

SHADOWRUN MISSIONS

RALLY CRY

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XHVU

PUT THE CONGRESSMAN IN THE RALLY

It was a straightforward job. Not wetwork which was nice, and not complicated. Not to say that it was going to be a cakewalk, but what job worth taking was? All we had to do was kidnap Congressman Grey and get him to "participate" in the Humanis Policlub rally the next day. After a bit of quick research and fact checking the info Mr. Johnson gave us, we decided that taking him at home was too risky. If I don't have to deal with the tight security of a high-rent district, I won't. We found the name of his mistress, and with a bit of talking were able to get into her place right before the congressman showed up that night.

Needless to say, the congressman was a bit surprised when he showed up for his tryst that night. We whisked him into the night, and his security detail didn't even know he was gone.

The next morning Henri, our street shaman, used his physical mask spell to hide the congressman's identity as we headed to the Metroplex Hall to insert the congressman into the rally with his new best friends. I had my old friend Joe Martin with NewsNet all set on my speed dial so when it went down he would know who to look for in the crowd. As we approached the heart of downtown, we saw that Knight Errant was expecting trouble. They had riot gear, water cannons, and were checking SINs of people on the way in.

"Now what?" Silver Streak asked.

"Park back a ways. We'll sneak in."

"I think they're checking permits, too." Twitch, our street samurai, added.

"Henri and I will slip in with the good congressman. The rest of you wait here in case things go bad."

We headed down an alleyway, and with the help of some spirit that Henri called up we slipped past the security cameras in a back alley. The throng of people was getting thicker as we approached the two rallies. The hate between the two groups was almost palpable in the air. Henri and the congressman headed on in as I watched. They got to the middle of the rally, and Henri dropped his spell on the congressman and made himself invisible. I called Joe and told him where to find the Congressman Grey right as the shot was fired. I couldn't see who or where, but it didn't really matter. Everyone flinched and ducked. When people saw they hadn't been hit, most of the people from both rallies screamed and charged at each other.

The Knight Errant officers in between the two groups didn't stand a chance. Normally I don't feel sorry for pigs, but they were trampled before they could even make a move. I quietly slipped out of the square as chaos broke out. A minute later Henri told me he was clear on the link. I got to the van just before he did. We were just rolling out of downtown when Mr. Johnson called, telling us to meet him for payment.

We walked into the dive—no, it was a step below a dive, whatever that is—and the bartender motioned us to the backroom. Mr. Johnson paid us with a smile and gave us a bonus of some tricked-out contact lens. All was good as we walked away. Then a limo pulled up, and ADA Oaks got out. She gave me some song and dance about how she knew the congressman wasn't there of his own free will. I wasn't buying it and told her nothing.

I get back home and turn on the news to hear about how the congressman was coerced into being at the rally and really didn't hold those beliefs. Someone sold us out. If I find out who, they'll answer to me, that's for sure.

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INTRODUCTION

SRM 04-03 Rally Cry is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at shadowrun4.com/missions, which includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 04-03 Rally Cry is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

SRM 04-03 Rally Cry 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 guide 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.

Scan This 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. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.

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 offers 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 *SRM 04-03 Rally Cry* (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, Twentieth Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily form 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 throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write-up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write-ups, and include most of the skills and the gear they have access to.

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 (p. 285, SR4A). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

Gamemasters are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

Choosing Sides

During the course of a scenario, the PCs will be presented with options to choose sides between several Factions in the adventure.

MISSIONS FACTIONS

BURIED UNDERGROUND PLOTLINE

Ork Rights Committee: This faction is pushing to see the Ork Underground become a full-fledged, legitimate district of Seattle by any means necessary.

Seattle Government: The city of Seattle is hurting for money and sees the Underground as a huge expense that they can't afford, with little to no gain from it's largely SINless a population. The government also worries that making it a district would give legitimacy to the gangs, crime rings, and smugglers that use the Underground as a base of operations.

NewsNet: Horizon's flagship news outlet in Seattle, NewsNet has long struggled to maintain its status as Seattle's top reporting agency against its primary rival, KSAF.

KSAF: KSAF built a reputation on reporting the news sometimes before anyone knew it was news. Those days are past, but in the brewing fight between the city and the Ork Underground, KSAF sees a chance to get the scoop and reclaim their glory days, burying NewsNet in the process.

Seattle is a city full of conflict and is full of opposing Factions who butt heads constantly. Characters can try and remain neutral, but often any decision they make will favor one Faction over another. These choices will earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably and is more inclined to deal with the runner. High enough Faction Rep will earn the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

Each Faction keeps tabs on its opposite, and every organization is full of spies, so any time a character deals with one Faction, the other side inevitably finds out about it. This is tracked on an individual basis, so even if one teammate sells out information to NewsNet, another can sell out to KSAF and still earn KSAF Faction Rep.

A Note on Commlinks

By 2070, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

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 gamemaster, 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 (p. 265, SR4A).

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, certain modules will request that you use the web reporting form available at shadowrun4.com/missions to report the outcome of the Mission. Future adventures will reflect the outcome of this one. Without gamemaster feedback, the PCs' exploits will be unable to affect the campaign.

MISSION SYNOPSIS

The runners are hired to abduct Congressman James Grey and have him make an appearance in the Humanis Policlub rally on the Metroplex Hall steps the next day. There are three different places where they will be able to find the congressman, and they will have to decide where to take him. The three places are his apartment, his car when he is being driven by his personal driver, or his mistress' apartment. Once they have him planted in the rally, they need to contact either KSAF or NewsNet to make sure that he is seen. After the team gets paid, ADA Oaks will approach them to try to limit the damage by confirming that the congressman wasn't acting of his own accord when he joined the rally.

SCENE 1: THE MEET

SCAN THIS

The team is asked to meet Mr. Johnson at a small, trendy nightclub that has become the latest overnight “place to be and be seen” in the goblin rock craze called the Howling Griffin. The team is meeting William MacCallister, an ork who is active in trying to topple the Brackhaven regime, the advancement of metahuman rights, and the fight to get the underground recognized. He knows this is a mission where stealth will be necessary, and if done correctly, the risk of injury is minimal.

TELL IT TO THEM STRAIGHT

As you walk up to the Howling Griffin, the goblin rock from inside seems to energize the crowd of people waiting to enter. A full mix of metahumanity in synth leather is out in force tonight. You are about to get into line when an AR message flashes across your commlink. The message says, “Mr. Johnson party, this way please.” You bypass the long line, moving past more than one grumbling person, and speak with the bouncer. He talks on his headset for a second and says, “Go around to the side entrance. Jerome will meet you there.”

When you step into the side alley the volume lessens until the side door opens up. A black dwarf smiles at you. He looks at each of you in turn and waves you in. He says, “Please follow me. I know the drill—I’ve never seen you, you’ve never been here, all that crap. That’s why we brought you in the back entrance.” You see a security camera in the hallway as you walk to a back private room. You see the sea of metahumanity in the main room at the other end of the hallway. There is a mosh pit going strong at the edge of the dance floor. The dwarf glances at the camera when you notice it and says, “Don’t worry, it’s off.” He opens the door and motions you in saying, “Mr. Johnson will be here in a minute. Please make yourselves at home. Is there anything I can get you?” You look around the room and see a fully stocked bar and buffet table. Jerome waits for any requests for a moment and then leaves. When he closes the door the goblin rock fades to a soft hum barely audible. You see a large conference table and a trideo screen on one wall.

After everyone gets anything are settled

The door opens, and an ork with salt-and-pepper hair and

THE HOWLING GRIFFIN

Woods Ave & Montgomery Rd

This small bar was barely making it when its cover band got discovered in the goblin rock craze. Since then it has had a cult following that comes to dance the night away on the dance floor or bang it out in the mosh pit. The backrooms occasionally see Trideo, Inc. signing what it hopes is the next up-and-coming star from the bar, but more often the rooms are used for a coming-of-age celebration.

- The backrooms used to be great places for meets with potential clients. The added publicity since the emergence of the Griffin as a hotspot makes things a bit more complex, but the owners still know how to keep biz quiet. Rumor has it that there are some Ork Underground connections to the owners.
- Virtual Shadow

matching goatee walks in. As he turns, his smile matches his ork smiley button almost exactly.

“Thank you all for meeting me here tonight,” he says. “I have a business proposition for all of you. As I’m sure you are aware, the current city government has been blocking efforts to legitimize the Ork Underground. Tomorrow there is a rally on the Metroplex Hall steps to show support for the action of properly recognizing the Ork Underground.” He pauses and walks over to the trid screen, “Of course the Humanis Policlub is going to have a counter rally. As is their right. Misguided but legal,” he says and shakes his head.

“As some of you may or may not know, the current government is believed to have ties to this and other such metahumanity hate groups, though we haven’t been able to find any proof of this so far. This battle will be won as much in the public perception battlefield as in the courtroom, and this is where you all come in.” He pauses, looking at each of you in turn with a nod and a smile that would make any politician proud. “I want you to make sure a certain city council member is part of the Humanis rally, thus exposing the government as the bigots they are. I can offer you 10,000 nuyen each to accomplish this.”

After the team agrees

“Good, I am glad you are all on board.” The trid flashes up a picture. “The target is Metroplex Congressman James Grey. He has voted with Governor Brackhaven on every major issue, he campaigned with Brackhaven in the last election, and he’s often the one to push the governor’s agenda in congress. His being labeled a racist would be a major blow to the administration and help further the cause of getting the Ork Underground recognized.” He pauses looking around the room and then continues. “I’m sending you a data packet on his residence and habits.”

A file is downloaded to your commlink as Mr. Johnson keeps speaking. “I’ll give you a minute to read through the information and then answer any questions I can. I don’t know what your best option is, and don’t want to know what your plan is. I just want to see the congressman at the rally.” He smiles and waits for any questions.

After the team has asked a few questions

“Like I said I don’t want to know your plan, and I wouldn’t dream of telling you how to do your job. But if you can get the congressman into the rally without his security team knowing he’s gone missing, there will be a bonus in it for you.”

BEHIND THE SCENES

The Howling Griffin is a smaller bar that was just a hole in the wall until its featured band, Banshee’s Rain, was discovered about a year ago. The bar still has bands about once or twice a week, but usually has a DJ playing the recent goblin rock favorites and Banshee’s Rain big hit, “Smashing Twilight.” The dance floor is packed with metahumans of every race and ethnicity. The mosh pit at one end is composed primarily of orks and trolls, though a couple of humans can be seen amid the flailing arms and legs. There are tables around the bar that are



mainly deserted as almost everyone is dancing. Several ork waitresses take drink orders and fill them without missing a beat, no matter what the patron looks or acts like. Behind the bar are two female trolls that look like they could handle themselves in a fight but also have a flair about them that screams success. Their speed and agility at filling drink orders while making it a show of its own would be the main attraction in many bars, but seems to go almost unnoticed here.

Mr. Johnson is hiring the runners to abduct Congressman Grey and plant him in the Humanis Policlub rally. He has some basic info on the congressman's habits and the security around him. He shares everything he knows and tries to aid the runners in any way he can short of getting directly involved. He is sure that Brackhaven is a racist against metahumans, so he has no qualms about framing the congressman.

He expects the team to negotiate the pay, and in a way looks forward to the bartering. Each net success will add 500 nuyen per person, up to 2,000 more apiece. Any extra net successes can be used for payment in advance (500 nuyen per success) up to a maximum of 3,000 nuyen up front.

Mr. Johnson understands the delicacy of what he is asking of the team, along with the need for secrecy and deniability. For this reason he won't confirm who is behind the hiring.

