



## A Walk In The Park

Will you do anything for money? How about escort a group of wealthy clients for a day? Is it just a walk in the park, or something more?

*A Walk In The Park* is an adventure for the *Shadowrun* game system and the *Shadowrun Missions* campaign setting in particular. It may also be used for players and characters of all experience levels. For use with *Shadowrun, Third Edition*™



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## Blood Ties

The glow of the numbers on the screen did not lie. There was a discrepancy in the data, one that indicated two things. The first was that an error had been made, one that would ultimately cost the corporate millions of nuyen once their competitors learned of their setback and took advantage of it to beat them to market. The second was that the error was the result of carelessness, a missed reagent in the calculations, and directly attributed to the chief biochemical engineer on the project – Joselito Santiago.

Santiago stared back at the screen in horror as the implications of the latest failed experiment sank in. He would have to inform the project manager in the morning that they still had not managed to isolate the protein responsible for the metabolic activity in their latest wonder drug. It was an important project, and had already cost Aztechnology not only millions of nuyen in research, but in public affairs and advertising as well. The Aztlan mega had been pushing to release the drug early, but problems had continuously crept into the project, causing public mistrust and even worse when the first clinical trials had been conducted on metahumans.

The key seemed to be in the protein chain that Santiago had discovered in the first place – they just couldn't seem to get it to bend to their needs. Rumor had it that both Ares and Shiawase were close to discovering the key to the drug, and therefore Santiago's project manager was pressuring him and his team to produce results so that they would be first to market. Now, with the latest experiment a failure, because of his error in missing some steps in the process, the program would be pushed back at least another two weeks – time that Aztechnology could ill afford while their competitors raced to develop their latest biomedical breakthrough. He only hoped that tomorrow morning would bring mercy upon him...

Such was not the case for Dr. Santiago. He arrived at his office early, hoping to prepare for the meeting at hand with the senior staff and the project manager. Instead, he found the project manager, along with the vice president of biotechnology, waiting for him. It did not take long. The data and the logs clearly showed that the error was a result of Santiago's negligence – and they were errors that could not be forgiven easily. His worst fears were confirmed as they sat him down to discuss his future with

the corporation. His career would be altered – he would be transferred and demoted to a research assistant. He would lose many of the perks he'd come to enjoy. He would be all but thrown away. And that was the good news.

All of this would come with a heavy price. One paid with blood – literally. In order to recover from this incident, Santiago would have to sacrifice his only son. The corporate offices had been keeping an eye on young Tomas since his twelve birthday, when testing revealed he possessed a latent gene known to be involved with magical ability. He had failed, however, to demonstrate any sort of ability or powers that would attract the attention of the thaumaturgy division. Possessing even latent abilities, however, would make him a valuable and powerful candidate for ritual sacrifice to power some of the more obscure procedures that were rumored to take place in the secret confines of the corporation's research teocalli. There was only one thing that Santiago could do – he would return home and spend one more night with his son. Tomorrow morning, with the rising of the sun burning away at the pollution and smog above Mexico City, he would have to take the teenage boy to the temple.

When Joselito returned home that evening, he found his wife and son waiting for him. She had heard through the rumor mill what had happened, but neither of the pair were prepared for what Joselito was to tell them. Amanda, his wife, took one look at him before bursting into tears and fleeing from the room. His son could only stand there with his big brown eyes, as if he could see the entire universe at once. It would be the one sight that Joselito would remember of his son. Because of his wife's fragile state, he decided to spend the night on the fold out couch in the family room. Had he gone to bed as usual with his wife, he might have been able to talk to her and discover that her tears were not only for their Tomas, but because she had also found out that morning that she was pregnant with their second child – a secret she took with her the next morning after Joselito left with the boy.

Fifteen years had past since his life turned upside down. Fifteen years since he led his only son to the teocalli to be sacrificed for the glory and power of Aztechnology. Fifteen years since he returned home with news that he was to be transferred to Seattle, only to find his house nearly empty, and his wife gone. Yes, it had been a long fifteen years. He had worked his way back up the ladder again from a research assistant to one of the most knowledgeable and skilled biochemists on the

Aztechnology Seattle staff. He had been instrumental in some of the recent breakthroughs in bioware and pharmaceuticals during the past two years. Yes, it had been a long time, but his life was finally turning around.

It was even more of a shock for him to learn one day last year that his wife was also living in the Seattle area. He had not heard from her since she had left – her note making it quite clear what she thought of the man that would sacrifice his own son to save his job and career. Santiago had not even approached her to try to reconcile and put their marriage back together. He knew her hatred for him – but what he hadn't known was that she had carried another son when she left him! Word of this unbeknownst offspring reached his ears with jubilation. But it was not with the jubilation that a normal father would feel for discovering a lost son. He had cut all ties with family – his family was the corporation. Aztechnology provided for his every need, want, and desire. He had failed them in the past, but he would not fail them again.

His mother had of course renamed herself to aid in relocating. She was now going by Sanchez – the boy's name was Mark. They were working for one of the biomedical firms in the Seattle sprawl – not one of the megas, but an independent outfit that did cutting research and development of biotechnology for some of the larger corps and the big megacorps like Shiawase and Yamatetsu. He'd even seen her when he was invited to look over the company's new facility in Everett. Griffin Biotechnology knew nothing of his connection to the woman known as Amanda Sanchez of course, but he was able to catch a quick glance into a lab to verify that it was her. She was evidently making good money as a research biologist, following up on the job where they'd originally met almost thirty years ago back in Aztlan. She was even putting Mark through a private school.

That was the interesting part. The Hillside Student Community is a private school for “gifted” students in the Seattle area. They used to be a traditional boarding school for the wealthy, and were one of the first to hire on “specialists” when magic returned to the world. As a result, they were now the top school for those that didn't work for the megas, but had children that possessed the magic genomes and could develop talents or abilities. Mark, evidently, had evidenced some early abilities as an adept, but was still developing. He was mostly quiet and withdrawn from the rest of the students.

All of that mattered not to Santiago. All he cared about was the fact that the boy had power. All he cared about was his chance to redeem himself and once again be

raised to a station of honor and pride within the corporation. It had been his driving force all these years, and now he had the tool to do it. All he would have to do is bide his time – at some point, he would make his move and kidnap his son. He would offer him up to the corporation as a sacrifice. His first son was sacrificed in order to correct an error – his second would be sacrificed to correct an injustice and restore his station within the company. He would return to Aztlan a hero. He would become the lead engineer again, and he would have anything his heart would desire.

