

SHADOWRUN

Missions

SRM02-16 PRIMAL FORCES
BY: ERIC BOIVIN



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INTRODUCTION

Primal Forces is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Primal Forces* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-16B, *Primal Forces, Playing Aids*.

Preparing the Adventure

Primal Forces 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

Primal Forces 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 *Primal Forces* (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

Denver, home of a worldwide-recognized zoo, is this year's host to the Annual Wildlife and Biodiversity Preservation Conference. Each year, hundreds of scientists come to discuss issues and state of the art research. This year's main attraction is the work of doctors Kenji Toshimoko and Ichi Masamura. These two scientists, financed by the Japanese government and Shiawase, are integrating bioware with non-awakened animals to promote survivability in hostile environments. To demonstrate their work, the scientists brought two specimens with them: a giant panda with near-human intelligence and a grey wolf with enhanced physical abilities. (See **Cast of Shadows** for more information on these animals and why they were chosen.)

The problem is that being the showcase attraction of the conference, noise about the presence of these 2 unique specimens was heard, and eventually reached the underworld. Numerous factions received contracts to retrieve these specimens, and each knows that the others hold contracts as well. Everyone is trying to analyze their opponents' moves. At the start of the adventure, the Casquilho Mafia takes the initiative, but others will soon join the fray.

The Gensys project

In 2061, the Year of the Comet, earthquakes and volcanoes affected Japan. After that, the Japanese government established tremendous funding to rebuild Japan. Money was allocated to restore the fauna and flora of Japan.

One of these grants went to a pair of highly respected researchers: Kenji Toshimoko and Ichi Masamura. Their work on bioware for non-metahumans was well known, but highly controversial. After a stint at Shiawase, the scientific community called their naturalistic ethics into question. However, while their recent push for publication and peer review has concerned their superiors within Shiawase, it has generated positive comment from academic sectors.

Their goal was to recreate wildlife from scratch – this time with safeguards against future natural and human menace. Agricultural efforts in bioengineering were

widespread, but few efforts were done for the wildlife. The new project was named Gensys.

Gensys's first efforts went into genetic engineering on wild animal species. The first specimens, in 2065, were unable to safely return to the wild. These organisms didn't have the instinct to allow them to survive. Instead of scrapping the project, Gensys changed orientation: instead of bioengineering, they began working on bioenhancements on grown specimens. By implanting specially adapted bioware, normally reserved for metahumans, Gensys hypothesized that bioenhanced animals would be better able to adapt.

In 2068, the Gensys researchers published their first article to very mixed reviews. This was the first major attempt to re-introduce bioenhanced animals to the wild. Many felt that Gensys was trying to play God. However, few groups deny the need to repair the earth's wildlife. Many organizations want to learn about the project's progress over the past few years. Meanwhile, the researchers are being cautious with their press releases.

The two sample animals still aren't optimal for reintroducing into the wild. That's why they're currently being used as "demonstration models."

Plot Synopsis

When precious resources are in transit inside Denver, it's difficult for the various factions to stay idle. And when every faction has a reason to try to get hold of it, that leaves many decisions to the runners about their allegiance.

In this adventure, the runners are hired by the Casquilho mafia to retrieve two bioengineered animal specimens on display during an international scientific conference on wildlife preservation. The Yamato Yakuza clan is providing protection for the animals. These highly intelligent animals will follow the runners until their delivery. Between the retrieval and the delivery, other factions hear about that and make their offers to the runners to get the animals for themselves.

Miguel's Package

What's up Chummer?

The runners are invited to discuss a job with Miguel Sanchez, a fixer with Mafia ties.

Tell it to them straight

It's around 1900 when a text message dares to interrupt your meal. You don't take time to finish chewing as you grab your commlink. After the second ring, you display the new message. The name "Miguel" is attached, and that can only mean your Ork Mafia fixer. The text message is chock-full of typos, but you get the gist of it:

"Oy chummer. Bring yur ass bout rite now at Goodfriends, in da CAS area. Dis'll be fun".

Miguel might not have the best spelling in the biz, but work is work. As long as he can correctly transfer your payment, that's all you need. Before long, you're ready to head to the bar to check Miguel's definition of "fun".

Behind the Scenes

The team was contacted at 1900. The meet at Goodfriends is slated for 2000.

Goodfriends is a well-known location in the Denver sprawl. Even in the middle of the afternoon, the place is buzzing with activity. As a neutral zone, people from all backgrounds favor the bar. Everyone appreciates the "demilitarized zone" to have fun drinking a beer or playing pool with friends and foes alike, before heading back in the streets and gunning for one another. The ambiance is a friendly one, even for a meat market. Mercenaries looking for work throw nods at the team, but quickly get back to their own business when they figure that they aren't there for recruitment.

The team spots Miguel (see **Cast of Shadows**) getting up on his seat in the corner of the bar, in a decrepit booth. Around him are half a dozen toughs, vying for his attention. He pushes them away, saying, "Yo boyz, you'ze time will come, but dis time, it's for dese chaps".