PUSHING THE ENVELOPE

When the bouncer tells the team to go to the side door, a troll and an ork start hassling any humans or elves in the group. The ork, Robella, is trying to show off for her boyfriend, Knucklebones. She figures the runners are easy targets, allowing her to show him how tough she is and that she can take care of herself. She is trying to

prove that she is strong and tough enough to be brought home to Knucklebones' mom. Because of this she won't back down unless things are really dire for her, or she feels Knucklebones is in danger.

DEBUGGING

Not much can go wrong here unless the team doesn't want to take the job. Mr. Johnson does not give any indication of what the bonus will be for not alerting the security detail.

KNUCKLEBONES (PROFESSIONAL RATING 1)

B	A	R	S	C	I	L	W	Ess	Init	IP
7	4	3	7	3	3	3	4	6	6	1

Condition Monitor: 12

Armor (B/I): 6/4

Dice Pools: Clubs 6, Dodge 6, Unarmed Combat 8

Gear: Armored vest

Weapons: Sap [Clubs, Reach -, 3S, AP 0]

ROBELLA (PROFESSIONAL RATING 1)

B	A	R	S	C	I	L	W	Ess	Init	IP
4	6 (7)	3 (5)	5 (6)	4	3	3	4	3	6(8)	1(2)

Condition Monitor: 10

Armor (B/I): 8/6

Dice Pools: Automatics 10, Club 9, Dodge 8, Throwing 8, Unarmed Combat 9

Augmentations: Wired reflexes 1, muscle replacement 1

Gear: Armored jacket

Weapons: HK 227X [SMG, DV 6P, AP -1, RC 1, 28 (c), w/ explosive rounds], Sap [Clubs, Reach -, 3S, AP 0]

SCENE 2: IN THE NEWS

SCAN THIS

The team needs to make sure that Congressman Grey is seen in the Humanis Policlub rally. The best way to do this is to leak information to either KSAF or NewsNet.

TELL IT TO THEM STRAIGHT

You are working on your next move when the commlink tells you there is an incoming call. When you answer it, an antique cartoon microphone icon appears. The person says, "A friend of a friend said that I should talk to you about the upcoming rallies downtown."

It takes a minute to realize that it is Athena Tatopoulos. She will wait for a reply. "I want the same thing you do. I want Seattle to see the excitement of the rallies downtown. Here is my commcode. When things are about to get exciting, give me a buzz and I'll pay you 1,000 nuyen for your time."

When the team is on the streets doing legwork before they have grabbed Congressman Grey

A man approaches you on the street. Is that—no it couldn't be. Or is it? The man walks up and says, "Hi, Joe Martin with NewsNet. As if you didn't know me." He flashes a plastic smile, the smile that made him famous, and says "A source of mine says that the rallies tomorrow at the Metroplex Hall will be the news event of the year, and you know what is going on." He waves a hand at you before you can speak, "Don't

worry I'll keep you out of the spotlight. Just let me know where to have the cameras pointed and I'll slip you 1,000 nuyen, no questions asked. Here is my commcode—just let me know what I need to know."

BEHIND THE SCENES

Athena and Joe got a tip that there was going to be a big breaking story at the ORC rally and Humanis Policlub counter rally. The person told them to contact the team for more information.

PUSHING THE ENVELOPE

When Joe is talking to the team have a passerby recognize him and start playing the adoring fan. As he signs autographs and gets them on their way, they snap pictures with him that have the team in the background. Have the group realize what happened as the people move off with their mementos of the occasion.

DEBUGGING

This scene simply sets up the secondary players in the Buried Underground plotline. The offer is to each individual runner, and each runner is free to choose whichever contact they want to work with. However, they can only choose one at the end of the adventure, so it's not possible to sell out to both. Both are sincere and on the up and up, so the runners don't have to worry about getting sold out by them.

SCENE 3: HOME SWEET APARTMENT

SCAN THIS

Congressman Grey and his family live in a luxurious high-security apartment complex. They don't live in the top-level suites, but they have all of the amenities. Mrs. Grey is in denial about her husband's infidelity but is beginning to wonder. Their daughter is what she really cares about, and she will stick it out in the marriage for her.

TELL IT TO THEM STRAIGHT

The ten-story high rise is a mix of plascrete and tinted glass. The security starts at the front door with an ID and retinal scan. After a quick recon, the presence of exterior security cameras watching all of the entrances is confirmed.

When they enter the lobby

As you walk into the building, a guard behind the desk gets up and approaches. "Who are we visiting today?" he says with a smile.

The quick shift of the eyes shows he is assessing the situation even as he makes small talk.

BEHIND THE SCENES

The ten-story skyscraper is from the age of metal and glass. It is an antique that has been updated and modernized with plascrete without changing the look of the building. Silver windows all reflect the lights. The absence of AR or physical graffiti is a testament to the security of the building and its occupants, especially the congressman and his family. The apartment building uses mainly detectors and preventive measures to deter unwanted people from entering. The doors use a scan ID coupled with a retinal scan of the user to verify identity. There is a call button to allow guests in. They then need to sign in at the front desk. The doorman uses a Rating 5 scanner to check all presented IDs. He has a panic button on the underside of his desk. His desk also has a bank of monitors for observing the building.

The main lobby of the building takes up the whole ground floor. It has a real leather sofa, loveseat, and two chairs that are arranged around a coffee table at one end of the entry. There are two teak end tables in the corners of the seating area, with a crystal lamp on each. The coffee table in the right corner houses a Doberman drone. The security desk at the other end of the lobby is a combination of modern AR screens and trideo monitors for maintaining surveillance on all of the public areas of the building.

There is also a security room in the basement that monitors the security cameras as well as the lobby. There is a security hacker and two guards monitoring the system. In case of trouble they will contact Knight Errant. Response time is typically five minutes for two patrol cars. If a large or hostile group is seen, or if shots are fired, they will call in a response team.

When the front desk guard clears guests, he issues a temporary ID to them for their visit. This operates the elevator and is used to monitor visitors' locations.

The elevator has no buttons in it. The person scans their ID and it automatically goes to the correct floor.

The Greys live on the eighth floor in a corner three-bedroom apartment. In addition to the normal maglock, which opens by a RFID or when disengaged from inside, it has a hidden security camera above the door that shows who is at the door. There is an additional camera that shows the whole entryway. These cameras are monitored by the security room, though they don't show on the lobby monitors. The door and cameras are on a separate node off the main building node, connected by fiber optics, and can only be accessed from the main node. It is a hidden node.

There is a hidden gun turret on each floor that covers the elevator and stairwells. It is slaved to a security node that is off the main node.

If security sees a problem at the congressman's apartment, they will call his security detail in addition to Knight Errant.

A Force 4 spirit of air patrols the building. It reports any magical activity or magically active people that enter the building to a magical division at Knight Errant. The mage then uses astral projection to investigate with a Force 6 spirit of fire.

If the spirit of air is banished or disrupted, the mage sounds an alarm alerting Knight Errant to respond, and astrally projects to investigate with a Force 6 fire elemental.

THE APARTMENT COMPLEX NODE

Sculpting: The sculpting of the node is of a luxury hotel with bellboys walking around and a man behind the counter.

Authentication:

Node 1: Passcode

Privileges: Admin

Attributes:

Node 1: Firewall 6, Response 5, Signal 4, System 5

Spiders: None

IC:

Node 1: Black Hammer Attack IC Rating 5

Resident Programs:

Node 1: Analyze, Browse, Edit (all at rating 5)

ARC:

Node 1: Scramble Attack IC

Node 1: Alert Knight Errant

ASTRAL SECURITY MAGE

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP (Astral)
3	2	3	2	4	4	4	5	6	3	6	7	1(3)

Condition Monitor: 10

Armor (B/I): 0/0

Dice pools: Assensing 9, Astral Combat 10, Banishing 8, Binding 9, Blades 8, Conjuring 9, Counterspelling 9, Perception 6, Spellcasting 9, Summoning 11

Qualities: Magician (Shaman)

Spells: Detect Enemies, Hot Potato, Mass Confusion, Stunball, Stunbolt

Bound Spirits: Spirit of fire (Force 6, 2 services)

SECURITY GUARD TEAM MEMBERS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	4	3	3	4	3	3	5.7	8	1

Condition Monitor: 10

Armor (B/I): 6/6

Dice pools: Automatics 5, Clubs 5, Dodge 6, Intimidation 4 (Interrogation +2), Perception 6, Pistols 5, Unarmed Combat 4

Augmentations: Smartlink, internal commlink

Gear: Armored uniform (stats as armored vest w/ Nonconductivity 2, Fire Resistance 1), helmet

Weapons: Ares Predator IV [Heavy Pistol, 5P or 6S(e), AP -1, SA, RC -, 15(c), w/ stick-n-shock loaded, additional two clips of regular ammo], Ingram Smartgun X [SMG, 5P, AP -, BF/FA, RC 2(3), 30(c), regular ammo], Stun Baton [Club, Reach 1, 6s(e), AP -half]

KNIGHT ERRANT (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Condition Monitor: 10

Armor (B/I): 8/6

Dice pools: Clubs 7, Law Enforcement (Professional Knowledge) 7, Perception 6, Pistols 7, Unarmed Combat 7

Gear: Armored jacket, commlink (Rating 3)

Weapons: Ares Predator IV [Heavy Pistol, 5P or 6S(e), AP -1, SA, RC -, 15(c), w/ stick-n-shock loaded, additional two clips of regular ammo], Defiance EX Shocker [Taser, 6s(e), AP -half, SS, RC 0, 4(m)], Stun Baton [Club, Reach 1, 6s(e), AP -half]

BACKUP TEAM (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	3	3	5.7	8	1

Condition Monitor: 10

Armor (B/I): 10/10

Dice pools: Automatics 7, Clubs 7, Dodge 6, Perception 6, Throwing Weapons 5, Unarmed Combat 6

Augmentations: Internal commlink, smartlink,

Gear: Armor jacket, SecureTech PPP System (helmet, leg and arm casings, and vitals protector), stun baton, (two of the team will also have a two-man ballistic shield, +6/+4), 3 neuro-stun grenades, 3 flash bang grenades

Weapons: HK 227X [SMG, 6P or 7S or 6S(e), AP -1 or +2 or half, SA/BF/FA, RC (1), 28 (c), w/ explosive rounds, gel rounds, stick-n-shock rounds]

Initially three guards will be using gel rounds, while the other three use stick-n-shock. After shots are fired they will all switch to explosive rounds. They each have three extra clips of explosive rounds.

ASTRAL MAGE FOR BACKUP TEAM

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	2	3	2	4	4	4	5	7	6	6	3

Condition Monitor: 10

Armor (B/I): 0/0

Dice pools: Assensing 9, Astral Combat 10, Banishing 8, Binding 9, Blades 8, Conjuring 9, Counterspelling 9, Perception 6, Spellcasting 9, Summoning 9

Qualities: Magician (Hermetic)

Spells: Agony, Detect Enemies, Hot Potato, Manaball, Manabolt, Mass Confusion

Bound Spirits: Spirit of fire (Force 3, 1 service)

PUSHING THE ENVELOPE

Mrs. Stark, the beauty from apartment 5E, is coming out of the elevator as the team enters the building. She is the building's busybody and will make excuses to hang around in the lobby. She wants to know who they are visiting and why. She will start playing twenty questions with the characters. She doesn't realize how much harder she is making the characters' lives—she's just being nosy.