All he had to do is get the young boy...

## INTRODUCTION

*A Walk In The Park* is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *A Walk In The Park* – the maps, player handouts, sample characters, and other playing aids are included in SRM01-05B, *A Walk In The Park Playing Aids*.

The Hillside Student Community has asked the Shadowrunners to chaperone several gifted youngsters on a field trip to a local zoo. Once the Shadowrunners arrive at the zoo the job seems more formidable than expected. However, after several minor incidents (some involving unsuspecting animals) the PCs seem to have everything at hand.

Once everything seems to be running smoothly, the fun begins. The shadowrunning group known as GRAB, has been hired by Mark's father, Dr. Joselito Santiago, to abduct him. GRAB arranges for a distraction and coordinates an attack in an attempt to abduct Mark.

Mark may or may not be abducted by GRAB. In either situation, the PCs now must discover who is behind the kidnapping attempt. The PCs investigation leads them to Mark's single mother, Amanda Sanchez (formerly Santiago). When the PC's arrive at the Sanchez house they will notice something strange about the mother. Further investigation will reveal that Amanda Sanchez is in fact Amanda Santiago! After confronting Amanda, the Shadowrunners discover clues leading them to Dr. Santiago's secret hideout.

Expecting possible trouble, Dr. Santiago has hired another shadowrunner team to act as security for his secret lab. The final scene will take the Shadowrunners to the secret warehouse to retrieve Mark and possibly learn the truth behind the kidnapping (see background).

### **Preparing the Adventures**

*A Walk In The Park* is intended for use with *Shadowrun, Third Edition*, and all character and rules information refers to the third edition of the *Shadowrun* rules. The *Shadowrun Gamemaster Screen* is a recommended resource, since it contains all of the necessary tables organized for easy reference and is accompanied by the *Critters* book, which provides more detailed information on the abilities of various paranormal creatures and spirits. Also, *Mr. Johnson's Little Black Book* contains quick resolution rules for matrix runs and vehicle combat, as well as rules for reputation.

Other books that gamemasters may find useful in running the adventure including the following:

- *Magic in the Shadows*, which presents advanced magic rules for *Shadowrun*. A number of the encounters in this scenario involve powerful magic, so these rules may be useful.
- *New Seattle* provides an overview of the Seattle Metroplex during the 2060s, including the downtown area where this scenario takes place. Gamemasters may find this a useful reference for background information on this area.
- The *Sprawl Survival Guide* contains valuable background information about daily life in the 2060s, as well as information about service drones, of which one is featured in this adventure.

Gamemasters may also want access to the other advanced rulebooks of *Shadowrun: Man & Machine* (cyberware, bioware and other implants), *Matrix* (decking and computers), *Rigger 3* (vehicles and drones) and *Cannon Companion* (weapons and gear). These books are useful, but not necessary, for running *A Walk In The Park* once you are familiar with any gear or abilities which are used within this adventure.

### **Adventure Structure**

*A Walk In The Park* consists of several scenarios, or encounters. Some of these scenarios form the basis of the adventure, which should be completed in approximately two hours. If you are running short on time, you should streamline each scenario and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scenario 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 scenario's action, allowing you to get a feel for the encounter at a glance.

*Tell it to them straight* is generally written to be read out loud to the players, describing what their characters experience upon entering the scenario. 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 scenario by different means or under different circumstances than the text assumes.

*Hooks* describes the mood and helps set the stage for the encounter, pointing out different “staging tips” for the gamemaster to help make the scene come alive for the players. It also points out different plot twists or hidden things in the encounter the character might not notice right away.

*Behind the scenes* covers the bulk of the scenario, 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 necessary maps, descriptions of important items, and so on.

*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 scenario to liven it up, if need be.

*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 any major problems and offer suggestions for dealing with them.

## **Gamemastering the Adventure**

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Follow your own personal 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. Most *Shadowrun Missions* adventures are designed to run in a standard four to five hour convention time slot. *A Walk In The Park* has been written to run in as little as two hours if need be, to allow you to spend some time explaining the game rules and universe to new players. As you will see, optional scenarios have been added to allow for longer playing times for those that do not need this initial instruction. 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” (see below). This section offers some guidelines you may find useful in preparing to run *A Walk In The Park* (or any *Shadowrun Missions* adventure).

## **Step One: Read The Adventure**

Carefully read the adventure from beginning to end. In the case of a multi-part adventure, you may want to read all the parts from start to finish before you run the first part. This gives you a complete overview of the whole series and how events in the early adventures flow in to the later ones on up to the finale. Get a feel for the overall plot and what happens in each adventure. That way, if something different happens, you won’t be caught off guard and you can adapt things smoothly.

## **Step Two: 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 Three: Know The Characters**

Prior to the start of the adventure, examine the characters’ 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 scenarios if such a dynamic has been included.

## **Step Four: 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, Third Edition (SR3)* and various sourcebooks for the game. In addition, there are some “house rules” which the campaign uses to govern various aspects of the game, accounting for character advancement, and metagaming activities. Standard rules such as success tests, the Rules of One and Six, Perception Tests, Negotiation Tests and other common mechanics are described in *SR3* and are not repeated in this adventure. Special rules regarding the *Shadowrun Missions* campaign can be found online and downloaded for your convenience.

## 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 scenarios and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. Take the player characters’ abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

All NPCs are given Karma Pool (p. 246, *SR3*) and Professional Rating (p. 248, *SR3*) to help level them out against player characters. Note that some NPCs may have a variable Karma Pool or other attributes or abilities based on the composition of the team.

## Background

Fifteen years ago Dr. Santiago was a prominent scientist and one of the lead bioengineers for Aztechnology. Dr. Santiago was not only a brilliant scientist, but also well paid and cared for by the corporation. That life was cut short however, when Santiago made a mistake that set back the megacorp millions of nuyen. To recover from the error, the megacorp called for the sacrifice of his first born and only son. His devotion to Aztechnology, professional vanity, and personal greed caused him to offer up his son. Dr. Santiago’s wife left him the next morning and fled to Seattle, giving birth to his second son, Mark, a short time later. Doctor Santiago lived the next fifteen years in agony – he had been demoted and shunted around from place to place until finally arriving in Seattle. He finally found himself on a team that allowed him to use his skills to accelerate the project and allow Aztechnology to make some significant advancements in pharmaceuticals – and with it much of his pay and prestige began to return. It was shortly after that when he discovered that his (ex) wife and apparently a new son were also living in the Seattle metroplex.