At the booth, Miguel doesn't waste time with formalities. He'll quickly explain that the boss has a little "all-included" package. Miguel has been given a package by the Casquillo Mafia and has been instructed to give this package to a team of runners he can trust. Miguel's part of the contract was to assemble the team and drop the package. With that done, he'll give them a toothy grin, and head out. Of course, Miguel was promised a major bonus if the mission's a success. So even though he doesn't know what it's about, he wants it to succeed. To represent this, Miguel will call and nag the team throughout the run. He'll never ask what exactly they're doing, but he will frequently make offers to help them out – not that he can actually do much to help.

The package is a small, unmarked cardboard box. Inside, there are 3 items: a commlink, a certified credstick containing (1000¥ * Number of PCs) and an old manual key. The commlink is an unmodified CMT Clip and is currently shut down. Once it's activated, a message immediately pop-up, and asks the runners to contact a given commcode. This number allows the commlink to connect on a communication system.

What Miguel won't reveal is that Dean Costello (see **Cast of Shadows**) is actually supervising this mission. The Don asked Dean to execute this one because of its sensitive and public nature. So, Dean's gone out of his way to add extra layers of deniability – including avoiding letting the team even learn his name.

Dean set up the commlink to allow him to communicate with the runners, while laying low after some of his recent exploits. The commlink doesn't have voice – only a chat interface. This allows Dean to communicate with the runners without having his identity known to them. (2 X TR) successive nodes with rating 6 firewalls, with Rating 3 Agents running Spoof at Rating 3, filter all communication between the commlink and Dean. Only data from this commlink can easily penetrate the system. A trace in the Matrix would eventually lead to Costello's online avatar, but it'll probably take more time than the scenario allows.

As soon as the first call is made to the commlink, the message in Handout One reaches them instantly:

“Hello. I’ll be your contact for this mission. This is the only way you’ll be able to communicate with me, so please follow the rules. This will be a retrieve and deliver job. The pay for this job is 2500¥ + (TR * 500¥) each. Consider the contents of the package an added gift. Are you in? Y or N.”

Once the runners have confirmed that they want more details, *give them Handout Two.*

“Take the key. Go to 6555 Schneider Way, Arvada, PCC. Parking Space #541. Contact me then.”

This address on Handout Two corresponds to an apartment building where a van able to transport the animals is parked.

Debugging

Most runners will be highly paranoid about this run. They’re asked to do things with few details, and in very small doses. However, if after a certain time the runners are still hesitating, have Miguel contact the team, telling them to trust his contact. If runners still won’t bite, the last resort is to have Dean contact them directly, revealing them that he’s the one behind the commlink. Try very hard to avoid revealing the patron’s real identity. If after the runners still refuse, don’t hesitate to finish the session prematurely and enjoy some fresh air.



Shadowrun Missions

Drive-In

What’s up Chummer?

The runners retrieve an old delivery truck and bring it to the Two Ponds Wildlife Refuge. There a small team of Yakuza protects the pavilion where their targets are located.

Tell it to them straight

The Arvada district you’ve been directed to is a modest residential sector. Housing lots take up most of the space, and make the sector a rather bland place. The address you’ve been given leads to a mid-sized apartment building. Following your instructions, you go to the parking lot behind the building and start looking for the specified parking place. In space #541 is a heavily rusted GMC mini-van – at least 50 years old. Its structure shows the wear and tear of repairs after numerous accidents and at least a dozen paint jobs. The cargo area is enclosed with no windows. Looking through the front windows, you see that the interior is a mess. This vehicle definitely went through a lot in its days. But what would this be for?

Once the runners contact the Johnson

You punch in the commcode and wait for the instructions. A short confirmation message comes back, asking if you got the vehicle. You answer with a simple “Y” and a few seconds after, new details come.

Give the Players Handout Three.

Take the van to the Dewey Pavilion at the Two Ponds Wildlife Refuge in Arvada to the South-East of Standley Lake.

Behind the Scenes

The mini-van has a closed steel box in the rear. The front section only contains one seat, with just enough bare floor for 3 humans. The back section is an empty box of 2 cubic meters size, covered by corrugated steel sheeting. The car doesn’t have any modern navigation system: it can only be driven manually.

Many years ago, the Casquillo used this for a lot of operations. Its worn condition shows the usage. However, this particular vehicle is disposable, anonymous, and ideally suited for the job. A team of soldiers

placed it in this particular space earlier in the day, at Dean's instructions.

On the way to the refuge, the commlink will deliver a new message. *Give the players Handout Four.*

Opposition is highly possible, but take care to avoid triggering any alarms. Once the field is clear, contact me before entering the pavilion.

The Two Ponds Wildlife Refuge is a 72-acre preservation park. It includes a rare wetland in the center of an inhabited enclave, with pathways for the nature lovers. The refuge's entrance has a closed barrier. This is where the Gensys Project has its 2 specimens residing before their public display. The scientists never thought that security was a concern, but Shiawase preferred to have an insurance policy to protect their investment. To ensure their security, Shiawase has hired the Yakuza, who provided a team of (TR + 4) Yakuza soldiers on site. (Use Triad Posse **SR4**, p. 276.) They have been instructed to guard the location, while being discreet enough to not raise suspicion.

