

SHADOWRUN

Missions

SRM02-15 CRITICAL CARE
BY: BRUCE FORD



INTRODUCTION	3
Preparing the Adventure	3
Adventure Structure.....	3
Running the Adventure	3
General Adventure Rules	4
Non-Player Characters.....	4
Table Rating.....	4
A Note on Commlinks	4
Crossing Borders	4
Contacts	5
Tracking Faction	5
Paperwork.....	5
ADVENTURE BACKGROUND ..	6
PLOT SYNOPSIS	6
GMS NOTE.....	6
ADVENTURE TIMELINE.....	6
MEETING DOC JOHNSON.....	7
LONELY APARTMENT.....	8
CUSTOMIZE MY RIG.....	9
AT THE HOUSE OF THE EMTS	
.....	10
INCIDENTAL BODYGUARDS .	11
IN THE WARRENS.....	12
THE FARM	13
PICKING UP THE PIECES.....	15
LEGWORk.....	16
Comparative Filing	18
CAST OF SHADOWS	18
Brent Fuller	18
Brent's Guards	19
Matty Zorn	19
Duke	20
The EMTs	20
Tenebrous	21
Typical Gangers	21
Arnold Weiss	21
Feral Ghouls	22

CRITICAL CARE CREDITS

WRITER

Bruce Ford

SHADOWRUN LINE DEVELOPER

Rob Boyle

SHADOWRUN MISSIONS COORDINATOR

John Dunn

PROOFREADERS

Stephen McQuillan, Adam Large,
Aaron Pavao

CHARACTER AND INTERIOR ART

Patrick Sullivan
squinkyproductions@yahoo.com

COVER DESIGN AND MISSIONS LOGO

Andy Coen and Cullen Erbacher
<http://www.broomstickfighters.com>

MAPS

Andy Coen, Stephen McQuillan

Copyright© 2007 by WizKids, Inc. Shadowrun and WK Games are trademarks and/or registered trademarks of WizKids, Inc. in the United States and/or other countries. Shadowrun Missions and tournament details are part of the campaign setting sponsored by Catalyst Game Labs. All Rights Reserved.

This adventure may not be reproduced, repackaged, or redistributed without prior approval of Catalyst Game Labs.

Published by: Catalyst Game Labs
PMB 202
303 91st Ave NE, G-701
Lake Stevens, WA 98258

Find us online:
info@shadowrunrpg.com
(Shadowrun questions)

<http://www.shadowrunrpg.com>
(official Shadowrun website)

<http://www.catalystgamelabs.com>
(Catalyst Game Labs website)

<http://www.catalystdemos.com>
(Demo Team website)

<http://www.wizkidsgames.com>
(WizKids website)

INTRODUCTION

Critical Care is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Critical Care* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-15B, *Critical Care, Playing Aids*.

Preparing the Adventure

Critical Care 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

Critical Care 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 *Critical Care* (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 game play.

Paperwork

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

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

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

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

Adventure Background

A DocWagon executive, Brent Fuller, hires the team to investigate a situation regarding patients that are disappearing. They are told that the investigation must be kept absolutely quiet for public relations purposes. He gives them the files on the three missing women.

Legwork provides the runners with leads on a fake DocWagon ambulance, potential additional victims, and the grunts responsible for the kidnappings.

Eventually, the runners learn about the Farm – a site where metahumans are grown for organ harvesting. To their horror, they discover ghouls run the site. The run concludes as the team fights their way free with the survivors while the ghouls or their associates pursue.

Plot Synopsis

Not long ago, a ghoulish mage set up a metahuman breeding farm for organlegging and food in the Warrens. When the Vory arrived, they absorbed his organization. Since then, the operation has been streamlined and changed. After adding a cloning lab, the operation focused on cloning and growing Ork babies purely for organlegging. It's cheaper to grow the babies naturally than to pay for a vat full of chemicals.

The operation has run successfully for well over a year. Recently, the Kirillov Vory brought a pair of former DocWagon EMTs on board. They provided information about Barry Wilson – a DocWagon programmer with a BTL habit. Barry had the access and

the skills to identify optimal breeders for the program. Barry was brought into the organization, in exchange for a steady diet of chips.

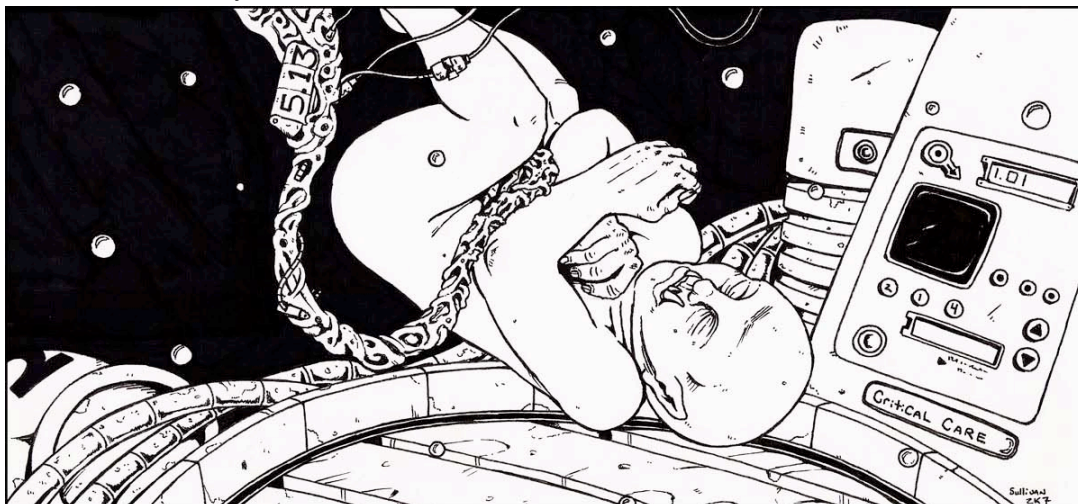
From there, it was just a matter of customizing a vehicle to resemble a DocWagon ambulance, and letting Barry hack patient's bracelets from the inside. Breeder abductions have been up over the past few months, but now DocWagon has begun to notice.