Meanwhile, Amanda Santiago, his wife, had fled to Seattle and gave birth to another son. She changed her identity to Sanchez and began work for a local biotechnology research and development firm. A talented biologist in her own right, she worked her way up the corporate ladder and earned enough money to live a comfortable living with young Mark. When her son began to enter puberty, she was not surprised to learn that he was beginning to exhibit extraordinary abilities – after all, her first son had been a powerful latent and hence why Aztechnology desired him for a sacrifice. She used her position and funds to enroll him into the Hillside Student Community, a local private school that catered to the Awakened.

Dr. Santiago has spent the last year finding Mark and then planning to abduct him from the Hillside Student Community. Once he gets Mark back, Dr. Santiago plans to immediately perform the required rituals to sacrifice his son in order to gain his former life back.

Even though most of his public assets were frozen, several of his secret savings were left untouched. Dr. Santiago has expended his secret savings to hire GRAB and make arrangements to have an Aztechnology shaman present to perform the rituals and channel the boy’s power.

## A WALK IN THE PARK

### PLOT SYNOPSIS

The Hillside Student Community has asked the Shadowrunners to chaperone several gifted youngsters on a field trip to a local zoo. Once the Shadowrunners arrive at the zoo the job seems more formidable than expected. However, after several minor incidents (some involving unsuspecting animals) the PCs seem to have everything at hand.

Once everything seems to be running smoothly, the fun begins. The shadowrunning group known as GRAB, has been hired by Mark's father, Dr. Joselito Santiago, to abduct him. GRAB arranges for a distraction and coordinates an attack in an attempt to abduct Mark.

Mark may or may not be abducted by GRAB. In either situation, the PCs now must discover who is behind the kidnapping attempt. The PCs investigation leads them to Mark's single mother, Amanda Sanchez (formerly Santiago). When the PC's arrive at the Sanchez house they will notice something strange about the Smiths. Further investigation will reveal that Amanda Sanchez is in fact Amanda Santiago! After confronting Amanda, the Shadowrunners discover clues leading them to Dr. Santiago's secret hideout.

Expecting possible trouble, Dr. Santiago has hired another shadowrunner team to act as security for his secret lab. The final scene will take the Shadowrunners to the secret warehouse to retrieve Mark and possibly learn the truth behind the kidnapping (see background).

### RUNNING THE ADVENTURE

The adventure is written with the intent of challenging, but not overwhelming, new *Shadowrun* players. The basic main fields of expertise – combat, negotiation, magic, rigging and the Matrix – are all covered to some degree.

Because *Shadowrun Missions* covers a wide range of players, there is a good chance of having teams lacking in some of those areas of expertise. You should take this into account when running *A Walk In The Park*, and avoid situations where a group may be lacking.

## A Day At The Zoo

The following scenarios compose the main storyline for the adventure. The following section, The Parent Trap, contains follow-on scenarios for expanding the adventure to fit the needs of time and the players. This first section contains many opportunities for role playing, and therefore may take the lion's share of the game's allotted time. If time is short, and not enough to continue with the second part, end the adventure with the prevented abduction of Mark.

### School for the Gifted

#### What's up, chummer?

The Shadowrunners are contacted by the fixer Manny on behalf of Professor Samantha White from the Hillside Student Community. When they meet her, Ms. White explains that several of the students have earned a field trip to the local zoo as a reward. All of these students are magically active in some fashion and have yet to learn control over their powers and abilities. Because of this, the school needs to hire those that are experienced in dealing with such abilities, as well as provide bodyguard support to the students – they are each from families which could be subject to ransom should the student be kidnapped.

#### Tell it to them straight

*If someone has Manny as a contact, read the following, addressing the appropriate characters:*

The call comes in early Saturday morning – way too early for your schedule. Lucky for the person on the other end, it's someone you know – Manny.

“Sorry to get you so early, but I've got a line on a job that needs some professional attention. Based on your past performance, I've decided you're the one for the job. I've dug up a couple of others based on their reps as well. As I mentioned, it's a sensitive mission – bodyguarding a group of VIPs that want to get out into the public and enjoy some fresh air. If you're interested, meet your Johnson, Ms. White, at 5027 159<sup>th</sup> Place SE in Bellevue. You have to be there by eight o'clock sharp, and I wouldn't recommend anything heavy – remember that you'll be working out in the public!

*For those that don't have Manny as a contact, read the following:*



The call comes in early Saturday morning – way too early for your schedule. This had better be good – and by that, you mean, it better involve “compensation.”

“Sorry to get you so early, but I’ve got a line on a job that needs some professional attention. I’ve done some checking around, and a mutual acquaintance recommended you. As I mentioned, it’s a sensitive mission – bodyguarding a group of VIPs that want to get out into the public and enjoy some fresh air. If you’re interested, meet your Johnson, Ms. White, at 5027 159<sup>th</sup> Place SE in Bellevue. You have to be there by eight o’clock sharp, and I wouldn’t recommend anything heavy – remember that you’ll be working out in the public!

### Behind the scenes

The runners arrive at the school and are directed to the principle’s office to meet Ms. White, which turns out to be her real name. To set the mood for the adventure, have fun with this scene taking place in the principle’s office and all that entails. White herself is an archetypal school administrator. She has white hair done up in a bun. She is definitely no-nonsense, and projects an aura of authority. She is definitely not used to dealing with shadowrunners, but does not fear them either. She only knows that trusted associates have told her this is the best way to protect the students on their trip.

Ms. White will tell the Shadowrunners basic information about the children (see descriptions of students). She will explain their basic powers, personalities, and descriptions of each child. More in-depth personal information would be considered confidential and not revealed. The trip is today, Saturday from 9:00 A.M. to 5:00 P.M. The team is to ride along with the bus from the school and accompany it to the Fort Lewis Zoological Park. She will also mention that the zoo already provides substantial security (it is an AA Rating with LoneStar) and that many military personnel often visit there while they are on leave. Also, she knows that the entrance to the park contains sophisticated weapons detectors (MAD Rating 6).