When the team arrives, two Yakuza soldiers are guarding the park entrance. They have been instructed to not allow anyone inside the refuge and won't hesitate to intimidate anyone coming too close. When they find anything suspicious, they will call the rest of the team for backup. If things get hairy, they can also contact other Yakuza for additional backup. The other guards are located at Dewey Pavilion. Two of them are sitting in a white Ford Americar. The others are patrolling around the pavilion.

Unless the team does something to draw their suspicions, they are lightly equipped. Before counterattacking, they'll place a call for reinforcements instead of engaging a better-equipped opponent. If this happens, (TR X Number of PCs) soldiers will arrive on the site five minutes later in TR GMC Bull Dogs. Unlike their predecessors, these soldiers will be wearing camouflage suits and carrying AK-97s. They are instructed to eliminate the opposition and to retrieve the animals and their herder so they can be put into a more secured place.

Debugging

Again, in this scene, the runners may decide to not follow Dean's recommendations. Be flexible. Don't hesitate to have the Johnson put them back on track. He's able to pinpoint the location of his commlink, so he can act as a guide if the runners go too far from the path. However, give them plenty of rope to hang themselves. The Johnson will understand that the runners might do some legwork, even if at this moment, they're not sure what questions to ask.

Caution must be taken during the confrontation with the Yakuza. The first group might not be a problem, but if they take too much time, the reinforcements might give them some trouble. If the fight gets too bloody, the Yakuza can decide to lower their weapons and instead try to negotiate. They were hired by Shiawase, but don't know all the details either. They're no more anxious to put their lives on the line if intimidation and persuasion might work.

Meet the Menagerie

What's up Chummer?

The runners finally meet with the target of their extraction run: two highly intelligent animals, and their clueless guardian.

Tell it to them straight

You contact the Johnson, waiting for the next instructions.

Give the Players Handout Five
Secure the two VIPs. Then, contact me once you have left the refuge.

Sounds easy. You open the door of the Dewey Pavilion. The lobby of the building lies in front of you, with an information kiosk covered in AROs about the park, the environment, and nearby tourist attractions.

Heavily lacquered log walls give the place an old-fashioned, cozy look. Benches around the perimeter look comfy, but this probably isn't the time to relax. A middle-aged Asian man looks up at you from one of the chairs with a panicked expression. After letting out a gasp of air, he sets down his commlink and drops to his knees, putting his hands behind his head. He frantically gasps, "Who are you? You can loot the place, just leave us alone!"

Twin doors to the opposite side of the room open to reveal the rest of "us." A sleek grey wolf walks slowly in the room, looking at you with a menacing gaze, while a giant panda holds the door open, and then walks inside. Sitting on its hind legs, the panda pets the wolf, then fiddles with a device, strapped to its right paw. After a few clicks, you hear a soft, computer-generated female voice coming from the device. "Quiet Vaylo.

I here. Who are the men, Cheng? Do we have to wait longer for our bedtime story?"

Behind the Scenes

The animals and their guardian, Cheng (see **Cast of Shadows**), are staying in Dewey Pavilion, until the conference starts. Their long years of controlled captivity have made them used to semi-comfortable facilities. To allow this, Cheng set out a few blankets, bowls of fresh water and some food in the pavilion's salon, next to the information kiosk. Cheng has been instructed to keep the animals there for the night until they can be presented at the conference tomorrow. After that, he was to prepare for the return trip to Japan.



The scientists have full faith in Cheng, but he's been instructed to call them if he has any question or if there's a problem. At the moment, Cheng is too scared to think clearly. He was just choosing a bedtime story to read to Tai Lun when the team burst in. If he has an opportunity or if the runners have been extremely noisy, Cheng will have already called the scientists.

They will, in turn, call PuebSec who should be on site in about five minutes – potentially moments after the Yakuza backup arrives. The backup will be one officer for each runner. (Use Lone Star Police Squad, **SR4**, p. 275.) At TR>2, PuebSec will add a Combat Mage. (Use, **SR4**, p.90.) At TR>4, the police will also be accompanied by a Drone Rigger (**SR4**, p.92) piloting a Northrup Wasp (**SR4**, p.341) armed with an Ingram White Knight. Their orders are to investigate first, but call for backup if there is heavy resistance. After another two more minutes, things may get ugly.

Cheng is a very naïve individual. He has no idea why someone would do harm to the animals. He'll act very confused, but will be cooperative. Vaylo on another hand doesn't appreciate at all the intruders and won't hesitate to show his massive teeth to any opposition. Tai Lun has the emotional make-up of an outgoing, friendly child. She'll take care of Vaylo, calming him by petting him or "speaking" soothing words. She will ask the runners why they are here. An opposed Leadership test can convince the trio to accompany them.