DEBUGGING

The biggest problem here is a bungled attempt to snatch the congressman. Security is tough here, and the response time fairly fast because it is a high-end neighborhood with ties to the governor who won on a platform of increased safety. If the team starts to get bogged down in a prolonged firefight, a gentle reminder that Knight Errant will keep throwing forces at them, and the longer they wait the stronger the forces will get, should get them moving.

SCENE 4: DRIVING CONGRESSMAN GREY

SCAN THIS

Congressman Grey has a personal driver and government-issued Mitsubishi Nightsky that has been modified with rigger controls and several security measures. Johnny Altenburg, his driver, has worked for him for several years. He thinks the congressman, who ran on a family-values ticket, is a hypocrite, and because of this isn't particularly loyal to him. He knows he has a good gig, though, and because of this won't do anything to jeopardize his job without really good compensation.

TELL IT TO THEM STRAIGHT

Congressman Grey's sleek Nightsky glides by as you watch. The dull silver almost looks grey in the fading light. The Congressman gets out and walks into his apartment building. The driver pulls down a couple of blocks and parks into a small covered garage.

If they approach Johnny Altenburg

Johnny Altenburg watches as you approach. He looks you over and asks, "Can I help you with something?"

If they keep watching and hang back

At about 8:00 PM the driver pulls the car back around. Congressman Grey comes out and gets back into the car. They head off down the street away from downtown.

If they follow the car

The Nightsky heads off and starts a winding path that doubles back a few times but generally heads towards Auburn.

GM Note: Make an opposed test with Johnny's Perception vs. the team's driver's Shadowing. If they are able to shadow the car without

being noticed, they can tail the congressman to the mistress' apartment complex. If they are noticed, have the driver make a Perception (3) Test. If he succeeds, he calls in support, and the runners are now being tailed by a black sedan.

If they don't notice or if they continue to follow the Congressman

As the Congressman's car passes an alley a Bulldog Step-Van suddenly pulls out and cuts off any pursuit of the congressman.

GM Note: Make a Pilot Ground Craft (3) Test to avoid crashing.

Three men in SWAT armor pile out of the Bulldog with auto rifles trained on your vehicle. You also see four men get out of a black sedan behind you and start to fan out, covering the vehicle with SMGs.

BEHIND THE SCENES

When he was dropped off, Congressman Grey told his driver that he would be going over to his mistress' apartment and that he should pick him up at 8:00 PM. Johnny is used to this and made an arrangement with the garage around the corner. He can wait there or leave the car for a few hours for a small monthly fee. Tonight he is going to hang out, detail the car, and then watch some trid in the back until eight. He will set the alarm/theft deterrent system once he kicks back to alert him if anyone approaches (he isn't supposed to hang out in the back seat).

Grey pays Johnny a bonus each month in addition to his government salary to keep him quiet about the mistress and help the congressman cover his tracks. Johnny likes the money, but he thinks the congressman is a hypocrite for touting family values in public while conducting his affair on the side. For this reason, Johnny has started selling Grey's campaign plans to the opposition party. He will

SCENE 4



sell information to the team for the right price as long as it isn't going to jeopardize his job.

Johnny has some bodyguard/security training and a license for the machine pistol he carries. He knows the congressman is his meal ticket and will protect him, but doesn't feel he is worth dying for. He will alert Knight Errant and the congressman's security detail of any attack on the congressman.

The parking garage is poorly lit, and almost vacant. It is little more than a glorified covered parking lot. The smell of oil, grease, and sweat fill the air as the characters enter the garage. The lines for the parking spots are a faded yellow that is barely visible in the poor light. There is a yellow Mercury Comet and a black Honda Spirit parked at the other end of the garage. If the team approaches before an hour has gone by, Johnny will be detailing the car as the characters approach and will casually greet them. If the characters try to sneak up on Johnny and are seen, he gets into the car and locks it down. After that he will be in the back relaxing. If the characters trip the alarm, Johnny slides into the driver's seat and then assesses the situation before he makes his next move.

ASSAULT TEAM: (TWO OF THE MEN) (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	3 (5)	3	3	5	3	4	5.1	8 (10)	1

Condition Monitor: 11

Armor (B/I): 19/14

Dice pools: Automatics 8, Clubs 7, Dodge 7, Heavy Weapons 7, Perception 7, Throwing Weapons 6, Unarmed Combat 5

Augmentations: Internal commlink, reaction enhancers 2, smartlink

Gear: FFBA (half-body suit), SWAT armor (w/gel packs and helmet), 5 neuro-stun grenades (in Ares Alpha grenade launcher), 2 flash-bang grenades, 1 dose of cram

Weapons: Ares Alpha [Assault Rifle, DV 8P, AP -3, SA/BF/FA, RC 2, 42(c), w/ EX-explosive ammo], Stun Baton [Club, Reach 1, 6s(e), AP -half]

ASSAULT TEAM: COMBAT MAGE

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	4	3	3	3	4	4	5	5	6	7	1(3)

Condition Monitor: 10

Armor (B/I): 19/14

Dice pools: Automatics 7, Banishing 7, Binding 7, Counterspelling 8, Perception 6, Spellcasting 9, Summoning 8

Gear: Belt buckle (Force 3 sustaining focus, Increase Reflexes), FFBA (half-body suit), SWAT armor (w/gel packs and helmet)

Spells: Ball lightning, heal, improved invisibility, increase reflexes, manabolt, mindnet (extended), stunball

Weapons: Ares Alpha [Assault rifle, DV 8P, AP -3, SA/BF/FA, RC 2, 42(c), w/ EX-explosive ammo]

BLACK SEDAN TEAM

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	3	3	5.7	8	1

Condition Monitor: 10

Armor (B/I): 10/10

Dice pools: Automatics 7, Clubs 7, Dodge 6, Perception 6, Throwing Weapons 6, Unarmed Combat 6

Augmentations: Internal commlink (Rating 3), smartlink

Gear: Armor jacket, 3 flash bang grenades, 3 neuro-stun grenades, SecureTech PPP System (helmet, leg and arm casings, and vitals protector; two members of the team will also have a two-man ballistic shield, +6/+4)

Weapons: HK 227X [SMG, DV 6P or 7S or 6S(e), AP -1 or +2 or -half, SA/BF/FA, RC (1), 28(c), w/ explosive rounds, gel rounds, or stick-n-shock rounds], Stun Baton [Club, Reach 1, 6S(e), AP -half]

Initially two guards will be using gel rounds, and the other two will use stick-n-shock. After shots are fired they all switch to explosive rounds, but will not do it all at once; they will use suppression fire to allow them to switch it out. They have three extra clips of explosive rounds apiece.

MITSUBISHI NIGHTSKY

Handl	Accel	Speed	Pilot	Body	Arm	Sensors
-2	+33/60	120	3	12	15	2

Upgrades: Anti-theft system, armor upgraded to 15, ECM 5, engine customization for both speed and acceleration, luxury interior, rigger adaptation, and turbocharging 3

PUSHING THE ENVELOPE

One way to push the envelope is to have a couple of security guards ride in the car with the Congressman in the vehicle at all times. This will give Johnny more backup, allow him to concentrate on driving. They will act as a last line of defense that may catch opponents off guard.

Also armor up the Eurocar further and give it more modifications so that the stats for it are as follows:

MITSUBISHI NIGHTSKY

Handl	Accel	Speed	Pilot	Body	Arm	Sensors
-2	+33/60	120	3	12	18	2

Upgrades: Anti-theft system, armor upgraded to 18, concealed visibility weapon mount (rear-facing glop gun), ECM 5, engine customization for both speed and acceleration, luxury interior, rigger adaptation, and turbocharging 3

SECURITY GUARDS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Condition Monitor: 10

Armor (B/I): 8/6

Dice pools: Clubs 6, Perception 7, Pistols 8, Unarmed Combat 9

Gear: Armor jacket, commlink

Weapons: Ares Predator IV [Heavy Pistol, DV 5P or 6S(e), AP -1, SA, RC 0, 15(c), w/ stick-n-shock loaded, two additional clips of regular ammo], Defiance EX Shocker [Taser, DV 6S(e), AP -half, SS, RC 0, 4(m)], Stun Baton [Club, 6S(e), AP -half]

DEBUGGING

The biggest thing that could go wrong here is if Johnny somehow repels an attack by the team or if the congressman is somehow killed.

If Johnny drives the team back, it doesn't make the mission impossible but makes it much harder, as the congressman's security detail will not let him out of their sight for at least a couple of days after an attack on him.

If this is the second failed attack, security will move Grey and his family to a safe house with heavy security.

Unless the team is deliberately trying to kill the congressman, have any killing wound stopped by a lucky break.



-01-

SCENE 5: THE MISTRESS

SCAN THIS

Congressman Grey's mistress, Naomi Wilson, lives in a nice apartment complex that is better than where she previously lived, but she is beginning to realize that it comes at a price. He swept her off her feet with his charm and promises of leaving his wife and family for her, but she now wonders (quite rightly) if he will ever keep that promise, and if he is even worth waiting for or if it is time to start looking for a greener pasture.

TELL IT TO THEM STRAIGHT

The tall faux brick building is about average for the Auburn neighborhood. The nondescript reddish brown blends into every other complex in sight, and at seven stories it is neither the tallest nor the smallest of buildings in the neighborhood. You see no visible cameras, though it appears to have some sort of scanner at the front door.

If they walk around the building

The building appears to have aged fairly well, and even in the alley at the back of the building it is fairly free of graffiti. The backdoor into the lobby has a camera and keypad and doesn't appear to see much use. The fire escape ladders are four feet off the ground and look like they have activation alarms on them that, if deployed, will alert the authorities.

In the lobby

The AR occupancy list shows Naomi lives in apartment 4G. There are two elevators and a stairwell along the north wall. A small loveseat in one corner is the only furniture in the lobby. It doesn't appear that you need any type of badge to use the elevators.

If they meet with Naomi

Naomi appears nervous as she looks around the group. The faint smell of roses wafts over you. She smiles broadly, though it isn't in her eyes. Her voice cracks as she starts to speak. Then she takes a deep breath and asks, "What is it you want of me?"

BEHIND THE SCENES

Naomi's apartment complex is a nice, newer building in a nicer part of Auburn. It isn't top of the line, but it isn't a slum either, and the neighborhood is basically free of gang activity.

Security is basic, and not top of the line, but it keeps out the average hoodlum. The front door maglock is a basic card reader (rating 4). It does have the added feature, in addition to opening for tenants and approved guests, of logging their comings and goings.

In addition to the camera on the backdoor there is a camera that shows the lobby and one on the main hallway on each level. There

THE APARTMENT COMPLEX NODE

Sculpting: The sculpting of the node is of a post office with a wall of post office boxes that represent the different apartments.