GMs Note

Unlike most Shadowrun Missions scenarios, this adventure takes place over the course of several days. In many cases, the characters may take more than a full week to complete the scenario. Because of this, please be aggressive with allowing time to pass. Try not to let your players dictate how things are going on a minute by minute basis. Instead, let things happen over the course of an afternoon. Further, if the adventure does take more than a week, please make sure that characters notate that on their adventure calendar for lifestyle tracking.

Adventure Timeline

- **Day 0:** Runners are hired.
- **Day 2:** One of the three current targets is kidnapped.
- **Day 5:** The second target is kidnapped.
- **Day 8:** The third target is kidnapped.
- **Day 14:** Peggy and Lana attempt to escape only to end up in the basement becoming food for the ghouls being kept below.



Meeting Doc Johnson

What's up Chummer?

Brent Fuller, a DocWagon Johnson, offers the runners a job. He wants to track down some of the corp's clients without tarnishing DocWagon's reputation.

Tell it to them straight

With your stash of nuyen shrinking you place a few calls asking about work before you crash for the night. What seems like minutes later, your commlink begins chirping. Glancing at the time you notice it's 3PM. After two more rings, you answer to the voice of your fixer giving what passes for a polite greeting. There's a meet with a Johnson at the 5x5 smuggler's hang out in two hours. You've just enough time to get dressed and down to the joint.

There, Matty gives you a nod towards the burlap "door" that sets off the back room. Inside, you find Mr. Johnson with two bodyguards. The suit leans back in his chair as he motions for you to take a seat. Over the buzz of a white noise generator, he gestures towards a number of serving dishes set up on a side table and says with a smile, "I took the liberty of bringing some dinner with me. Please help yourselves before we discuss business."

Behind the Scenes

The food is soy-based and heavily processed, but still high quality. There's enough food for all the team members to eat heartily, even the Trolls. Allow the players a few minutes to describe their characters and role-play through grabbing some food.

After that, Mr. Johnson will make the job offer. He'll explain that the job is an investigation and recovery. Further, the job needs to be kept quiet because of public relations dangers. It's far more important that this be done quietly than that it be done quickly. He's willing to wait up to two weeks for results. He offers 3000¥ + (500¥ x TR), per runner, for this job, half up front. Standard negotiations apply. Each net success gets the runners 10% more, up to a max of 50%.

Once the team agrees, he'll give his name as Brent Fuller (see **Cast of**

Shadows) and explain that he works for DocWagon. He will explain that three clients have gone missing under unusual circumstances. Normally, when patients die, they receive feedback on their vitals. In these cases, they simply lost all signal. Missing persons reports were filed on the first two. After that, flags went off and it was decided that the matter needed to be investigated further. Due to liability and public relations risks, it was decided that a discrete team of deniable assets should conduct all analysis.

All three patients had high-ticket contracts paid for by their employers. Any connection between DocWagon and their absence cannot become public knowledge. Brent needs to know what happened to these three young women. They need to be recovered, preferably alive, and returned DocWagon's secondary facility and clinic in the CAS sector. Bringing them to the primary facility would draw too much attention.

DocWagon has not been made aware of any ransom demands. DocWagon's medical teams have not reviewed the patient records due to internal security measures, but their routine investigative services have not established any connections between the victims, save that all were young Ork women in good health. At this point Brent sends the files of Miranda Miller, Sandra Olinski, and Petra Wayne to each runner.

Brent Fuller is entirely sincere and open as he is far more interested in solving this mystery and protecting DocWagon than he is about playing Shadow games. He wants the missing women found and the reasons for their disappearances determined and stopped, nothing else matters. He feels that shooting straight should help get the runners on board.

He points out that, given the dates of their disappearances, whatever is happening seems to be picking up in frequency. The first disappeared six weeks ago, the second three weeks ago, and the most recent just last week.

If the players begin reviewing the patient's files, refer to **Comparative Filing** under **Legwork**. Then, discretely check through PCs' past debriefing logs. If anyone on the team recovered the file found in *SRM02-07 An Ounce of Prevention*, have them make a Logic+Willpower (TR) Memory

test. On success, they recognize that all three of the missing patients were mentioned in that file. They might then choose to, review that file as well. (Depending upon past actions, they might need to track down a copy of the file.)

Matty Zorn, the bartender (see **Cast of Shadows**), is an early source of information about the job. Allow the characters to grill Matty on any Legwork. For each topic make an Etiquette + Charisma Opposed Test (SR4 p.121). Each net success yields one threshold worth of information about that topic from Matty. However, each threshold must still be purchased with a 100¥ bribe. If the runners are friendly and treat Matty with respect, they will earn him as a contact.

If the team immediately deduces that the next victims would be one of those presented in the old file, proceed to Incidental Bodyguards. If they decide to investigate any of the victims' homes, proceed to Lonely Apartment. Otherwise, Legwork may lead to a different scene.

Debugging

If the runners refuse at this point, have Fuller appeal to their humanitarian side. If they still refuse, pack up your books as the run is over when Brent Fuller walks out of the meet. Walking away from this run earns each runner one point of notoriety.

Within Five by Five, no one directly mentions goods that need to be moved, have been moved or the word smuggling. This is a place for smugglers to get away from work but still be amongst people who understand their unique stressors.

Rules of Etiquette:

- No direct mention of work inside the bar.
- Leave your trouble at the door and weapons in the box.
- Hard currency and certified cred only.
- No secrets and no ghosting allowed.

Anyone who breaks one of the Five by Five rules will need to buy the house a round of drinks (100¥ * TR) to smooth things over and apologize for the transgression. If it's a weapons or PAN violation, they are expected to amend the offending behavior.

Lonely Apartment

What's up Chummer?

If the characters decide to investigate any of the victims' homes, use this scene. They're not going to find anything meaningful, but they could dig up some red herrings.

Tell it to them straight

After tracking down the address from the files, you head to the missing woman's address. Bypassing the security systems was a breeze. Apparently, aside from a nice DocWagon contract, her standard of living wasn't anything special. Inside, you find a tidy apartment, decorated with a combination of parental hand-me-downs and the eclectic tastes of a recent college grad.