They are to act primarily as bodyguards for the students, but should also actually chaperone the students. They will need to keep an eye on the students to ensure that they don’t misuse their powers or abilities, and that attention is not drawn to themselves – attention is undesirable for the same reasons as above (it makes the children more attractive as targets for kidnapping).

So just how much is the school willing to spend?? Well, although this is a private school, they do not have a lot of “discretionary” funds for “extras” such as freelanced bodyguards (in other words, shadowrunners). Therefore, the school is only willing to pay 2,000 nuyen (base) for each “escort”. Payment is upon completion of the mission, unless

the runners negotiate for some up-front expenses. In this case, they may have up to 20% of the total agreed upon fee. Runners may negotiate with Ms. White as normal, up to a maximum as indicated below. Note that this fee is for GREEN characters. Adjust as per the table below:

Level	Base	Limit
Green	2,000	2,200
Streetwise	2,200	2,500
Professional	2,500	4,000
Veteran	4,000	5,000
Elite	5,000	7,500
Prime	7,500	10,000

The school has no access to weapons or other supplies.

### Debugging

The big snag here would be if the runners balk at the relatively low pay for the mission. This is a high-profile job – guarding the children of some of the richest and/or most influential families in the Seattle area that don’t work for the megacorps. If nothing else, accepting this assignment should be a matter of reputation.

If they still don’t want to participate, then this is the end of the adventure for that character/player.

## The Zoo

### What’s up, chummer?

This scene is meant as a role playing opportunity for the players. What follows are several different role playing encounters for the players to encounter at the zoo. These do not all have to take place, instead pick and choose from the ones you think the players might enjoy. The following encounters should also give the Shadowrunners time to interact with the students. These are just some examples of the many things that can happen at the zoo. Keep in mind the descriptions of the students as inspiration for your own ideas. This part of the adventure should emphasize role playing and comedy.

### Behind the scenes

Here are the various encounters to choose from:

**Map:** The best way to run the first part of this adventure is without a hex-map. Instead, create your own map or obtain a free brochure from a real zoo. These maps are also available free online through many different zoo web sites. For

example, the Bronx Zoo visitors map may be obtained through the Bronx Zoo web page. Keep in mind that paranormal animals will also be showcased in the zoo and will need proper containment.

**Don't Poke the Monkey:** As written in the description, Sammy has a particular enjoyment for tormenting people and animals. Sammy might use his telekinetic manipulations to poke at poor unsuspecting animals, people, or babies. Perhaps he might cause a person walking by to trip or telekinetically push someone's ice cream cone into their face.

**Humanis:** Hearing rumor of the gifted youngsters visit to the zoo, a group of Humanis Policlub members have decided to stage a demonstration outside the zoo. Some of the members have decided to start trouble. Several members will surround one of the SURGE affected or metahuman students and tell the "freak" to leave the zoo. The members are normal people and the challenge should be for the Shadowrunners to find a quiet way to deal with the problem without escalating the situation. None of the members have a weapon but they are willing to get into a brawl. If a fight breaks out the members will be as loud as possible to show how the Shadowrunners are beating up on defenseless normal people. The Humanis members have all normal human stats (3 for all attributes and abilities).

**Who is that?:** With a successful Perception (6) test, one of the players notices a man (dressed in typical street clothes) watching the children and the Shadowrunners. The suspicious man will continue to follow the group and watch what they do. This person is Peter Sprent, a local news reporter who has happened upon this possible news story of the Shadowrunners trip to the zoo (note that this may be Petra Sprent, depending on characters that have one of them as a contact. If the table has both male/female versions, use the male version here). The reporter will follow the group around waiting for something newsworthy to happen. Hopefully no one with an itchy trigger finger will attack the reporter before knowing his intent.

**Been Caught Stealing:** As written in her description, Winona is a kleptomaniac. Winona will use any opportunity she can to stealth into a gift shop to steel a few souvenirs. She might ask to go to the bathroom and then use the opportunity of being left alone to sneak out and go where she pleases – away from the group. One of the players might notice (Perception (8) test) that Winona has a few extra things she did not have before entering the bathroom.

**Unlucky Day:** Freddy has the amazing power to manipulate luck (he somehow has gained the spirit power of Accident). Unfortunately, he has no ability to control the power. His "unluck" power will uncontrollably attack one of the Shadowrunners. Instead of rolling dice, simply have a series of unfortunate events effect a player (i.e. slip and fall, bird droppings hit on the head or attacked by a random bird). The effects of this will wear off when Freddy is away from the character.

### Debugging

This scene is a collection of encounters for interacting throughout the zoo. Remember that depending on the role playing of the characters, just a few of these could last for a while. When you feel that the players have done all they wish to do, or have been neatly spread around to different parts of the zoo, move on to the next scenario.

### Pushing the envelope

If the runners are progressing too quickly or need more of a challenge, then have the students that use their powers for trickery and mischief to affect people that should otherwise not be affected – examples would be interrupting a meeting between two Mafia members using the park as a neutral and public place, a wealthy and influential member of a megacorp, a political figure, etc. Basically, they should annoy someone enough to force a confrontation, something that the runners will have to deal with to keep quiet before too much attention is drawn to the group. In such a case, however, attention on the group may be just the thing to introduce the next scenario below.

## GRAB that kid

### What's up, chummer?

Once things seem at hand, the fun begins! GRAB has been hired to abduct Mark from the zoo. GRAB will stage a diversion at the park and use the diversion as an opportunity to abduct Mark. Depending on the time left for the game, the runners will have an opportunity to stop the kidnapping and save Mark, or will miss out and have to rescue him the hard way.

### Behind the scenes

**The Plan:** The plan is simple. The night before, two members of GRAB planted devices on different animal cages throughout the zoo. The devices release a super acid that instantly dissolves both steel and Plexiglas cage walls. To

further motivate the animals into leaving the cages and cause trouble, they also injected a psychotropic drug to enhance the animals' natural aggressiveness.

GRAB will activate the devices and open different animal cages throughout the park. The Shadowrunners will then have to jump to the rescue to save helpless people from the rampaging animals. The students will no doubt want to join in and help with whatever trouble has happened.

