

BHG07-01 Coyote Run

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Contents

Contents	1
Introduction	3
Supplements	3
Series.....	3
Adventure Background	3
Shaojin.....	3
Jarnbjörn	3
NeoNET	4
A Note on Connections	4
Plot Synopsis	4
The Hook	5
Shaojin Cheng – Initial Leads	6
Highland Apartments	6
Saeder-Krupp Prime	7
Neighbors	7
BizHeads.....	7
Shaojin's Comm Number	8
Jeffrey Karn	8
The Rainbow Pipe	8
The Toy Factory	9
The Meet.....	11
Coyote	12
Flight to Freedom.....	13
Churchill	14
Pining for the Fjords.....	14
Picking up the Pieces.....	15
Pay.....	15
Karma	15
Contacts	15
Legwork.....	15

Norway	15
Rosneft Share Deal	15
Cast of Shadows	15
Security Guard.....	15
Jon Bianco (SK Leader)	16
Bae Leung (SK Rigger)	16
Kevin Gortler (SK Decker)	17
Jon Hutch (SK Assassin).....	17
Angel Wasson (SK Medic).....	18
Many Songs	18
Ajogah (Force 5 Air Spirit)	19
Hanakai (Force 5 Earth Spirit)	19
Shaojin.....	20
Factory Drones	20
Bosco	21
Frobian	21
SK Merc	22

Introduction

Supplements

The scenario is written for SR5 core, with errata, and the following supplements:

- Seattle 2072 (*SEAT72*)
- Shadows of Europe (*SOE*)
- Emergence (*Emergence*)
- Rigger 5 (*R5*)
- Stolen Souls (*SS*)
- Data Trails (*DT*)

It is set in Summer of 2075, and begins in Seattle, before moving out to go through the Salish-Shidhe Council (SSC) and the Algonkian-Manitou Council (AMC), before heading out on a ship to Oslo.

Although the GM can rearrange times to suit his campaign, it is well to bear in mind that the port of Churchill in the AMC, where the runners will set off from, is land-locked by ice for most of the year.

The adventure is intended for fairly capable runners, as a second team may attempt to pull a con on them as the climax of the adventure.

Series

This scenario is presented as part 1 of 3 (BHG 07-01 to -03).

Adventure Background

Shaojin

A Seattle corporate decker called Shaojin, is one of the latest to be infected by the quiet technological virus, CFD. Two additional personalities have invaded her mind. They are Torren and Element4.

Torren was a homeless magician, who was driven insane by his awakening. To try to cope with his bizarre mental state, he began to kill and perform haruspices on other homeless denizens, and made money from online divination. However, he was transformed into a very angry and confused e-ghost during the Crash 2.0.

Element4 was an AI which evolved from market prediction software, and was sequestered and contained within Celedyr's sentience farm at NeoNET, until the evolution of CFD allowed it to escape, and infect Shaojin.

The two together have created a very confused sub-personality within Shaojin, and has expressed itself as a hybrid personality (called Torrential), which is compelled to kill and perform haruspices, which bizarrely enough, allow Shaojin to make alarmingly accurate market forecasts.

Shaojin is not conscious of her body being used to kill or of making the haruspices, but simply awakens in a strange place, often covered in blood and gore. The market predictions are often there as a bad dream.

She has no idea what she has done.

The first time she noticed a market prediction, she dismissed it as *deja vu*. The second time, she found herself making searches for the stock in question, but still made no purchase – but on the third time, she invested a considerable amount and made five figures.

This final time, however, she has outdone herself, and made 5.4m¥ shorting Rosneft Petrochemicals, a subsidiary of Saeder-Krupp, in advance of a drilling accident. This has not gone unnoticed, and Commerzbank, a subsidiary of Saeder-Krupp, has flagged her trade, and an S-K Prime team is currently trying to track her down in Seattle.

When she tried to remove the amount from her account, she was link-locked, and traced and narrowly got out of the situation, fleeing to the only person she trusted – the shaman Many Songs at the local talismonger's, who has agreed to hide her until something can be done.

Jarnbjörn

Norway in 2075 is a backwater, indebted to the megacorps, its natural assets plundered. Saeder-Krupp is one of the culprits, it's subsidiary, Rosneft, drilling for what's left of the oil off the coast. Frequent spills have left areas of the coastline a toxic wasteland.

Around the coast are a number of roundhouses belonging to the Aesir Society (p. 135, *SOE*), and at one such roundhouse, lived the reclusive, young dragon, Jarnbjörn.

All was well, until Jarlbjörn began to behave strangely and eventually went berserk, and attacked his fellows and the nearby towns. Unbeknownst to all, he'd become possessed by a powerful toxic spirit.

Drawn from local shadowrunners, hunters and members of the Vikings biker gangs, a hunting party was formed, calling themselves the Sons of Fenris.

In the intervening time, Jarlbjörn had built himself a crude tower, which the Sons attacked and against all hope the dragon was slain, but not before the tower itself collapsed, taking most of the Sons with it.

A rumour began soon after, that Jarlbjörn had been one of Lowfyr's pawns all along, and when the young dragon went out of control, he had created the Sons of Fenris himself through Saeder-Krupp assets in order to kill the dragon.

Transys-Erika is the dominating influence in the Scandinavian Union, a counterweight to Saeder-Krupp. They are interested to know what happened to the young dragon, and if the rumours behind the Sons is true.

To this end, they have contacted a surviving member of the Sons, Virgil, and his associates in Seattle to investigate for them, through a Johnson in Norway called Njord. Transys-Erika supports the Viking biker gangs (in their ongoing war with the Ancients), and also the Aesir Society.

NeoNET

NeoNET has also noticed the activities of the rogue stock dealer, Shaojin, in particular because her dealing tactics are a dead ringer for their missing AI, Element4. Due to this, they are keen to speak to her but, as yet, she has resisted all efforts to make contact.

In advance of the runners being smuggled over to Norway to carry out the investigation, they are asked by Njord to extract the elusive Shaojin, find out whatever they can about her sharedealing activities and bring her over to Norway with them.

However, this won't be easy, as Saeder-Krupp assets in Seattle are already in motion with similar orders.

A Note on Connections

This adventure was written for a group with a runner who was a member of the Sons of Fenris, Virgil. Not only was Virgil a Son, but Jarlbjörn killed his parents, so if Virgil is called to investigate how the dragon went berserk, then little connection is needed.

However, it is unlikely that this will be the case with your group, so another connection will be needed. By default, the group's usual fixer has a close friend in Norway, who is contacted by Njord who needs outsiders who don't have existing connections to the situation.

Alternatively, you may wish to introduce Virgil as an NPC in an earlier adventure, and make him their initial contact.

Spin it whichever way you wish.

Plot Synopsis

The runners are hired by Njord, to come to Norway and investigate why the dragon Jarlbjörn went berserk. He has already arranged for a smuggler to get them out of the country.

This is the subject of the next adventure.

For now, there is another passenger that Njord wishes for them to bring along, a rogue stock dealer.

On investigation, they find that the stock dealer has fled, but they manage to track her down and, after dueling with a wily Saeder-Krupp Prime extraction team, they can retrieve her, and bring her to the meet with the Algonkian Ork smuggler, Kelfer.

From there, they travel through the SSC, then on the AMC, where they are flown to the port of Churchill, then on to Oslo. But the SK team will pursue them even into the AMC...

The Hook

Scan This

The runners are contacted either through their fixer, or personal contacts. He has a Scandinavian Mr Johnson for them, who wishes to meet in AR, preferably early in the day (Seattle is 9 hours behind Oslo).