Behind the Scenes

The bad news is that there isn't anything meaningful to find at any of these homes. So, if the players choose to spend a lot of time here, the GM will need to be creative. All three reside in lower-middle class, one-bedroom apartments. Two of the women resided in Englewood – not far from the University of Denver campus. The third lived in reasonably nice apartment complex in Parker, an area that epitomizes suburbia.

If the PCs ask around, the team can encounter an assortment of neighbors – both oblivious and overly nosy. It's easiest to play up some stereotypes:

- The retired couple who spend all of their free time watching the hallways.
- The guy who works third shift and takes forever to wake up and answer the door, but isn't coherent when he does.
- The kid who's gotten into trouble while his parents are still at work.
- The harried Mom, who's very concerned about what her children are doing while she talks to the "investigators."

Nosy neighbors can offer comments about the victims' comings and goings and loud partying. They'll insist that the missing woman was clearly "up to no good." More oblivious ones will comment that they seemed to be quiet neighbors who kept to themselves.

All three of the women had boyfriends, but none were in serious relationships. Photographs and posters adorn the walls, and all had nice assortments of trid and chip entertainment.

Their home computers will have personal schedules, their personal and work contacts, their media collections, and their bank statements. None of these should have any big surprises. Emptying the bank accounts will yield TR*200¥.

Going through their trash will reveal packages from take-out dinners, typical toiletries, and an assortment of junk mail.

If the characters look hard enough, allow them to find a few minor connections. For example, all three may have a bag from McHugh's in their trash or might have received the same piece of junk mail. It's even possible that two of the women might have a common person's name in their contact database. However, unless you've got a lot of time, it's best to really play these down.

Debugging

It's essential to balance between giving the players enough rope to hang themselves and playing within the allotted time. If the players get horribly off-track or if time is already tight, bluntly let the players know that they're heading down the wrong track. Conversely, if time isn't an issue, feel free to let them stir up all sorts of extra trouble here.

Customize My Rig

What's up Chummer?

The runners have tracked down Duke, the mechanic that customized the fake DocWagon ambulance.

Tell it to them straight

Pulling up in front of the body shop in Old Downtown, you notice it has seen better days. Somebody with nuyen does care about the place – the loading bay door is new and the side entrance is a solid steel door. From inside, you hear the pounding bass of some Troll thrash metal that almost drowns out the screeching sound of metal being cut through the closed doors. A human teen stands under a small sign that proclaims "Duke's" puffing on a cigarette and watching you approach.

Behind the Scenes

The teen introduces himself as Gears. When asked, he says that Duke is inside and leads the team through the side door. He'll explain that he's Duke's apprentice.

Inside, The smells of grease, ozone, and stale soycaf assault the nose. Photos of engines and custom cars are mixed with award placards and media articles to cover the walls of the office area.

A quick left leads to the work bay where a monster truck is raised on a lift. Tooling machines, workbenches and storage cabinets line the walls. This shop appears to be completely outfitted – a mechanic's or rigger's dream. The music is also rather dramatically louder in here.

When the team enters, Duke (see **Cast of Shadows**) is currently cutting a pipe in two with a blowtorch. After he finishes, he'll turn towards the team with the lit blowtorch still absently in his hand. Then, he'll flip up his welding mask, and bellow over the music to ask them what they need through a tusk grin.

The team's approach will determine what Duke reveals. If they want to 'hire' the EMTs for a job, he tells them that their names are Fred and Bert and gives them a Matrix ID to call to set up a meet. If they want a similar job done, he'll be happy to

talk numbers and even show the plans and photographs of the “ambulance.”

If they explain that the two are involved in a series of kidnappings then Duke shuts up. For a hefty bribe (TR * 500¥), he gives them Fred and Bert’s address in Englewood.

If any of the PCs decide that this is too good of an opportunity to pass up, Duke is willing to accept jobs to upgrade any of their vehicles. He’ll be willing to install hidden smuggling compartments (0.5 m³) at a cost of 1500¥ in any car or truck. Alternatively, he can add a any non-heavy weapon to a fixed-mount for a cost of 2500¥. If the weapon needs to be concealable, it will be another 2000¥. Any of these modifications will take 1 week on the character’s calendar to complete.

More mundane custom work such as paint jobs, custom bodywork, suspension modifications, or other mechanical changes are available as well. Pricing on these is subject to GM discretion. Use your best judgment to estimate how long the job might take, and make certain that the player takes that into account on their character’s calendar. Note that they will not have access to the vehicle being modified for the entire duration of Duke’s work.

Debugging

If Duke is threatened, he’ll be willing to accept a smaller bribe. However, once the runners have gone he will call Fred and Bert to warn them. They clear out of the house but call their ganger friends to set up an ambush. (See **At the House of the EMTs**.)

At the House of the EMTs

What’s up Chummer?

The runners arrive at the base of operations for the fake EMTs. The pair aren’t looking for a fight and can be cowed into giving them information leading to The Farm.

Tell it to them straight

The target house is a single story with attached garage. The brown trim and paint is peeling off in many spots, but everything looks structurally secure. The gang symbol for the Godz is scrawled across the garage door.

Behind the Scenes

The home is in a rundown portion of the Englewood neighborhood. As long as the runners are fairly quiet when they gain entrance, this scene is intended to be easy. Both the front and back doors have Rating (TR) mechanical locks. However, forcing the doors will make enough noise to allow Fred and Bert to ready weapons and don armor.

The house has a compact layout with a living/dining room, a kitchen, a bathroom and one bedroom. It’s neatly organized and cleaned, but the furnishings are all well worn.

If they manage to gain entry quietly and not alert either EMT, they find the two in bed together and can easily get the drop on and subdue them.

On a successful Intimidation test, Bert and Fred will spill their guts about the operation, though they will attempt to get a bribe if they can, in order to flee Denver.

