

# SHADOWRUN

## Missions

**SRM02-03 THE GRAB**  
**BY: CLIFF HENSLEY**



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## WAKE UP CALL

It was three o'clock in the morning when her phone rang.

Junko Tetsuya mumbled in sleepy protest as she turned over on her side, feeling rage simmer within her. She was a deep sleeper by nature, she hated alarm clocks, and she hated waking up under any other circumstances except naturally. Junko fumbled blindly in the dark, with every intention of giving the caller a piece of her mind once she got the phone in hand and pressed the connect button. At last, she placed it to her ear and growled into its mouthpiece (and her pillow), "What the fuck? You better be calling me from goddamn Germany or something because if you know what time it is stateside I'm gonna reach through this phone and slit your fucking throat."

"Junko, it's me."

Her eyes snapped wide open as wakefulness suddenly rushed into her, injected by the sharp and silken tone that greeted her like an endorphin to the bloodstream through a needle crafted of pure audio. She sat up in bed, her rage suddenly abating; pushed the tangled locks of hair out of her eyes and curled her knees into her, heart fluttering like a teenager finally receiving the phone call from the boy she'd die for after all her hopes and dreams were nearly lost. "Takeshi," was all she could say.

"How have you been?"

"I'm... I've been better, I've been worse. You know how it is, yeah?"

"Yeah," he said, and hesitated to speak further. The sudden dead air was almost more than Junko could stand.

"It's good to hear your voice," she said after a few moments.

"Did you hear?"

Hear what? She didn't care in that moment. Her stomach turned over on itself at the realization that, however important what he was about to say might be, he had used it deftly as an excuse to avoid even a moment of intimate connection with her.

"Junko, did you hear?"

His repetition of the question pulled her out of her head. Only then did she realize something wet was stinging her cheeks. She wiped the tears away and kept her voice as level as possible. "Hear what?"

"Kaz is out."

"Out?" Anxiously, she found herself leaning forward. "What do you mean out? For good?"

"Yeah, for good."

"How? Why?"

"I don't know. I just heard it through the grapevine. I'm surprised you hadn't."

"Is this why you called me?"

He answered her with more silence.

"You aren't going to try anything, are you?" she continued.

"I'm over it," he said.

"Good."

"Well, I just thought you'd like to know, if you didn't already."

"Yeah, thanks."

"Take care of yourself, okay?"

"You too, Takeshi."

"Yeah," again. His favorite word for this conversation it seemed. With that, the call was disconnected.

Junko let her arm go limp, the phone and her hand slowly sliding from her cheek into her lap as she stared down at her covers. Her mind was racing. Had the time finally come, after all these years? As the pieces of her plan began to click into place in her mind, Junko realized she was glad Takeshi was over it--glad he'd moved on.

But she hadn't

## INTRODUCTION

*The Grab* is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *The Grab* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-03B, *The Grab Playing Aids*.

### **Preparing the Adventure**

*The Grab* 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**

*The Grab* 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 *The Grab* (or any *Shadowrun Missions* adventure).

### **Step 1: Read The Adventure**

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

### **Step 2: Take Notes**

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

### Step 3: Know The Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

### Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

### General Adventure Rules

*Shadowrun Missions* adventures use the rules presented in *Shadowrun, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily comprise a "balanced" party. It's entirely possible that the party will be made up entirely of Technomancers or back-to-nature Shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

### Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found in the *Cast of Shadows* section.

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters,

especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (SR4 p.277). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

### Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

### A Note on Commlinks

With the change to *SR4*, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

### Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (SR4 p59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

### **Contacts**

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

### **Tracking Faction**

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through gameplay.

### **Paperwork**

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (SR4 pp257-8).

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

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



## Plot Synopsis

The runners are contacted via commlink by an Asian Ms. Johnson. She informs them that she wishes to hire them to perform a simple extraction. When negotiations are complete, Ms. Johnson produces a photograph of a young girl, approximately age eleven, and a name: Catherine Westmore.

This little girl is the target.

The assignment is simple: Do some basic legwork to locate the target, determine the best circumstances in which to stage the extraction, retrieve the girl, and deliver her safely (and most importantly, unharmed) to a second team who will be awaiting her arrival at a safe house in the Aurora Warrens. Once the girl is safely delivered into the second team's care, the remainder of the runners' fees will be transferred into their accounts.

The runners will have to contend in some way with Jack "Frost" McPherson (a highly trained ex-marine who now works as Catherine's personal bodyguard) and his friends who comprise the whole of local runner team The Trinity.

Once the runners have the target in hand, they will find themselves ambushed en route to the Aurora Warrens safehouse by The Trinity, attempting to get the girl back and help save their former comrade-in-arms' reputation and his career.

With the final obstacle neutralized, the runners can deliver the girl safely to the Aurora Warrens safehouse, after which they can go on about their business content that their rent is once again paid, and they don't have to worry about missing any meals. The following morning they will get a rude awakening when they turn on their trids to discover that an innocent little girl by the name of Catherine Westmore died in a ransom drop gone wrong, when Lone Star officials failed to notice the sniper lurking on a nearby rooftop...

More humane runners may stop to consider, perhaps for the first time (perhaps not), just how strong an impact their lives can have--for better, or worse. Less humane runners may take a more cynical stance, facing the harsh truth that if they hadn't done the job someone else would have, and they

would instead be the ones falling behind on their bills.

But none of that will change the fact that their utilities won't be cut off this month, their stomachs won't growl, and a child is dead in the street; and there isn't one damn thing they can do about it...

Yet.

## Adventure Background

Sometimes in the shadows, business is business; and sometimes, it's not. This time, it's not. The seeds of this run were planted two years ago, when Junko Tetsuya was still a member of the Yamato-rengo. At that time, she was engaged in an affair with one of the clan's enforcers: Takeshi Modori. Takeshi was a young, highly motivated, and idealistic member of the family who still bought in to the tenets of honor and tradition touted by the organization's elders. Junko found this trait admirable--Takeshi was a breath of fresh air in comparison to most of the other common thugs she dealt with on a daily basis. Unfortunately, Takeshi was married, and he also had two beautiful children; so the nature of their relationship, which bloomed into full blown passion over time, had to be kept secret from the eyes of others.

Trouble began when Takeshi finally slipped up and got picked up by Lone Star. He would later tell Junko the details of what happened during his interrogation, but not before it was too late. The authorities were privy to a shipment of drugs that would be smuggled into Denver by the Yakuza sometime over the next week. They pressed Takeshi for information. When they finally stooped so far as to threaten his family, he buckled under pressure and told them everything they needed to know. Takeshi was released from prison in exchange for his information, but not before a Lone Star task force could ambush the incoming shipment. The operation was a success, resulting in a multitude of arrests, the successful seizure of all the incoming narcotics, and only one death. That casualty happened to be the son of a respected elder of the organization. When Takeshi's grief over this caused a momentary lapse in judgment, he opened his mouth to the wrong person.

That person was Kazuya Hotomi, a friend of both Takeshi and Junko who served the Yamato-rengo as a highly skilled assassin. Overwhelmed and needing someone to talk to, Takeshi confessed his burden to his friend in confidence; but Takeshi underestimated Kazuya's zeal, and his desire to gain the favor of his bosses. Kazuya turned Takeshi in.

The deceased's father did not believe that traditional methods of punishment were good enough. He wanted Takeshi to suffer as he had suffered, and so threw himself at the feet of oyabun Kasigi Toda and requested that they teach Takeshi the true meaning of agony. He consented, and ordered the execution of Takeshi's family. Kazuya was to do the deed.

