

# Exceptions

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## Introduction

## Supplements

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

- Data Trails (*DT*)
- Any Denver supplement

Note that other supplements were used for some NPC items, eg. Run & Gun for Vindicator minigun, etc., however they are nonessential.

## Setting

Set in April of 2076, Denver. Although it can be adapted to other locations and times, it is intended as a prequel to Boston Lockdown, and some of the plot material is foreshadowing. However, it is perfectly able to stand alone.

## Adventure Background

'Hot' G Shank, the hottest rapper in North America, has hired the runners as security and bodyguards for his North American tour, "Cops Die/ no-one cries", and after Seattle, he is stopping over in Denver to play the Weekday Cross nightclub.

However, as a rebellious gangster rapper he has strong contacts with revolutionaries around the world, funding and supporting them. One such group is the hacker gang, the Exceptions who operate out of Denver, many being former otaku from the post-raid Nexus data haven, now split over several discreet locations.

They have recently been contacted by the dangerous dissonant technomancer Pax, who was passing through after an operation in Albuquerque. She has asked the gang to raid a safety deposit company for her and retrieve the contents of box 474. She has prepared the ground for them to defeat the complex locks inside, and her blessings to steal anything else.

Little does G Shank know how dangerous this hacker gang is or who they work for.

Little do the Exceptions realise that one of their number is an undercover FBI asset, who is also a technomancer.

## Plot Synopsis

As G Shank's bodyguards, the runners are being paid a stipend of 15k¥ per month, but they are already finding out that with his surly attitude the greatest threat to G Shank is himself.

Now in Denver, the runners will firstly be tasked with escorting him to get novacoke. He insists on going himself, into the Aurora Warrens. After some trouble finding the place, they find a squat over a barber's shop and are introduced to the Exceptions, and G Shank scores.

It is here that the runners hear the Exceptions telling G Shank that they are planning a million nuyen heist on a safe deposit company tomorrow afternoon, and G Shank cannot help himself when they invite him along, and hence the runners.

However G Shank promptly OD's, and the runners have to take him to hospital. When they get there, they find out that he was deliberately spiked to get the runners out, and they are approached by a Fed who knows all about the raid and strangely gives it his blessings. Because it is in Sioux territory, the UCAS can't touch it, but they need the contents of 474, and will pay handsomely for it.

But the raid goes badly south. The Exceptions are at heart a wrecklessly overconfident gang of teenagers, and may soon meet their match when the alarm goes and the SWAT turn up.

Getting themselves out alive, protecting G Shank, getting paid and figuring out which hacker is actually a Fed whilst avoiding getting fingered as rats or getting arrested is not going to be easy...

## The Hook

### Scan This

As bodyguards to G Shank, the runners are needed to take him out to the Aurora Warrens to get his fix of nova.

But he's fixing for a fight as well...

### Tell it to Them Straight

Negotiating the streets of Denver is never easy, with five sectors and several "special" zones it can take several border crossings just to get to town and back.

One such special zone is the Aurora Warrens. Not officially in any sector it is surrounded by the UCAS and CAS. And it's where you're headed right now, because G Shank needs his fix of nova, and he insists on coming with you to get it. Says he knows the crew personally and their drek is the best.

The people here are on the lower rungs. They are taxi and scooter drivers, stall owners, commlink repairmen, prostitutes, pistol and ammo traders, drug dealers, BTL dealers, factory workers, scrap metal dealers and industrial chemical workers.

People push along rails of cheap clothes, trade in the street, and rob each other. Cyclists go past balancing 100 boxes of fake perfume, a camper van with huge racks of cheap building material tied on with rubber tubing. The warm, muggy air is thick with the acrid smoke of cheap tobacco and exhaust fumes.

This is the daily bustle of the Warrens.

### You Looking at me?

After getting into the Warrens, the runners are directed to the Street Razor Barber Shop, and have to park much further down the street. As they walk along, they see a small, local troll and ork gang doing business nearby, selling guns.

G Shank will slow down to check them out, then out of the blue he walks over to one of them and punches him in the face shouting, "Stare me down, Fragger!!"

Then all hell breaks loose, and the runners will have their hands full getting G Shank out unharmed, as the gang attack in hand to hand.

There is one ork ganger for each runner, plus one troll. One of the orks is a lieutenant.

After the fracas they are free to continue to the barber shop.

### The Exceptions

Above the barber shop is a small living area. There they are introduced to the hacker gang, the Exceptions, one of whom deals out G Shank's nova. G Shank will introduce them as revolutionaries and hackers.

The gang will start chatting to the runners and mention that they have a line on a job tomorrow afternoon. A safe deposit company, Raven Security, in the Sioux sector is going to have its cameras and alarms turned off at 2pm. They are planning on robbing it.

One of the gang then enthuses to G Shank, "You should come with us!"