What animals are released is up to you. Some suggestions might be Lions, Black Rhinoceros, a herd of Zebras, Badgers, or even Emus! For more experienced tables, paranormal animals would include cockatrices, wyrd mantis, or even a piasma or two!

While the Shadowrunners are dealing with the rampaging animals, GRAB will be in disguise as park visitors waiting for an opportunity to strike. If the Shadowrunners become involved with saving the animals and forget to keep an eye on the students then one of GRAB will sneak in, grab Mark and move away. If any members of the Shadowrunners stay near Mark, then various members of GRAB will attempt to quietly subdue that member with out alerting the rest of the Shadowrunners.

If the distraction fails and the Shadowrunners become alerted to GRAB's intentions, then GRAB will attack the Shadowrunners as another means of distraction. Then, while the Shadowrunners are engaged in combat, one of the remaining members of GRAB will move to grab Mark and head for the exit..

In all situations, GRAB will work as a well organized team that has planed out every possible situation.

**Survival of the Fittest:** As if things are not complicated enough, Menagerie, a well-known animal rights activist and shadowrunner, is also at the zoo. She heard rumors about the Shadowrunners visit to the zoo and wanted to be there in order to assure the "special children" posed no threat to the animals.

Menagerie will not make her presences known unless any player makes an overt move to injure an animal. This would not include GRAB's attempt to free animals, as she is not sure they released the animals. This would include trying to subdue freed animals to prevent it from hurting an innocent person. If the Shadowrunners attempt to stop any rampaging animal by stunning it, Menagerie will attack that player in one of her various animal forms. Please see the description of Menagerie to see her motivation in this adventure.

### **Debugging**

If the animals are just too much for the runners, then park personnel will arrive with narcojet rifles and pistols – the strength of the chemical increased to handle the larger animals

such as rhinos. Hitting a metahuman would result in a 10D Stun attack. Should the runners try to recover the weapons after the encounter, there will be no extra rounds left – if they are taken during the encounter, there will be only one round in the weapon ready for firing.

## **The Next Step**

### **What's up, chummer?**

After the abduction attempt, the Shadowrunners will have many questions. If Mark is abducted they will want to try and get Mark back. If Mark is not abducted, then the Shadowrunners will no doubt want to find out why there was an abduction attempt. It is important to note that the abduction of Mark is not critical to the adventure.

If the Shadowrunners want to send the students back to the school the students will not be happy with that idea. The students will want to stay and help solve the mystery. If contacted, Ms. White will suggest that the Shadowrunners might be better able to watch the children until the situation is resolved. If the Shadowrunners insist the students should not be with them, then Ms. White will gladly see the Shadowrunners' point of view. However, the students might not be understanding and will put up a refusal to go. If given the chance, they might try to escape to investigate the abduction on their own! At this point, the players might want to question GRAB, ask the school for more information on Mark, or follow their own course of investigation.

### **Behind the scenes**

**About Mark:** It is likely that the players will want to know more information about Mark after the abduction or abduction attempt. The school will explain the following:

*Mark came to the school about three years ago. His mother stated that Mark was being abused by his father and was removed from the father's custody when she left him. The mother, Amanda Sanchez, noticed that Mark was starting to exhibit super natural strength. Knowing that he possessed the genetic markers for Awakened powers, she decided to enroll him at the Hillside Student Community so they could help him manage his powers. Doctors at the school could find no signs of physical abuse.*

If asked, the school will give the Shadowrunners a copy of the Sanchez address. Talking to the Amanda Sanchez is a key clue. If the Shadowrunners make no attempt to talk to her, then Ms. White might give them a call and ask them to go talk to Amanda. Ms. White would ask the Shadowrunners to

explain what happened to Mark, before his mother sees it in the news.

**Interrogate GRAB:** It is highly unlikely that a member of GRAB will be caught, however it might happen. If this happens role play the encounter accordingly.

Dr. Santiago has hired a normal pedestrian in the park. The pedestrian's job is to watch what happens and keep a mini-camcorder focused on the action. What the pedestrian sees (or actually the camera) is transmitted to Dr. Santiago's secret warehouse. If GRAB successfully abducts Mark, Dr. Santiago will know. He will then page the members of GRAB on special pagers he gave them. The paged information he sends them will be the address of where to deliver Mark. Dr. Santiago has planned this so that if a member of GRAB is captured, no information may be gained. GRAB was told to abduct Mark and then they would be paged with the location at which to take Mark. Captured members of GRAB will not receive the page.

**Word on the Streets:** Some players may wish to ask around on the streets about what is going on. Dr. Santiago did turn to the streets several months ago to put together a team of hired muscle to help him set up a hide-out in a local warehouse. The Shadowrunners may try to track down the muscle. This will be possible. The muscle can be found at a seedy bar and through successful persuasion, interrogation or bribery the muscle will tell the location on Dr. Santiago's secret warehouse. They can also find out about Santiago's efforts to hire two shadowrunner teams over the last two weeks – one of which, of course, was GRAB. Please note that this encounter will probably not be as fun as talking to Amanda Sanchez.

### **Debugging**

There is little or no threat here – it is a legwork section for discovering more information and possibly some clues to lead to the final scenario. The runners need to obtain the information about Dr. Santiago with some means, or their trail will all but end here. Make sure that something is resolved to give them the information they need to progress.

## The Parent Trap

This section covers the scenarios that deal with the continuing mystery surrounding Mark Sanchez and his (un)successful kidnapping. There should be at least ninety minutes remaining to attempt this section.

## Amanda Sanchez

### What's up, chummer?

Talking to Amanda Sanchez provides key clues for the adventure. If the players have no intention of speaking with her, then Ms. White will call the Shadowrunners and ask them to go and speak with Mark's mother. She will ask them to inform her about the abduction/abduction attempt before she hears it on the news.