He did.

Demoralized, Takeshi turned his back on the Yakuza for good. He bore them no ill will, biting back any emotional desires for vengeance. The death of his family, he reasoned, was his fault. He had dishonored the rengo through his failure, and they had punished him accordingly.

Junko, however, was not so forgiving. Embittered by the turn of events, she also left the Yakuza (though she parted them on much more amicable terms than Takeshi, for obvious reasons, and has maintained a working business relationship with them since). Though she also did not blame the organization directly, she did blame Kazuya for betraying Takeshi's trust, and her hatred of him has continued to simmer in her heart for two long years. That simmering was worsened by the fact that Takeshi no longer wanted anything to do with her romantically. He could not look into her eyes without being reminded of how their affair was yet another betrayal, and another failure, to his family. Though they remain friends, to call their relationship tense would be an understatement.

The only thing stopping Junko from seeking the revenge Takeshi refused to take for himself was the fact that Kazuya remained with the Yakuza, and not even her desire for revenge could make her crazy enough to offend the organization. She did, however, use her web of contacts to gather information on the man, in hopes that she could find a way to exploit and destroy him when the time was right. This eventually led to her discovery of Kazuya's most well kept

secret: he had a daughter. Her name was Catherine Westmore, and she lived with her mother, Donna Westmore, a gaijin. Junko filed this information away for later use.

CUT TO: The Present.

Through her contact web, Junko learns a startling piece of information: Kazuya Hotomi has left the Yakuza and, for reasons still a mystery even to her, gone into hiding. Recognizing that this means he is no longer under the protection of the rengo, Junko chooses this time to strike. First thing's first: she has to draw Kazuya out into the open. To this end, she makes use of her wildcard. Junko hires a team of shadowrunners to kidnap Kazuya's daughter. Her hope is that, by staging a ransom, Kazuya will be drawn out into the open to seek vengeance on his daughter's kidnappers. Once Kazuya takes action, Junko believes her feelers will be able to locate him. Then, she can finally have her (and Takeshi's) revenge.

The only thing Junko doesn't count on is someone else choosing this time to take a crack at revenge as well, and taking advantage of her plot to do just that in a far more sadistic way...



## GMs Note

There are two things a gamemaster needs to keep in mind when running *The Grab*. First, *The Grab* is unlike most Shadowrun adventures. The scenes presented are not all played sequentially. Second, legwork is one of the most important aspects of this story. For the characters to have a hope of success, they will need to work their contacts well. If their legwork is not thorough, they may be ill equipped to prepare themselves for the events to come.

While *The Call*, *The Rattlesnake Grill*, *An Unexpected Visit*, and *Miracle Worker* are played back to back, the following three scenes are not. In fact, it is most likely that the characters will only play through one of those scenes. Which one depends on what information they gather during legwork, and what plan of action they choose to take when kidnapping Catherine. Once she is in their hands, the action should heat up. The scenes move in a more linear fashion once more as you guide them into the high speed frenzy of *The Trinity Strike*.

If your players fail in their attempt to extract Catherine, there is no reason why you shouldn't give them a second chance if they come out of it alive and you have enough time. If this happens, let them go back to Legwork. They can then try to come up with another way to get their hands on her. Keep in mind that after their initial failure, things are likely to be far more difficult. Some options for dealing with this are presented in their applicable scenes.

If the runners fail again, maybe they should consider some other line of work. Possibly something that involves saying, "Would you like fries with that?" is more their speed. There is no strike three in *The Grab*.

## The Call

### What's Up, Chummer?

Each runner receives a commlink call from Junko "Lady Jade" Tetsuya, their future Ms. Johnson. She tells them she has work to offer, and asks them to meet her for dinner at *The Rattlesnake Grill* in the Pueblo sector. She will not provide any details over the phone. If they want more info, they're going to have to meet her in person.

### Tell it to Them Straight

It's another late afternoon in the sprawl, and it's shaping up to be about as exciting as watching educational trid. Your commlink chimes in to let you know your rent is due, and you begin to wonder why you're sitting in your doss doing jack shit when there's money to be made in the streets of Denver. You've been working your contacts for a solid week, asking them to keep an ear to the ground and find you some work before you get kicked out into the street. If you keep calling, they're going to quit answering. There are limits after all. No one wants to be compared to a needy ex, and that's what's going to happen if you ring your buddies one more time. But still, no dice?

As if in answer to your prayers, your commlink notifies you of an incoming call. You almost connect before the first ring is finished, but discipline yourself to wait until at least the third. Then you put your game face on, and answer.

Your image link reveals the face of an attractive Asian woman, her skin like porcelain and her eyes like ice. This definitely isn't one of your contacts, but neither does she look like your typical Johnson. Her shoulder length hair cascades in short, tight dreads. The collar of her leather jacket is upturned and raises high to her jaw, concealing the entire nape of her neck. Her voice, smooth as the silk of her hypercolor tank top, greets your ears. "I hope I didn't catch you at a bad time. My name is Ms. Johnson, and I have some business I'd like to discuss. Let's meet for dinner, my treat." She pauses just a moment, and then adds, "Do you like rattlesnake?"

## Hooks

Play up the fact that the runners need money. If they ain't running, they ain't eating. If the PCs are new to the shadows, feel free to really stress how important this call is. Their contacts have finally gotten them a shot at proving they can tow the line, perhaps even called in favors. They better tow it.

## Behind the Scenes

Lady Jade got each runner's contact information through an appropriate contact. If they ask how she got their number, she tells them this information and apologizes if they consider her direct contact to be too forward. Should the runners press her for more information concerning the job over the phone, she simply tells them, "I'll tell you more when I see you tonight. Travel safe." Then she disconnects the call before they can press her further. She does not respond to any stalling tactics and only stays on the phone long enough to extend her offer for dinner. Should a runner be inclined to trace the call, they simply don't have enough time.

Should a character wish to pinpoint Lady Jade's ethnicity, have them make a Perception + Intuition (3) test. If the character has any knowledge skills relating to Japan, Japanese culture, Asian crime syndicates, or other similarly themed skills, reduce the threshold to 2. If the character is Asian, reduce the threshold to 1. A Success reveals that she is Japanese.

## Debugging

If a character chooses not to go to the meet, remind the character just how important it is that they keep the nuyen rolling in. Since shadowrunning is how they do that, it might not be such a good idea to stiff a potential paying client. If the character still doesn't want to go, either ask the player to go pick up your pizza and a couple twelve packs of Mountain Dew for your group (since their character will be missing out on all the action anyway) or have them bring in another character that actually wants to shadowrun (that's the name of the game for a reason, after all...)

If none of the character's connect Lady Jade's comment with The Rattlesnake Grill, have them make an Intuition + Denver Area Knowledge (1) test to make the connection.

## The Rattlesnake Grill

### What's Up, Chummer?

The runners arrive at The Rattlesnake Grill (2455 W. Dartmouth Ave., College View/George Mandel, Owner/No Racial Bias) in Pueblo and have dinner with Ms. Johnson. Over dinner, she negotiates the particulars of their payment, and explains the ins and outs of their job. It looks like the runners are going to be doing a little extraction work. The catch? The target is an eleven year old girl, and the runners only have a photograph and her name to work from. Ms. Johnson won't provide any more information than that.