They tell the runners about the Farm giving the address in the Barrens. They’ll explain that the kidnapped women are somehow hit with a knockout drug – they have no idea how or who delivers it. Their DocWagon bracelets have been re-programmed to recognize the presence of this drug. When they do, they execute a custom program to remove the victim from the DocWagon grid, and send a immediate notification to the two of Fred and Bert.

They think the programmer works for DocWagon. They’ve heard Mr. Weiss –

their boss – mention his name as being Barry Winslow.

If asked about Mr. Weiss, they'll explain that he's the person who runs The Farm. They've never actually seen his face or met him in person – that's just the name he gave them.

If the PCs are exceptionally nice to Fred & Bert, then they'll reveal that The Farm is run by ghouls. If they're not, the two will happily take that surprise to their grave with them.

If the team decides to ask Brent about Winslow he'll thank them and explain that it's best if he handles the programmer as an internal DocWagon matter.

In the garage, the team can find the fake DocWagon Ambulance. A Land Vehicles (1) knowledge test will identify it as a heavily modified VW Urbano. (Same statistics as an Ares Citymaster, but the turret has been removed **SR4** p. 341) If the PCs wish, they may confiscate the vehicle. They may later choose to sell it to DocWagon. (Note pricing in **Picking up the Pieces**.)

Debugging

If the EMTs end up dead, the runners may find the Bert's private journal with a successful search of the home (Intuition + Perception (5, 15 minutes)). That details the operation, the address of the Farm and Barry Winslow's involvement. It takes another Intuition + Perception (4, 10 minutes) to find this information in the journal.

Pushing the Envelope

If the runners are having too easy of a time with this have the local gang that the EMTs have been paying protection to, intervene. The gangers will be members of The Godz. (If any of the PCs have long-standing issues with specific members of that gang, feel free to use that NPC here.)

Use stats for the Halloweeners (**SR4**, p. 275) with two gangers per PC showing up plus the lieutenant.

Incidental Bodyguards

What's up Chummer?

The runners have decided to tail a possible victim. Whichever woman they chose to follow is the very next victim of the kidnappers. It's their lucky day.

Tell it to them straight

You've followed the young woman through her daily routine for several long hours. No wonder cops drink so much coffee and eat so many doughnuts. This job could cure insomnia. It's late evening and boredom has settled in. Cracking a yawn that travels through the team, you blink when you no longer see her. It takes a moment to realize that she collapsed on the sidewalk.

Behind the Scenes

Everything hinges on what the runners do next, if they wait and watch, a few minutes after the victim collapses a DocWagon Citymaster pulls up and two EMTs, Bert and Fred, (see **Cast of Shadows**) get out of the vehicle with a gurney. They appear to treat the woman, then place her in a gurney. If anyone asks, they explain that she will be taken to a nearby clinic. (A Judge Intentions (2) test will reveal that something doesn't feel right about them.)

If the PCs choose not to interfere and follow the ambulance, they will be led into the Warrens and to the Farm where they can watch the two EMTs remove her from the ambulance and take her inside. If time allows, add in one of the distractions from **In The Warrens** before proceeding to **The Farm**.

If they confront the EMTs, a brief conflict will take place as the two try to fight their way clear. If the EMTs are clearly losing the battle and unable to escape, they'll respond as in **At the House of the EMTs**.

Debugging

If the runners botch the rescue or alert Fred or Bert, the team will have two more chances. However, the EMTs will be on alert when they make their next snatches. From this point on, two gangers will be in the ambulance dressed in poor imitation DocWagon uniforms. Use Halloween Ganger (**SR4**, p.275), but upgrade their pistols to Colt Manhunters.

If the PCs focus on trying to find who drugged the woman, they're not going to have any luck. The drug was added to something she ate or drank hours ago, and was slow acting. As things stand, without taking a blood sample from the victim and running an analysis on it, they won't even be able to tell what triggered the collapse.

If the characters somehow obtain one of the victim's DocWagon bracelet's before she is kidnapped, they can attempt to hack into it. Doing so requires a Hardware + Logic (15, 1 hour), followed by a Hacking + Logic (10, 1 hour). This will reveal the contact number for the EMTs and identify Barry Winslow as the programmer who inserted the rogue code. The substance that triggers the rogue code is an exceptionally high dosage of carbinoxamine (an antihistamine).



In the Warrens

What's up Chummer?

This optional section contains a few encounters for the runners if the Mission is proceeding too quickly and the GM needs to fill time as they make their way to The Farm. It's best to select just one of the options, but if time allows feel free to pursue all three.

Tell it to them straight

A) A number of gangers are approaching on Rapiers waving various impromptu weapons and a few real ones. They seem to be taking exception to you traveling through their territory. They're closing awfully quick.

B) As you travel down the desolate streets of the Warrens you notice a nicely dressed woman hobbling along, almost skipping as she tries to keep weight off of her right leg. Clearly, she is injured and as you draw closer she begins waving frantically in your direction, begging for help.

C) As you drive down the street of another worn-down neighborhood, you see a small sedan ahead with steam pouring from the radiator. A man in a Hawaiian shirt leans under the hood, looking at the engine while trying to avoid the steam. A middle-aged woman, dressed in a colorful sundress, is yelling at him loudly. Looks like a couple of tourists in the Aurora Warrens. Now you have seen everything.