### Behind the scenes

Amanda Sanchez will not be home when the Shadowrunners arrive. The residence is an upper class townhouse north of downtown. The area is A level security. The townhouse has a Rating (4 + TR) maglock, with appropriate biometric sensors for the difficulty level. It is a standard 2 bedroom, 2 ½ bath unit with the bedrooms on the second floor. If the runners break in, they will find some interesting items:

- Picture in Amanda's bedroom showing her, an adult Latino male, and a young Latino boy. The boy looks similar to Mark, but it is *not* Mark. The boy appears to be approximately 12.
- A graduation certificate from the Atzlan University for Amanda – a doctor's degree in biology.
- An Aztechnology identification credstick with the name Amanda Santiago on it. Hacking the credstick requires a Computer (8) test. This will reveal her marriage to Joselito Santiago about 30 years ago in Aztlan. No records active after 15 years ago.
- Found with a Perception (8) test, the runners can find up to six wireless mini-camcorders throughout the townhouse. See below.

**Telecom Satellite Dish (Signal Repeater):** The telecom satellite dish on the roof of the Sanchez home is a signal repeater. It takes the signal broadcast from the hidden wireless cameras and sends it to Dr. Santiago's secret location.

Dr. Santiago uses this signal to monitor what is happening with his son.

Discovering the true nature of the dish will be difficult, unless the Shadowrunners know what they are looking for. The dish is not pointing in the proper direction (towards Texas, where North American geosynchronous cable satellites orbit). In fact the satellite dish is pointed in the opposite direction of where it should be pointed. In order to discover the satellite dish pointing in the wrong direction the shadowrunners must make a Perception (4) test. If the Shadowrunners know they are looking for a signal repeater (from finding the cameras) then they must simply make a Perception test. An Electronics (4) test may be used as a complimentary test to the Perception test when noticing the misplaced satellite dish.

The telecoms in the house work perfectly, in fact, further investigation will show that Amanda Sanchez does not even subscribe to any satellite telecom service. She receives telecom signals from a standard matrix connection (whose bill is sitting on the counter).

Once the satellite dish is located, the players might want to trace the signal that the satellite dish is transmitting. Through a successful Intelligence or Electronics (5) test, the runners can trace the signal to its target – Santiago's hide out in Everett.

**Talking to the neighbors:** Ed Griswald is a nosey neighbor. Ed is in his early thirties and works at home as a web page developer. Since the Shadowrunners have arrived, he has been watching them through the curtains in his house. Ed has a particular fetish for the glorified life of shadowrunners. If he is questioned by members of the shadowrunners, he will say that no one (other than the woman and the boy) has been over to the house in over a week. The last visitor the Sanchez house had was a National Satellite telecom company van parked outside. The cable guys installed a satellite system on their roof and were there about 3 hours. This happened two weeks ago, and since then no one else has come or went.

**Other Ideas:** These are just a few different ways the players might use to track down Dr. Santiago. The players might also develop their own way of tracking down Dr. Santiago and this is certainly allowed.

### Debugging

The problem here is if the players miss the clues in the townhouse, or are unable to gain entrance. If they fail with the maglock, have the maglock jam rather than setting off an alarm. A few moments later, Amanda Sanchez can arrive home early. The runners can question her any way they

please, either by trickery, intimidation/interrogation, etc. Either way, they'll be able to find the information above (except the satellite dish and the hidden cameras that she doesn't know about). She'll tell them the story about her history with Joselito Santiago, and how his utter devotion to Aztechnology cost them the life of their first born son. She then fled to Seattle, rather than tell him of their unborn son she'd just learned of. She broke off all contact after that, and has not heard anything from her former husband since her leaving.

## ***Dr. Santiago, I Presume?***

### **What's up, chummer?**

This is the last scene of the adventure. At this point, the Shadowrunners have tracked down Dr. Santiago to his secret warehouse. Dr. Santiago has used his offshore accounts to set up and secure this location that he has been using to spy on Amanda and Mark, as well as prepare for Mark's recovery and ensuing rituals. He has hired an Aztechnology shaman that can do the blood magic rituals required to do the ritual sacrifice. All the necessary trappings are in place. The secret location is an old truck shipping warehouse on the outskirts of Everett's dock district. In a relatively isolated place, he hopes to be left alone long enough to complete the sacrificial rites on Mark.

After GRAB drops Mark off at the warehouse, Dr. Santiago pays them and they leave. For security, Dr. Santiago has hired a team of street talent. This is meant to be a climatic battle and should be challenging for the players. However, the Shadowrunners (players) should win the battle.

### **Behind the scenes**

**Dr. Santiago:** If Dr. Santiago has Mark when the Shadowrunners arrive, the ritual will be starting. The sacrificial altar is isolated in the middle of the warehouse and enclosed with one way ballistic glass. When the Shadowrunners enter the building, Dr. Santiago will give them a warning to leave the warehouse. This warning will be delivered through a speaker mounted outside the operating room.

If Mark was not abducted, Dr. Santiago will be outside the altar room sitting at a table with one of the hired thugs, planning another abduction attempt. This will give the players an edge and is a suitable reward for preventing the capture of Mark in the first place.

**Hired Guns:** When the Shadowrunners enter the warehouse the hired thugs will be hidden throughout the warehouse as appropriate to provide security. If the Shadowrunners ignore Dr. Santiago's order to leave the warehouse, the thugs will spring out of their hiding locations to attack the Shadowrunners. The Shadowrunners will find themselves all engaged in hand to hand combat with the rival team. Have the PCs make Surprise tests as normal.

Depending on what the players do before entering the warehouse, it might be possible to discover these thugs in hiding beforehand. If this happens, then the players will not be surprised when the opposition attacks.

The street thugs are tough, but also very limited in what they can do. The thugs are fairly new to the streets and fight with little to no tactics and this should be obvious from the start. They will attack, and continue to attack until killed. They are also full of bluff and engage with random insults in order to inflame and taunt their opponent.

**Sneaking In:** If the Shadowrunners sneak in the building, the thugs and Dr. Santiago will both get perception tests to notice the intruders. In addition to this, the thugs installed motion sensors throughout the building (Rating 4, ultrasound based).

**The Warehouse:** The warehouse is an old machine parts distributing facility. The structure is a sturdy fabricated concrete building built 20 years ago. The lot has a chain link fence that is locked. A single BMW car is parked inside the locked gate.

In the middle of the warehouse is a round building, the altar room. This is the room Dr. Santiago has set up to perform the sacrificial offering of Mark. The room is surrounded by one way bullet resistant Plexiglas windows. These windows are Barrier Rating 6. If the altar room is investigated an appropriate roll (Magic Theory, Sorcery) might determine what the function of the room is for.