### Tell it to Them Straight

There are very few places in the Denver sprawl with food as good as The Rattlesnake Grill, especially if your preference is southwestern flair. The burritos are heaven, and the rattlesnake is to die for. As you cross the threshold into the restaurant, an ARO pops up welcoming you to the restaurant, and presenting you with an option to view the menu. For now you close it, and instead focus on locating Ms. Johnson.

You spot her flagging you down from a corner booth, and snake your way through the tables and servers working the floor. Drinks have already been ordered you notice, as well as a spinach con soy-queso appetizer. Ms. Johnson scoops some onto a tortilla chip and tosses it into her mouth as you slip into your seat, chewing and swallowing before speaking.

"Thank you for coming. I know it's short notice, but I appreciate your punctuality. Shall we order?" She smiles lightly. "I'm starving."

Without another word, she tunes you out and begins manipulating the trackball on her commlink, no doubt browsing the menu in her image link and placing her order directly with the kitchen. Perhaps you should do the same.

**After the runners have ordered their meals, read the following:**

Ms. Johnson turns her attention off her commlink and onto the table once more. “How about we get this business out of the way so we can enjoy our meals? I need a team of professionals for a fairly routine extraction. The work pays  $((3,000\text{¥} + (2,000\text{¥} * TR)) * (\text{Number of PCs}))$  to the whole team. You can divide that up however you prefer. I can give you 10% up front as a retainer, and to help with your expenses. Are you in or out?”

**After the runners agree to take the job, continue:**

Ms. Johnson reaches into her jacket pocket and removes a photograph, which she discreetly places on the table and slides into your view. “This is the most recent photograph I have of the target. Her name is Catherine Westmore. Within three days time, I need you to get the girl and deliver her, unharmed, to a second team who will be awaiting your arrival at a safehouse in the Aurora Warrens. This is very important: not one hair on her head is to be touched. If she is hurt in any way, and I mean any way at all, you get nothing.” Ms. Johnson pauses for just a moment to let that sink in. “Once you’ve turned her over to the second team’s care, I’ll transfer the remainder of your fee. How does that sound?”

When Ms. Johnson is done speaking, you take a moment to peruse the photo more closely before responding. The girl in the picture is clearly an Asian-Caucasian mix, dressed in a school uniform. Her smile is compromised by braces... and she can’t possibly be older than twelve.

This is the target?

**Hooks**

The Rattlesnake Grill is a happening place. It’s probably the most popular southwestern restaurant in all of Denver. The irony of meeting in a family restaurant to discuss a kidnapping scheme should not be lost on the runners, so feel free to play it up in any creative ways you can come up with.

**Behind the Scenes**

If you’re running The Grab with a group of characters who have never met before, this will be the first time they interact. Be sure to give them plenty of time to describe

their characters to one another once everyone is situated at Lady Jade’s table.

Business minded runners will probably want to jump right into negotiation and sweeten the deal once she makes her offer. The two most likely ways the runners will try to do this are through Negotiation or a little Con artistry. Have either the runner with the highest social skill pool, or whichever runner is most vocal during role play, make a Negotiation + Charisma Opposed test or an Opposed Test between the character’s Con + Charisma and Lady Jade’s (Con or Negotiation) + Charisma. Lady Jade will increase the team’s total fee by ten percent for each net hit, to a maximum of fifty percent. This does not affect the total of the initial retainer.

A character might also attempt to intimidate her into raising the fee. In this instance, make an Opposed Test between the character’s Intimidation + Charisma and Lady Jade’s Intimidation + Willpower. Glitching on an attempt to intimidate Lady Jade results in no increase to the fee, regardless of the number of net hits scored. On a critical glitch, Lady Jade politely scolds the runner for their lack of professionalism, gets up, and walks out of The Rattlesnake Grill. The runners are out of the job. Ms. Johnson has every intention of seeking out a more professional team. On either glitch result, the runner in question earns one point of Notoriety for poor behavior.

Attempting to Con Lady Jade is a little less harsh, but not as acceptable as straight up Negotiation. Should the runner critically glitch on the Opposed Test, the deceptive approach to deal making is blatantly obvious to Lady Jade, and unsettling to her sensibilities. The character earns one point of Notoriety. This point is still earned on a glitch, as Lady Jade still takes note of the character’s deception, but the fee is still increased for net successes.

Once the runners have accepted the job, and received some details, they will probably have a few questions for their employer. When pressed with questions, Ms. Johnson tells them the following: “All I have for you is the name and the photograph. I’m sorry, but I just don’t have much else to go on with this one. I assume what I’ve already given you is enough, right? After all, you are professionals.” Make an Opposed Test between the character’s (Con

or Negotiation) + Charisma and Lady Jade's Con + Charisma. With one or more net hits, the character gets a definite sense that Lady Jade is either lying, or holding something back. Should a runner press the issue, make a Negotiation + Charisma Opposed Test. With one or more net hits, Lady Jade confesses the following: "The only other thing I can tell you is that her mother's name is Donna Westmore. She's a wage slave at Federated Boeing. I suggest you put feelers out on the street if you want to find out anything else. Hopefully you'll have better luck than I did."

Once all the particulars of business are out of the way, and the runners have enjoyed their savory meals, move on to the next scene.

### **Pushing the Envelope**

About the only thing potentially more troublesome than running into a group of thugs who want to blow your brains out because you looked at them the wrong way, is running into the wrong person at the wrong time. If one of the characters is on the outs with a contact, maybe have that contact bump into them at the Rattlesnake Grill potentially complicating their anonymity. Alternatively, maybe one of the characters has a clingy girlfriend or boyfriend, or a troublesome ex, that could try to stick to them like human crazy glue through the meet or goad them into a public conflict. Use your imagination. Sometimes words can be more lethal than bullets, especially when they're fired off in the wrong company.

### **Debugging**

As with *The Call*, very little can go wrong here. About the only thing you have to worry about is the runners choosing not to take the job. Approach this situation in a similar fashion to the way you dealt with *The Call*. If they still don't take the plunge... Well, that pizza sure is starting to look cold. Maybe someone needs to go pick up another one.

## **An Unexpected Visit**

### **What's Up, Chummer?**

The runners and Lady Jade leave the Rattlesnake Grill together. Before they can part ways, they are approached by a group of thugs who have their sights set on making sure Lady Jade doesn't make it out of the parking lot alive. If the runners are going to have someone to pay them when their job is done, they're going to have to throw down and make sure their employer walks away from the encounter in one piece.

### **Tell it to Them Straight**

You enjoy a quiet, savory meal with Ms. Johnson. You make small talk about the weather, Denver gridlock, and last night's Combat Biking match. All in all, it's a nice little calm before the storm you know is coming. Your new employer is also a breath of fresh air: there aren't many Johnsons who can put aside the business and let themselves be a metahuman being around the help. She is very careful not to give away too much, however, and despite your solid hour of conversation it all ends with you not knowing one more piece of pertinent information about her than you knew before you walked into the grill.

It all ends with a round of fantastic cinnamon apple sopapillas and coffee. Then, you all stand together and make your way out of the restaurant. As you step out into the parking lot, Ms. Johnson casts you a glance and says, "This is where we part ways." She removes her car keys from her pocket, looks each of you over one last time, and then gives a satisfactory little nod. "Good luck. I'll catch you later."

"Catch?" a man's voice chimes in. You turn your head to see a group of men, dressed in gang colors, approaching; and they don't look too happy. The speaker continues, "The only thing you're catching any time soon Lady Jade is a one way ticket straight to Hell." You know what's coming now. They draw their weapons. You draw yours. Everybody fires. Looks like it's time to throw down.