Behind the Scenes

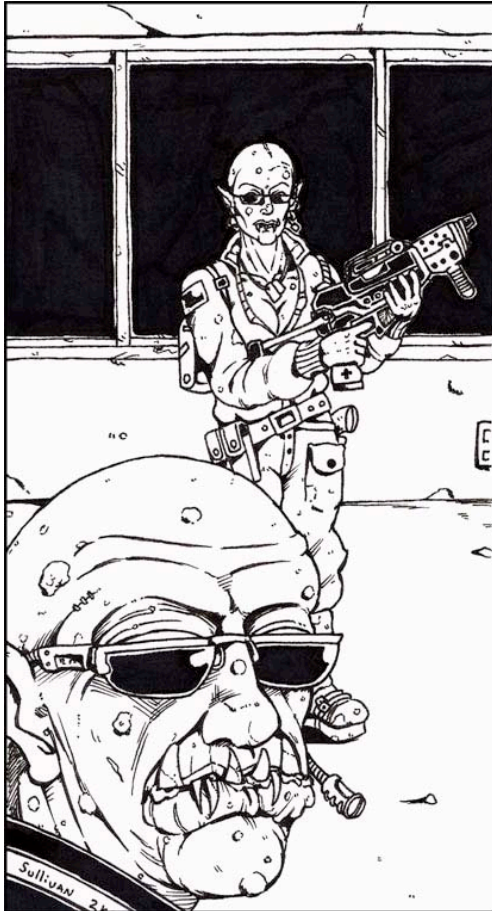
A) This scene involves one ganger per PC plus TR, with two gangers per bike except for the leader. Any characters who played through *SRM02-06 The Flip Side* will immediately recognize them as members of the Aurora Angels (see **Cast of Shadows**). Otherwise Intuition + Gang Identification (2) will identify them. The gang is known for a mix of matrix crimes and physical vandalism. This scene can be resolved in a number of ways: bribery (100¥ per PC), a car chase, a fight or a combination of the last two. If the team tries to make a run for it, Tenebrous will aggressively try to hack their vehicles.

B) If the runners come to her aid she explains that her name is Louisa Philmore. She hurt her ankle when some gangers ran her off the road, then stole her car. She's in a dead zone, and cannot contact either DocWagon or Lone Star. She really would appreciate a ride to safety and a clinic. She can only offer them 100¥ for their chivalry.

C) The runners can stop and attempt to help fix the car. The couple is Amanda and George Tiller from Bozeman, Montana vacationing on their twenty-fifth wedding anniversary in the mile-high city. Fixing the car takes an extended mechanics test (4, one minute) as the radiator hose has blown off and needs some patching before it can be reattached without leaking. Failing that the runners can offer the two a lift or just leave the poor couple to whatever fate awaits them in the Warrens.

Debugging

The runners may end up losing the ambulance if they are tailing it when one of these scenes comes up. If so, use your best judgment with any solutions they attempt.



Shadowrun Missions

The Farm

What's up Chummer?

The runners have arrived at the Farm, an abandoned, run-down old school. This is the finale of the run and is quite dangerous. It could end with everyone dead if care is not taken.

Tell it to them straight

The building before you appears to have once been a school, judging from the ruined playground rides and the number of windows in the two-story brick building. With all the windows boarded up, it looks abandoned. The basement windows are even fitted with iron grill-work that prevents entry, making you wonder what type of school this used to be. Most windows on the second floor have been broken out.

Behind the Scenes

Depending on how the runners arrive here will set the scene. All the doors are locked and remain so unless a delivery is being made. Then, the front doors open to let Fred and Bert bring the delivery in. Even then, the guard does not expose himself beyond an arm throwing open the door.

The school is warded (Force TR+1) and two watcher spirits are on astral alarm duty.

Security cameras (with standard and infrared capabilities) monitor each of the building's entrances. In addition, each door also is made of reinforced steel, painted to appear aged, and secured with a maglock. Both the cameras and the maglocks are Device Rating (TR/2) + 3. The cameras are all running IC using Black Hammer at Device Rating.

There are a total of 10 Ghoul Guards stationed throughout the complex (see locations below.) For these guards, use standard Ghoul statistics (SR4 p.292). However, add Automatics: 2, an FN-HAR with two clips of explosive ammo, and a Camouflage suit.

There are also 5 Ghoul Medical Staff. For the staffers, again use standard Ghoul statistics (SR4 p.292). In this case, add Cybertechnology: 2, First Aid: 4, and Medicine: 4.

While one of the guards monitors the security cameras, another is on duty

watching out the windows of the second floor. Opposed perception and infiltration tests are required to check if either group notices the other.

If the runners are spotted by either system, an ambush will be set up at the first cross-corridor from the entrance that they use. If the party splits up, the ghouls will concentrate on any PCs that showed up as dual-natured or who have any gear with an astral signature. Eight of the ten guards will set up with four taking cover in lockers and behind stacked up desks in each direction of the cross corridor. (The remaining two guards will stay with the “patients.”) They’ll begin combat with aim actions and then use long, wide bursts from their FN-HARs.

Arnold Weiss (see **Cast of Shadows**) will observe the combat and if his magic can tip the scales in his favor, he will enter combat. Otherwise he will call for a cease-fire and attempt to negotiate with the runners, offering them 2000¥ + (750¥ x TR) each if they drop the investigation. If the runners do not accept the bribe then it is a fight to the finish. If necessary, Arnold will release the Feral Ghouls from the basement (see **Cast of Shadows**) to either overpower the team or to chase them down.

If the runners decide to enter the building through sewers into the basement, they’re in big trouble. The Feral Ghouls (TR ghouls per PC) will have a field day attempting to kill and eat them. The noise of that combat will alert the other staff to intruders. Again, the guards and Arnold will attempt to ambush the runners if they escape the basement.

If the ghouls are not on alert, there is one ghoulish guard stationed on the second floor keeping watch while another watches the security cameras. A pair of ghoulish guards continuously patrol the ground floor. The remaining six guards will be bunked in one of the classrooms.

Most classrooms on the main floor have been turned into storerooms, except for the science labs where the cloning and incubation take place and the gym where the breeders are kept.

The Cloning Lab

One of the ghoulish medical staff is here performing labwork. He will attempt to raise an alarm if he notices intruders.

The laboratory is equipped with centrifuges, rows of incubators, freezers, a

DNA analyzer, a fume hood and a microscope. Most of these look like large (2+ m³) metallic boxes, with integrated nodes providing temperature status. If the PCs attempt to hack any of these nodes (DR: 4), they’ll be able to obtain complete information on all of the cell lines and tissues in storage here.

A blood stained disposal chute in this room leads down to the Feral Ghouls in the basement.

Inspecting the incubators will reveal a large number of organs ranging in size from newborn to those that have undergone accelerated development to an adult size. All of these are maintained in cloning vats, awaiting implantation.

