair and eyes, with a hint of Southeastern European roots.

Tabitha "Tabby" Morgan

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

3 3 3 3 5 5 4 5 5.7 8 1 10

ACTIVE SKILLS

Con: 4, Dodge: 2, Electronics Skill Group: 2, Etiquette: 5, Ground Craft (Car): 2 (+2), Intimidation: 3, Negotiation: 5, Perception: 3, Pistols: 2

Tabby is a human female, 5'6" (1.7m) who weighs in at 135 lbs (62 kg). Athletic and furry are two of the first words to come to mind when describing her. She has tawny two toned fur and cat slit eyes. (Note these do not give her night vision)

She worked as a face for a shadowrun team until Halley's comet made its last pass. With SURGE came a need to re-invent herself. She shortened her name to Tabby and started talking to some of her fixers about how to make it on the other side of the table. Eventually she built up a network of runners and keeps track of the various favors that she owes and is owed by the Denver Fixer community. Still fairly new to the game, she is trying to hide her past transgressions (running) but will admit to them when directly questioned.

On the surface, she's playful and to the point. It's said that Tabby believes that she has the nine lives of a cat. Four of them have been used already in circumstances she's not willing to comment on, but she has five to go. Underneath, is a woman who had her sense of self-identity stripped away from her by a random surge of ambient mana.

Tabby is still bitter about the fact that she had to stop running. Her changed appearance made her a "liability for the team" and she noticed that people stopped calling with jobs that required stealth. Since the day her team walked away from her, she's been running from the part of herself that remembers the thrill of adrenaline coursing through her veins and the veiled threats between runners and Johnsons. SINless, she couldn't get a job working within any part of real society so she stayed out in the fringe.

After Falcone was shot and lost the use of his legs, Tabby sat down with him. Both understood the other's anger about how the world had just screwed them over. Jaron gave his black book to the young girl, made a few introductions and left the Shadow scene. He went legit and stayed there, while Tabby started looking at runners from the other side of the table.

Specializing in Corporate politics, Tabby took a page from Jaron's book and tries to avoid dealing directly with the syndicates whenever possible. She is based primarily in the CAS sector and does occasional work in the Hub or outlying sectors of Denver when a favor is called in from her associates.

Jaron Falcone

Paralyzed from the waist down, Falcone has a hawk like nose and a touch of gray at his temples. In his late forties, he seems like the kind of man more comfortable in a boardroom than talking with criminals. Jaron gave up being a fixer about five years ago when he was shot by a rogue team working in retaliation against a run he had arranged. Most of his contacts are in the corporate arena due to his current business ventures, though he still remembers the name of a few fixers in the Seattle area where he did most of his shadow work.

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

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

Active Skills

Computer 3, Data Search 4, Dodge 2, Etiquette 4 (Street +2), Negotiation 5, Perception 3, Pistols 3

Knowledge Skills

Corporate Politics 4, Corporate Rumors 4, Fences 2, Gear Values 6, Shadowrunner Teams 2

Ramses (Mafia Soldier)

Shorter than most of the men he kills, Ramses is a Chicano dwarf with something to prove. Darker skinned than most Chicanos, hinting at Amerindian blood mixed in several generations back, the dwarf sports tattoos from the edge of his jawline down to the backs of his hands. Skin posts decorate his chest, while his left ear almost looks like it has been replaced with the amount of chrome and jewelry shoved through the skin and cartilage. Ramses is a hard-ass who wants to know everything that's happening before he gets involved. His soft spot is guns—brand new or well-loved, he loves his guns. Free guns has been the basis of his relationship with Belenkiy and will be, as long as, Belenkiy keeps his job.

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

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

Active Skills

Blades 3, Dodge 3, Intimidation 3, Pistols 3, Shortarms 3, Unarmed Combat 3

Gear

Ceska Black Scorpion, Lined Coat, Knife

Timeline:

Day 1

- **0450**—The Black Cats, an all-woman Sioux runner group, arrive at the ranch.
- **0525**—The Black Cats leave with Belenkiy sedated. (One of the Black Cats is a shamaness who had a bound spirit conceal and carry Belenkiy out.)
- **0820**—HammerJack finds out about the job being carried out against Falcone. He hacks the host and finding that Belenkiy is already gone, sends the ransom note.
- **0900**—All hell breaks loose at the ranch when Jaron finds the note.
- **1200**—Jaron calls a few friends in the Biz to arrange for a team.
- **1400**—The PCs receives their calls.
- **1800**—The Meet.
- **2300**— HammerJack will check the status of the Zurich account and notice that it is still empty. He will hack the security grid again and discover that Jaron hired a team of shadowrunners.

Day 2

(These events may change dependant upon the character actions.)

- **0130**—HammerJack, under the pseudonym Void, will call to arrange a meet with the PCs.
- **0900**—Ransom Due
- **0910**—Hammerjack will release news of the kidnapping to all major press organizations, suggesting that Jaron himself may be behind the incident and include stills of the runners especially those who have reputations for brutality or police records.