And it was shaping up to be such a wonderful evening, too.

### **If everything goes well, read the following when the battle is over:**

Lady Jade holsters her sidearm and turns to face you. "Thanks for the help. You'll get a little bonus for that when all this is done, I promise." Her eyes dart around the parking lot, and up and down the street, scanning for more trouble. "For now though, we need to move. PuebSec's bound to show up soon." She looks at you again. "Go on, get out of here. And good luck."

### **Hooks**

So far, the events of The Grab have been quiet. This is your first chance for some action. Loud, fast, and brutal is the name of the game. This fight is quick, dirty, and out of control.

The motivation behind attempted hit on Lady Jade will be explored in future Shadowrun Missions adventures. Enjoy foreshadowing future carnage through this action packed aside.

### **Behind the Scenes**

Have all characters with gang related knowledge skills make an appropriate Success Test (1) to identify the ganger's colors. The toughs are members of The Godz, Denver's premiere go-gang ("Halloweeners Street Gang", SR4 p275). Include one grunt per PC (plus Lady Jade), and one Lieutenant. It is very important that you adhere to the grunts' Professional Rating for this encounter. This group was sent to kill Lady Jade, but not if it means they're going home in body bags too. If things get out of hand, they flee. Also, the gangers don't have any qualm with the runners (aside from the business at hand, of course). If they succeed in dropping Lady Jade, one or two gangers will provide cover fire while the rest flee the scene before following suit. The ganger's won't stick around to make sure she's dead. They'll incorrectly assume that taking her out of action is adequate.

Lady Jade isn't the type to run and hide, nor did she come to the meet unarmed. She will fight to the death, and side-by-side with the characters, during this encounter.

After the fight, one or more of the characters may try to question Lady Jade about what just happened. There really isn't

any time to fill them in with details. After all, they just got in a loud and nasty gunfight in a very nice neighborhood and PuebSec will respond quickly. She will take a moment to reassure the characters that what just happened has nothing to do with their assignment and they shouldn't waste time worrying about it. If the runners try to make any more small talk, Lady Jade quite venomously hisses at the last runner to speak, "Move. Your. Ass. Omae." Then she turns and walks away from them, without looking back or responding.

### **Pushing the Envelope**

So, you want to make the characters' lives a living Hell, do you? Well, if that's the case, add a few more thugs to the group, or upgrade their ammunition to EX Explosive. The Godz are a large gang with a lot of resources. It wouldn't be too much trouble for them to bring along this extra punch to get their point across to the Lady.

### **Debugging**

At the top of the list of things that could go wrong here the characters being roughed up so badly that it inhibits their ability to take on their actual job. Should Lady Jade go down for the count, assume she is barely hanging on to life. If this happens or the characters get too roughed up to continue the adventure, move on to **Miracle Worker**.

Another possible problem is if the PCs decide not to help Lady Jade. They could assume this is her fight. Yet, if she's geeked, who is going to pay them? You might want to make that clear. If the runners abandon their employer, let them walk. Then close your books, have the players pack up their character sheets and dice, finish up the last few slices of pizza, and go home. Ms. Johnson is out of commission, and the adventure is over.

## Miracle Worker

### What's Up, Chummer?

Either the runners were shot up by The Godz, or Ms. Johnson's life is hanging by a thread. Their best chance at coming out on top of this complication is Zhang Wong, a Talismonger in the CAS sector's very own Chinatown. Wong will tend to all their wounded needs, and offer his services as a contact to the runners for helping his friend. After getting patched up, the runners can head out and get back on track. They still have a job to do.

### Tell it to Them Straight

#### If Ms. Johnson went down, read the following:

The battle is over, but your heart continues to pound in your chest as you rush to your employer's side. "Lady Jade," the talkative thug called her. Filing that info in the back of your head for now, you holster your sidearm and look her over. It doesn't take a medical degree for you to tell she's in bad shape. Sticky blood oozes out of her, baptizing her asphalt bed. She coughs more up for good measure.

"Zhang," she whispers. "Get me to Zhang. He'll... know what to do..."

Before you can even bother to ask where this "Zhang" might be, Lady Jade slips into unconsciousness.

#### If Ms. Johnson is okay, but the runners were shot up, read the following:

The battle is over, but your heart continues to pound in your chest as you lower your sidearm. "Thanks for the help. You'll get a little bonus for that when this is over, you have my word." Her eyes scan you, up and down. "Looks like you could use a little attention though... You don't have a chance in hell of doing what I need done in the shape you're in now. Here." She palms her commlink, smoothly rolling the trackball, and a waypoint adds itself to your image link. "This guy should be able to fix you up. His name is Zhang Wong, and he's very good at what he does. Tell him Lady Jade sent you." She pauses a moment, as if remembering something. "And after you give

him my name, I'd prefer you never mention it again. So ka, omaes?"

#### When they arrive at Zhang Wong's shop, read the following if Ms. Johnson is dying:

Lady Jade's commlink leads you into the C.A.S. sector's very own Chinatown. You make your way through a snake of back alleys until you come to a small shop, with a traditional Chinese exterior and a neon sign hanging in the window. A couple bad bulbs flicker on and off, irritating your eyes and yet drawing them to the two words they fail to correctly spell every few seconds: MYSTIC CURIOSITIES.

You push your way through the shop, carrying Lady Jade's body. A middle aged Chinese gentleman, dressed in a traditional robe and wearing narrow spectacles, looks up from behind the counter. "May I help--" His eyes widen in shock and he never finishes the phrase, instead rushing to your side and taking Lady Jade from your arms. "Oh dear. Oh dear, oh dear," he repeats, and carries her into the back room.

#### Instead, read the following if Ms. Johnson is fine and the runners need attention:

The waypoint leads you into the C.A.S. sector's very own Chinatown. You make your way through a snake of back alleys until you come to a small shop, with a traditional Chinese exterior and a neon sign hanging in the window. A couple bad bulbs flicker on and off, irritating your eyes and yet drawing them to the two words they fail to correctly spell every few seconds: MYSTIC CURIOSITIES.

A middle aged Chinese gentleman, dressed in a traditional robe and wearing narrow spectacles, looks up at you from behind the counter as you enter. "May I help you?"

#### Hooks

The runners just had a close brush with death, probably not their first or last, and have come out of it alive. Sometimes, doing the right thing does pay: in this case, quite literally, since Ms. Johnson is still alive to do the paying. More pragmatic runners might not realize how selfless their actions were, or at least how selfless selfishness can

sometimes be. Zhang appreciates philosophy, and firmly believes in karma. If these facts were not evident to the characters have him point it out. They should feel good when this encounter is done.

### **Behind the Scenes**

If Ms. Johnson passes out in the street, give the characters a moment or two to react. One of them might think to try and stabilize her. Let them make the attempt. If they seem at a loss as to how to locate Zhang Wong, make a Logic + Intuition Success Test. Success grants them the epiphany that they can probably find him by searching Lady Jade's commlink. If there is a Hacker in the group, let them use their skills here. If there is no one in the team capable of hacking Lady Jade's commlink (it's an off-the-shelf Fairlight Caliban, running Novatech Navi), assume for whatever reason that her security options are off and let them register as a legitimate user without hacking so they can get what they need.