He hires them to come to Norway to investigate the circumstances around the dragon Jarnbjörn's sudden descent into madness, but firstly he wishes them to find a rogue stock dealer in Seattle.

Tell it to Them Straight

Appearing in an AR window, is a smart looking dwarf in a suit, sporting some interesting tribal tattoos, mirrorshades and a braided blonde beard.

"Good morning, I am Njord, and I have some work for you. Firstly, a little background.

"Norway is a very poor country, and is exploited considerably by the corporations. A movement called the Aesir Society has broken away from mainstream Norwegian society to live in roundhouses. Unknown to most, at one such roundhouse lived the young dragon, Jarnbjörn.

"All was well until suddenly one day the dragon went berserk and slew everyone around him, decimating the towns around. The Norwegian military was slow to mobilize.

"Drawn from local shadowrunners, hunters and members of the Vikings biker gangs, a hunting party was formed, calling themselves the Sons of Fenris.

"In the intervening time, Jarnbjörn had built himself a crude tower, which the Sons attacked and against all hope the dragon was slain, but not before the tower itself collapsed, taking many of the Sons with it."

He pauses to take a sip of water. (It's actually vodka)

"I would like to hire you to come to Norway to investigate the troublesome events surrounding Jarnbjörn's short-lived attack, in particular, why the dragon acted the way he did.

"You should be aware that a rumour began soon after the dragon's death, that Jarnbjörn

had been one of Lofwyr's pawns all along, and when the young dragon went out of control, Lofwyr had created the Sons of Fenris himself through Saeder-Krupp assets in order to kill the dragon.

"I'd like to know the truth of these matters. I am authorized to offer each of you 20k¥ on successful completion of the investigation.

"I have already arranged for a smuggler to get you out of the country. Do you accept?"

He pauses to take another sip.

(Questions can be fielded here, such as what they are able to bring along. Surprisingly, almost anything, even a van can be accommodated.)

"Skal!", he commends, and raises his glass, leading you to suspect that it may not be water.

"I have some work for you before you depart. There has been an anomaly in the stock markets in recent months. A rogue trader has been dabbling, and caused quite a stir. Last week they made a killing shorting Rosneft stock, just before a drilling accident.

"There are certain indicators around their activities which I find interesting. If you could find and extract this dealer, I would be able to pay 15k¥ for each of you involved. We would need you to bring them to Oslo with you.

"If you are able to take this work, I'll send you a data file with the leads we have on this individual. As soon as you have them, call your coyote to meet up and we can get you and the cargo out of Seattle."

Behind the Scenes

Negotiation of the fee is possible but difficult. Njord has a dice pool of 12. For every success they get over Njord's they will gain 400 on the 15k, or 500 on the 20k on their promised fee, to a maximum of +5 successes.

Tracing the call is possible, but he is using a Fairlight Caliban (rating 7). He is in Downtown Oslo. If he becomes aware of them trying to hack his comm, then this will serve at the very least as -4 on Negotiation tests, possibly ending the deal.

Shaojin Cheng – Initial Leads

The following is the information contained in the file sent by Njord, although that in brackets is for the GM only:

Shaojin is a 26 year old programmer with Chinese heritage. She has lived in Seattle since she was 21, moving here from Hong Kong in late 2070. (This will provide a red herring from Emergence, as this is the time and place of the technomancer breakout, see *Emergence*, and have the runners make an appropriate Knowledge roll, with a threshold of 2).

She has worked for the last five years as a freelance programmer, specializing in commercial applications.

She is registered as living at 1513 Highland Apartments on NE 12th St in Bellevue (Middle lifestyle).

Her profile on BizHeads, a business-oriented social network site, also lists her comm number for potential freelance work (see below).

In addition to Shaojin's profile, Njord also sends them contact details for a “coyote”, someone who specializes in people smuggling. His name is Kingfisher, and they are given his comm code.

Highland Apartments

This is in a nice area of Seattle, so a SIN must be broadcast, vehicles registered, weapons licenced, etc. Have a patrol car cruise past them just to make the point.

If using any Law & Order rules, then make the worst offender make an opposed Sneaking + Agility roll vs the area's security dice pool of 10. Penalties to the roll are for how obvious the illegality is.

The apartment block has rating 2 cameras throughout, and a few standard security guards (Professional Rating 2, p. 382, *SR5*), who will hit the panic button, rather than engage. The runners' biggest enemy is likely to be nosey neighbors – if they make a lot of noise, then the police will be called.

A modest host exists, but historical camera records do not exist for more than 24 hours,

so decking the host/ cameras won't lead to any additional leads.

The door is secured with a rating 2 maglock (p. 363, *SR5*) which could cause issues without a decker present.

Inside, the place is a mess, it looks like it has been ransacked, but not violently. The trid is simply moved, rather than pushed onto the floor, for example.

Having said this, there are books, clothes, magazines and general oddments everywhere. It is a sad sight.

The main point for the runners to note is that there are a large number of hardback and paperback books present (unusual in the Sixth World), all on the subject of magic.

Perception + Intuition (2) will notice with careful searching that many of the books have a branded bookmark in them, from 'The Rainbow Pipe' talismonger shop, which is located here in Bellevue, just a couple of blocks over.

A Magical Theory + Intuition (3) roll will notice that the books seem to center around the topics of possession and divination, and that in one book on divination, the section on haruspicy is highlighted and annotated.

A further Perception + Intuition (2) roll will notice several bloody smears on some of the pages. Only if the Magical Theory roll was successful, will it be noted that the particular section so sullied is a discussion on haruspicy.

Another Perception + Intuition (2) roll will discover a plastic bag containing a bloody kitchen knife and a taxi driver ID card for Jeffrey Karn. The person discovering the bag amongst the detritus will actually cut themselves on the knife, becoming infected Hepatitis B. However, with the lifespan of shadowrunners this isn't likely to mean much in game terms.

If they think to check, they will notice that toothbrush and comb are missing, but other personal hygiene items are still present.

This could mean that she has left, or it could also mean that someone else has taken them for magical tracing.

If the runners are enterprising enough to try to trace her via a material link (which won't work for some reason), then they will be able to find a hair or other item, which may have enough mana present to make a trace.

Saeder-Krupp Prime

The runners are not the only ones looking for Shaojin. S-K are those responsible for searching the apartment but, having not found any clue to her whereabouts, have left a Shiawase Kanmushi, running silent, in amongst the clutter.

It is set to detect movement in the apartment, and to begin recording and send a message back to the rigger of the team, Bai Leung.

When this occurs, Leung will immediately jack in to an MCT Fly-Spy on a nearby building, also running silent, and follow the runners when they leave the apartment. He will alert Jon Bianco, the team's manager, who will order him to simply monitor movements at present.

After being shadowed for a journey, have the runners make a roll to see if they detect the tiny drone high above them. They can either make a sensor test, or a standard perception test (p. 135-6, *SR5*) against Leung's excellent rigger skills. After a couple of hours Leung will jack out and leave the drone to self-pilot, which may allow further rolls at the GM's discretion.

If presented with the opportunity to listen in to conversations, while Leung is jumped in, then he will take those opportunities, but a self-piloting drone, will simply follow as instructed, sharing footage in AR with both Leung and Bianco.

They are Professional Rating 5

Neighbors

Gary Winnipeg, next door, is an elven security guard on the night shift. He can chat to them if they wish, although he may be suspicious.

Etiquette + Cha (2) will help to open him up with a good story or good fake ID.

He hasn't seen Shaojin around for about a week, but that isn't unusual, because they're on different work schedules.

He can fill in the blank of her obsession with magic, if they missed the books inside, and even tell them that she spent loads of her time at a talismongers nearby, which should be enough for them to find the Rainbow Pipe.