If they succeed, Tai Lun will say it sounds like fun. Cheng, scared out of his mind, will accept Tai Lun's decision. He will tell the runners that he has to come with them, as only he knows how to take care of the animals. If the runners try to stop Cheng, Tai Lun will ask politely the runners to bring him too. If they still refuse, she will ask Vaylo to show them how it's important for them. Vaylo will start off with a growl, then escalate from there.

If the runners fail on the leadership tests and are unable to complete other appropriate social measures, they'll need to subdue or incapacitate any of the three that they want to take with them.

Once the runners contact Mr. Johnson that they've left the refuge, *give them Handout Six.*

Lay low for the night. I'll send new instructions after sun-up.

Debugging

Cheng and the animals all want the same thing – one another's safety. They won't do anything to put each other in danger. If the runners try to push them too much, try to express that these are animals – animals whose loyalty they can win. If any of the team prepares to kill Cheng, have them make a Memory test. On success, they'll recall that animals can become much less cooperative if a member of their "pack" is injured.

Nature's Keepers

What's up Chummer?

With instructions to hide the animals for the night, the runners have a chance to get to know them. At the same time, the Yakuza give the runners a visit to try to negotiate for the animals.

Tell it to them straight

Spending a night with a panda and a wolf that seems focused on ripping your throat out wasn't on your agenda when you entered the shadows. The panda is quite a specimen. Her strange communication device has made her awfully talkative – and you think she's calmed her lupine friend, from "I want to rip your throat" to "I'll just claw you a bit." So, you feel that you're getting more comfortable with one another.

Behind the Scenes

The runners are free to spend the night where they want. Because of all the agitation however, the animals won't sleep until late in the night. This scene gives the team a chance to learn more about their targets. Tai Lun, not being very shy, will strike up a conversation with the runners almost instantly, asking them inoffensive questions like "What is your name?" or "Do you like apples?" She should also annoy them frequently by saying, "We are friends." She's friendly and innocent, but, if the runners firmly quiet her, she'll stay silent – at least for a few minutes. Given an opportunity, Tai Lun will launch into a full diatribe:

"I like red. Apples are red, and I like eating apples. Apples are green too, but I don't like eating green apples, so sometimes I don't like green. Only when it's bamboo green, then it's my favorite color. On Thursday, though, purple was pretty. I liked purple on Thursday. Cheng brought plums and purple blankets and grapes. The grapes were green, not the green I like, so I did not eat the grapes. What color do you like?"

This can continue on with Tai liking or disliking a particular runner because of the color choices they made in clothes.

Vaylo, in contrast, will observe the whole conversation, taking time to look deep into each runner's eyes in turn. Keep the conversation going for as long as everyone's having fun and time permits. Depending on the questions they ask, they should learn the names of the animals and also that they have "implants."

The animals are implanted with RFID chips (Signal: 5) allowing their tracking. This should be obvious to runners trying to do a scan on them. About an hour after the animals are kidnapped, the Yakuza begin aggressively attempting to track them down. If the runners found a good way to mask the animals' RFID, then this method of tracking just won't work. If that's the case, a survivor from Drive-In may have identified one of the runners, enabling Karemaru to contact that character via his commlink rather than in person. Use the character with the highest public awareness.

If the Yakuza do track the animals, they will pay a visit to the runners. They have been asked to negotiate for them, but won't overdo it. After all, they are paid for a protection job. They are strictly asked to not engage in any violence to not harm the animals. They've been instructed to only use thinly veiled threats and financial negotiation.

The Yakuza team consists of Setto Karemaru (see **Cast of Shadows**), a Yakuza underboss, flanked by 5 soldiers. They came to the location with a minivan and Suzuki Mirage bikes. Setto is very confident and proud of his position in the Yakuza. His first efforts will be to seriously advise the runners against acting against the Yakuza. To reflect his ability to use guilt, any faction bonus toward the Yakuza will also be added to Setto's rolls if the runners use appropriate social skills. He doesn't know much about the animals. He is also ready to pay the same amount the team was offered for the run, including an additional 5% negotiation bonus. If the runners explain that they are not interested, the Yakuza will abandon the effort and return to their leaders, explaining that the runners were uncooperative.

Pushing the Envelope

This scene offers unusual roleplay opportunities. Fortunately, the team has the power to make things work if they're careful. If you really want to test the PCs, you can ask them to take care of the animals by making sure that their needs are met. Have the animals ask for some food. While finding real meat in the middle of the night for Vaylo seems possible, finding bamboo for Tai Lun might be a real challenge, especially if Cheng isn't there to offer advice.

Alternatively, if the PCs really drop their guard, Vaylo will persuade Tai Lun to make a break for it with him. The two will attempt to sneak out of the team's safehouse. In all likelihood, this will result in them promptly being captured by another faction. Only pursue this alternative if you feel that there is plenty of time to adequately address a recovery mission.

If you really want to have the scene with the Yakuza, they might have tracked the team down using ritual magic. Don't forget to take into consideration any wards that the team may have set up to prevent this.