Crossing from one sector into another with someone bleeding to death in the back seat of your car is no easy task. This is one instance when dealing with checkpoint guards is unavoidable, but the PCs need not find themselves in another gunfight. When the players cross from the Pueblo into the C.A.S., have the checkpoint security officer who scans their commlinks notice the wounded, and give more socially skilled characters a chance to shine. The security officer will let them pass for an appropriate bribe. A base of 500¥ will do the trick. Each net hit on Charisma + Negotiation Opposed Test a reduces the bribe by 20¥, to a minimum of 400¥. If Ms. Johnson is not on the verge of death, she will pay the bribe. Still, let the PCs do the bribing in the interests of letting them be the primary problem solvers. It's always more fun than watching an NPC do everything for you.

Depending on the situation, Zhang Wong (use contact archetype "Talismonger", SR4 p285) will do one of two things. If Lady Jade is dying, he gets right to work healing her once he gets her into the back room. While he gets her stabilized, he thanks the characters for bringing her to him, and assures them that he can take care of her

from here. He will be back there awhile, so the characters should leave him to it and get on with their job.

If the characters are the ones who are wounded, they will no doubt tell Zhang Wong that Lady Jade sent them. In this event, he informs them that she called ahead and told him they were coming. Have Zhang Wong cast Heal on each of the characters. Once they are patched up, he forwards them his commlink I.D. and tells them they're free to call on him if they are ever in need of his services. It's his way of paying them back for looking out for Lady Jade.

The characters have earned Zhang Wong as a contact (Connection 2, Loyalty 1).

### **Debugging**

The only thing that could really go wrong is if you roll too poorly for Zhang to heal the runners adequately. If this happens, just fudge the roll. Your players need not know the difference.

If the PCs pushed through the gangers without suffering any injuries and without Lady Jade being injured, this scene may be bypassed. If that's the case, the PCs might lead into it later, if they are injured and appeal to Lady Jade for help.



## The Westmore Condo

### What's Up, Chummer?

The runners have chosen to try and snatch Catherine right out of her home: a pretty, but prefab, ultramodern condo in Cherry Creek Lake, CAS Sector. Donna Westmore is out of town, so they don't have to worry about running into the mother. However, tonight is poker night for Jack McPherson. The Trinity and some mutual friends are over for some action, and nobody in this house is a pushover.

### Tell it to Them Straight

The Westmore condo is a typical enough pre-fabricated home in classic, split-level corporate style. The exterior color scheme is a non-abrasive, ultra-modern mix of blacks, whites, and grays. It's hard to tell whether the lights are on inside, since the auto-tinting windows are currently set to minimum opacity, but you'd bet Catherine isn't alone. Donna may not be home, but her bodyguard most assuredly is. Better tread carefully, chummer.

### Behind the Scenes

Getting across the lawn isn't too much of a challenge, but the central terminal of the Westmore condo tiered network is actively searching for any PANs that enter or exit the property. If it detects one, it will notify Frost and triangulate the network's position so he can check it out. Any character who forgets to disable their commlink before stepping onto the lawn runs the risk of blowing the whole op before dice are even rolled.

Every door and window of the condo has a maglock, and is wired with motion sensors. The device rating for these, and all electronics in the condo, is TR+3. Ratings of all Matrix equipment in the condo's network are at TR+2. If a hacker or technomancer takes the time to search the network, they may uncover paydata in the form of several Boeing files that Donna had brought home. These are worth 500¥ \* TR.

When the PCs enter the condo, Frost, The Trinity, and some friends are well into a poker game. The total number of gamblers, including Frost and The Trinity, should exceed the size of the runner team by one.

All will have their pistols at hand. Their heavier gear and any uncomfortable armor will take a few minutes warning to reach. The runners' advantage is that they are not expecting company and are only lightly armed. If the PCs don't do anything to tip off the gamblers to their presence, they have the opportunity for an ambush. On the other hand, if an alarm is tripped during the process of breaking into the condo, the gamblers will not only be fully armed, but will have taken cover and choke positions in the residence in preparation for a fight. For Frost's non-Trinity friends, use grunt archetype Corporate Security Unit, SR4 p275.

The team will find Catherine in her bedroom, asleep in bed.

If the runners are infiltrating the condo after meeting with Frost in *Smoke and Mirrors*, all security devices are disabled. No poker game is under way, and Frost is nowhere to be found. The characters can easily walk in and take Catherine right out of bed, and leave with no one the wiser.

If the runners have engaged in any activity that would give Frost a heads up that they may strike, there will be no poker game. Instead, The Trinity and friends are fully equipped killing machines. They are anything but caught off guard and well positioned to take out the PCs.

### Pushing the Envelope

If you want to make this scene more difficult for the characters, increase the security of the condo. Raise the device ratings and add some motion sensors to the yard to make crossing its expanse more difficult than just keeping quiet. If you add motion sensors, use the same device rating as the rest of the condo's devices. If the motion sensors detect movement, the central terminal notifies Frost of a potential intruder just as it would if it discovered a PAN stepping onto the property.

You could also add more players to Frost's poker game; or a noisy neighbor, drunk from a nearby party, start a scene in the street; or a loud dog, barking. Any could attract the attention of the players inside, and potentially futz the character's preferably stealthy entry.

## Holm Elementary School

### What's Up, Chummer?

The runners have decided to snatch Catherine in broad daylight, from her classroom. Of course, kidnapping a kid from a school has its own potential complications. Before they get out, they will contend with a trained security unit in what may very well be one of the most bizarre, and potentially tragic, gunfights of their careers.

### Tell it to Them Straight

**When the shadowrunners arrive, read the following:**

Holm Elementary School is one of Denver's most prestigious public schools. The red brick building stands amidst a beautifully landscaped lawn. The sun looms high overhead right now, no doubt shining as brightly as the futures awaiting the students as cogs in the corporate machine. A full parking lot of cars stands between you and the facility; looks like a busy school day, and class is no doubt in session.

Now all you need to do is find Catherine...

**As they are leaving, before they roll inevitable initiative:**

You make your way through the halls of Holm Elementary, Catherine in tow. Just when you think you're home free, two dreaded words shatter your hope of sharing a victorious round of synthahol without having to fire a single shot: "Don't move." You look to see a contingent of Lone Star rent-a-cops, weapons at the ready. "You're not going anywhere with that girl. Let her go."

Before you can react, something unexpected happens.

An alarm sounds. Every classroom door lining the hallway flies open, and the space is flooded with children. It seems a class has just ended.

Timing. Always timing.

### Behind the Scenes

Lone Star has been contracted to handle Holm Elementary security, and two units are always on active duty during school hours (one during off hours). One unit patrols the

halls, while the other focuses on the exterior grounds. Each unit has members equal to the number of PCs plus two. They are fully equipped, but their weapons are loaded with gel rounds--dealing with the class bully roughing up the class nerd usually doesn't require lethal force.

During the day, there are no active motion sensors or alarms. Infiltrating the school should involve little more than being able to blend in with the minority of adult staff and visitors. However, no one in the building--from students to security--is permitted to operate their commlink in passive or hidden modes. This could complicate infiltration, because operating in anything but active mode is an instant red flag to everybody they team might encounter that they don't belong there. Complicating this issue, a pair of MCT-Nissan Roto-Drones (SR4 p342) patrol the halls, constantly pinging commlink to make sure no one is moving through the halls in hidden mode, and that everyone in those halls belongs there.