Another neighbor, a young white human, Bianca Clark, will be clearly upset when she is asked about Shaojin. It will take Etiquette + Cha (4) to get her to open up at all, most likely slamming the door in their faces.

If they do get to talk to her, then she will explain that a while back, Bianca had been pregnant, and that Shaojin had told her, in a deep and menacing voice, that she would miscarry, and then stamped on the floor and walked away. A couple of days later, she did indeed miscarry.

Feel free to invent other neighbors if they knock on other doors, who may also be able to provide the missing link to her fascination with magic, and her patronage of the Rainbow Pipe.

She is also a member of a book club, which reads mainly magical books.

The runners may also wish to speak to friends in the area, who will pass on similar information with an appropriate Etiquette roll. Her obsession with magic seemed to be centered around two areas in particular: possession and divination.

BizHeads

This is a business-oriented social networking site, which has given Shaojin the opportunity to advertise herself for freelance programming work over the last few years. Her profile, complete with comm number and previous employers is present.

Her previous employers over the last few years include:

- 'Travelling Joe' Travel Agency (Downtown)
- Federated-Boeing (Offices, p. 86, *SEAT72*)
- Brichert Paper Mills (p. 74, *SEAT72*)
- NeoNET Labs (p. 71, *SEAT72*)

Shaojin's fascination with magic books began about two years ago, which coincides with when she was working at NeoNET.

Talking to some previous employers in a friendly way, will allow an Etiquette + Cha (2) roll to ask how they could get in touch with her. Ex-work colleagues might still have her deck number from being with her, which would lead them to her current location (see below). This might require an appropriate roll by a decker, talking to the programmers working at the employer.

Alternatively, they might get talking about her fascination with magic books, with conversation perhaps leading to either a magical book club, or the Rainbow Pipe talismonger in Bellevue.

One colleague, Carol Morgan, an ork, explains to them, following a successful Etiquette + Cha (2), that Shaojin was quite unreliable. Sometimes she'd go several days without showing up, and that eventually they'd had to let her go from the project.

One time when they called her up, to see where she was, an old man answered the phone and was quite rude to them.

Shaojin's Comm Number

This is the first lead that the S-K team tried. Shaojin had already sold her comm to a random person to lead any pursuers astray. When S-K tracked it down, they obtained the comm and decided to leave it some bushes near her apartment, in an attempt to draw in either Shaojin herself, or any other pursuers – in this case, the runners.

And here it lies still, a Renraku Sensei (3).

If the runners do want to trace her comm, then they'll need to firstly make a Matrix Perception roll to find it (Computer + Intuition), then to trace its physical location, obtain 2 marks (via Hack on the Fly, or Brute Force), then make a Trace Icon roll. This is all found in the Matrix chapter.

When they physically locate the comm, the S-K's MCT Fly-Spy, operated by the team's rigger, will immediately register this, and begin to follow (see above).

The comm seems to have had any personal information removed, quite thoroughly, and only serves now as a lure by S-K.

Jeffrey Karn

A legwork level of 3 successes/ 30 mins will net the runners the relevant information about Jeffrey Karn. Appropriate contacts to provide this information would be police, reporters or similar.

Karn was found dead two weeks ago, near his taxi. He'd been stabbed several times, and disemboweled, his guts laid out beside him. It looks like a gruesome robbery that was interrupted, as a passerby saw a young woman in a trenchcoat flee the scene with a bloody knife. If the runners go to the trouble of tracking down the witness, and showing them a picture of Shaojin – they will confirm that she is the person they saw.

Further investigation with legwork of 4 successes/ 2 hours will uncover the report of the mutilated corpse of Bobby Channing, an itinerant living beneath one of the underpasses.

Another legwork of 3 successes/ 30 mins will uncover the murder of Clint Remick, a doorman at the Classic Hotel and Casino. He was stabbed in an alleyway, his entrails splayed out and chewed up by devil rats.

The police have not connected these three murders yet, much less to Shaojin.

If the runners manage to join the dots between the haruspices and the share dealing, then it can be confirmed that Karn's death took place shortly before the most recent dealing took place, with Rosneft.

Enterprising runners who are desperate to establish a connection between the other murders, and other suspicious share deals should be rewarded with appropriate investigations at the GM's discretion.

The Rainbow Pipe

This Talismonger's is primarily a book and formulae shop, for obtaining information about magic, geared around shamanic and Native American traditions. The front of the shop is fashioned from large pieces of hand-carved wood, including a painted totem pole along one side of the window.

It looks like it's seen better times.

Inside, the shelves are cluttered with old books, scrolls and printouts in folders, in no particular order. Although intended for Native Americans, it does have tomes across all the traditions.

Around the front till area, there are more traditional Native American magical supplies, such as reagents, etc.

The shop is run by Many Songs, a shaman who dresses in modern clothes and has a penchant for modern punk. He is helped by Maria Villana a middle-aged elven woman from the Tir, who wears old clothes, and walks around the shop in bare feet.

Many Songs has two bound spirits, both at Force 5: Air (Ajogah) and Earth (Hanakai). Both are wise and friendly and reside in the astral of the shop.

Behind the bead curtain, behind the counter, there is an alchemical workshop and lodge and wooden stairs up to Many Songs' private rooms.

The shop has good security (rating 3 cameras and locks), and solid security doors and shutters. Many Songs gets little criminal trouble, being in such a secure area, and so close to the local police precinct.

How the runners approach Many Songs will determine his reaction to them. You see, Shaojin is a good friend of his, and he has her hidden and warded in a Toy Factory in Auburn, nearby. If strangers come into his shop asking about Shaojin, he will warily confirm that he knows her, and that she regularly buys books from him, but will warn them to leave her alone, that she has a good spirit.

If the runners are able to make an Etiquette + Cha (4) roll, with possible bonuses for being of Native American descent, to convince him that they mean her no harm, then he will admit that he is in contact with her, and tell them that he will arrange a meet, and take a comm number to contact them.

Otherwise, he will continue to deny any knowledge of her whereabouts, but a simple Con + Cha (1) roll will easily see that he is rattled by their questions. If the runners become aggressive, he will ask them to leave, and spirits will begin to manifest.

After the runners leave, he will leave Maria in charge of the shop, with the spirits for back up, and go to the toy factory to talk to Shaojin. A careful runner team could follow him, as he

leaves out the back. He drives a beat up old Ford Americar.

The Toy Factory

Roncan's Manufacturing runs a small factory in Auburn, supplying automated dolls and remote control toys to MCT amongst others. Roncan has a good deal of Native American business backing, particularly from the SSC and the PCC. Many Songs knows some of the guys who manage the plant, and has the use of a small, unused office in the back of the warehouse area, which he keeps warded.

Shaojin is currently sleeping there.

Many Songs will go to see her after the runners speak to him. If the runners have convinced him of their honest intentions, then he will talk to her to arrange a meet (see below), else he will talk with her about what kind of trouble she is in, but she will be distraught and unable to provide him with too many details.

There are two ways this can go down:

- The runners follow Many Songs
- Many Songs organizes a meet

Option 1: The Runners Follow Many Songs

If the runners have followed him here, then this will be their final encounter in Seattle, before they take Shaojin and go to see their coyote, ie. Extract her.

Shaojin is not a great combat challenge, however, they need her alive, and she has her deck running on silent much of the time, as she has set up several of the dolls and toys around the factory as spies (treat as Shiawase Kanmushis statwise, p. 465-6, SR5).

If she spots the runners, and realizes that they are here for her, then she will activate a number of the toys using Hack on the Fly and Command Device, to get them to run around near the runners, jumping off shelves onto them, etc. Although this isn't threatening in the combat sense, it could be unnerving, and if staff are around, it could cause a security alert.