Debugging

It is possible that the runners will just attack the Yakuza. If that happens, remember that the soldiers won't give their lives for this. Also, if the runners made the necessary efforts to befriend the animals, Vaylo might even help the runners. If that's the case, his ferocity will quickly push the Yakuza to abandon the fight. Killing the animal they're supposed to be guarding is the last thing the Yakuza want to do. So, they'll leave if Vaylo gets involved.

If the runners decide to give the animals to the Yakuza, go to the Picking up the Pieces section. This shouldn't be considered as a mission failure, just a decision to align themselves more with the Yakuza.

Fake Delivery

What's up Chummer?

Dean has been found by a hacker working for the GenePeace ecoterrorist polyclub, who uses this as an opportunity to try to trick the runners into making the delivery. A last minute call directly from him will reveal their employer.

Tell it to them straight

"The phone is ringing", Tai Lun says in her monotonous voice. Of course it's ringing – you all heard it! Rushing to the Johnson's commlink, you open it, praying for the next instructions. It's not that babysitting these animals is anything terrible, but you'd rather be somewhere where you didn't keep hearing a computerized voice saying, "We are friends."

Give the Players Handout Seven.

Bring the animals to the parking lot of Kentucky Supermarket on W. Kentucky in the PCC immediately.

Behind the Scenes

Costello, exhausted from the waiting game, has fallen asleep, waiting for his own instructions. Weeks ago, an attractive hacker from GenePeace (see **Loose Alliances**, p.12) tapped Dean's link while they were chatting. Now, Dean's indiscretion creates a whole new problem for the team.

GenePeace is an international ecoterrorist polyclub based in the Scandinavian Union actively militating against abuses of genetic engineering. They have been following the Genesys Project for years, but their isolation and relative secrecy prevented any action against them. However, since they knew two specimens would be coming to the Annual Wildlife and Biodiversity Preservation Conference, they have been searching for any leads in Denver.

Dahlgren (see **Cast of Shadows**), a GenePeace hacker from Seattle was dispatched to track the animals and try to give enough intelligence to a four-operative cell in Denver. She met Dean at the Tower of Babel while here, and by sheer coincidence left a reporter agent on his 'link. While she was watching the animals and the

Yakuza guards at Two Ponds Wildlife Refuge and tracking communications she noticed a Matrix ID that she'd also seen on Dean's call record – the one that the team is carrying.

At 0500, when Dean's commlink entered sleep mode, she decided it was time to use Costello's weapon against himself. She's now passed a call to the runners, trying to make them deliver the animals directly to GenePeace. The communication comes from her personal commlink but uses the same filtered chain of nodes, making it difficult to distinguish that this is a faked commcall.

A few blocks before they arrive at the supermarket, have Costello call the runners, this time by voice. He will present himself as Dean Costello. He'll tell them that he's the Mr. Johnson for this mission and that he had his reasons to prefer having his identity known. He just discovered that his commlink had been hacked and that a false mission order was given. At this moment, the runners will probably be wondering who they can trust. If they doubt him, have



Costello give precise details about the mission such as the payout, the team members, the Fixer involved, and the texts of all of the earlier messages. If they still doubt him, he'll ask them to ask these same questions to the team they're supposed to meet. Fortunately, GenePeace has none of this information.

Four members of GenePeace (use Humanis Policlub Goon Squad, **SR4**, p.275) and Dahlgren are at Kentucky Supermarket. They are waiting for the delivery, but have no idea who they are waiting for. They are not equipped for combat, nor do they have any resources to offer to the runners in exchange. The ecoterrorists will act very smoothly and professionally, trying to make their way out with the animals. At the any sign of doubt or menace from the runners, they will drop the act and explain their situation. They will tell that these animals were heavily bioengineered and that such actions are totally opposite to nature's ways. They will tell them that science shouldn't try to play God, and they shouldn't allow these animals to be misused in any way. Once they understand that they don't have a chance against the runners, they will timidly ask to leave, after asking what these animals are destined for.

Debugging

If the runners choose to give the animals to GenePeace, don't consider this as a mission failure. They might not believe Costello, or they might, however unlikely, have moral principles that ally with the ecoterrorists. If the GenePeace members leave with the animals, proceed to the Picking up the Pieces, and keep in mind that the 'runners won't be seeing their expected payout.

Mob Alliance

What's up Chummer?

Word about the team's possession of the animals travels quickly through the streets. The Triad and the Vory make an unusual alliance in an attempt to obtain the animals. A conference call proves that they are ready to test the runners' values.

Tell it to them straight

Ok, done with the hippies, back to business. If you're lucky and Denver doesn't run out of soycaf, you might manage to finish the night before blowing the talking device of the panda. You've gathered that she was built to talk, not listen.

While you're driving back to your hideout, your comm rings – the panda happily points this out – and you pray that the drive will soon end.

But before you can answer, your colleagues' comms also start to ring. Answering, you find yourselves in a conference call with Mikael Petrov of the Kirillov Vory and Lin Yao of the White Lotus Triad.