Authentication:

Node 1: Passcode

Privileges: Admin

Attributes:

Node 1: Firewall 5, Response 5, Signal 3, System 4

Spiders: None

IC:

Node 1: Black Hammer Attack IC Rating 4

Resident Programs:

Node 1: Analyze, Browse, Edit (all at rating 4)

ARC:

Node 1: Scramble Attack IC

Node 1: Alert Knight Errant

SECURITY GUARD TEAM MEMBERS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	4	3	3	3	2	3	5.7	7	1

Condition Monitor: 10

Armor (B/I): 6/6

Dice pools: Automatics 5, Clubs 5, Dodge 6, Perception 5, Pistols 5, Unarmed Combat 4

Augmentations: internal commlink, smartlink

Gear: Armored uniform (stats as armor vest w/ nonconductivity 2), helmet

Weapons: Ares Predator IV [Heavy Pistol, DV 5P or 6S(e), AP -1, SA, RC 0, 15(c), w/ stick-n-shock loaded, additional two clips of regular ammo], Ingram Smartgun X [SMG, DV 5P, AP 0, BF/FA, RC 2(3), 30(c), regular ammo], Stun Baton [Club, Reach 1, 6S(e), AP -half]

KNIGHT ERRANT (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Condition Monitor: 10

Armor (B/I): 8/6

Dice pools: Clubs 7, Law Enforcement (Professional Knowledge) 7, Perception 6, Pistols 7, Unarmed Combat 7

Gear: Armor jacket, commlink

Weapons: Ares Predator IV [Heavy Pistol, DV 5P or 6S(e), AP -1, SA, RC 0, 15(c), w/ stick-n-shock loaded, additional two clips of regular ammo],

Defiance EX Shocker [Taser, DV 6S(e), AP -half, SS, RC 0, 4(m)], Stun Baton

BACKUP TEAM (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	3	3	5.7	8	1

Condition Monitor: 10

Armor (B/I): 10/10

Dice pools: Automatics 7, Clubs 7, Dodge 6, Perception 6, Throwing Weapons 5, Unarmed Combat 6

Augmentations: internal commlink, smartlink

Gear: Armor jacket, SecureTech PPP System (helmet, leg and arm casings, and vitals protector), 3 neuro-stun grenades, 3 flash bang grenades

Weapons: HK 227X [SMG, DV 6P or 75 or 6S(e), AP -1 or +2 or -half, SA/BF/FA, RC (1), 28(c), w/ explosive rounds, gel rounds, stick-n-shock rounds], Stun Baton [Club, Reach 1, 6S(e), AP -half]

Initially three guards will be using gel rounds, and the other three will use stick-n-shock. After shots are fired, they will all switch to explosive rounds. They have three extra clips of explosive rounds each.

ASTRAL MAGE FOR BACKUP TEAM

B	A	R	S	C	I	L	W	M	Ess	Init	IP (Astral)
3	2	3	2	4	4	4	5	6	6	7	1(3)

Condition Monitor: 10

Armor (B/I): 0/0

Dice pools: Assensing 9, Astral Combat 10, Banishing 8, Binding 9, Blades 8, Conjuring 9, Counterspelling 9, Perception 6, Spellcasting 9

Qualities: Magician (Hermetic)

Spells: Agony, Detect Enemies, Hot Potato, Manaball, Manabolt, Mass Confusion

Bound Spirits: Spirit of fire (Force 3, 1 service)

is also a hidden camera in each of the elevators. The roof access also has a camera, and entrance from the roof to the building requires a maintenance keycard. Again the reader is a rating 4. The cameras are monitored remotely by a small security firm that will respond with a four man team. The security hacker will also access the door logs and try to determine if Knight Errant needs to be called in. If shots are fired Knight Errant will be called immediately. Their response time is five minutes. They will respond with three patrol vehicles with two officers each. If they are fired upon or feel that the situation is getting out of control they will call for a backup team.

Naomi's apartment is a sparsely furnished, faux modern decorated two bedroom apartment. The furniture is a faux wood stained to a dark oak type color. The walls are painted in muted pastels, and the smell of soy Italian wafts through the rooms.

Magical security is a Force four air spirit that patrols the building and will report to the security office anything that looks suspicious. The hacker will then look for it on the cameras and dispatch a team to investigate.

PUSHING THE ENVELOPE

The two easiest ways to push the envelope on this scene are to make the security on the doors tougher, or to add a security guard in the lobby (use stats of responders). Another possibility would be for other tenants to be coming in or exiting as they come up to the building. Then, if the team is showing obvious weapons, have them call Knight Errant. This would immediately start the five-minute response time.

DEBUGGING

The biggest problem here would be if the team fails to grab the congressman and/or ends up in a major firefight with the security guards and then with Knight Errant. If the congressman is present when this happens and is able to escape from being taken by the team, the security around him increases, hindering any future attempts to grab him. If the team starts to get bogged down in a prolonged firefight, a gentle reminder that Knight Errant will keep throwing forces at them—and the longer they wait the stronger the forces will get—should get them moving.

SCENE 6: SLIPPING INTO THE CROWD

SCAN THIS

The team has the congressman, and now they have to get to the vicinity of the rallies with him. Knight Errant knows that the two rallies are going to be attracting a lot of attention and could well get violent. They don't want them to turn into a riot, so they have taken several security measures to try to prevent this.

TELL IT TO THEM STRAIGHT

You head towards Metroplex Hall and the two rallies. You get a few blocks away and see an increase in Knight Errant patrols. It appears they are out in force. Then you pass a squad in riot gear forming up next to a hose truck that is filling its five-hundred-liter tank. You hear sirens a couple of blocks over, followed by shouted orders for someone to get down and surrender their weapons. Your AR displays the following: "Due to increased tensions in the area, Knight Errant kindly requests that all citizens broadcast their SIN along with any permits for weapons they are carrying." You have just moments to decide what to do when you see a blockade ahead. It appears from here that the security personnel are on foot, and to make matters more interesting they seem to be scanning IDs.

If the team goes through a checkpoint

The two guards look at you and smile the plastic smile of all security drones. You can see in their eyes that they don't trust you but cannot find a reason to hold you yet. While still smiling, the one on the left says, "SIN and any permits for scanning please." The guard takes his hand scanner and passes it over all the presented identifications.

GM note: He is using a rating 4 scanner

Once all of the identifications pass through the scanner

"You are clear to go. Don't cause trouble—we have your information on file as having attended the rally." The plastic smile comes out again, and he waves you through. You smell the soy dogs of the vending cart before you even turn the corner and see that the crowd is clogging the streets. It won't be a good afternoon commute for the downtown wage slaves unless everything goes perfectly and quietly. Seeing the two groups still forming their rallies and already looking like they want to tear each others' heads off, somehow you don't think it is going to go perfectly.

If the team tries to sneak past security into the downtown area

After regrouping on the other side of the checkpoint, you see that security has set up basic wooden barricades in the alleyways funneling people onto the main streets where they are then scanning SINs and checking permits. You look into the alleyway and see that they aren't

just trusting people to follow directions. There is a remote camera on the wall scanning the alleyway.

GM note: If they try to sneak in, have them roll their Infiltration against a Perception dice pool of 8.

BEHIND THE SCENES

Knight Errant knows that the two rallies in downtown are a powder keg. They don't want to be caught off guard when the fuse lights, but they are afraid there isn't anything they can do to prevent the situation from escalating. For this reason they have stepped up security and are out in force with the heavy guns standing by to break up anything that occurs. For this reason they are checking identifications and permits to try to keep the problems away, though they know some are going to slip by. Each street will have a pair of checkpoints, one on each side of the street. The roads in and out of downtown have been blocked off for the day in a five-block radius around the Metroplex Hall because of the rallies. Each checkpoint will have two patrolmen who will be checking SINs and scanning for weapons. Any weapon licenses receive particular attention. There is also one sergeant present on each block to oversee the security measures and help direct the foot traffic. There is also one mage watching in each direction two blocks away from the Metroplex Hall.

KNIGHT ERRANT (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Condition Monitor: 10

Armor (B/I): 13/9

Dice pools: Clubs 7, Intimidation (Interrogation) 9 (11), Law Enforcement (Professional Knowledge) 7, Perception 6, Pistols 7, Unarmed Combat 8

Gear: Armor jacket, commlink, FFBA half-body suit, helmet

Weapons: Ares Predator IV [Heavy Pistol, DV 6S(e) or 5P, AP –half or -1, SA, RC 0, 15(c), w/ stick-n-shock loaded, additional two clips of regular ammo], Defiance EX Shocker [Taser, DV 6s(e), AP –half, SS, RC 0, 4(m)], Stun Baton [Club, Reach 1, 6S(e), AP –half]

KNIGHT ERRANT SERGEANT (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	5	4	3	3	4	3	3	6	8	1

Condition Monitor: 10

Armor (B/I): 13/9

Dice pools: Clubs 7, Law Enforcement (Professional Knowledge) 7, Negotiation 6, Perception 7, Pistols 8, Unarmed Combat 8

Gear: Armor jacket, commlink, FFBA half-body suit, helmet

Weapons: Ares Predator IV [Heavy Pistol, DV 6S(e) or 5P, AP –half or -1, SA, RC 0, 15(c), w/ stick-n-shock loaded, additional two clips of regular ammo], Defiance EX Shocker [Taser, 6S(e), AP –half, SS, RC 0, 4(m)], Stun Baton [Club, Reach 1, 6S(e), AP –half]

KNIGHT ERRANT MAGE

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	3	4	2	4	4	4	5	6	3	6	8	3

Condition Monitor: 10

Armor (B/I): 13/9

Dice pools: Assensing 9, Astral Combat 10, Banishing 8, Binding 9, Blades 8, Conjuring 9, Counterspelling 9, Perception 6, Spellcasting 9

Gear: Armor jacket, commlink, FFBA half-body suit, helmet

Qualities: Magician (Hermetic)

Spells: Agony, Detect Enemies, Hose, Manabolt, Mass Confusion, Powerbolt, Stunball, Stunbolt

Bound Spirits: Spirit of fire (Force 3, 1 service)

KNIGHT ERRANT (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Condition Monitor: 10

Armor (B/I): 12/9

Dice pools: Clubs 7, Intimidation (Interrogation) 9 (11), Law Enforcement (Professional Knowledge) 7, Perception 6, Pistols 7, Unarmed Combat 8

Gear: Armor jacket, commlink, FFBA half-body suit, helmet

Weapons: Ares Predator IV [Heavy Pistol, DV 6S(e) or 5P, AP -half or -1, SA, RC 0, 15(c), w/ stick-n-shock loaded, additional two clips of regular ammo], Defiance EX Shocker [Taser, 6S(e), AP -half, SS, RC 0, 4(m)], Stun Baton [Club, Reach 1, 6S(e), AP -half]

PUSHING THE ENVELOPE

Have a foot patrol stop the team when they get through the security line and question them, and see how they handle it.

DEBUGGING

The biggest thing that can go wrong is if the runners cannot get into the area with the congressman without being discovered. With the identification scan, as long as they have a valid or fake SIN, let them through. If the initial roll fails, make them sweat for a time, then re-roll and let them through. The purpose behind the checkpoint is to show

how serious Knight Errant is about security at the rally, not to stop the mission in its tracks. If they try to take weapons in and the permit or fake SIN fails, turn that individual away (or take away their weapon), but let the rest of the group through.

If they fail at the Infiltration Test, have a couple of Knight Errant security guards show up and tell them to go to the checkpoint the first time. If they try and fail to sneak in a second time, have them escort those caught to the checkpoint. If they run, let them get lost in the crowd after a couple of rounds of pursuit and tense moments, and then have Knight Errant put out an APB for the characters.

SCENE 7: RALLY TIME

SCAN THIS

Now that they are in the vicinity of the rallies, the runners need to slip Congressman Grey into the Humanis Policlub rally.

TELL IT TO THEM STRAIGHT

Having gotten through the gauntlet of security, you see the two rallies formed up on opposite sides of the Metroplex Hall steps. The wooden barricades don't seem like nearly enough to keep the peace if either side decides it wants to cross over and get the other. The two rallies look like a couple of storms brewing only feet apart, just waiting for a chance to clash.

When they approach the Humanis Policlub rally

As you near the Humanis Policlub rally, you see that the participants are greeting each other and starting chants. Several of the members are watching the people joining the rally, while others are facing the ORC rally. The smell of too many bodies too close together starts to rise along with the volume as the two rallies try to drown out each others' chants.

GM Note: The Humanis members are not using any scanners on newcomers to their rally, but they are sizing them up, looking for plants. Make an Opposed Con Test for the runners against a Humanis Policlub member to have them avoid suspicion.