The warehouse is cluttered with old boxes of machine parts and drums of dirty machine lubricant. The warehouse also has a broken down electric fork-lift, a dusty office, reception area, bathroom and conference room. There are also large pallet racks lining the walls of the warehouse. The roof of the building has wooden rafters going every which way, along with exposed dirty nails. There is no electricity in the building; however, Dr. Santiago has installed a portable generator system for his needs.

**Power Level:** There should be approximately 2 thugs for every player character at the table.

**Debugging**

This is the final scenario and climactic battle. The PCs should come out in the end, with no more than 25% of the team incapacitated. Also, there is every chance that Mark may be accidentally killed during this scene. That is not necessarily a bad thing!

## PICKING UP THE PIECES

If his security forces are defeated, Dr. Santiago will not resist the Shadowrunners. He will instead resign to his defeat and will wait to fight another day. However, coming so close, it will be obvious that he has slipped past into the realm of madness. He will explain that he has worked hard to regain favor with Aztechnology. Mark holds the key to his redemption. Because he possesses the genes for magical expression, Mark presents a unique opportunity – his sacrifice could be harnessed by the shaman and the power used to summon a powerful blood spirit.

It falls on the Shadowrunners what to do in the situation. Do they let Santiago go, free to try this again? Do they help relocate Amanda and Mark? Do they kill the Azzie shaman or do they let him go??

### AWARDING KARMA

Successfully stopping the abduction at the zoo      2 points

OR

Stopping Mark's sacrifice      1 point

Stopped animal stampede without damaging  
the animals      1 point

Individuals may be awarded Good Karma as per the core rules for exceptional roleplaying, brilliant ideas or plans which help the team significantly, or other situations, up to a maximum of 3 points.

The maximum Good Karma award for this adventure is therefore 6 points.

The monetary award is determined by the fees negotiated with Ms. White, plus any incidentals fenced by the players.



## CAST OF CHARACTERS

Some NPCs may be adjusted based on the composition of the player characters at the table. To reflect this adjustment, a value known as the Table Rating (TR) is used. The TR value can be used to increase the number of opponents, various attributes, skills, or pools, or whatever else is necessary to pose a challenge to the player characters.

The TR value can be determined by the predominate makeup of the table's characters, or by finding the average of all the characters by adding up their Total Career Good Karma and dividing by the number of players. Then consult the chart below to determine the class of the table based on where the average Karma fits.

The TR value is based on the following:

TR	Class	Karma Range
1	Green	0 - 19
2	Streetwise	20 - 49
3	Professional	50 - 89
4	Veteran	90 - 149
5	Elite	150 - 249
6	Prime Runner	250 +

### *The Students*

The Shadowrunners are being asked to chaperone eight students on a trip to the zoo. Four of the students are middle school aged children who possess moderate magical powers. The middle aged students are Freddy "Red", Winona, Sammy and Mark Sanchez. The other 4 students are elementary aged children who possess only minor powers. The elementary aged students are: Mikey, Sara, Sally and Ramie.

### Freddy "Red" (Human)

#### Attributes

<b>B</b>	<b>Q</b>	<b>S</b>	<b>I</b>	<b>W</b>	<b>C</b>	<b>E</b>	<b>R</b>
2	3	2	4	5	1	6	3

**Initiative:** 1d6

**Karma Pool/Pro Rating:** 2/1

**Active Skills (Relevant):**

Fencing 3, Etiquette 1 (High Society 2), Negotiation 2

**Knowledge Skills (Relevant):**

Standard Education 4

**Talents/Abilities/Spells (Relevant):**

Accident (as per spirit power)

**Gear (Relevant):**

None

**Description:** Freddy is a quiet 16 year old boy with no friends. It seems he is just not a very likable person. He has lived at the school for the past 3 years.

During his time there, he has made steady academic progress, but no social progress. Freddy's Academic Improvement Plan calls for him to make gains in his social development. Unfortunately, his social development has yet to make adequate progress. On the rare occasion, a new student takes to being Freddy's friend -- that poor student is affected by Freddy's magical powers. The school is not sure of the specific nature of Freddy's powers but it does know that he has the ability to affect luck, as he himself is lucky to an uncanny degree. His main power, the school believes, is the ability to be very lucky but with the side effect that causes people to not like him!

## Winona (Elf)

### Attributes

B	Q	S	I	W	C	E	R
2	6	2	5	4	4	6	5

**Initiative:** 1d6

**Karma Pool/Pro Rating:** 3/1

**Active Skills (Relevant):**

Etiquette 4 (Street 5), Stealth 5

**Knowledge Skills (Relevant):**

Standard Education 5

**Talents/Abilities/Spells (Relevant):**

Stealth 3, Magic Fingers 2, Shadow 3

**Gear (Relevant):**

Various trinkets stolen from others

**Description:** Winona is a cute 14 year old elven girl who is half Latina and has the ability to envelope herself in shadow and silence, moving like a panther. These powers help fuel her desire to steal things that do not belong to her. Winona spent much of her life living on the streets before coming to live at the school. While living on the streets, stealing was the way to survive. She understands that stealing is wrong, but still has a psychological compulsion to steal things that do not belong to her.

Winona knows that she is cute and will use that to her advantage. If caught stealing she has learned to use her cute looks as a way to avoid getting into serious trouble. She is attending the school on a scholarship from a security firm that wishes to use her abilities to test detection equipment.

## Sammy (Human)

### Attributes

B	Q	S	I	W	C	E	R
1	2	1	6	6	4	5	4

**Initiative:** 1d6

**Karma Pool/Pro Rating:** 5/1

**Active Skills (Relevant):**

Etiquette 3 (High Society 4), Negotiation 3 (Fast Talk 5)

**Knowledge Skills (Relevant):**

Standard Education 5

**Talents/Abilities/Spells (Relevant):**

Levitation 4, Magic Fingers 4, Clout 3, Physical Barrier 3

**Gear (Relevant):**

Electric wheelchair

**Description:** Sammy is a 15 year old boy who has been bound to a wheel chair since birth. Early in puberty, he exhibited psychokinetic powers. Even at an early age his psychokinetic powers are very strong. Teachers and scientists at the school know that one day Sammy will be a very powerful sorcerer. Sammy is currently trying to learn a way to use his powers to allow him to walk like other boys and girls his age. Sammy is also a natural leader among his peers and many look to him as a friend.