Casquilho, Yakuza, GenePeace, Vory, Triads – maybe you should hold out for Ghostwalker?

Behind the Scenes

Leaders from both the Triads and the Vory are aware of the animals' existence and would like to obtain them for their own goals. A recent discussion has led to a temporary pact. The two organizations have agreed to pool their resources so that the Vory can obtain the wolf and the Triads the panda. Their contacts revealed the involvement of the Mafia and the Yakuza in this dealing, and they agreed that making a joint effort, using the runners as neutral elements would be more beneficial than planning a take-over by themselves. (See **Cast of Shadows** for Lin Yao and Mikael Petrov.)

They're willing to give the team a generous counteroffer: each syndicate will pay what the Mafia offered them for both animals. So the payout for this mission would be doubled. They are ready to negotiate, adding 5% to the total for each

net success in a contested negotiation roll. Both of them have orders from their superiors and money shouldn't be the limiting factor. If negotiations are getting difficult, they will make sure to know that runners have a chance to gain standing with two major groups in Denver. This kind of "two birds with one stone" deal is pretty rare. If the runners still aren't interested in transferring the animals to the Vory and Triads, they will warn them to be wary of their every move. After all, they'll have no choice but to resort to an unpleasant alternative.

If the runners agree to this deal, the 2 mob contacts will ask them to proceed to a delivery at a warehouse in Chinatown. This warehouse is a Triad-owned building. It's small enough to allow entrance for 2 small-sized delivery trucks. It's located deep into a decrepit street. There are 2 rolling doors for trucks and 1 metal door for the entrance. A buzzer is next to this door. After using it, a Triad guard will come to ask what is their business. Mentioning the delivery is enough. Note that neither Lin Yao nor Mikael Petrov is at the warehouse.

One of the 2 rolling doors will then open, revealing a dozen armed soldiers of each faction strategically placed around the room. A low ranking officer from both clans will step forward and ask the runners to bring the cargo into the warehouse so it can be transferred to a cage on the ground. During the process of transfer, Vaylo is extremely aggressive, but at the slight mention from Tai Lun that they are in danger and that he must calm down, he will listen to her and only show his teeth if someone comes too close. Once the animals are transferred, the leaders will pay the negotiated amount in certified credsticks and thank the runners, before asking them to leave at once. Proceed to the Picking up the Pieces section.

If the runners don't sell the animals to the Vory and Triads, read them the following section.

"Yes, we know the phone is ringing." You thought you would have some time of

relapse thanks to the Panda's wonderful decision to take a nap, but of course, she had to fulfill her duties and inform you that the phone is ringing. You answer, and it's a familiar voice. Dean Costello, your Johnson. You ask him what is going on and he gives you good news: they are ready to collect the animals. He instructs you to leave the van unattended in the parking lot of Casquilho Imports, in the UCAS sector on the corner of Tower and 56th. (5635 Tower Rd.). Then, leave at once. Payment for the mission will be done once the animals are safely retrieved.

Surprisingly, passage from the Pueblo sector through the CAS to the UCAS is uneventful, for anyone traveling in the well-worn van. It's almost as if the border guards were expecting it.



Debugging

The real problem in this scene is if the runners try to engage the mobsters. Even to the most proficient street veteran, 24 strategically placed mob soldiers should pose a significant threat. If the runners are plotting to use force, make sure that they are wary of this. If a fight is the preferred solution for the runners, don't hesitate to use reinforcements such as more Triad soldiers or even Lone Star agents. This

should be a dangerous scene where strong-arms tactics should be avoided. Nonetheless, if they push it, don't hesitate to show them that they did wrong. Keep in mind, however, that the mobsters want to take the animals alive.

The other possibility is that the PCs attempt to get the factions into a bidding war over the animals. In this case, weigh the character's faction bonuses into account, and select a high bidder based upon the highest total faction at the table. The high bidder will be 5% higher than the previous offer from the Vory and Triad alliance.

If the team completely ignores the Vory/Triad commcall, their faction penalty in **Picking up the Pieces** is reduced to -1 for not dealing with these groups.

Picking up the Pieces

Money

If the animals are delivered to the Casquillo, each character earns 2500¥ + (TR * 500¥), in addition to the 1000¥ delivered up front. The same amount, plus negotiation bonuses, is also given if they gave the animals to the Yakuza. Finally, if the animals are delivered to the Vory and Triads, this number is doubled, again adding negotiation results.

Karma

2 - Delivered the 2 animals safely to the Casquillo or GenePeace

OR

1 - Delivered the 2 animals safely to the Yakuza or the Vory/Triads

1 - Zhao Cheng was also delivered with the animals

1 - Animals were treated with care and respect for the whole mission

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is **7** karma.

Faction

+1 Faction with the Casquillo for giving them the animals.

+1 Faction with both the Kirillov Vory and the Triads for giving the animals to those organizations.

+1 Faction with the Yakuza for giving them the animals.