BEHIND THE SCENES

The Humanis Policlub members want to make sure that someone doesn't slip into their ranks and then escalate violence, pinning it on

them. While they are all for violence against the lesser metahumans, they are smart enough to know that a public forum like this isn't the right time for it. Several members are armed, and they won't hesitate to defend themselves if attacked.

HUMANIS POLICLUB MEMBER (PROFESSIONAL RATING 1)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	4	3	3	4	3	3	6	8	1

Condition Monitor: 10

Armor (B/I): 8/6

Dicepools: Con 5, Clubs 7, Intimidation 7, Perception 4, Pistols 7, Unarmed Combat 8

Gear: Armored Jacket, commlink

Weapons: Stun Baton [Club, Reach 1, DV 6S(e), AP -half], Ares Predator IV [Heavy Pistol, DV 6S(e) or 5P, AP -half or -1, RC 0, 15(c), w/ stick-n-shock loaded, two additional clips of regular ammo], Defiance EX Shocker [Taser, DV 6S(e), AP -half, RC 0, 4(m)]

GM note: 1/3rd of the members have a taser, 1/3rd have a Predator, and 1/3rd are unarmed

PUSHING THE ENVELOPE

Having someone recognize the congressman is the easiest way to push the envelope in this scene and make the runners' lives more difficult. The person can be initially unsure of himself and then become more confident, and if the congressman isn't restrained in some way he will try to convince the person they have correctly guessed his identity.

DEBUGGING

The biggest problem here is if the runners cannot get the congressman into the Humanis rally. If they are spotted or stopped, let them try to talk their way in. This is a good opportunity for roleplaying, and a good story and plan acted out well should be enough to get them in. The biggest problem could be if the whole or majority of the team is metahumans. If this is the case, Humanis won't let them in without a disguise hiding their identity; Humanis would, however, embrace the congressman as a member, seeing it as proof that they are correct in their beliefs.

SCENE 8: NOW THE FUN BEGINS

SCAN THIS

The team has Congressman Grey in the Humanis Policlub rally, and now they need to get him noticed. Just as they contact their media person (either KSAF or NewsNet or both), someone somewhere fires a shot. Both rallies respond by rushing at each other.

TELL IT TO THEM STRAIGHT

You have the congressman in the middle of the Humanis Policlub rally, and you just contacted your media buddy so they knew where to find him, when you hear a shot. You look around as the crowd ducks. Participants in each rally look at each other, then surge forward over the barricades. You hear more gunfire, and Knight Errant officers use bullhorns to yell for everyone to back up. In seconds, an all-out riot has erupted downtown.

BEHIND THE SCENES

Knight Errant's worst fear has just become reality. They want to stop the violence and restore order as rapidly as possible. Their secondary mission is to find out who fired the first shot and get them into custody. They start lobbing neuro-stun gas grenades into the crowds to knock people out and use water cannons and riot police to restore order. If they notice anyone with a weapon but no valid permit, they detain that individual for questioning. Anyone using a weapon will be a target for subduing.

The runners will need to use stealth and/or the confusion to make their getaway. The longer they are in the area, the more likely they are to get caught up in the dragnet. Anyone carrying a weapon will be stopped if it is seen, and their permits will be checked.

KNIGHT ERRANT (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	3	3	6	8	1

Condition Monitor: 10

Armor (B/I): 8/6

Dice pools: Clubs 7, Heavy Weapons 8, Law Enforcement (Professional Knowledge) 7, Perception 6, Pistols 7, Unarmed Combat 7

Gear: Armor jacket, commlink

Weapons: Ares Predator IV [Heavy Pistol, DV 6S(e) or 5P, AP -half or -1, RC 0, 15(c), w/ stick-n-shock loaded, two additional clips of regular ammo], Defiance EX Shocker [Taser, DV 6S(e), AP -half, SS, RC 0, 4(m)], Stun Baton [Club, Reach 1, 6S(e), AP -half]

Water Cannon [Heavy Weapon, 8S, use impact armor, RC 0, no ammo, +4 for figuring knockdown/knockback]

HUMANIS POLICLUB MEMBER (PROFESSIONAL RATING 1)

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	4	3	3	4	3	3	6	8	1

Condition Monitor: 10

Armor (B/I): 8/6

Dice pools: Con 5, Clubs 7, Intimidation 7, Perception 4, Pistols 7, Unarmed Combat 8

Gear: Armor jacket, commlink

Weapons: Ares Predator IV [Heavy Pistol, DV 6S(e) or 5P, AP -half or -1, RC 0, 15(c), w/ stick-n-shock loaded, two additional clips of regular ammo], Defiance EX Shocker [Taser, DV 6S(e), AP -half, SS, RC 0, 4(m)], Stun Baton [Club, Reach 1, 6S(e), AP -half]

GM note: 1/3rd of the members have a taser, 1/3rd have a Predator, and 1/3rd are unarmed.

ORC RALLY MEMBER (PROFESSIONAL RATING 1)

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	4	3	3	3	3	3	6	7	1

Condition Monitor: 10

Armor (B/I): 8/6

Dice pools: Con 5, Clubs 7, Intimidation 7, Perception 4, Pistols 7, Unarmed Combat 8

Gear: Armor jacket, commlink

Weapons: Ares Predator IV [Heavy Pistol, DV 5P, AP -1, RC 0, 15(c), w/ two clips of regular ammo], Defiance EX Shocker [Taser, DV 6S(e), AP -half, SS, RC 0, 4(m)], Stun Baton [Club, Reach 1, 6S(e), AP -half]

ORC RALLY MEMBER [TROLL] (PROFESSIONAL RATING 1)

B	A	R	S	C	I	L	W	Ess	Init	IP
6	3	4	7	2	3	3	3	6	7	1

Condition Monitor: 11

Armor (B/I): 8/6

Dice pools: Clubs 7, Intimidation 7, Perception 4, Pistols 7, Unarmed Combat 8

Gear: Armor jacket, commlink

Weapons: Ares Predator IV [Heavy Pistol, DV 5P, AP -1, RC 0, 15(c), w/ two clips of regular ammo], Defiance EX Shocker [Taser, DV 6S(e), AP -half, SS, RC 0, 4(m)], Stun Baton [Club, Reach 1, 6S(e), AP -half]

GM note: 1/3rd of the members have a taser, 1/3rd have a Predator, and 1/3rd are unarmed. The majority of the ORC rally members are metahumans, primarily orks and trolls. Use base stats for all races except trolls and use troll stats for the trolls

PUSHING THE ENVELOPE

Have the team caught directly in line with a couple of people who are shooting and caught in the crossfire from one of the water cannons. Another option would be to have a small child about to be trampled in the chaos, and the runners must decide if they will intervene to save the child.

DEBUGGING

The biggest problem here would be if the team starts opening fire, especially at Knight Errant. A quick mention of how many personnel they saw on the way in should get them moving instead of fighting.

SCENE 9: GETTING PAID

SCAN THIS

Congressman Grey was seen in the Humanis Policlub rally right as all the craziness happened. Now it is time to go collect your money and go on with life. Mr. Johnson wants to meet in an out-of-the-way dive.

TELL IT TO THEM STRAIGHT

You realize that the bright light of day or even the dimness of Seattle's perpetual overcast sky makes the graffiti seem harsher, and the faux brick more drab. You would classify the Funky Irishman as a dive, but that would be elevating it in status. The smell of stale beer and bodily fluids wafts from the nearby alley, and the AR spam slams into your filter in force. You open the door and enter the quiet, dimly lit room. The elf bartender looks up and asks, "Can I help you?" You mention Mr. Johnson, and she motions to a backroom with her grey dishrag.

When they enter the backroom

Mr. Johnson is sipping a drink when you walk in. He rises, smiles, and motions for you to sit. "How are you doing today? I saw our friend made the news." His smile widens and he asks, "Can I get you a drink?" As you sit down he slides over a credstick with your payment.

If they abducted the Congressman without his security finding out, read the following

"You were quiet as you did your work. It is amazing to me how many people in your line of work these days have forgotten or never learned that there are times when subtlety and secrecy are your best course of action. I promised you a bonus if you got him out without alerting his security, which you did." He takes out a case and opens it. It has contact lens cases insides. "Each pair of contacts has flare compensation, thermographic vision, low-light vision, and ultrasound enhancements. A small token of my employer's appreciation that will hopefully help you in the future."

BEHIND THE SCENES

MacCallister is thrilled that the team got Congressman Grey seen in the Humanis Policlub rally. He pays everyone with a smile, finishes his drink, and leaves. He sees the contacts as an investment in recruiting and keeping loyal, discreet runners, because he knows that they are worth their weight in orichalcum.

PUSHING THE ENVELOPE

Have a couple of young trolls, Knockdown and Drag Out, playing knucklebones in the corner who take notice of the group as they enter. Have them hit on a particularly pretty character or challenge a particularly tough-looking one to a game.

DEBUGGING

The biggest thing that can go wrong here is if the team causes a scene. If they start to cause trouble, remind the group that Mr. Johnson chose the bar for a reason, and it obviously wasn't the fine food.

KNOCKDOWN

B	A	R	S	C	I	L	W	Ess	Init	IP
7	3	3	7	2	3	3	3	6	6	1

Condition Monitor: 12

Armor (B/I): 8/6

Dicepools: Clubs 7, Intimidation 7, Perception 4, Unarmed Combat 8

Gear: Armor jacket, commlink

Weapons: Stun Baton [Club, Reach 1, DV 6S(e), AP -half]

DRAG OUT

B	A	R	S	C	I	L	W	Ess	Init	IP
6	4	4	8	2	4	3	3	6	8	1

Condition Monitor: 11

Armor (B/I): 8/6

Dicepools: Clubs 7, Intimidation 7, Perception 4, Unarmed Combat 8

Gear: Armor jacket, commlink

Weapons: none

SCENE 10: ADA OAKS CALLING

SCAN THIS

ADA Oaks knows that the backlash from Congressman Grey being spotted in the Humanis Policlub rally will be great for the government, and she needs anything she can get to minimize the damage. She reaches out to the runners to make an anonymous statement saying that the congressman wasn't acting of his own free will when he joined the rally.

TELL IT TO THEM STRAIGHT

You are walking down the street having just been paid when the black Nightsky limousine glides to a stop next to you. You look over as ADA Oaks steps out. She raises her arms and says, "I just want to talk. Off the record, of course."

If they give ADA Oaks the confirmation

"You have made the right choice by telling me what happened. Don't worry—I'll be discreet and keep your name out of it. You have done your city a great service, and I won't forget it."

If they refuse to give a statement

ADA Oaks frowns. She shakes her head and says, "Don't think you have me fooled. I know the congressman, and he wasn't there of his own accord. You have done your city a disservice by not helping,

and I won't forget it. Be warned—I have my eye on you." She turns and gets back into her car.

BEHIND THE SCENES

ADA Oaks knows the government is in a bind. The congressman being seen in the Humanis rally is a major black eye, and she is trying to mitigate the damage. She will show she isn't armed or bugged and will send her security detail a ways off to put the runners at ease.

She is looking for anonymous corroboration of Congressman Grey's statement that he wasn't acting of his own volition when he joined the Humanis rally. She will give immunity to prosecution in order to get the information.

PUSHING THE ENVELOPE

Have the ADA use her security team as muscle and not send them away if the team seems at all hostile.

DEBUGGING

The only thing that could go wrong here is if the runners fire on the ADA. If they start talking or acting like they will, remind them she has a security detail that will respond with force—and with audio and video recording. There will not be any doubt about what they did, and they will be marked and hunted by Knight Errant for their actions.