The Operating Room

This lab is equipped like a typical operating room. Biomonitors, bright lights, cylinders of anesthetic, and gleaming glass and metal cabinets of surgical instruments are strikingly apparent. When the team makes their run on the facility, they’ll find this room in use. Two ghoulish medical staffers are working on a sedated Ork woman to extract oocytes for fertilization. If alerted, they will attempt to run and raise an alarm – abandoning the woman. As she is currently under anesthetic, if none of the runners take a First Aid + Logic (1) test, she will eventually die from an anesthesia overdose.

The Gym

A score of cots are laid out in what was once the gym. Sixteen of the cots contain Ork women in various stages of pregnancy. All are dressed in hospital gowns. Given their condition, several of them they have clearly been here for many months if not years.

Two ghoulish medical staffers are here monitoring the breeders. They will attempt to raise an alarm and flee. If he hasn’t been alerted to the team’s infiltration, Arnold Weiss will be here. There are sixteen Ork women here. This will include all of the recent victims, subject to the timeline. If stats are needed for any of these women, assume that due to physical and emotional trauma, all of their attributes have been reduced to ones.

Each woman is chained to the wall with just enough length to reach and use the bedpan underneath her cot. A number have been handcuffed and hobbled as well. All wear wireless medical monitors. If the PCs

are easily noticed, any who see them will desperately beg for release. Unless the runners come up with some means to keep them all quiet, the noise here will eventually raise an alarm.

Debugging

If the players attempt to bluff their way into The Farm using the fake ambulance, timing is critical. Arnold knows when to expect new kidnapping victims. If they show up shortly after Bert & Fred were to make a pick-up, the infiltration can go smoothly. Otherwise, the ghouls will have an ambush ready and waiting.

If the runners manage to escape, Arnold starts working to shut down and move The Farm. Within twenty-four hours, the medical equipment will have been moved. The older breeders will be left to the feral ghouls. The younger ones will be moved to the new location and the school will be burned to the ground. New kidnappings will stop for several months as the operation goes to ground and assesses its damage.

If the runners return within twenty-four hours, they will have one last chance to free the remaining women. Some of the women and gear will be loaded into moving trucks, but none of the trucks will have left yet. Arnold will have called in a Vory-sponsored Shadowrunner team to assist with security during the move. (Select a number of archetype characters from the SR4 core rules equal to the number of players as additional backup.)

Picking up the Pieces

Money

If completed successfully, each of the characters earn 3000¥ + (500¥ * TR). If the runners accept the bribe from the ghouls, they will instead earn 2000¥ + (750¥ x TR) plus their advance from Fuller. If the runners do not rescue the kidnap victims but report what happened to them to Brent Fuller then he will allow them to keep their advance but no further payment will be forthcoming. If the run is successful and the clients are retrieved with minimal noise then DocWagon will forgive all past sins and award a free six-month Basic DocWagon Contract. Note that this will require turning in a tissue sample to DocWagon.

If the PCs confiscated the fake ambulance, and let Brent know about it, he will offer to purchase it from them, in order to take it off the streets. He'll offer 50,000¥ for it, subject to negotiations (10% per net hit). If they refuse to sell it, he'll offer them 5,000¥ to deface it so it no longer appears to be a DocWagon vehicle.

Karma

- 1 – Uncovering the Operation
- 1 – Rescuing the missing clients
- 1 – Rescuing the other breeders

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

If the all of the victims are rescued, each character will earn one (1) point of street cred and lose one (1) point of notoriety.

Failure to complete the run will earn all characters one (1) point of notoriety.

If the characters choose to take the ghoul's bribe then they gain two (2) points of notoriety each.

If the characters play the chivalrous hero during the **In the Warrens** scene, they lose one (1) point of notoriety.

Faction

+1 Faction with Kirillov Vory if they accept the ghoul's bribe.

-1 Faction with Kirillov Vory if the 'runners can be identified by either of the EMTs or anyone at The Farm.

-1 Faction with Godz if they injure any of the gangers at the EMTs' home.

Contacts

A successful run will earn Brent Fuller as a contact of the characters. He is Connection 4 and begins with a Loyalty of 1.

If the characters bribe Matty for more information at 5x5, they can also earn him as a contact with a Loyalty of 1. Characters who already have Matty as a contact, may instead increase his Loyalty by 1 point to a maximum of 4.

If the characters hire Duke for a job or interact with him in a fun way without threatening him or his livelihood, they may earn him as a contact at 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.

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

Brent Fuller

Any Corporate Contact

0. Bent Fuller? I heard of him, made his fortune doing porn.
1. He works for DocWagon here in Denver.
2. He signed up right out of graduation became one of their top mediators.
3. Something of an idealist and a straight-shooter, really believes in what DocWagon is doing.
4. His career started to plateau so he recently transferred into the internal investigations division.

Fake DocWagon Ambulance

Any Street Contact, +2 dice if vehicle related

0. That'd be a pretty detailed job, not many could handle it and keep quiet. I haven't heard about anyone doing such a thing. It's possible though.
1. No...no wait. I seem to remember hearing about this job that this fellow Duke did up. Real big job on a VW Urbano. An Urbano is pretty close to an Ares Citymaster which is what DocWagon used to develop their mobile hospital.
2. Duke? He's a whiz mechanic, one of the very best in Denver, he can customize just about anything that moves. I can put you in touch with him if you like. (A routine data search can turn up the address for Duke's Garage.)
3. From what I hear, the buyers apparently have EMT training and laid down a sizable chunk of change on the job.

The Two EMTs

Corp contacts receive -2 dice

0. Two EMT's? Isn't that the spin off from ET XIX?
1. There was a story in the news about two EMT's about eight months back. Don't remember the details all that well.
2. They were apparently doing some 'legging on the side. Organlegging is a pretty lucrative trade and frankly I'm surprised more medical personnel are not tempted to dabble.
3. The story went away right quick and those two made themselves scarce just as quick. I heard they commissioned a custom job though through a guy named Duke. (A routine data search can turn up the address for Duke's Garage.)
4. They might be going by the names Fred and Bert now. I haven't a clue where they'd be now but I bet if Duke did the job, he might be willing to let you know.