-2 Faction for **ALL** groups that the team dealt with, but who did not receive the animals.

Contacts

If the players already have Dean as a contact, they will earn +1 loyalty (to a maximum of 4) if the animals are delivered to the Casquillo

If the players deliver the animals to the Casquillo safely, they will also earn Miguel as a contact at loyalty 1. If they already have Miguel, they will earn +1 loyalty (to a maximum of 4).

If the team deliberately collaborated with GenePeace, they gain Dahlgren as a contact at loyalty 1. Loyalty 2, if they gave her the animals.

If the team delivered the animals to the Vory/Triads, they gain Lin Yao and Mikael Petrov as a contact, or +1 loyalty (to a maximum of 4) if they already have either contact.

Reputation

Failure to bring the animals back to the Casquillo will earn all characters one (1) point of Notoriety

Cast of Shadows

Miguel Sanchez

Ork Male; Connection Rating 3

B A R S C I L W E D G E S S I N I T I P M S M
7 4(5) 3 6(7) 3 3 3 4 4 4.9 6 1 12 10

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

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

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

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

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

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

Dean Costello

Human Male; Connection Rating 2

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

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

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

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

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

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

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

Tai Lun

Female Panda

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

6 2 3 6 2 3 2 3 3 LOW 8 2 10

Active Skills: Perception: 1; Computer: 1; Etiquette: 1; Unarmed Combat: 2

Powers: Natural Weapon (Claws/Bite: DV: 6P, AP: 0)

Tai Lun is a female giant panda that was born in 2060 in China. It was born into a national wildlife preservation region, hosting one of the last living free giant pandas. It is under the protection of the China Wildlife Conservation Association (CWCA). The association has made a 10-year loan to the Gensys project, in exchange for a series of guarantees and an unknown investment, financed in part by Shiawase. One of the agreements was that, at all times, Tai Lun would be accompanied by an animal handler commissioned by the CWCA. His job is only to make sure Tai Lun is treated correctly.

One of the reasons the CWCA allowed the deal was that Tai Lun was found to have a defective reproduction system, and Gensys convinced them that their efforts would ease the reproduction process in hostile environments. This would allow natural breeding, instead of genetic cloning to make the species survive. It's a known that for pandas their reproduction process isn't instinctive. They have to learn it. With isolated specimens in the sixth world, this is an awkward process.

Gensys's work on Tai Lun resolves mainly around 2 prototypes. First, digestive enhancement bioware was installed to help absorb nutrients more efficiently. However, the most interesting breakthrough has been the intellect-boosting bioware implanted in Tai Lun. This managed to bring her level of intellectual consciousness to the level of an 8-year-old human. This heightened intelligence allows Tai Lun not only to understand human language, but also to use it. For 3 years, Tai Lun has been practicing English (a much simpler language to learn than Japanese) through a custom commlink usually strapped to her forepaw. Tai Lun can press a series of buttons to write a sentence and have it read aloud through a voice synthesizer. Thanks to this breakthrough, Gensys is now able to clearly understand Tai Lun's needs, and give her instructions. Please note that Tai Lun's commlink cannot be hacked remotely: it only has manual controls and must be linked to a mainframe to modify its mechanism.

Her personality is playful and very "talkative," but her animal instincts are still present. She's very protective about those she likes, and is generally very friendly with humans. When she's not happy, she will tend to become grouchy. Her normal diet consists entirely of bamboo, but she can eat some vegetables when necessary.

Tai's favorite song is "I'm a Little Teapot." She particularly likes going through the dance as she sings it – endlessly.

Vaylo

Male Wolf

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

2 3(5) 3(5) 3(6) 2 3 2 3 3 LOW 8 2 10

Active Skills: *Infiltration: 2; Perception: 2; Tracking: 2; Unarmed Combat: 4*

Powers: Natural Weapon (Claws/Bite: DV: 6P, AP: 0)

Vaylo is a male grey wolf. His true origins and his age are unknown: Shiawase brought him as a test subject to the Gensys project. The grey wolf is a species found in many parts in the world, but the researchers think this one is from Eastern Europe.

Vaylo was extremely shy when he was obtained by the Gensys project. Unlike most wolves, this one is very calm. Upon examination of his behaviour, they discovered that he had probably been in captivity for a long of time, stripping him of the necessary abilities to survive in the wildlife. To compensate, Gensys implanted an array of survival bioware, allowing Vaylo to be a fierce fighter. His newfound phenomenal strength and speed theoretically now would allow him to return back into the nature, where he could be able to compete against more dangerous species.

However, his unique behavior prevents Gensys from testing further. His new personality, between a wild animal and a tame one, makes him unstable. The researchers have found that while Vaylo is away from Tai Lun, he becomes aggressive and highly unpredictable. While he's with her, however, he's very calm and responsive. This strange bond between the two animals allowed Gensys to have better control over Vaylo, but because of that, they might never be able to fully reintegrate him into the wildlife.