PICKING UP THE PIECES

MONEY

- 10,000 nuyen apiece, plus 500 nuyen per net success (up to 2,000 more).
- If they don't alert Congressman Grey's security detail, they receive the enhanced-vision contacts.

KARMA

- 2 – For successfully planting the congressman in the Humanis Policlub rally
- 1 – For not alerting the security detail
- 2 – For any increased difficulty added to the Mission.

An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action. Players should earn these, and the full 3 points should only be awarded to the very best players. The maximum adventure award for characters who play this adventure is 8.

FACTION REP

Depending on their actions this adventure, characters may lose or gain Faction Rep with the Factions involved in this adventure. Characters receive Faction Rep individually, and some members of the team may earn negative Faction Rep with a given Faction, while others may earn positive Rep.

O.R.C.

-1 Faction Reputation if the players tell ADA Oaks that the congressman was forced to attend the rally.

+1 Faction Reputation if the players don't tell Dana Oaks that the Congressman was forced into going to the rally.

Seattle Government

+1 Faction Reputation if the players tell ADA Oaks that the congressman was forced to attend the rally.

-1 Faction Reputation if the players don't tell Dana Oaks that the Congressman was forced into going to the rally.

NewsNet

- +1 Faction Reputation for each player who gives Joe Martin the exclusive.
- 1 Faction Reputation for each player who gives Athena Tatopoulos the exclusive.
- +1 Faction Reputation for each player who gives Athena Tatopoulos the exclusive.
- 1 Faction Reputation for each player who gives Joe Martin the exclusive.

KSAF

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (*SR4A*, p. 265). Besides the scenario-specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 public awareness if get into a firefight with Knight Errant at the rallies
- +1 street cred if they manage to kidnap the congressman without alerting his security detail

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty

of 1, and they should be given the Contact Sheet included with this Mission. If they already have that contact, they gain a +1 loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

A.D.A. Dana Oaks — For informing her about the plot, players gain Dana Oaks at Loyalty 1, or gain a +1 Loyalty if they already had her (to a max Loyalty of 4).

William MacCallister — For planting the congressman in the Humanis Rally and not telling ADA Oaks of the plot, players gain William MacCallister at Loyalty 1, or gain +1 Loyalty if they already had him (to a max Loyalty of 4).

Joe Martin — If any runner gives Martin the exclusive scoop, that runner gains him as a contact at Loyalty 1, or gains +1 Loyalty if they already had him (to a max Loyalty of 4).

Athena Tatopoulos — If any runner gives Athena the exclusive scoop, that runner gains her at Loyalty 1, or gains a +1 Loyalty if they already had her (to a max Loyalty of 4).

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 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 200 nuyen.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact 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 750 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 64, *SR4A*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 230, *SR4A*).

CONGRESSMAN JAMES GREY

Contacts to Ask: Political contacts, news reporters, government agent, government employee

CONTACTS	DATA SEARCH	INFORMATION
0	0	When did he win the seat?
1	3	He's a politician, a supporter of the governor.
2	6	He ran on a family values platform last time he was up.
3	10	He and the governor campaigned together, and he pushes the governor's agenda in the legislature.
4	18	Rumor has it that he has a mistress in Auburn who he is seeing two or three times a week.
5	25	His mistress' name is Naomi Wilson.

NAOMI WILSON

Contacts to Ask: Bartender, stripper, street beat cop, snitch, undercover cop

CONTACTS	DATA SEARCH	INFORMATION
0	0	What trid does she star in?
1	3	Oh, yeah, she used to be an upscale call girl in the Auburn area.
2	6	Rumor has it that she hooked up with someone with political clout.
3	10	She has an apartment at—hold on—125 North A Street
4	18	She's a kept woman—Congressman Grey is paying for her pad.
5	21	She is getting bored with Congressman Grey and looking for a new sugar daddy.

JOHN ALTBURG

Contacts to Ask: Metroplex personnel, mechanic, bodyguard, rigger, security officer

CONTACTS	DATA SEARCH	INFORMATION
0	0	Is he some kind of go-ganger? I don't know.
1	3	He works in the security department of the Metroplex Guard.
2	6	Right now he's assigned as the personal driver for Congressman Grey
3	10	He has rigger and security training. He's been with the congressman for several years.
4	18	He does a good job, but he's lost a lot of respect for his boss. Thinks he's a hypocrite.
5	—	He's been exacting a little revenge on his boss by passing campaign plans to opposition party members.

WILLIAM MACCALLISTER

Contacts to Ask: Fixers, Mr. Johnson, ORC members

CONTACTS	DATA SEARCH	INFORMATION
0	0	Mac Who?
1	2	Wasn't he a shadowrunner? I think he died a while back.
2	4	He used to be a shadowrunner, now he works as a fixer.
3	6	He's got some ORC contacts, and he's been involved in the efforts to get the Ork Underground recognized.
4	12	He's got a real problem with the Brackhaven administration.
5	—	He was an exceptional decker in his day. Now he's working to get the Ork Underground recognized. He looks for stealthy options to further his goals.

JOE MARTIN

Contacts to Ask: Reporters, news media, trid personalities

CONTACTS	DATA SEARCH	INFORMATION
0	0	Sorry, not ringing a bell.
1	2	Isn't he on the trid?
2	4	He's a talking head for NewsNet.
3	6	He'll do whatever he needs to do to get the scoop.
4	12	He's a little slick, but he'll treat sources fairly and keep his word.

ATHENA TATOPLOULOS

Contacts to Ask: Reporters, news media, trid personalities

CONTACTS	DATA SEARCH	INFORMATION
0	0	A Greek poet?
1	2	Wasn't she killed?
2	4	She used to be a KSAF editor, but she hasn't been seen in years.
3	6	She has been in hiding since the KSAF bombing, but visible or not, she's a great reporter.
4	12	She's on the leading edge of Matrix reporting. No one has seen her in the flesh in years.

CAST OF SHADOWS



NAOMI WILSON

A tall, beautiful woman who may or may not have had cosmetic surgery to improve her looks, but really who cares? She is tall for a human female at just over two meters. Her long brown hair ends where her legs begin. She is a confident woman who is used to getting what she wants, and she is always looking to play the angle that will be most advantageous to her.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	2	2	5	3	3	3	6	5	1

Condition Monitor (P/S): 10/10

Armor (B/I): 0/0

Skills: Con (Seduction) 3 (+2), Data Search 2, Dodge 1, Palming 2, Perception 2, Pistol 1

Gear: Commlink, steampunk fashion clothing

Weapons: Defiance EX Shocker [Taser, DV 6S(e), AP –half, SS, RC 0, 4(m); note that she keeps the weapon in her bedside table]

CONGRESSMAN JAMES GREY

A middle-aged human with dark black hair who has put on a bit of excess weight around the middle. He isn't obese, but definitely is a little overweight. His smile and rugged looks help him win the hearts of his voters, and he uses his looks to instill a sense of trust in his constituents.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	2	2	5 (7)	5	5	4	5.6	7	1

Condition Monitor (P/S): 10/10

Armor (B/I): 5/3

Skills: Con (Campaign Promises) 4 (+2), Etiquette 3, Infiltration 1, Negotiation 3, Palming 1, Perception 3

Qualities: First Impression, Local Fame, Trustworthy (20pt)

Augmentations: Tailored Pheromones 2

Gear: Auctioneer Business Clothing, commlink



JOHNNY ALTENBURG

At 1.75 meters, Johnny isn't the tallest of humans. His youthful wiry build was filled out some by the dermal sheathing and muscle replacement. He still doesn't look that heavily modified, and he usually tries to pass himself off as unmodified. He uses his sharp skills of perception to his benefit in his job. If a fight starts, he uses his taser first unless he feels that his life or the congressman's is in danger.

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4(5)	4(6)	3(4)	3	3	3	4	0	7(9)	1(2)

Condition Monitor (P/S): 10/10

Armor (B/I): 12(13)/7(8)

Skills: Blades 2, Clubs 1, Computer 2, Data Search 2, Dodge 1, Electronics Warfare 3, Firearms skill group 1, Negotiation 1, Perception 4, Pilot Ground Craft 4, Shadowing 2

Qualities: Adrenaline Surge, Hawkeye, Perceptive 1

Augmentations: Control rig, dermal plating 1, muscle replacement 1, wired reflexes 1

Gear: Armor jacket, commlink (Rating 3, hot sim modified), FFBA half-body suit

Weapons: Defiance EX Shocker [Taser, DV 6S(e), AP –half, SS, RC 0, 4(m)], Ares Predator IV [Heavy Pistol, DV 6S(e) or 5P, AP –half or –1, SA, RC 0, 15(c), w/ stick-n-shock loaded, two additional clips of regular ammo], Ares Alpha [Assault Rifle, DV 7P, AP –2, SA/BF/FA, RC 2, 42(c), w/ EX-explosive ammo], Auto-Assault 16 [Shotgun, DV 7P, AP –1, SA/BF/FA, RC 4, 32(d), w/electronic firing, heavy barrel, and sling], Stun Baton [Club, Reach 1, DV 6S(e), AP –half]

GM Note: The Auto-Assault shotgun is mounted to the floor under the front seats, and the Ares Alpha is in the trunk.



MACCALLISTER

MacCallister is a former shadowrunner, an older ork and a “decker not a hacker, fraggit” (in his own words). He ran the shadows for over a decade before retiring, and he recently returned to Seattle to start a new career as a fixer. He still carries his beat up ancient cyberdeck (with a modern bleeding-edge commlink mounted inside the case), and he peppers his speech with out-of-date slang like “drek,” “frag,” and “hoop.” He’s confident and good-natured.

He started operating as a fixer in the early part of 2072 and became involved with the copycat Mayan Cutter that showed up during the summer of ’72 when his daughter, Rebecca MacCallister, was one of the copycat’s victims. He has a ton of contacts in the shadow community and uses them to great effect. He’s been acting as the front man for metahuman rights groups for a couple months now, working toward legitimizing the Ork Underground.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
8	4	5(8)	6	5	4	6(9)	4	6	3.5	9(12)	4

Condition Monitor (P/S): 12/10

Armor (B/I): 8/6

Active Skills: Athletics skill group 4, Automatics 4, Automotive Mechanic 3, Close Combat skill group 4, Computer 6, Cybercombat 6, Data Search 6, Dodge 5, Electronic Warfare 6, Etiquette 4, First Aid 3, Hacking 6, Hardware 6, Heavy Weapons (Assault Cannon) 5 (+2), Leadership 4, Longarms 4, Negotiation 5, Perception 4, Pilot Ground Craft 4, Pistols (Revolvers) 5 (+2), Software 6, Stealth skill group 4

Knowledge Skills: 20th Century Sci-Fi 4, Chicago Area 5, Chicago Street Gangs 4, Comic Books 4, Computer Hardware 5, Computer Software 6, Corporate Security 4, Insect Spirits 6, Matrix Security 6, Ork Underground 4, Seattle Area 3, Police Procedures 3, Seattle Street

Gangs 2, Seattle Politics 4, Shadowrunner Lore 6, English N, Sioux 3, Japanese 3, Spanish 2

Qualities: Aptitude (Hacking), Exceptional Attribute (Logic), Allergy (Moderate, Gold)

Augmentations: Datajack x2, Cerebral Booster 3, Encephalon 2, Math SPU, Mnemonic Enhancer 3, Synaptic Booster 3, Simsense Booster, Smartlink (all betaware)

Commlink: System 9, Response 8, Firewall 10, Signal 7, Armor Case 10, Biometric Lock (electro shocker), Customized Interface, Hardening 6, Simsense Accelerator, Response Enhancer 6

Programs: Analyze 8, Armor 10, Attack 10, Black Attack IC 10, Black Hammer 10, Blackout 9, Bio-Feedback Filter 8, Browse 6, Command 7, ECCM 7, Edit 6, Empathy 6, Encrypt 6, Exploit 6, Medic 6, Scan 8, Sniffer 6, Stealth 10, Track 6

Gear: Armor jacket, AR contacts (w/ image link, thermographic, vision magnification, vision enhancement 3)

Weapons: Ruger Super Warhawk [Heavy Pistol, DV 6P, AP -6, SS, RC 0, 6(cy), w/ APDS ammo, custom grip, biometric lock (immobilization), smartlink], Panther Assault Cannon [Assault Cannon, DV 10P, AP -5, SS, RC 1, w/ biometric lock (immobilization), personalized grip, smartlink]



A.D.A. DANA OAKS

Dana Oaks has no tragic background, no parents gunned down before her eyes, no abusive parents, and she didn't grow up in a crime-riddled neighborhood. Her father is a researcher at Ares, and her mother is a nurse at Seattle General. She went to a decent private high school, graduated top of her class, and then went to Yale majoring in criminal studies before going on to Yale Law School. She came back to

Seattle working for the city, and becoming an A.D.A., with her sights set on becoming Seattle's District Attorney as soon as she could.