Another option she does have, is that of running them over with a drone forklift truck. Treat as a Honda Spirit, p. 463, SR5, with a

Maneuver 2 Autosoft. Figure 8P damage, AP - 6 if it hits (ie. A ramming attack).

Also remember, that if they make their move while Many Songs is still present, they will have a shaman with spirit support to deal with (the two from the shop will arrive as well). A wise group would wait until he's left.

Factory Staff

The factory is, by and large, automated. Robots manufacture the toys and the lines run themselves. However, there are about 20 staff here by day, and 6 by night. These are a mix of general workers and a few technicians.

In addition, 6 security staff are always on site, in three shifts of 8 hours (Professional Rating 2, p. 382, *SR5*). They man the main gate, which is where the security office is, and wander the factory chatting to workers.

Even the security staff are not equipped for a firefight, and will only start firing to defend themselves. If serious trouble arrives, they will immediately call in HTR (B, 1D6 x5 minutes response time, so the runners should have time to get in and out).

Physical Security

The factory is surrounded with welded mesh panel fencing (not cuttable with wire cutters), topped with monowire: roll Climbing + Agility [Physical] (3) or take 8P damage.

The fences and many internal areas are watched by a wide array of cameras, including IR. Although rating 2 maglocks, and solid security doors are in evidence, many doors are left open as staff and drones need to pass around the factory.

Getting past the cameras will need at least a couple of Stealth + Agility [Physical] (3) rolls. For each area they wish to explore (eg. The warehouse), or evade (eg. The fence), ask for another roll. These can be teamworked as usual.

There is virtually no magical defence.

Matrix Security

Due to the sheer number of devices to be managed, the factory has a host.

Host rating 3

Attack: 4

Sleaze: 3

Data Processing: 6

Firewall: 5

Initiative: 9 +4D6

CM: 10 (for each IC)

Programs:

Patrol: 6 [6] (v Logic + Sleaze if silent)

Marker: 6 [4] (v Willpower + Sleaze)

Reduces Sleaze by 1, or causes 1DV Matrix

Killer: 6 [4] (v Intuition + Firewall)

Causes 4 damage +1 per net hit, +2 per mark

Description: Remember Doom 1? Although the graphics aren't quite as blocky, it does resemble a nondescript concrete building, with sliding iron doors, into rooms with AR control panels which translate into the WAN of the factory.

Against a determined hacker, the host is fairly helpless until it reaches convergence. Shaojin is in and out of here all the time.

IC looks like cyber guards.

WAN: Many of the factory's devices are slaved to the host, giving them a defence pool of 8 (Rating + Firewall) rather than their typical 4 (Rating of 2 doubled). However, a direct connection to any of these devices will allow a hacker to get into the host more easily.

The following devices are slaved:

- Production robots
- Forklift drones
- Cameras

Saeder-Krupp Prime

Remember these guys? If the runners have picked up a tail, either at the apartment or with the comm, and haven't yet noticed and shaken it, then this well-organized group will be right behind.

As usual, a Fly-Spy running silent will follow them to the factory and hence inside. Upon seeing what follows, the rigger will be alerted,

and the whole team will be mobilized for an ambush after they leave.

The GM should play this as a cunning black ops team would, but also bear in mind the abilities of your group – this shouldn't be an auto win.

A nice tactic might be to have Gortler the decker attack their vehicle, while it is still within a block of the factory, so they will likely think it is due to their intrusion, and try to take control of it, possibly slowing them down.

Then, shortly after, have a remotely piloted disposable van ram them head on to stop their journey, and then have the S-K team arrive in a second van behind them with Hutch and Wasson attacking with stun grenades and gel rounds to take out those inside the van. Hopefully, Gortler will be able to Command Device to order the runners' van door to open.

Gortler can provide matrix overwatch, while Bianco keeps an eye out for spirits. As the coordinator, Bianco will likely keep his distance from the operation, and remain in the back of their van.

Of course, this could easily turn into a chase, or the GM could choose an entirely different method of attack.

The Meet

Option 2: Many Songs Arranges a Meet

If the runners don't tail the wily shaman, but do convince him with their charisma, then he will set up a meet.

This will take place at The Edge elven restaurant (p. 49, *SEAT72*) the evening after the runners visit the Talismonger. The restaurant is high class, on the corner of Denny Park in Downtown.

It is fairly secure, being in Downtown firstly, but also having such basic precautions as cameras and MAD scanners (all rating 3). None are slaved, but security staff have the access codes, from their comms. Security staff are all Professional Rating 2 (p. 382, *SR5*), although there are only four on site at a time.

If the runners are not currently being tracked by S-K, then they have an open field, and can talk to Shaojin, and arrange her extraction as they see fit. It should be discreet,

unless they want a chase with Knight Errant flying overhead.

If S-K are tailing the runners, then they will make a play of their own.

If the GM wishes to give the runners fair warning, then the S-K team will attempt to intercept calls initially, so make standard rolls for the runner group's face's comm, being hacked by Gortler, which can occur at any time after the runners leave the Rainbow Pipe. If successful, then S-K will know all about the meet, otherwise the runners may be aware that a third party tried to hack their comms.

This may also provide an opportunity for the team's hacker to get involved in the action, if they have the team's comms slaved to their deck.

In all honesty, S-K don't need to listen in to the runners' phonecalls to track down Shaojin – as soon as she's out of the warded office in the toy factory, she can easily be traced by a spirit with the 'search' power, summoned by Bianco. Only the ward has stymied their efforts at magical tracing so far.

On the evening of the meet, Shaojin will arrive in a suitable evening dress. The runners should meet the “smart” dress code also, or may be shown the door.

They can chat for a while, undisturbed, until Hutch, the S-K assassin, wanders through the restaurant disguised as a waiter. Allow the runners Perception + Cha (5) to notice the silenced pistol underneath the tray of drinks he is carrying, else a silenced round or two will find Shaojin's neck, leaving her on the floor, bleeding seriously (Physical track full, 2 overflow).

Screams will fill the room, and the head waiter will run over, and a circle will form around Shaojin, and someone from the crowd will shout, “I've called Doc Wagon.” Two security guards will be among those who are standing at the edge of the circle, and will insist that no-one moves her, while talking to their partners over comms.

At this point the runners can either look for the assassin (same rolls as before, but reduce the threshold by one each time they try), who is heading for a fire exit, but then so are quite a few people in the crowd, or try to assist Shaojin medically.

Shaojin can be stabilized and healed with First Aid or Heal, but as soon as First Aid or Heal is complete, Doc Wagon will be wheeling in a stretcher. They got here very quickly...

If the runners try to simply pick up Shaojin and flee, they will be stopped by the security guards, who will call Knight Errant.

When Doc Wagon arrive, they will attempt to get Shaojin on the gurney and out the door asap. They will not allow anyone else in the ambulance, citing lack of room in the ambulance, and tell those concerned they are taking her to Harborview. Anyone who doesn't look Chinese will be refused. Of course, this isn't really Doc Wagon, this is the S-K extraction team working their magic. Bianco is fronting the team, and will use a Con + Cha to keep everyone out of the ambulance. Allow the runners' face, or best with Con, a roll to oppose Bianco's Con roll. The runners will have to be quite rude to get in the back of the ambulance against the wishes of the "crew" and of course, Shaojin might *really* die while they're arguing...

If any of the runners has a Medicine knowledge or skill, or some experience with this area, allow a roll with a threshold of 3, to notice something off – it could be a badly wrong procedure, wrong uniform, etc. But this should not be simply handed to the runners – this is S-K Prime, and it is assumed that the runners themselves are no easy marks.