The Missing Women

Any Street Contact

0. Sorry, don't recognize the name.
1. Sure, she's an Ork woman, I think a buddy saw her collapse in the middle of the street. DocWagon picked her up, she's probably still at their hospital.
2. That name was in a file that I just saw circulating the streets. I can get you a copy for 1500¥. (See **Comparative Filing**)

Organlegging

Biotech contacts receive +2 bonus dice.

0. Isn't that some form of music?
1. Thoroughly disreputable to the respectable and civil, rather disgusting if I don't say but sometimes you don't have a choice if you have the need for some new organs and don't have the time to sit on a waiting list.
2. In fact, the ability to get an organ through the black market on the streets saved a buddy of mine.
3. It is quite profitable though, mega-amounts of nuyen exchange hands. I heard some fellow bought himself a fresh, new kidney for 5,000¥. There are people on the streets that would donate organs for a fifth of that!
4. The criminal syndicates here in Denver don't touch it though. Seems some types of money are even too dirty for them. I guess they have an image to maintain.
5. Apparently no one told the Vory about the hands-off policy...

Comparative Filing

Reviewing the victim files from Brent can either be done with a Data Search test, or by passing the files to a contact with Biotech skills. If the characters just have the original files from Brent, refer to the following table:

0. All three are Ork women in their late teens. Here are their addresses – two in Englewood, one in Parker.
1. All had routines checkup within two months of their kidnapping.
2. All have rare Immunity and DNA markers that indicate optimal parameters for either receiving or donating tissues for transplants.

The team may wish to recover the file from *SRM02-07 Ounce of Prevention*. If they sold or gave it away after that scenario, they may recover a copy for 1,000¥. Alternatively, a Charisma + Etiquette (2) test will enable them to retrieve a copy from any corp or biotech contact for 1500¥. If they investigate that file, make have them make another Data Search test:

0. This file contains full medical records, employment history, and contact information for six ork women: Miranda Miller, Sandra Olinski, Petra Wayne, Lana Raineer, Peggy Williams, and Allison Trenton. All are in their late teens.
1. All have rare Immunity and DNA markers that indicate optimal parameters for either receiving or donating tissues for transplants.

With this information in hand, a character may make a test against Medicine or inquire with a Contact who has the appropriate knowledge skills to learn the following:

1. With these markers, these patients would be ideal for generating clones for transplants.
2. A large group of Ork women, with shorter pregnancies and large litters, might be ideal for growing newborns to use to obtain transplant organs.
3. After all, it's a lot cheaper to use live women to grow a child than to go to all the trouble of cloning them. With these patients, they could just insert pre-fertilized embryos, and not bother with males.

Cast of Shadows

Brent Fuller

Male Human; Connection Rating: 4

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

2 3 3 2 4 5 4 5 6 8 1 9

Active Skills: Computer: 4; Con: 4; Data Search: 4; Etiquette: 4 (Corporate+2); Intimidate: 2; Negotiation: 4; Perception: 2; Pistols: 4

Knowledge Skills: Corporate Finances: 4; Corporate Rumors: 4; Psychology: 3; Medical Advances: 2

Gear: Actioneer Business Clothing, Colt Manhunter loaded with gel rounds

A wiry, early-thirties Caucasian, Brent Fuller, has spent his entire career working for DocWagon as a mediator recently switching divisions to increase his career opportunities by taking over a problem resolution task group. It was this group that discovered the current problem that has led to this attempt to resolve the issue while protecting DocWagon's reputation. DocWagon's image is very important to Brent and he will do almost anything to protect it whatever the cause. Brent is something of an idealist even after nearly a decade of working for DocWagon.

Brent stands just over six feet, weighing in at somewhere around 170 pounds, though he is clearly fit. He prefers to wear a grey business suit with a blue tie that matches his eyes. He keeps his blonde hair cut short.

Brent speaks in a calm, measured tone with a hint of genuine friendliness. He has something of a casual air when sitting. Even during difficult negotiations, he can be seen sitting back his left leg lifted so that it rests across his right as he leans back, arms resting across the ankle and knee respectively of his leg.

Brent's Guards

Male Human; Connection Rating: 1
B A R S C I L W E S S I N I T I P C M
3 3 4 4 3 3 3 5 6 7 1 10
Active Skills: Dodge: 3; Pistols: 2;
Automatics: 4; Unarmed Combat: 3
Gear: Armor Vest, Fichette Security 600,
H&K 227, Stun Baton.

Brent felt that it was expected that someone operating in his capacity would have obvious guards, so he brought these two with him.

If trouble breaks out, they are to get Brent Fuller out of the meet and to safety or if they are unable to do so, pin the runners in place while they keep Brent safe. In both cases, they will call in a DocWagon HTR team that Brent has positioned nearby.

Matty Zorn

Human Male; Connection Rating: 3
B A R S C I L W E S S I N I T I P C M
2 3 2 3 4 3 2 3 6 5 1 10
Active Skills: Automatics: 3; *Electronics:* 4;
Gunnery: 4; Pilot Aircraft: 6; Pilot Ground
Craft: 4
Gear: HK MP-5 TX (w/ EX Explosive
ammo), Armor Jacket, Control Rig, Cyber
eyes (Rating 3, w/ Flare Compensation, Low
Light, and Thermographic Vision), Datajack,
Reaction Enhancers (Rating 2), Touchlink

A professional barman who just wants to be left alone by the syndicates, Matty Zorn set up shop down in the abandoned subway developments. He knows people who know people, and serves as a middleman, never asking too many questions and just handing over names and phone numbers. Pushing forty with a vengeance, the Denver native doesn't like to worry about everything that happened before he was born and focuses on the present, thinking as far forward as next month's supply shipment. 5'10" and 160 lbs, Matty sells drinks at honest prices to dishonest men, but they all pay in advance. Brown hair with red highlights that give hint at an Irishman several generations back, the bartender has been a sounding board often enough that he jokes he should have been a priest but he liked the drink too much to give it up.