She is ruthless and relentless when it comes to pursuing and prosecuting criminals. She's been focusing on smuggling, drugs, and guns, and feels that those three are the biggest threats to public safety. Rather than focusing on the major players in the main criminal syndicates, she's been targeting those under them, one at a time. Her goal is to cut them off as much as possible, stop the dealers and suppliers from coming into the city, and slowly build a rock-solid case to take down the leaders of the Mafia and Yakuza.

Dana doesn't like shadowrunners and considers them to be little better than the criminals she prosecutes, but she's willing to work with them to help her do her job. The legal system is complicated and tricky, when you add in corporate interference, the fact that her law doesn't extend into corp territory, and especially the rather grey area that the Ork Underground currently occupies. She's willing to work with runners to help her nab her targets, provided they don't hurt any innocent civilians in the process. Since the Underground isn't a recognized district of Seattle, it's not included in Knight Errant's contract, which means she can't police it or send officers down there to catch criminals. She's working to change that, hoping to completely shut the Underground down through legitimate law-enforcement channels, but until then she's working with shadowrunners.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	4	2	5	6	5	6	4	5.9	10	1

Condition Monitor (P/S): 10/11

Armor (B/I): 0/0

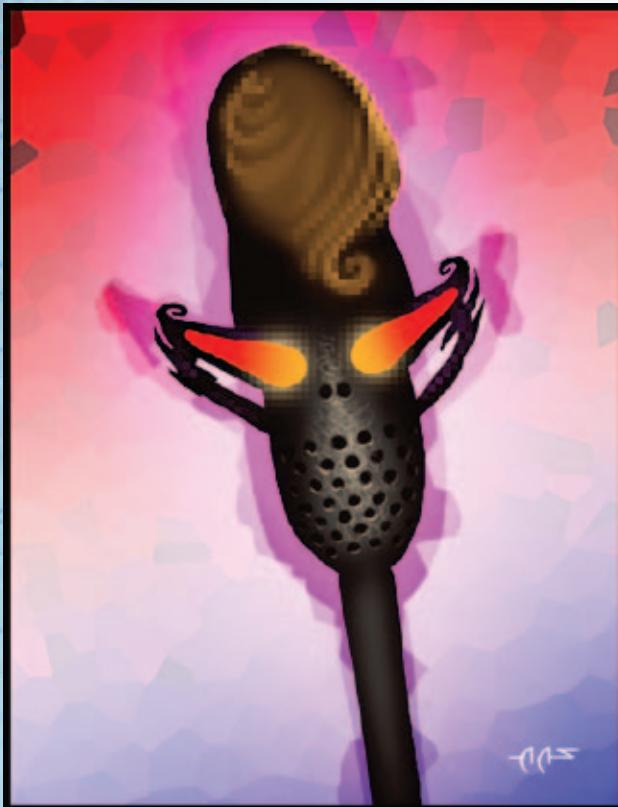
Active Skills: Computer 5, Data Search 6, Etiquette (Law) 6 (+2), Intimidation (Interrogation) 6 (+2), Leadership 5, Negotiation (Sense Motive) 6 (+2), Perception 6, Pilot Ground Craft 2, Pistols 2, Running 3, Swimming 4, Unarmed Combat 2

Knowledge Skills: Corporate Procedures 4, Crime Syndicates (Seattle) 6 (+2), Law (Seattle) 6 (+2), Literature (19th Century) 3 (+2), Politics (Seattle) 4 (+2), Seattle Street Gangs 5

Qualities: Photographic Memory, Analytical Mind, Perceptive 2

Gear: Commlink (Firewall 6, Response 5, Signal 4, System 6), common-use programs (all at Rating 4), Black IC (Rating 6)

Weapons: Fichetti Tiffani Self-Defender [Hold-Out, DV 4P, AP —, SS, RC 0, 4(c)]



ATHENA TATOPOULOS

Athena is a recluse who runs KSAF solely from the Matrix. She hasn't been publicly seen in over two years, and no one knows where her meat body is. She maintains a vast network of contacts and sources around the globe, and works hard to keep KSAF at the top of the news food chain.

She operates strictly out of the Matrix these days, so the only contact the runners have with her is through her icon: a cartoony, anthropomorphic 1950s style microphone with a beehive hairdo and a pair of pointed, 1950s cat's eye-style glasses. Despite the somewhat silly design of her matrix icon, Athena is very businesslike. She's very motivated, and her personality and charisma comes through the Matrix.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
N/A*	N/A*	N/A*	N/A*	5*	6*	5 (8)*	5*	4	3.27	21*	4*

*Matrix Attributes

Condition Monitor: 12

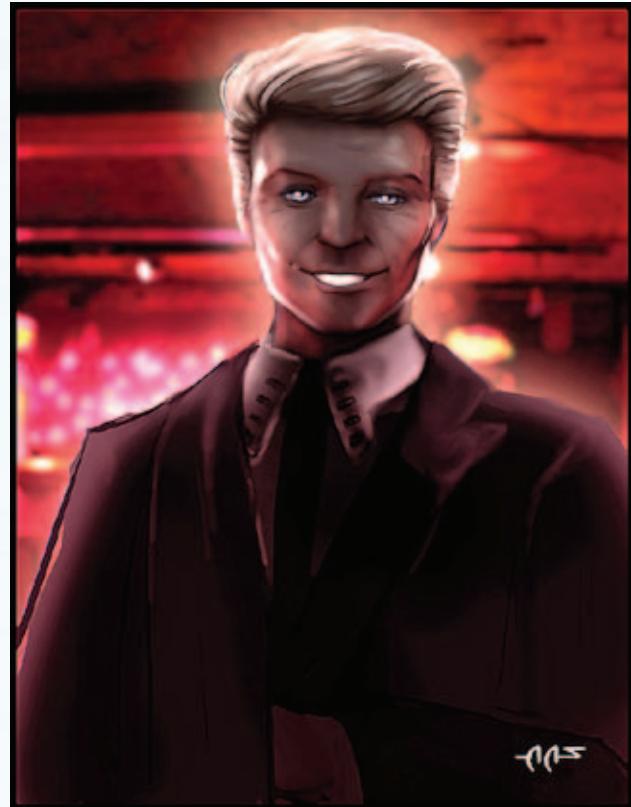
Armor (B/I): 0/0

Active Skills: Electronics skill group 6, Etiquette 5, Cracking skill group 6, Leadership 5, Negotiation 5

Knowledge Skills: Corporate Procedures 6, Journalism 6, Matrix Rumors 5, Political Rumors 5, Politics 6, Street Rumors 6

Augmentations: Attention coprocessor 3, commlink, data filter, data-jack, encephalon 2, math SPU, hot sim module, cerebral booster 3, mnemonic Enhancer 3, Reception Enhancer 3, Simsense Booster (All Cyber/Bio is Betaware)

Gear: Custom Implanted Commlink (Firewall 10, Response 8, Signal 8, System 9), all programs at rating 8, multiple layers of Black IC (Rating 10), Response 6, Hardening 6, Empathy Software 6



JOE MARTIN

Joe Martin is the trid news anchor that every other anchor wishes they could look like—blond hair, deep blue eyes, bodysculpted and tanned to perfection, with a charismatic smile that just wins you over. He oozes charm and charisma in a way that almost makes you feel dirty, but you still can't help but want to like and trust the guy. Despite his looks, he's not just a desk jockey. He's relentless in his pursuit of the next big story for NewsNet Seattle, and he's not afraid to get his hands dirty or put himself in the line of fire to get it.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4	4	4	7	5	4	4	5	4.8	9	1

Condition Monitor (P/S): 10/10

Armor (B/I): 10/3

Active Skills: Athletics skill group 3, Con (Fast Talk) 5 (+2), Etiquette 5, Intimidation (Interrogation) 5 (+2), Leadership 5, Negotiation 5, Perception (Visual) 5 (+2), Pistols 4, Stealth skill group 4, Unarmed Combat 5

Knowledge Skills: Corporate Procedures 4, Corporate Rumors 4, Journalism (Muckraking) 4 (+2), Political Rumors 4, Street Rumors 4

Qualities: First Impression

Augmentations: Clean metabolism, cyberears [Rating 4 w/ audio enhancement 3, recording unit, select sound filter 6, sound damper, sound link, spatial recognizer], cybereyes [Rating 4, w/ flare compensation, image link, low-light, recording unit, smartlink, thermographic, vision enhancement 3, vision magnification], dietware, enhanced pheromone receptors 3, minor modification biosculpting, silky skin, vocal range enhancer, tailored pheromones 3,

Gear: Commlink (Firewall 6, Response 5, Signal 4, System 5), FFBA (half-body suit), custom Italian armored suit (long jacket, shirt, trousers)



>>INCOMING MESSAGE<<

CONGRESSMAN JAMES GREY

Congressman Grey is one of Governor Brachaven's staunchest supporters in the state senate, and votes with him on almost every issue. Last election they even held fundraisers together.

Congressman Grey lives in a private apartment with his wife and eleven-year-old daughter. The security in the Bellevue apartment complex is top of the line. His security detail drops him at the door each evening and meets him there the next morning on most occasions.

He has a government issued Mitsubishi Nightsky with a personal driver. The driver, John Altenburg, has been with him for the past three years.

The congressman also has a mistress in Auburn. She and the congressman have been seeing each other two or three times a week for the last few months. The congressman tells his wife he has business that will take him all night. His driver takes him to Auburn and drops him off. His security detail may or may not know about these meetings. Often he stays overnight or into the next day.



POPULARITY RATINGS:

32% *SPECIAL INTERESTS - EASTERN
14% *SPECIAL INTERESTS - EUROPEAN
41% *SPECIAL INTERESTS - SOAM
7% *SPECIAL INTERESTS - TIR
17% *NAN RELATIONS
32% *CORPORATE COMPROMISED RATING



DANA OAKS

Assistant District Attorney Dana Oaks had a good home life, loving parents, went to good schools, and graduated from Yale Law School. Her life seems to be an open book, and there are no skeletons in her closet. She is one of the youngest District Attorneys in Seattle's history and is relentless and single-minded in her pursuit of justice. She has recently begun working with Knight Errant's Special Crimes unit, targeting organized crime, specifically smuggling, drug, and gun rings. She's been very vocal in her frustration with the Ork Underground and the fact that it's a major pipeline into the city for criminal elements and has urged city officials to do everything they can to shut down the Underground to "plug a serious threat to Seattle's public safety".