Also, Wasson, who is leading the team medically, is skilled in medicine, so this may be enough to bluff their way through it.

To add to the chaos, in only 1D6 minutes, 2 squad cars will arrive, with four patrol officers, a magician, and a SWAT officer with an assault rifle to secure the restaurant, and start asking questions.

If anyone sticks around for a further 1D6 minutes, a detective with a further 2D6 officers will arrive to begin questioning everyone. Hope you've got a good fake SIN chummer...

Once on the road, S-K will locate any devices or cyberware that Shaojin may have and switch them all to wireless off. Wasson will stabilize her, knock her out with Neurostun, then heal her with First Aid. They will make for the West Coast Hamlin Hotel,

which is actually on the way to Harborview Hospital.

Leung, who is driving the "ambulance" will use sensors to check for any tails. If he spots any, then he will mark them in AR, and Gortler will hack a delivery truck nearby, and use it to try and ram the runners off the road. If at first you don't succeed...

Their best bet is to either use a drone or magic (a spirit or clairvoyance) to keep an eye on the ambulance, and watch for where it goes.

At the Hotel, they will kill the sirens and lights, then ditch their uniforms and head for the goods entrance, where Shaojin will be unloaded and Bianco, Gortler and Wasson will take her up to a hotel room up on fourth. The staff have been suitably bribed and/ or threatened.

Leung will then drive halfway to Harborview and ditch the ambulance in an alleyway, before jumping onto a motorbike hidden under some cardboard boxes and heading back to the hotel.

Hutch heads there separately in a taxi, from the restaurant, after dumping his waiter uniform in an alleyway.

Nice and smooth.

Coyote

Whether they get Shaojin out or not, they will need to rendezvous with their coyote, Kingfisher. He will ask them to meet at a large piece of waste ground, in Auburn at about 8pm.

He is an elven Native American (Blackfoot), who dresses half like a shaman and half like a trucker. He wears a blue baseball cap with a Howling Coyote logo on the front.

His ride is an Ares Black Rhino 8100 18-wheeler truck. From the outside it looks like a regular cab, but is outfitted with SOTA scanners.

He can transport whatever the runners can fit in the trailer, although half is filled with legitimate cargo (vehicle parts). There is a large container which all living beings will need to stay in for the journey overnight. It is about 3m square, so it may get crowded with a troll. Shaojin will sullenly accept her imprisonment, but will make for poor

company. The runners should declare the security arrangements for Shaojin, bearing in mind how long the journey will be. **If the runners have not yet discovered her deck, she will switch it to wireless off for the journey.**

He offers them some derms for the journey, which are mild tranquilizers and will help them sleep.

Kingfisher will also insist that all devices be turned wireless off, so that nothing suspicious shows up on a wireless scan.

The first part of the journey is from Seattle to Calgary, which will take them through the Salish-Shidhe (SSC) and into the Algonkian-Manitou Council (AMC) where Calgary is situated. The runners will hear various sounds, particularly at checkpoints, but not know much about what's going on.

Kingfisher is flying a NeoNET flag, so he has no need to declare the contents of his truck. It is protected under the BRA.

Sometime mid-morning the next day, they will be let out of the truck. Due to the cramped conditions, they will regain no Edge Pool and will need to make a Fatigue Roll against 5S.

They will find themselves at a small, private airfield. It has only one runway, and two hangars. There is an admin building of sorts with a small cafe, with no other customers and a skinny youth serving, called Roger. They serve passable soy food.

There are few staff at the airfield, beyond a few ground staff. The admin building/ control tower is run by a Native American Ork in a Hawaiian shirt called Rolph.

Their gear is unloaded and left in one of the hangars. Kingfisher tells them that the next leg of the journey is in a cargo plane, with a troll pilot called Bosco. He'll be here around lunch time and he advises them not to leave the airfield. And with that, he'll bid them farewell.

The weather is overcast, warm but with a chilly wind. Checking their location will find they are about 25 miles outside of Calgary.

Flight to Freedom

Bosco arrives as promised in a fairly old Federated Boeing B3 Cargo Plane, and takes a few scant items of cargo out. He'll talk to the

runners, but is more interested in getting his lunch than socializing with them. He wears a weather-beaten green leather jacket, aviator glasses, and a friendly smile.

They can begin loading up from anytime he lands. There is a ramp at the back for a truck to take on. Take off is 1330 hours.

After finishing his lunch, he'll wander back over and chat to the runners at about 1310, and start to make some checks of the plane, which has already been refueled.

A couple of minutes later, two huge Jeep Trailblazers (p. 54, R5) come hurtling through the main gate 500m away. The lead jeep has a troll standing up in the back, wielding an RPK machinegun. He is called Frobian, and will start firing at any male targets he can see near the plane, while the jeep hurtles towards them at about 40mph, reducing the range by 60m each turn.

The second jeep will drive behind the second, but provides no fire until they reach short range (about 20m away), which will take 8 rounds. In addition to the troll, there are two human mercs with SMGs in each jeep (one of which is a driver in each case). They are all dressed in plain clothes.

This is Saeder-Krupp Prime coming after their target. They are here for Shaojin. If she is spotted, then the mercs will cease fire to avoid hitting her, but still keep closing in.

Take careful note of weapon ranges here (p. 185, SR5) as many weapons won't even be in range for the first couple of rounds. Also, remember -2 to hit from attackers firing out of a moving vehicle, and -2 for defenders inside a vehicle.

The runners can either go for a quick escape (which is Bosco's preference), or duke it out with the mercs, until they can safely make their getaway.

Note that the mercs have no magic cover, so this may be something that the runners can capitalize on. For matrix cover, each jeep has a Transys Avalon (6) acting as Master to the jeeps themselves and all weapons on board, as well as all of Frobian's cyberware. Each merc has a Hermes Ikon (5) to protect any other personal wireless gear. If a failed Sleaze roll is detected, or anything suspicious happens in the matrix, then the merc carrying the Avalons (those riding shotgun), will take a

simple action to switch to wireless off at the next opportunity.

The personas on the master devices are all a variation of the Hollingbridge Consultancy, a shell company belonging to Saeder-Krupp.

The mercs are Professional Rating 4.

Shaojin may also see this as an opportunity to escape. She may try to use her Escape Artist skill to slip any bonds, and then flee back to the admin building, where she will try to steal a car and escape, leaving the two groups of runners to fight it out.

At the very least, she will struggle, requiring a grapple to get her onboard, or for her to be drugged, which will all take time.

Bosco, for his part, will urge the runners to get on board and get going. Anyone running up the steps to get on board is a viable target for Frobian.

Their pilot will also toss the runners an AK-97 with explosive rounds if they need a weapon to cover their escape.

From the point where everyone is on board (Bosco will need to get on board as well), the cargo plane will need two rounds to warm up, and then three rounds to taxi into a position for an emergency take-off, which will be hairy but successful.

Typically, only one person may board or exit the plane per initiative pass, and once the plane starts moving, it will be away from the boarding steps, so it will be a long way up to the door.

If any runners are over at the admin building when the jeep arrives, this could cause added tension as they try to get to the plane before the mercs, or maybe get on while it's moving.

If the mercs get close to the plane, and a door is still open, then Frobian may try to get on board. The mercs won't fire blindly into the aircraft however, as they have orders to bring back Shaojin alive.

Churchill

The flight to Churchill is 10 hours.

The main port on the Hudson Bay, it is not reachable by road, only rail or air. Mainly shipping grain and other bulk foodstuffs, it

also ships cargo around North America and out to Europe.