Zhao Cheng

Human Male; Connection Rating 1

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

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

Active Skills: Cybertechnology: 1; Medicine: 2 (Veterinary +2); Etiquette: 2 (Corporate +2)

Knowledge Skills: Biology: 3; Animal Handling: 2

Languages: Chinese: N; English: 2; Japanese: 2

Zhao Cheng (who prefers to be called simply Cheng) is a middle-aged human. He's an animal handler employed by the CWCA, assigned to watch Tai Lun and Vaylo for the last 5 years. His loyalty lies entirely with the animals. His predecessor was fired when the Japanese government discovered that he was a spy.

Cheng, a nature-lover, was recommended to take the position of handler for Tai Lun. His proximity to the animal turned him into a somewhat paternal figure for the panda. With Vaylo's arrival, his mismatched pack expanded to three. His unlimited commitment to the animals at his service made him consider them his family, and he would do anything for them. The animals like him for his quiet nature, his understanding of them and his patience, but all this isolation has made him more inept in social situations with other metahumans.

Zhao is not an assertive person. He's far more concerned about Vaylo and Tai Lun than his own well-being. As such, he'll react to their requests instead of acting on his own. Any time a question is put to him, he'll ask Tai Lun for her judgment before making a decision.

Setto Karemaru

Human Male; Connection Rating 3

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

3 4 3 3 5 4 4 5 4 6 7 1 10

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

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

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

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

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

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

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

Dahlgren

Dwarf Female; Connection Rating 2

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

3 2 3 2 4 5 5 3 5.9 8 1 10

Active Skills: Cybercombat: 3; Dodge: 2; *Electronics:* 3; Electronic Warfare: 4; Etiquette: 2; Perception: 2; Pistols: 2

Knowledge Skills: Biology: 4; Data Havens: 3; Matrix Theory: 3; Operating Systems: 4; Megacorp Law: 3; Radical Groups 4

Languages: English: N; Spanish: 3

Cyberware: Datajack

Gear: Fichetti Security 600; Armor Vest; Fairlight Caliban running Novatech Navi

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

A hacker with a background in biology, Dahlgren is a local representative of the GenePeace eco-terrorist group. Her strong convictions against all manner of genetic engineering have pushed her more than once to subtly attack the big names in the field. While not a technical prodigy, her mix of technical skills and strong ethical sense has made her an important asset in the eco-terrorist organization.

She considers herself a misunderstood heroine, forced to use unorthodox methods because no one else will do so. She strongly believes that metahumans shouldn't allow the megacorporations to rule what is life. She's an idealist, but she's also a realist. She will pick her fights with cunning, knowing when it's time to retreat and move on to another target.

While only 25, she has travelled the world back and forth more than once. Her skin has a light dark tone, a remnant of her family's African-American origins. Her thick black hair is in dreadlocks and tied in a high ponytail. She is usually wearing her favorite outfit, made of a long fabric skirt, a black tanktop and a second-hand military armored vest, with a backpack to carry her gear.

Lin Yao

Human Female; Connection Rating 3

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

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

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

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

Gear: GMs discretion

The manager of Klub Karma, Lin Yao is a ranking member of the White Lotus Triad. She is a brutally emotionless woman who largely concerns herself only with the “bottom line”—it is this attention to profit and gain versus risk and loss, as well as her swift and no nonsense approach to problem solving, which has attributed to her rapid rise through the Lotus ranks. Her dark hair falls to the middle of her back, and she keeps it pulled into a tight ponytail or braid depending on her mood. She always dresses conservatively, wearing cream colored woman’s business suits with a simple silver necklace and matching wire-framed glasses. Few would suspect the soul of a ruthless underworld figure lurks between her quiet, yet firm and businesslike, demeanor. She speaks with a slight Cantonese accent and avoids slang, relying on “business casual” English at all times to avoid any confusion in translation since it is not her native tongue, and demands that others who speak to her do the same if they cannot, or are not, willing to converse in her native tongue.

Mikael Petrov

Human Male; Connection Rating 4

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

3 4 4(6) 3 4 5 3 4 4.3 9(11) 1 11

Active Skills: Clubs: 3; Infiltration: 2; Intimidation: 3; Leadership: 2; Perception: 3; Pistols: 4; Unarmed Combat: 4

Knowledge Skills: Law Enforcement: 4

Cyberware: Reaction Enhancers 2, Cyberarm, Smartlink

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

Gentlemanly on the surface, Mikael is a scorpion in a silk suit. As a high ranking Avtoritey lieutenant, Mikael is always dressed to the nines and appears more suited for a boardroom than meeting with criminals. Cresting six foot with close cropped black hair and dark brown eyes, Mikael speaks with a heavy accent that is only a few years removed from St Petersburg.

He disdains killing not because of moral restraint but rather the manpower concerns that can later build up if care isn’t taken. Because his companions often forget these concerns, the Russian disapproves of violence for its own sake and prefers to use the exact amount of force necessary. Enormously patient, Mikael only loses his temper in the face of impatience and violence. Having lost his left arm to a childhood accident, he does his best to conceal the cybernetic replacement.