Duke

Troll Male; Connection Rating: 2

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

7 3 3 7 2 3 4 3 6 6 1 12

Active Skills: Automotive Mechanic: 5;
Computer: 2; Gunnery: 2; Hardware: 4;
Industrial Mechanic: 4; Pilot Groundcraft: 2

Knowledge Skills: Chop Shops: 4;
Vehicles: 4; Troll Thrash Metal: 6

Duke's a happy-go-lucky kind of guy. He knows loud music, custom bodywork, and engines. He likes them best in that order.

He's had his shop up and running for 8 years. During that time, he's been extremely careful to avoid getting involved with any of the different criminal syndicates. He pays his protection money to the Triads and the Yakuza, but takes whatever work he's offered by whoever asks for it.

He's too intensely focused on his core interests – vehicles and music – to really keep up on much else. So, he'll be pretty oblivious to any recent news or politics. That's especially true for any news of shadowy or underworld activities. He just quietly pursues his passion. Meanwhile, the syndicates who've hired him in the past have been impressed enough with his work to decide to let him continue operating in whatever way works for him.

The EMTs

Human Male; Connection Rating: 1

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

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

Active Skills: Cybertechnology: 2; First Aid: 3; Medicine: 1, Negotiation: 1; Perception: 2; Pistols: 2; Unarmed Combat: 1

Knowledge Skills: Biology: 2; Organ-
legging: 2

Gear: Browning Maxpower, Armored Leather Jacket, Medkit (Rating:5), DocWagon Uniform

Fred and Bert, as they now call themselves, otherwise known as Frank Zuffa and Gary McCormick are in their late thirties. Both are quite nondescript and most people would be hard pressed to remember them in a crowd. They met in high school and applied to DocWagon together as soon as they graduated, becoming partners at work as they are in life. The long hours, the disillusionment of the streets, and expensive tastes quickly led them both down a path to easier money through organlegging. Neither man has an issue with it, having had any kindness they once had burned out on the streets.

When DocWagon fired them, they just changed operations after the Vory helped brush everything under the rug. The only thing these two care about or have sympathy for are their vices and each other.

If either of their lives are sufficiently threatened, they will give over to save themselves though not without asking for a bribe to tell what they know, so they can leave Denver immediately.

Fred stands nearly 5'5" and is quite stocky with short blonde hair starting to grey at the edges and deep brown eyes. Bert has brown hair and blue eyes standing near six feet with his frame handling his stocky build somewhat better.

Aurora Angels

Tenebrous

Human Female; Connection Rating 2

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

2 2 4 2 3 5 5 3 5 6 9 1 10

Matrix Initiative (IP):11 (3)

Skills: *Cracking*: 3; *Electronics*: 3; Pistols (Light Pistols): 1 (+2); Pilot Ground Craft (Bike): 2 (+2)

Qualities: Technomancer

Living Persona: Firewall: 3; Response: 5 (6); Signal: 3; System: 5; Biofeedback Filter; (Natural Hardening): 3 (4)

Complex Forms: Analyze: 2; Armor: 3; Browse: 3; Attack: 4; Deception: 5; Edit: 3; Decrypt: 3; Scan: 3; Stealth: 5; Track: 4

The Angels' lieutenant, Tenebrous was touched by the resonance only a few months ago and has spent her time since then immersed deep within the virtual world learning the ins and outs of the machine that she is more comfortable in than her own body. She loves to exploit her new-found gifts to play havoc with the gear of anyone who intrudes on the gang's territory.

With the just slightly darker coloring that comes from southeastern European heritage, Tenebrous keeps her hair cut boyishly short. She knows that in a stand up fight she will lose every time in the street so the young girl does her best to cheat and move from a position where the odds are in her favor.

Typical Gangers

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

3 3 3 3 2 2 2 2 5 5 1 10

Skills: Clubs or Chain: 2, Etiquette (Street): 1 (+2), Unarmed Combat: 2, Pilot Ground Craft (Bike): 1 (+2)

Gear: Club or Chain, Leather Jacket; Harley-Davidson Scorpion

Arnold Weiss

Ghoul 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 5 6 2 4 3 5 7 5 9 1 12

Active Skills: Assensing: 2; *Conjuring*: 3; Astral Combat: 3; Counterspelling: 3; Dodge: 2; Etiquette: 1 (Street+2); Pistols: 2; Infiltration: 4; Perception: 3; Spellcasting: 5; Unarmed Combat: 3

Knowledge Skills: Cooking: 3; Magic Background: 3; Organlegging 3

Powers/Weaknesses: As a Ghoul (SR4, p.292)

Initiate Grade: 2

Metamagic: Masking, Shielding

Gear: Colt Manhunter, Lined Coat, Summoning Foci (2), Sustaining Focus (5)

Spells: Alleviate Allergy, Astral Armor, Armor, Clout, Increase Initiative, Levitate, Lightning Bolt, Manaball, Manabolt, Physical Barrier, Stunbolt

Arnold Weiss was a prominent mage who developed a taste for flesh even before he became a ghoul. Back in 2061, with Lone Star closing, he fled into one of the barrens of Boston and was beset by ghouls. Before he could escape, he was infected with HMHV-2. As he hid from the cops, he spent the next several weeks in agony transforming into a ghoul. His discipline training from his magic studies were all that prevented him from going mad. When he had recovered, he knew he was done in Boston. He traveled the country for years until he arrived in Denver. Here, he set up and began refining his organlegging scheme.

Arnold is extremely confident in his abilities and maintains a calm superiority during any conversation. He will never admit to being in an inferior position.

Arnold has 2 Fire Spirits of Force (TR/2 +2) bound to him. Each owes him 3 services. He is a hermetic mage. His Sustaining Focus currently maintains a Force 5 Armor Spell, with 5 hits scored.

Feral Ghouls

(Number of PCs x TR of these)

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

8 3 6 7 1 1 1 6 7 5 7 1 12

Active Skills: Assensing: 2; Infiltration: 4;
Perception: 2; Unarmed Combat: 4

Powers/Weaknesses: As a Ghoul (**SR4**,
p.292)

These poor creatures lost their minds to
HMHVV. They're little more than living
embodiments of fury with an intense
appetite for metahuman flesh.