It is also highly corrupt, and therefore an ideal staging ground for coyotes going out to Europe.

The runners will land with Bosco who will escort them aboard a freighter bound for Oslo, the Colchester, registered under an Amazonian flag which, while not a flag of convenience, is certainly rather loose in its registrations.

Notably here, although illegal weapons and the like should not be openly displayed, no-one is checked. There are short discussions, after which the runners are allowed on board. The crew are a mix of South and North American, from various countries. English and Spanish are the main languages spoken.

Anything other than hand luggage is to be stowed in a container for the journey, as there is very little space aboard the ship. The runners are expected to stay out of the way until nearing Oslo, which will take about 2 weeks in bitterly cold temperatures.

Pining for the Fjords

Just out of Oslo, early in the morning, they are asked to get into their container, along with their gear and switch everything to wireless off. For about another 8 hours they are then unloaded from the ship, then loaded onto a container truck, then transported out of Oslo. When the doors are finally opened, they find themselves at a small farm, just outside Oslo where they are greeted by a small group of bikers from the Lillehammer Chapter of the Asgard Marauders, a Vikings-affiliated MC.

They are greeted enthusiastically, and invited into the farmhouse where a huge feast is soon in progress, with plenty of beef, pickled fish and ale.

All damage and Edge should be restored.

While they are eating, a smart Toyota Coaster van (Rover Model 2072 equivalent, a premium 4x4) will arrive with two large Norwegians with grafted muscles, to pick up Shaojin for Njord. They will make payment by certified cred as agreed. If the runners take the time, they can take the car's matrix id and potentially trace it to a security consultancy firm that works closely with Transys-Erika.

The Marauders won't seem fazed by this at all.

Picking up the Pieces

Pay

The runners will be paid the agreed amount for the safe delivery of Shaojin.

Karma

Situation	Karma
Character survived	1
Getting Shaojin safely out of Seattle	2
Delivering Shaojin safely to Norway	2
Overall adventure challenge	2

Contacts

Many Songs could become a contact if dealt with fairly and impressed by the runners. He is only Connection 2, and Loyalty will start at 1, however, he has a number of knowledge skills and friends in the local Amerind population in Seattle.

Kingfisher and Bosco might remain contacts, but more likely to be contacts for biz only, and not for legwork or the like.

Legwork

Norway

Contacts to Ask: Travellers, Nationals, .

Th	Time	Information
0	-	Country in Europe.
1	1 min	Part of the Scandinavian Union
2	5 min	With the decline of its oil reserves it has surrendered to the corporations
3	30 min	The Sami are the indigenous people of northern Scandinavia.
4	2 hr	The Aesir Society are a reaction to corporate encroachment, and have retreated to roundhouses.

Rosneft Share Deal

Contacts to Ask: Financial-minded businessmen and corporates.

Th	Time	Information
0	-	What?
1	1 min	Rosneft shares plummeted recently following a drilling accident.
2	5 min	Some dealers made a killing off the share price drop.
3	30 min	An independent dealer in particular made good ground from it.
4	2 hr	The independent dealer seemed to anticipate the accident, leading to speculation about a connection.

Cast of Shadows

Security Guard

Professional Rating 2

B 4	A 4	R 4	S 3	W 3
L 2	I 3	C 3	Ess 6	

Metatype: UCAS Human Males

Initiative: 7 + 1D6

Movement: 8/ 16/ +2

Condition Monitor: 10

Limits: Mental 4 Physical 5 Social 5

Armor: 12

Skills: Automatics 3, Etiquette 3, Perception 2, Pistols 4, Running 4, Unarmed Combat 3

Gear: Armor Jacket, Renraku Sensei (3), Glasses (2) with image link

Weapons:

Colt Cobra TZ-120 [SMG, Acc 4(5), DV 7P, AP -, SA/BF/FA, RC 2(3), 32(c)] 2 clips regular.

Fichetti Security 600 [Light Pistol, Acc 6(7), DV 7P, AP -, SA, RC (1), 30(c)] 2 clips regular.

Stun Baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]

Description: Plain vanilla security guards.

Jon Bianco (SK Leader)

B 3 A 3 R 4 S 2 W 5
L 3 I 5 C 4 **M6** Ess 6

Metatype: UCAS Human male

Initiative: 9 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: P10/ S11

Limits: Astral 7 Mental 6 Physical 4 Social 7

Armor: 8

Skills: Alchemy 3, Assensing 2, Automatics 2, Banishing 3, Computer 2, Con 2, Counterspelling 5, Etiquette 4, Intimidation 1, Leadership 3, Longarms 2, Negotiation 3, Perception 1, Pilot Ground Craft 1, Pistols 2, Spellcasting 5, Summoning 3

Languages: English N, German 4, Japanese 2

Gear: Actioneer Business Clothes, Transys Avalon (5), Glasses (Image Link)

Spells:

(Chaos Magician, Drain: Will + Int)

Stun Bolt (p. 284, SR5) F-3, Direct, Mana

Stun Ball (p. 285, SR5) F, Direct, Mana

Clairaudience (p. 286, SR5) F-3, Force x Magic

Clairvoyance (p. 286, SR5) F-3, Force x Magic

Mind Probe (p. 287, SR5) F, Force x Magic

Heal (p. 288, SR5) F-4

Chaotic World (p. 290, SR5) F

Improved Invisibility (p. 291, SR5) F-1

Silence (p. 291, SR5) F-1

Animate (p. 292, SR5) F

Bound Spirits: None

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)] 2 clips regular.

Description: Bianco is a no nonsense businessman, wearing suit and tie. He is a corporate ladder climber through and through. He is clever, resourceful and very determined.

Bae Leung (SK Rigger)

B 3 A 4 R 5(6) S 2 W 2
L 5 I 6 C 4 Ess 3.4

Metatype: Chinese Elven male

Initiative: 12 + 4D6 (Hot sim)

Movement: 8/ 16/ +2

Condition Monitor: P10/ S9

Limits: Mental 6 Physical 5 Social 6

Armor: 0

Skills: Computer 1, Electronic Warfare1, Gunnery 4, Navigation 1, Perception 2, Pilot Aircraft 4, Pilot Ground Craft 4, Pilot Walker 2, Pistols 1, Sneaking 2

Gear: Transys Avalon (5), Glasses (Image Link).

Cyberware: Control Rig (2), Datajack, Synaptic Booster (1)

Weapons: N/a

Deck & Drones:

RCC: Lone Star Remote Commander (6: 2 Noise Reduction, 4 Sharing, DP 6, Firewall 5)

The RCC may have shared Maneuvering autosofts for the surveillance drones (Rating 6)

Shiawase Kanmushi (Handl 3, Speed 2, Accel 1, Bod 0, Armor 0, Pilot 3, Sensor 3.

Autosofts: Clearsight 3, Stealth 3)

MCT Fly-Spy (Handl 3, Speed 3, Accel 2, Bod 1, Armor 0, Pilot 3, Sensor 3. Autosofts: Clearsight 3, Stealth 3)

GMC Bulldog (Handl 3/3, Speed 3, Accel 1, Bod 16, Armor 12, Pilot 1, Sensor 2. Autosofts: Maneuvering 1)

GMC Endurance Ambulance (Handl 3/3, Speed 4, Accel 3, Bod 14, Armor 6, Pilot 1, Sensor 2. Autosofts: Maneuvering 1)

*All vehicles and drones are fitted with a rigger interface. Leung has any number of surveillance drones supplied by his employer Saeder-Krupp.

Description: Leung is a young Chinese gentleman, rarely seen outside the back of the Bulldog where he sits in hotsim, monitoring the drones, or driving a van.