There are several ways to locate Catherine. Suave characters may try to finagle information out of the front office. Getting information about Catherine's whereabouts this way involves a Charisma + Con (3) Test. If the characters look or act out of place, or if any of them is not operating their commlink in active mode, apply a -2 dice pool modifier. On success, the receptionist will tell the runners what classroom Catherine is currently attending. Failure results in the receptionist discreetly alerting security by tripping an under-desk alarm. A hall patrol equal to one-half the total team size will arrive in less than three minutes. The receptionist will attempt to stall the runners by pretending to look up the data. Make a secret Charisma + Con (2) Test on behalf of the runners. On failure, the runners believe she really is trying to help them and wait out the full three minutes until the guards arrive. On success, they know what is going on and can react beforehand. When the guards arrive, they will assess the situation and escort the characters from the school premises.

A less direct approach to locating Catherine involves hacking the school's LAN. The school terminal has a device rating of 3, and searching for the data

involves a Logic + Data (4, 1 combat turn) extended test.

Once Catherine is located, the next step involves getting her out of class. One way to do this would be to convince the teacher that the team is on legitimate business, and must remove Catherine. Make a secret Charisma + Con (2) Test. Not only is the teacher suspicious of the characters, but if something bad happened to Catherine because he let her walk out with the character's he could lose his job. Apply a -1 dice modifier for his suspicion, and an additional -3 dice modifier because the result could be potential harmful to him. If the test fails, the teacher will ask the character to leave the room and notify security when they are gone.

Another approach, or a Plan B if the above approach fails, is to intimidate the teacher into letting Catherine leave. Ask the players if they intend to approach this subtly, or overtly. If the character is subtle, trying to get through to the teacher without alarming the rest of the class, apply a -2 dice pool modifier. If the character chooses to approach it overtly, no roll is necessary. The students fly into a panic, rushing around the room and trying to escape the presence of the "bad people". Catherine will take this opportunity to try escaping through a classroom window. Getting to her before she can flee involves an Agility + Gymnastics (2) Test, with a -2 dice pool modifier to navigate around the chaos of the room. Should Catherine escape, the runners will have to find another way to kidnap Catherine. The Holm grab is a bust.

Alternatively, the characters could just walk right in and take her. This won't cause a panic, but the teacher will immediately notify security. A full unit will attempt to intercept the team before they can make it out of the building, and retrieve the girl. Should the runners succeed in getting the teacher to let Catherine leave without resorting to threats or violence, he will still notify security shortly after they leave if they achieved anything less than exceptional success and they will still have to contend with this unit.

If all Hell does break loose, there are potential complications. The Shootout at the Midterm Corral isn't exactly an easy situation to get out of without catching innocents in the crossfire. If a character

glitches with any ranged attack, the attack goes astray and wounds a child instead. On a critical glitch, the child is killed. Every innocent bystander wounded or killed by a PC increases that PC's Notoriety by 1. Any guard who glitches or critically glitches on a ranged attack accidentally hits Catherine. Treat all 1's rolled as hits on the attack roll for the purpose of determining total damage dealt by the blow.

### **Pushing the Envelope**

It wouldn't be unreasonable to increase the thresholds on all tests for this scene, or to raise the device rating of the school terminal. Further, you could give the guards live ammunition or increase their numbers by two or three. If you really want to be a bastard, you could allow innocent bystanders to be wounded not just on glitches and critical glitches, but normal misses as well.

### **Debugging**

There are several potential pitfalls with extracting Catherine from the school. They could fail to locate her, and going from room to room is a very poor backup plan. If this happens, the runners should abort before they attract attention that would complicate other attempts. Also, Catherine could be wounded or killed. If she is wounded, it would be a good idea for the runners to get her fixed up before they bring her to the safehouse. After all, Ms. Johnson will not pay the runners if she sustains any physical damage. If Catherine is killed, not only will they not get paid, but they will earn Ms. Johnson's ire.

## Smoke and Mirrors

### What's Up, Chummer?

In this scene, the runners attempt to turn Frost. Doing so involves making him an offer (they hope) he can't refuse.

### Tell it to Them Straight

You dial up Frost's commlink I.D. After a moment, he connects. His video feed stares back at you in your image link. Frost looks to be in his mid-40's, with cropped white-blond hair. He's currently wearing a crisply pressed, gray pinstripe Actioneer business suit. "Can I help you?"

### Hooks

Contacting Catherine's bodyguard takes a lot of chutzpah, and this dialogue scene should be intense. This can go one of two ways: it's either going to make their lives a helluva lot easier or a helluva lot harder.

### Behind the Scenes

The runners have opted to remove Frost from the equation through some old fashioned bribery--not a bad idea, but not without its risks or costs. It takes a successful Negotiation + Charisma Opposed Test just to keep Frost from hanging up once he figures out what this call is about. If he stays on the line, allow the team to make their offer. Frost will ask for 10,000¥ in exchange for the girl. A Charisma + Negotiation opposed test can reduce the fee. Frost will knock 1,000¥ off his asking price per net hit, to a maximum reduction of 5,000¥. They only get one shot at this. If they're not happy with the results, they can either take the deal or leave it.

If the runners seal the deal, Frost will tell them how to snatch Catherine after they transfer the funds. He tells them to break into Donna Westmore's condo after midnight, and he will make sure the security measures are disabled. They can walk right in, grab the girl while she's asleep, and walk right back out without any complications.

Under no circumstances will Frost agree to meet with the characters in person to handle this negotiation.

## Pushing the Envelope

The best way to make the character's lives more difficult in this scene is to hit them in the pocketbook. Double Frost's opening fee but also double the amount reduced per net hit on the Negotiation Success Test. Optionally, if you find the idea of buying off the bodyguard is too quick of a fix, omit this scene entirely. Taking that a step further, you could allow them to make the call simply as a red herring. Frost will not negotiate with them, and all they've managed to do is tip off the enemy that they're coming.

### Debugging

After calling up Frost, the PCs could decide his fee is too steep and step away from the table. If this is the case, Frost will now be prepared for them. Catherine will not be in school for the remainder of the run's timeframe, leaving only an infiltration of the Westmore Condo as a viable option to grab her. Also, Frost's compatriots will be ready and waiting for the runners should they try to extract her from there.

## The Trinity Strike

### What's Up, Chummer?

If the runners successfully snatched Catherine from either the condo or the school, but they did not kill Frost and The Trinity, they're in for a world of hurt. The Trinity catch them en route to the Aurora Warrens safehouse and a high speed chase ensues. If the runners bribed Frost, the Trinity will still give chase. After all, Frost can't afford to have his rep take a hit, and never really intended to keep his side of the bargain. He just wanted to make a little fast cash.

### Tell it to Them Straight

As you drive along the streets of Denver, Catherine cries in the back seat. She won't talk to any of you. She won't react to any attempts to calm her down. All she does is keep repeating, "Please don't hurt me," or, "My daddy will kill you creeps," depending on whether her axis of emotion is swinging more toward afraid or enraged at any given moment. Somewhere along the interstate, you decided to crank the radio to drown out her screams. Now, thankfully, the Aurora Warrens are slipping into view along the horizon.

That's when you hear it. Even above the radio, you hear it. You turn the radio down. It's louder, and closer. You look up, and see an Ares Dragon descending on your position. The side door slides open. A human woman wearing a black and gray paramilitary jumpsuit, and body armor, swings the business end of a vehicle mounted Ultimax HMG-2 in your general direction. A large troll, secured in rappelling gear and wearing similar attire, leans out the door and keeps his eyes trained on your vehicle as the chopper gets closer.

If it ain't one thing, it's another.

### Hooks

A racing gun battle through an urban neighborhood with a helicopter. Just pull out all the stops and watch the lead (and car parts) fly.