Sammy, however, is a mischievous student. He does not listen during class and likes to take the role as class clown. Outside of class he is always getting into trouble and developing plans to cause chaos around the school. If students are getting into trouble at the school you can bet that Sammy is the one who hatched the scheme. Deep down Sammy is a good boy, with mischievous tendencies. Like other boys his age, he likes to torment animals. Tormenting animals is extremely fun when you have invisible psychokinetic powers!

### Mark Sanchez (Human)

#### Attributes

B	Q	S	I	W	C	E	R
5	5	6	5	5	3	6	5

**Initiative:** 1d6

**Karma Pool/Pro Rating:** 3/2

#### Active Skills (Relevant):

Etiquette 2 (Corporate 4), Athletics 5

#### Knowledge Skills (Relevant):

Standard Education 4

#### Talents/Abilities/Spells (Relevant):

Attribute Boost (Strength) 6; Increased Athletics 3

#### Gear (Relevant):

None

**Description:** Mark is seemingly a withdrawn 15 year old boy, with uncanny strength. Mark is a quiet boy who will not speak unless spoken to. He will do what he is told and not cause any trouble for the Shadowrunners.

Mark does not know anything about his father or what happened before his mother left. He only knows that there is something horrible between his parents, as she never talks about his father. When he asked about any brothers or sisters, it caused his mother to break down in sobs. The only reason his mother has given for leaving his father behind is that she was afraid his father would abuse him.

The school believes Mark was abused by his father and hopes to help him come to terms with this abuse. The school will not tell the Shadowrunners what they believe to be Mark's true background, because this information is private. However, after the abduction attempt by GRAB the school will explain how Mark was abused by his father and then brought here to Seattle by his mother, where his abilities have begun to manifest.

### Mikey, Sara, Sally, Ramie (Human)

#### Attributes

B	Q	S	I	W	C	E	R
1	3	1	3	2	3	6	3

**Initiative:** 1d6

**Karma Pool/Pro Rating:** 1/1

#### Active Skills (Relevant):

None

#### Knowledge Skills (Relevant):

Standard Education 2

#### Talents/Abilities/Spells (Relevant):

See Below

#### Gear (Relevant):

None

**Description:** These students are younger than the other four students and have only minor magical powers. These four students are typical rambunctious elementary school aged children.

**Marc:** Marc is an obvious SURGE-ling with a long cat like tail.

**Sara:** Sara is an identical twin to Sally. They often times like to play games with adults who get confused with who is who. Sara has the periodic ability to cast Detect Emotions 2

**Sally:** Sally is slightly more outgoing than her twin sister Sara. Although not official, the twins also seem to share an emotional link between the two. They often times finish each others' sentences and know what the other is thinking. Sally has been known to cast Control Emotions 3

**Ramie:** Ramie is a sweet young boy with strange eyes. His eyes are solid gray with no apparent pupil. While the eyes are quite beautiful, they also mark him as an obvious SURGE-ling. Ramie often slips into astral perception.

## Menagerie

### Attributes

B	Q	S	I	W	C	E	R
3	4	3	6	5	3	6	5

**Initiative:** 1d6

**Karma Pool/Pro Rating:** 8/3

**Active Skills (Relevant):**

Sorcery 6, Conjuring 6

**Knowledge Skills (Relevant):**

Paranormal Animals 6, Zoology 6

**Talents/Abilities/Spells (Relevant):**

Magic Rating 6, non-initiate, toxic rating 1

Chaotic World 6, Manabolt 5, Calm Animal 6, Shapechange 6

**Gear (Relevant):**

None

Menagerie is a toxic nature shaman that has taken an extremist path when it comes to protecting and preserving animals. Today, she has made an appearance at the Fort Lewis Zoo because of an anonymous tip. She has found the group from the school and is watching them carefully to see how they react and treat the animals.

## Hired Thugs, all human

B	Q	S	C	I	W	E	R
5	4	5	3	4	4	5.0	4

**Initiative:** 4+1d6

**Pools: Karma:** TR-1      **Combat:** 6

**Prof Rating:** 2/Trained

**Cyberware:** N/A

**Skills:** Armed Combat (Baton) 2 (3), Pistol (Taser) 2 (4), Unarmed Combat 3, Athletics 2, Stealth 5, Etiquette 5, Negotiation 3, Electronics 2, Computers 1, Biotech 2

**Knowledge:** Security Procedures 4

**Armor:** Secure Clothing (3/0)

**Weapons:** AZ-150 Stun Baton (8S Stun)

**Other Gear:** Transceiver Rating 1

## GRAB Shadowrunner Team (6)

B	Q	S	C	I	W	E	M	R
5	6	6	3	5	5	0.9	0	5 (10)

**Initiative:** 5+1d6 [10+3d6]

**Pools: Karma:** TR      **Combat:** 9

**Prof Rating:** 4/Professional

**Cyberware:** Smartlink, Hearing Damper Modification, Datajack, Cybereyes (Flare Compensation, Rangefinder, Thermographic), Headware Radio w/ Comlink-IV and Crypto-3, Wired Reflexes 2

**Skills:** Assault Rifles 3, Pistols 5, Unarmed Combat 3, Armed Combat (Club) 2 (4), Throwing Weapons 4, Launch Weapons (Launchers) 2 (4), Submachine Guns 5, Athletics 3, Stealth 4, Etiquette 2, Intimidation 4, Interrogation 4, Electronics 3

**Knowledge:** Shadowrunner Tactics 3

**Armor:** Armored vest (5/3)

**Weapons:** Ares Predator II heavy pistol (7M Stun, gel), 2 \* flash-bang grenades (12S Stun, flash)

## Dr. Joselito Santiago

B	Q	S	C	I	W	E	R
3	4	3	4	4	6	4.9	4

**Initiative:** 4+1d6

**Pools: Karma:** TR      **Combat:** 9

**Prof Rating:** 1/Unskilled

**Cyberware:** Smartlink, Datajack, Head Memory

**Skills:** Unarmed Combat 2, Etiquette 4, Computer 2, Electronics 3, Biotech 4

**Knowledge:** Biotechnology 8, Chemistry 8

**Armor:** None

**Weapons:** None