When he's not jacked in he is a joker, always laughing and poking fun at his serious colleagues.

Kevin Gortler (SK Decker)

B 3 A 4 R 5 S 2 W 4
L 5(6) I 6 C 5 Ess 5.7

Metatype: UCAS Elven male

Initiative: 11 + 4D6 (Hot sim)

Movement: 8/ 16/ +2

Condition Monitor: P10/ S11

Limits: Mental 8 Physical 4 Social 7

Armor: 8

Skills: Computer 6, Cybercombat 6, Disguise 2, Electronic Warfare 3, Hacking 5, Palming 2, Perception 3, Performance 3, Pistols 1, Sneaking 2, Software 1

Gear: Actioneer Business Clothes, Transys Avalon (5), Glasses (Image Link).

Cyberware: Datajack, Cerebral Booster (1)

Deck: Renraku Tsurugi (Rating 3, Attack 3, Sleaze 5, Data Processing 5, Firewall 6, Programs 3)

In combat he will switch Attack and Sleaze Programs:

Armor (+2 to resist Matrix Damage)

Biofeedback (Matrix attack also causes Biofeedback damage)

Hammer (+2 Matrix DV on attack)

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)] 2 clips regular.

Description: Gortler has a long straggly beard, and a mass of black hair which looks out of control. His clothes look expensive, but don't look like they belong on him.

Jon Hutch (SK Assassin)

B 5(6) A 6(7) R 5(7/8*) S 3(4) W 4
L 2 I 5 C 2 Ess 1.5

Metatype: UCAS Human male

Initiative: 10(12/13*) + 3D6(5D6*)

Movement: 14/ 28/ +2

Condition Monitor: P11/ S10

Limits: Mental 5 Physical 7(8*) Social 4

Armor: 8(12) or 12(16)

Skills: Automatics 5, Blades 2, Clubs 2, Computer 1, Etiquette 1, Intimidation 4, Longarms 3, Perception 4(5), Pistols 6(7), Sneaking 1, Throwing Weapons 1, Unarmed Combat 2

Gear: Actioneer Business Clothes **or** Armor Jacket, Transys Avalon, 4 Flash-bang grenades, 4 doses of Jazz*, 2 Stim Patches (6)

Cyberware: Bone Lacing (Plastic), Cybereyes (Rating 2, Image Link, Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement (1)), Datajack, Dermal Plating (3), Muscle Replacment (1), Reflex Recorder (Skill: Pistols), Synaptic Booster (2)

Weapons:

All stats include enhancements, all firearms are smartguns.

Unarmed [Unarmed, Acc P, DV 5P, AP -]

Ares Light Fire 75 [Light Pistol, Acc 8, DV 6P, AP -, SA, RC 3, 16(c)] 2 clips regular.

Ares Predator V [Heavy Pistol, Acc 7, DV 8P, AP -1, SA, RC 3, 15(c)] 2 clips regular.

Ingram Smartgun-X [SMG, Acc 6, DV 8P, AP -, BF/ FA, RC 5, 32(c)] 2 clips regular.

Flash-bang Grenades [Thrown, Acc P, DV 10S, AP -4] 4 total.

Description: Hutch is a hitman for S-K. He'll likely be encountered in the restaurant scene, wearing Actioneer Business Clothes. If he's spotted and pursued leaving via a side exit, then he'll toss flash-bangs, then draw his Ingram and rip off some 10 round bursts.

At other times, he'll be wearing his jacket and wielding the Ingram as standard.

He always uses Jazz.

Angel Wasson (SK Medic)

B 3 A 5 R 5(6) S 2 W 4
L 6 I 5 C 2 Ess 3.1

Metatype: German Human female

Initiative: 11 + 2D6

Movement: 10/ 20/ +2

Condition Monitor: P10/ S10

Limits: Mental 7 Physical 5 Social 4

Armor: 12(14)

Skills: Automatics 5, Biotechnology 4, Computer 2, Cybertechnology 2, First Aid 6, Longarms 5, Medicine 6, Navigation 1, Perception 4, Pilot Ground Craft 4, Pistols 5, Running 2, Unarmed Combat 2

Languages: German N, English 4

Gear: Armor Jacket, Transys Avalon, Medkit (6), 4 Stim Patches (6), 4 Trauma Patches

Cyberware: Bone Lacing (Plastic), Cybereyes (Rating 2, Image Link, Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement (1)), Datajack, Dermal Plating (3), Muscle Replacment (1), Reflex Recorder (Skill: Pistols), Synaptic Booster (2)

Weapons:

Enfield AS-7 [Shotgun, Acc 4(6), DV 13P, AP -1, SA/ BF, RC 0, 10(c)] 2 clips regular, internal smartgun mod.

Ares Predator V [Heavy Pistol, Acc 7, DV 8P, AP -1, SA, RC 2, 15(c)] 2 clips regular.

Description: Wasson was a medical student who struggled to find work, and then chafed under the strict arrangement of medical institutions, so eventually ended up in shadow work. She can handle herself in combat, but that is not her role.

Many Songs

Own Edge of 2

B 2 A 2 R 3 S 2 W 5
L 2 I 3 C 5 M6 Ess 6

Metatype: UCAS Amerind Human male

Initiative: 6 + 1D6

Movement: 4/ 8/ +2

Condition Monitor: P9/ S11

Limits: Astral 7 Mental 4 Physical 3 Social 7

Armor: 6

Skills: Alchemy 5, Artisan 2, Banishing 6, Binding 6, Blades 2, Counterspelling 5, Etiquette 4, First Aid 1, Gymnastics 2, Negotiation 4, Perception 2, Pilot Ground Craft 2, Ritual Spellcasting 5, Sneaking 2, Spellcasting 5, Summoning 6, Survival 2.

Gear: Metalink (1), Enchanting Focus (4), Armor Preparation (Potency 6, Force 6), Mana Barrier Preparation (Potency 6, Force 6), Physical Barrier Preparation (Potency 6, Force 6), 50 Reagents

Spells:

Stun Bolt (p. 284, SR5) F-3, Direct, Mana

Heal (p. 288, SR5) F-4

Stabilize (p. 289, SR5) F-4

Armor, Alchemical (p. 292, SR5) F-2

Levitate (p. 293, SR5) F-2

Magic Fingers (p. 294, SR5) F-2

Mana Barrier, Alchemical (p. 294, SR5) F-2

Physical Barrier, Alchemical (p. 294, SR5) F-1

Ward Ritual (p. 297, SR5)

Weapons:

Combat Knife [Blade, Acc 6, DV 4P, AP -3]

Description: Young Amerind youth, with shades and a punk band t-shirt.

Ajogah (Force 5 Air Spirit)

B 3 A 8 R 9 S 2 W 5
L 5 I 5 C 5 Ess 5 M 5

Type: Illusion

Initiative: 14 + 2D6

Astral Initiative: 10 + 3D6

Movement: 16/ 32/ +10

Condition Monitor: P10/ S11

Limits: Mental 7 Physical 6 Social 7

Armor: Immunity to Normal Weapons: (DV must exceed 10P to have a chance to damage, if so: Automatically soak 5, then roll 13 to soak the remainder)

Skills: Assensing 5, Astral Combat 5, Exotic Ranged Weapon 5, Perception 5, Running 5, Unarmed Combat 5

Powers: Accident, Astral Form, Concealment, Confusion, Engulf, Fear (10 dice vs Wil + Logic: flee for 'net hits' turns), Materialization (Immunity to Normal Weapons), Movement, Sapience, Search

Weapons:

None to speak of, except Engulf

Description: A wise spirit, that constantly smokes a peace pipe, out of which comes smoke which enacts his powers.