## Behind the Scenes

Catherine has an RFID implant to aid in locating her should such a kidnapping attempt such as this happen. Before the runners can get her to the safehouse, the Trinity triangulates her location and come to crash the party. This scene assumes the runners are traveling by vehicle, and is one-hundred percent chase combat. Deimos is rigging the Ares Dragon that carries his teammates. Diva is operating the door gun (an Ultimax HMG-2 firing APDS ammunition), and Jackhammer intends to drop onto the characters' vehicle and do some up-close-and-personal damage if the helicopter can get close enough.

It should be noted that The Trinity will not put Catherine in jeopardy. They will not intentionally do anything that could cause the other vehicle to crash, and so it's largely Jackhammer's show. In the event that it becomes an "it's either them or us" situation, Diva will unload on the other vehicle with the full intent of blowing it to Hell before the runners can do the same to them. However, it Diva needs to believe her team is in danger before firing. If the characters are smart, they can use The Trinity's reservations to their advantage.

The Trinity is doing this as a favor to Frost, because of their long-standing friendship. If Jackhammer is killed, the Ares Dragon will disengage the characters. A favor to a friend isn't worth getting the entire team killed. If either Diva or Deimos are killed, the other will go all-out to kill as many PCs as possible, with little concern for Catherine's survival.

## Debugging

If the PCs have already had a battle with Trinity in **The Westmore Condo**, assume that all surviving members of Trinity have received magical healing in between scenes.

The worst possible thing that could happen here is a crash. It could possibly kill Catherine, and the characters will be in no condition to deal with The Trinity when they land the helicopter and set foot on land to finish the job. This is the proverbial boss fight though, and there is no debugging to be had.

If they die, they die.

## Picking up the Pieces

Once the runners have evaded The Trinity, they can safely deliver Catherine to the second team awaiting their arrival at the Aurora Warrens safehouse. Once she is handed over, Ms. Johnson contacts the runners via commlink and forwards their fees into their accounts if Catherine is indeed unharmed. If she is harmed, they receive emails that they failed to meet the criteria of their contract and no payment is incoming.

The following morning, a news broadcast will get each character's attention (give each player a copy of the scream sheet handout). In the twenty-four hours since they dropped Catherine at the safehouse, a standoff between "a team of kidnapers and law enforcement officials" has come to an end. The report announces that a little girl named Catherine Westmore, who was being held for ransom in the Aurora Warrens, was shot and killed by a sniper, from a nearby rooftop, during the ransom exchange. Authorities gave chase, but the assailant got away. While this was going down, the kidnapers chose to fight it out with the cops, and each met with an ill-fated death.

## Money

If completed successfully, the run pays  $((3,000\text{¥} + (2,000\text{¥} * TR)) * (\text{Number of PCs}))$  to the whole team. The PCs can divide that up however they see fit.

For helping to protect Lady Jade when The Godz attacked, she throws in a 10% bonus to be divided among the group. Regardless of whether or not they succeed in their mission, they still receive this money.

## Reputation

Any runner who attempts to Intimidate or Con Lady Jade at The Rattlesnake Grill runs the risk of accruing a point of Notoriety, as detailed in that section of the adventure. Each runner also gains one point of Notoriety for every child wounded or killed in the Holm Elementary School scene. If the runners fail in their mission, increase their Notoriety by 1. If Catherine also dies on their watch, increase their Notoriety by an additional 1 point.

Unless the runners did anything to address the issue of Catherine's cybernetic eyes, video footage of the entire kidnapping was stored to her Eye Recording Unit, and Donna Westmore will retrieve it later. This earns 1 point of notoriety.

## Karma

- 1 – Surviving the run
- 1 – No notoriety gains (see **Reputation**)
- 1 – Delivering Catherine unharmed

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

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

## Faction

Killing any members of the Godz will cause a loss of 1 point of faction with them. (This is not cumulative.)

## Contacts

If the runners are successful overall, they get paid and they gain Lady Jade as a Contact (Connection 3). Any character who gained Notoriety through poor business dealings at The Rattlesnake Grill gain her at Loyalty 1. All other characters gain her at Loyalty 2.

As previously stated in **The Miracle Worker**, for saving Lady Jade's life the runners also gain Zhang Wong as a Contact (Loyalty 2, Connection 1).

## Legwork

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

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

A Data Search may be utilized to gather some information contained in this section. Information that can be found through a Data Search includes the following: the name and address of Catherine's school (4, 1 Minute), Donna Westmore's address (6, 1 Minute), Jack "Frost" McPherson's commlink I.D. (6, 1 Minute).

## Catherine Westmore

**Appropriate Knowledges:** Any corporate related

1. "Some researcher's daughter I think..."
2. "Yeah. Mother's name is Donna Westmore, if memory serves."
3. "I heard the girl was born blind. Her mother paid an arm and a leg to have nature's mistake corrected with cybernetics."
4. "I'll give you the name and address of her school for 150¥. Fuck, I'll even throw in my silence for free. We got a deal, chummer?"
5. "You should probably know mommy recently paid her other arm and leg for a bodyguard to watch her daughter 24/7."
6. "Word on the street is she could have Yakuza blood in her veins. Watch your ass."

## Donna Westmore

**Appropriate Knowledges:** Any corporate related.

1. "I know she's on Federated Boeing's payroll."
2. "She's an aeronautical engineer. Probably works on some pretty heavy stuff I'd imagine."
3. "She used to be on the short list for all the hottest club's in the UCAS sector's international district. Pretty strange for a *gajjin*, eh?"
4. "Well, a few weeks ago she was struck off all the lists."
5. "She hired a bodyguard to look out for that kid of hers about the same time."
6. "Funny thing is, she's out of town right now for some convention... You know, I don't ask questions--But if you plan on hitting her doss now'd be as good a time as ever. You want the slitch's address? It's all yours for the low, low price of 150¥. Act now, because deals like this are a steal."

## Catherine's Bodyguard

**Appropriate Knowledges:** Any shadow or military related.

1. "He goes by the handle Frost, but his real name is Jack McPherson."
2. "The breeder's ex-UCAS Special Forces."
3. "Crew he used to run with are based right here in Denver. Maybe you've heard of 'em. The Trinity?"
4. "These days he's a full time bodyguard for a Somebody's daughter. He carts her back and forth to school, and baby sits her at home."
5. "I heard he had to take quite a cut in pay when he accepted the job. Business is real slow these days, but he wasn't too happy about the arrangement."
6. "You want his commlink I.D.? I think I got it around here somewhere. 150¥ might help me find it."



## The Trinity

**Appropriate Knowledges:** Any shadow or military related.

1. "Those fuckers are one of the hottest things going in the Denver shadow scene. Their track record for getting shit done is second to none."
2. "The Trinity sport three team members. Go figure, huh? Two humans and a troll."
3. "The troll's the face. Let it never be said the shadows ain't an equal opportunity employer. He goes by the handle Jackhammer. Deimos and Diva are the breeders, in more ways than one. Sure make a cute couple though."
4. "Diva slings the mojo. Deimos is the rigger."
5. "They used to run with a guy called Frost. He put Jackhammer in charge when he left."
6. "Tread carefully around this crew, omae. All three are ex-UCAS Special Forces. Black ops types. Counter-insurgency specialists, you scan? They were part of a unit instrumental in geeking several key figures of the New Revolution back in '68. They could put you in a body bag faster than you can say, 'last rites.'"