DANA OAKS

Assistant District Attorney

Faction: Seattle Government

Female Human

Connection Rating: 4

Loyalty:

Key Active Skills: Computer, Data Search, Etiquette (Law), Intimidation (Interrogation), Leadership, Negotiation (Sense Motive), Perception

Knowledge Skills: Corporate Procedures, Crime Syndicates, Law, Politics, Street Gangs

Uses: Jobs, Information, Law-related favors

Places to Meet: Virtually or through an intermediary (Usually Tosh Athack)

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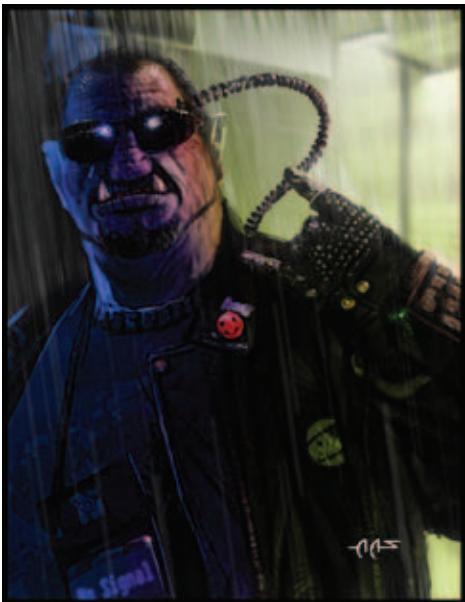
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MacCALLISTER

MacCallister is a former shadowrunner, an older ork, and a “decker not a hacker, fraggit” in his own words. He ran the shadows for over a decade before retiring, and recently returned to Seattle to start a new career as a fixer. He still carries his beat up ancient cyberdeck (with a modern bleeding-edge commlink mounted inside the case), and he peppers his speech with out of date slang like “drek”, “frag”, and “hoop”. He’s confident and good-natured.

He starting operating as a fixer in the early part of 2072 and got involved with the copycat Mayan Cutter that showed up during the summer of ’72 when his daughter, Rebecca MacCallister, was one of the copycat’s victims. He has a ton of contacts in the shadow community and uses them to great effect. He’s been acting as the front man for the Metahuman rights groups for a couple months now, working toward legitimatizing the Ork Underground.

MacCALLISTER

Fixer

Faction: Ork Rights Committee

Male Ork

Connection Rating: 5

Loyalty:

Key Active Skills: Data Search, Etiquette, Hacking, Negotiation

Knowledge Skills: Insect Spirits, Matrix BBS and VPNs, Metahuman Rights Organizations, Ork Underground, Safehouses, Seattle Politics, Security Systems, Shadowrunner Lore

Uses: Getting Jobs, Buying & Fencing Gear, Street Rumors

Places to Meet: Big Rhino, Underworld 93, older high-end nightclubs.

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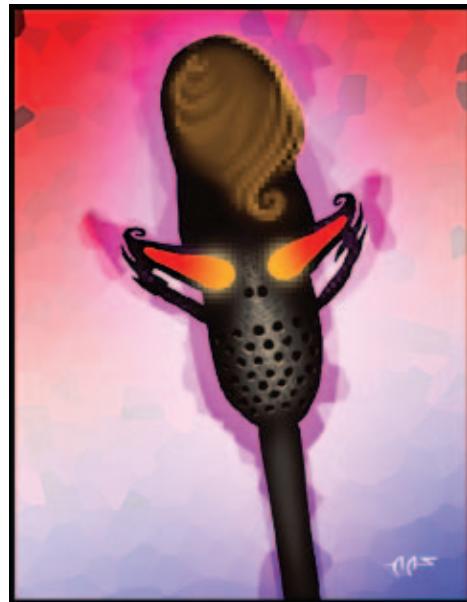
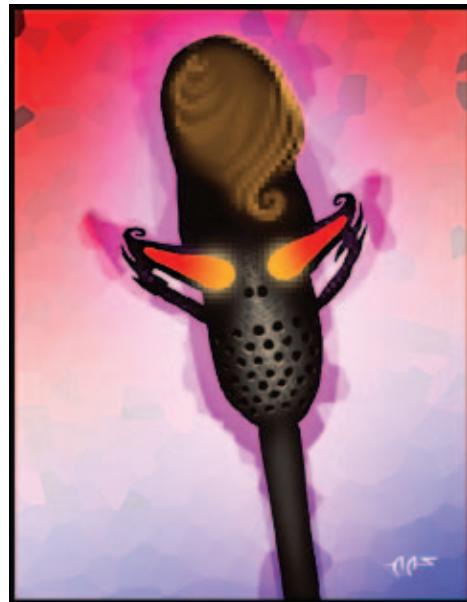
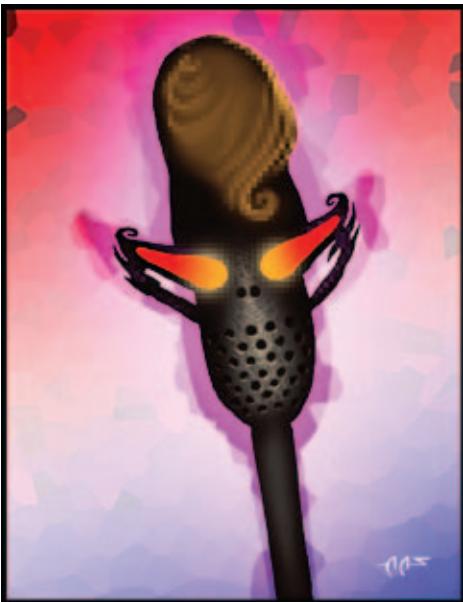
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ATHENA TATOPOULOS

Athena joined famed news network KSAF shortly after its offices were bombed in '67 as Chief Editor. Then she promptly went into hiding, and hasn't been seen in the flesh since. Much like KSAF's new business model, she operates entirely out of the Matrix, a ghost in the machine. She has an extensive network of informants and reporters, and she's relentless in her pursuit of corruption, especially in politics or the corporate boardroom.

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KSAF Chief Editor

Faction: KSAF

Female Human

Connection Rating: 4

Loyalty:

Key Active Skills: Electronics, Hacking, Negotiation

Knowledge Skills: Corporate Procedures, Journalism, Matrix Rumors, Political Rumors, Politics, Street Rumors

Uses: Rumors and Information

Places to Meet: Matrix

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KSAF Chief Editor

Faction: KSAF

Female Human

Connection Rating: 4

Loyalty:

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Knowledge Skills: Corporate Procedures, Journalism, Matrix Rumors, Political Rumors, Politics, Street Rumors

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Places to Meet: Matrix

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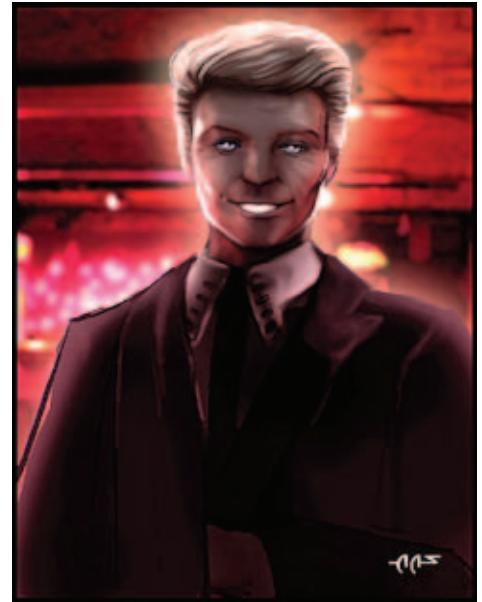
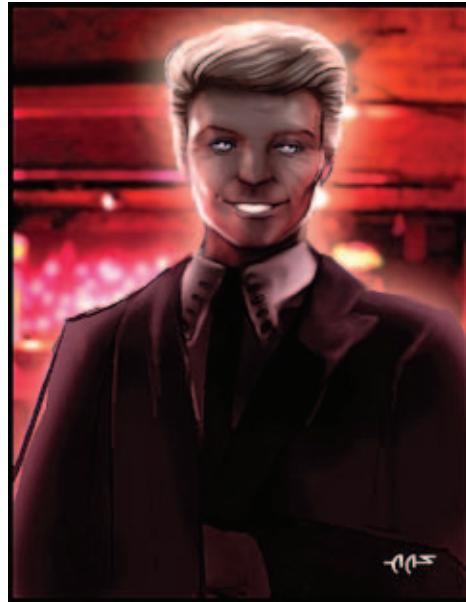
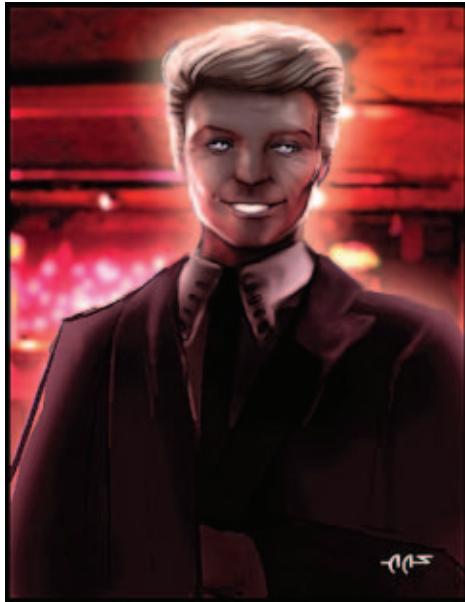
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JOE MARTIN

NewsNet Reporter

Faction: NewsNet

Male Human

Connection Rating: 3

Loyalty:

Key Active Skills: Con (Fast Talk), Etiquette, Intimidation (Interrogation), Leadership, Negotiation, Stealth group, Unarmed Combat

Knowledge Skills: Corporate Procedures, Corporate Rumors, Journalism (Muckraking), Political Rumors, Street Rumors

Uses: Rumors and Information

Places to Meet: Bars, Nightclubs, Restaurants

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Faction: NewsNet

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Uses: Rumors and Information

Places to Meet: Bars, Nightclubs, Restaurants

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO**SRM 04-03 RALLY CRY**

The runners are hired to abduct Congressman Grey and get him seen in a Humanis Policlub rally.

- Congressman Grey inserted into Humanis rally.
- Congressman Grey's security detail unaware of abduction.
- NewsNet alerted to Congressman's appearance in rally.
- KSAF alerted to Congressman's appearance in rally.

SYNOPSIS

Names

ORC

-5 -4 -3 -2 -1 0 1 2 3 4 5

Government

-5 -4 -3 -2 -1 0 1 2 3 4 5

KSAF

-5 -4 -3 -2 -1 0 1 2 3 4 5

NewsNet

-5 -4 -3 -2 -1 0 1 2 3 4 5

TEAM MEMBERS

Previous Available _____
 Earned _____
 Spent _____
 Remaining Available _____
 New Career Total _____

KARMA

Previous Available _____ ¥
 Earned _____ ¥
 Spent _____ ¥
 Remaining _____ ¥

NUYEN**FACIONS**

Street Cred _____
 Notoriety _____
 Public Awareness _____

REPUTATION

GM's Name _____
 GM's Signature _____

Character Improvement**Karma Cost**

ADVANCEMENT

- William MacCallister
- ADA Oaks
- Joe Martin
- Athena Tatopoulos
- Vision Contact Lens

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

DEBRIEFING LOG