Hanakai (Force 5 Earth Spirit)

B 9 A 3 R 4 S 9 W 5
L 4 I 5 C 5 Ess 5 M 5

Type: Health

Initiative: 9 + 2D6

Astral Initiative: 10 + 3D6

Movement: 6/ 12/ +2

Condition Monitor: P13/ S11

Limits: Mental 6 Physical 11 Social 7

Armor: Immunity to Normal Weapons: (DV must exceed 10P to have a chance to damage, if so: Automatically soak 5, then roll 19 to soak the remainder)

Skills: Assensing 5, Astral Combat 5, Exotic Ranged Weapon 5, Perception 5, Unarmed Combat 5

Powers: Astral Form, Binding (Target sticks to floor, Roll Str + Bod v Mag + Wil to escape), Elemental Attack (See below),

Guard, Materialization (Immunity to Normal Weapons), Movement, Sapience, Search

Weapons:

Pummel [Unarmed, Acc 11, DV9S, AP -]

Hurl earth [Exotic, Acc 11, DV 10P, AP -5]

Description: Likes to materialize as a bear when in full combat mode, else a young brave.

Shaojin

Own Edge of 5

B 2 A 3 R 4 S 2 W 3
L 6(8) I 4 C 2 Ess 5.5

Metatype: Chinese Human female

Initiative: 8 + 1D6

Matrix Initiative: 4 + DP + 4D6 (Hot)

Movement: 6/ 8/ +2

Condition Monitor: P9/ S10

Limits: Mental 8 Physical 4 Social 5

Armor: 0

Skills: Computer 4, Con 6, Cybercombat 6, Cybertechnology 2, Electronic Warfare 6, Escape Artist 6, Etiquette 5, Gymnastics 2, Hacking 6, Hardware 4, Negotiation 5, Perception 6, Pilot Ground Craft 2, Pistols 4, Running 3, Sneaking 5, Software 4.

Gear: Novatech Navigator

Qualities: CFD, NV 8. Roll pool of 8, able to add one to a physical stat for each success, for 8 rounds, etc. (p. 193-5, SS)

Cyberware: Datajack, Cerebral Booster (2)

Deck: Novatech Navigator (Rating 3, Attack 3, Sleaze 5(7), Data Processing 4, Firewall 6(7), Programs 3)

Module: Hardening +5 Condition Monitor.

Programs:

Encryption (+1 Firewall)

Exploit (+2 Sleaze)

Shell (+1 to resist Matrix and Biofeedback)

Weapons:

Unarmed [Unarmed, Acc P, DV 2S, AP -]

Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, SS, RC -, 4(m)] 8 rounds.

Description: This quirky looking Chinese girl is more than she appears. She wears her hair colored and spiked, and wears short skirts and combat boots.

In decker combat, she goes for Hack on the Fly (to get 3 marks), Format Device and Reboot Device. Although somewhat long-winded, it can be a devastating attack, especially to an expensive deck.

In the factory, she will be in the host, controlling devices to watch and attack the runners.

Also, she has CFD, which will emerge in times of stress (p. 193-5, SS), to reveal the personality Torrential, who sounds like an old man for hours or days at a time.

And don't forget Escape Artist – it's a doozy.

Factory Drones

Toys (As Shiawase Kanmushi)

Handl 4	Speed 2	Accel 1
Bod 0	Armor 0	Pilot 3
Sensor 3		

Forklifts (As Honda Spirit)

Handl 3	Speed 2	Accel 2
Bod 8	Armor 6	Pilot 1
Sensor 2	Seats 1	

Bosco

Own Edge of 2

B 8 A 4 R 6(7) S 7 W 4
L 4 I 3 C 3 Ess 4.7

Metatype: AMC Troll male

Initiative: 10(11) + 1D6

Matrix Initiative: 4 + DP + 4D6

Movement: 8/ 16/ +1

Condition Monitor: P12/ S10

Limits: Mental 6 Physical 10 Social 5

Armor: 12(13)

Skills: Automatics 4, Clubs 1, Computer 1, Electronic Warfare 2, Etiquette 2, Gunnery 6, Navigation 1, Perception 1, Pilot Aircraft 5

Languages: English N, Iroquois 6

Gear: Armor Jacket, Lone Star Remote Commander.

Cyberware: Control Rig (1), Reaction Enhancers (1)

RCC: Rating 6, DP 6, Firewall 5
Maneuver (B3) 6

Weapons:

AK-97 [Assault Rifle, Acc 5, DV 10(11)P, AP -2(-3), SA/ BF/ FA, RC -, 38(c)] 1 clip explosive.

Description: Quiet troll, in green leather jacket and aviator glasses.

Plane: Federated Boeing B3 Cargo Plane

Handl 4	Speed 3	Accel 3
Bod 22	Armor 14	Pilot 3
Sensor 4	Seats 16	

Frobian

Professional Rating 4

B 9(12) A 5(7) R 4(6) S 7 W 2
L 1 I 3 C 1 Ess 1.5

Metatype: AMC Troll male

Initiative: 8(10) + 3D6

Movement: 14/ 28/ +2

Condition Monitor: P13/ S9

Limits: Mental 3 Physical 10 Social 2

Armor: 12(15)

Skills: Automatics 6(7/9), Blades 3, Gymnastics 1, Heavy Weapons 3, Longarms 2, Perception 4, Pilot Ground Craft 1, Throwing Weapons 2

Gear: Armor Jacket, Hermes Ikon (5)

Cyberware: Cybereyes (2, Image Link, Low-Light Vision, Smartlink, Image Magnification), Datajack, Dermal Plating (3), Bone Density (3), Muscle Toner (2), Platelet Factories, Reflex Recorder (Automatics), Synaptic Booster (2)

Weapons:

Weapon stats include bonuses

RPK HMG [Heavy Machinegun, Acc 5(7), DV 12(13)P, AP -4(-5), FA, RC 13, 100(belt)] Belted Explosive Ammo, Internal smartgun system, Gas-Vent 3.
Katana [Blades, Acc 7, Reach 1, DV 10P, AP -3] **Remember Trolls also have 1 Reach**
Flash-bang Grenades [Thrown, Acc P, DV 10S, AP -4] 6 total.

Description: A huge, bearded troll, who wears expensive silver jewelry. His horns are sawed off. A rough thatch of brown hair roosts under a black baseball cap, worn backwards.

He will initially fire at any male targets visible near the plane, then at anyone returning fire. He is very reluctant to fire at the plane, if he thinks the girl may be inside, but may try to smash his way in.

Remember to reduce all damage taken by 1, due to platelet factories.

SK Merc

Professional Rating 4

B 4(5)	A 5	R 4	S 4	W 4
L 3	I 4	C 3	Ess 6	

Metatype: AMC Human male

Initiative: 8 + 1D6

Movement: 10/ 20/ +2

Condition Monitor: 10

Limits: Mental 5 Physical 5 Social 6

Armor: 9

Skills: Automatics 5, Blades 5, Intimidation 6, Perception 2, Pilot Ground Craft 3, Pistols 4, Unarmed Combat 6

Qualities: Toughness

Gear: Lined Coat, Hermes Ikon (5)

Weapons:

Colt Cobra TZ-120 [SMG, Acc 4(5), DV 7P, AP -, SA/ BF/ FA, RC 7, 32(c)] 2 clips regular.

Combat Knife [Blades, Acc 6, DV 6P, AP -3]

Description: Mercs in plain clothes. The Colt Cobra laser sights and folding stocks are all deployed when they arrive.

Jeep Trailblazers

Handl 3/4	Speed 3	Accel 2
Bod 12	Armor 6	Pilot 1
Sens 2	Seats 4	