## Lady Jade

**Appropriate Knowledges:** Any shadow, gang, smuggling, or criminal organization related.

1. "She's an independent arms dealer, and she's got about as sizeable a market share as you can hope to get in this business going it alone."
2. "Over the past two years, the Lady's managed to secure a huge piece of the independent marketplace, and she counts some of Denver's top tier buyers among her most loyal clients."
3. "The Godz used to make a pretty profit protecting her incoming shipments. A few weeks ago, she ended their business arrangement and brought in the BBs to fill the void."
4. "Lady Jade wasn't always an independent operator. She likes to make it look like she's green, that's how she keeps people off guard. But trust me, she's not."
5. "Her real name is Junko Tetsuya. She cut her teeth working as a fixer for the *Yamato-rengo*, and walked out with enough of a contact web to secure her power in the Denver region."
6. "From what I've heard, Junko never really had aspirations to be an independent. She was very loyal to her clan, and you know those Yakuza. They take their loyalty seriously, to a fault I'd say. Something must've happened to make her walk away. Something bad. Whatever it was, I'd bet money she hasn't forgotten. Or forgiven."

## Cast of Shadows

### Catherine Westmore

Human Female; Connection Rating 1

B	A	R	S	C	I	L	W	EDG	ESS	INIT	IP	CM
2	2	2	2	3	3	3	4	1	5.8	5	1	9

**Active Skills:** *Athletics*: 1; *Negotiation*: 1; *Shadowing*: 1

**Knowledge Skills:** *Denver Area Knowledge*: 1

**Gear:** *Cybereyes* (Rating 1) with *Eye Recording Unit*, *Vision Enhancement I*, and *Protective Covers*.

The daughter of Federated Boeing aeronautics engineer Donna Westmore, Catherine is an eleven year old girl whose delicate Caucasian features betray a Japanese heritage lurking just beneath the surface. Catherine was born blind, and cyber eye replacements have corrected nature's mistake. Catherine is equipped with two very important pieces of gear: **obvious** cybernetic eyes with an *Eye Recording Unit*, linked to an online storage device, and an *RFID tag* embedded in her arm that serves as a global tracking device. The *RFID tag* has a *Signal* rating of 1, and is detectable with any *commlink*, though such a scan cannot decisively reveal its function.

### Junko "Lady Jade" Tetsuya

Human Female; Connection Rating 3

**B A R S C I L W EDG ESS INIT IP CM**

3 3 3 3 5(8) 5 4 5 4 5.4 8 1 10

**Active Skills:** *Con*: 4; *Dodge*: 2; *Close Combat*: 4; *Etiquette*: 5; *Intimidation*: 3; *Negotiation*: 5; *Perception*: 3; *Pistols*: 4

**Knowledge Skills:** *Denver Yakuza Operations*: 4; *Denver Underworld Politics*: 4; *Weapon Values*: 4

**Gear:** *Ares Predator IV*, *Lined Coat*, *Suzuki Mirage*, *Tailored Pheromones* (Rating 3).

Ms. Johnson is one of Denver's most powerful independent arms dealers. She is sexy and tough. Her communication skills can rapidly polarize from civilly intellectual and delicately eloquent to brutish, crass, and brigandine. A harbored grudge of lethal proportions against Catherine's father prompted her to stage the kidnapping that is the crux of *The Grab*. As a former member of the *Yakuza*, Junko is no stranger to cruelty; but neither is she a stranger to honor. She would never want to kill an innocent child, and has taken every possible step to ensure Catherine's survival--including hiring a team of professional runners with solid *Street Cred* to ensure just that. Should something happen to the girl, aside from the events at the end of the adventure that are beyond the team's control, she will definitely blame them for their failure and expect them to fall on their swords. When they don't, their lack of honor could trigger her wrath and fuel a whole new vendetta in the future. *Lady Jade* is loyal to a fault, but she can make as ruthless of an enemy as she does a reliable ally.

**Jack “Frost” McPherson**

Human Male; Connection Rating 2

**B A R S C I L W E D G E S S I N I T I P C M**  
4 3 5(7) 4 3 4 4 3 4 5 11 1 10

**Active Skills:** *Athletics:* 3; *Close Combat:* 3; *Electronics:* 3; *Firearms:* 3; *Infiltration:* 3; *Perception:* 2; *Negotiation:* 3.

**Gear:** : Actioneer Business Suit, Armor Jacket, Ingram Smartgun, Ares Predator IV (w/ Smartlink), Reaction Enhancer (Rating 2), Cyber eyes (Rating 3, w/ Flare Compensation, Low-Light, Smartlink, Thermographic, and Vision Magnification).

Frost is an imposing brick wall of a man, in his mid-40’s, with short cropped white-blond hair. He has a penchant for wearing Actioneer business suits and Revo sunglasses. As ex-UCAS Special Forces, Frost is no stranger to action. In the years following the second crash, he led the three current members of The Trinity as part of a black ops unit. They have remained close friends since that time.

**Jackhammer**

Troll Male; Connection Rating 2

**B A R S C I L W E D G E S S I N I T I P C M**  
9 3 3(5) 7 4 3 2 3 2 3 8 1(2) 13

**Active Skills:** *Close Combat:* 4; *Con:* 2; *Dodge:* 3; *Etiquette:* 3; *Firearms:* 4; *Intimidation:* 4; *Negotiation:* 3

**Gear:** Actioneer Business Suit, Lined Coat, Remington 990, Monofilament Sword, Wired Reflexes (Rating 2).

Jackhammer worked as a linguistics expert for the UCAS military before moving into special operations under Frost. His training made him an ideal successor for leading The Trinity in Denver’s culturally diversified climate. His respect for his former commanding officer is unparalleled, and he often tries to emulate him. They even wear the same style of suit.

### **Diva**

Human Female; Connection Rating 2

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

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

**Active Skills:** Astral Combat: 4; *Conjuring*: 3; Counterspelling: 3; Dodge: 3; Etiquette: 2; Pistols: 3; Spellcasting: 5; Gunnery: 3.

**Advantages:** Magician (Hermetic)

**Spells:** Armor, Heal, Increase Initiative, Levitate, Lightning Bolt, Manaball, Manabolt, Physical Barrier

**Gear:** Ares Predator IV (w/ Smartlink, and EX Explosive ammo), Contact Lenses (w/ Image Link, Smartlink), Armor Jacket.

Diva's role in the UCAS military was magical security, before she was brought on board Frost's team. Diva is madly in love with Deimos. Should he die, she would hunt his killers to the ends of the earth for revenge, until she had either succeeded or met death herself.

### **Deimos**

Human Male; Connection Rating 2

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

3 4 4(6) 3 2 5 4 3 3 4.4 11 1(3) 10

**Active Skills:** Automatics: 3; *Electronics*: 4; Gunnery: 4; Pilot Aircraft: 6; Pilot Ground Craft: 4

**Gear:** HK MP-5 TX (w/ EX Explosive ammo), Armor Jacket, Control Rig, Cyber eyes (Rating 3, w/ Flare Compensation, Low Light, and Thermographic Vision), Datajack, Reaction Enhancers (Rating 2), Touchlink

Deimos is the team's electronics expert. He worked in signal jamming, cryptography, and counterintelligence for the UCAS, military before joining Frost's unit. While Jackhammer leads the team as far as negotiations and public image is concerned, Deimos is the undisputed tactical expert. He takes charge during mission planning, and his snap decisions are followed without question in the field. Deimos is madly in love with Diva. Should she die, he would hunt her killers to the ends of the earth for revenge, until he'd either succeeded or met death himself.