They all join in, and G Shank slowly smiles and nods. He offers the runners an extra 12k€ each if they come with him as protection. They can use Negotiation to gain an extra 500¥ per net hit.

The Exceptions explain that another hacker they know has a backdoor in to the host, and that they will ensure that security is hamstrung for hours. The hacker wants the contents of safe deposit 474, but everything else is up for grabs...

### Overdose

As they are discussing this, G Shank takes another snort then gets a nosebleed. "Altitude," he says dismissively, then keels over twitching. A quick first aid check will discover that he is indeed overdosing.

They will need to get him to a hospital as he is unresponsive.

The nearest hospital is a clinic at the Southeast corner of the Warrens. It is very secure, with wireless-off drone machineguns, etc. This will actually take them into the CAS sector.

For quick border crossings we can use the Denver missions rule of rolling Fake SIN Rating + Charisma + Etiquette. Threshold is 3 here, because they're coming out of the Warrens. Failure costs a 300¥ bribe, and a critical glitch will result in a shakedown, with any restricted

or forbidden gear being subjected to a licence check else be confiscated. On a glitch, the GM may also require a SIN check vs Rating 3 Scanners, possibly resulting in burnt SINs.

Once they are in the clinic, G Shank will be quickly brought round and start puking.

While he is indisposed, a suit will approach the runners and flash his ID, he's a Fed. He shows them open palms and reassures them that they're not in any trouble, then takes them in a private room and starts talking.

"We haven't got long, so I'll get straight to the point. We know all about the Exceptions and their planned operation tomorrow in the Sioux sector, and we're happy for it to go ahead. The only proviso is that we would like the contents of safe 474 to end up in our hands, rather than the Exceptions. We will pay you 100k¥ if you can deliver.

"We have an insider in the Exceptions, but we don't know which one. They spiked the drugs so we could get you here to talk. We've only chatted to our insider online, and they're so paranoid that we've just got a code phrase: if you offer them two cigarettes, they'll agree and say their favourite brand is Marlboro. If they want to abort, they'll refuse and say they only smoke Death cigarettes. They should be able to help you when you're inside.

"The reason we're so interested, is that the hacker who's helping them tomorrow is the terrorist Pax. We know she is in the area, but we don't know why, only that it involves a computer virus that somehow affects people.

"If Pax is involved, you know that bad things are happening and you may be our only chance of getting a line on this, and preventing a disaster."

He then gives them a comm number to call after the job, and returns them to G Shank before leaving the clinic.

## Debugging

All kinds of things can go wrong. The runners might refuse to take G Shank on an armed robbery, but he'd go anyway, he's an adrenaline junkie. But they might refuse to go with him.

Also, they might get the wrong end of the stick and think that the Fed is there to cause them trouble. If they're thinking of starting something, remind them of the very high security here.

If you know your players well enough, hopefully you should be able to couch these approaches in a way that they will accept. It may be that you need to make concessions to their play style.

If another runner has partaken, then they too will OD, and take 14S damage resisted with Body + Willpower.

## Sidebar: The Exceptions

There are six Exceptions:

- Ice Box: Their leader. Black gangsta, he wears a puffer jacket, shades, a pork pie hat and a lot of gold jewelry.
- Fast Fingers: Skinny, with short messy hair, and twitchy. Wears jeans and old t-shirts. There's something wrong with his eyes.
- Weasel Boy: Tough-looking, but likeable, he is white with slicked back hair, and a gold tooth. Wears a denim jacket, jeans a bomber boots.
- Sharkie: Lean and tall with raven black hair. Quietly spoken. His clothes look like he slept in them. **He is the insider.**
- Dredds: Half-caste, with dreadlocks and shades. He wears a denim jacket and tie-dyed trousers with heavy boots.
- Digga: Eastern European look, black hair, smart clothes, an ironed shirt. Single gold earring, smokes Carlton cigarettes.

## Casing the Target

Raven Security is for the wealthy, not for street trash. The building has two hosts: an **external** security host which controls cameras and doors, and an **internal** one which controls the safe deposit boxes.

The main entrance is protected by a phalanx of security devices including a SIN Scanner and MAD (both rating 6).

These devices, as well as the cameras, are protected by the **external** rating 10 security host (Firewall 13, Data Processing 12, Attack 11, Sleaze 10). It uses Patrol first, then Black IC next, and is protected by a security rigger.

Trying to walk past these scanners with a Fake SIN or hidden weapon, is sure to trigger an alarm, and/ or burn the SIN. In addition, the guards will not allow anyone who looks even slightly poor in. If an alarm does trigger, thick steel doors will drop in an initiative pass between each of the main rooms. These can only be lifted from the security host, and this won't happen until Police are well in attendance.

In short, this is a fortress. Unless someone can hack the security host (good luck), there is little chance of even stepping in the door as a customer, let alone robbing this facility.

At 2pm the next day, Pax will **completely disable the external host, and glitch the internal host**. So there will be no cameras, scanners or security doors, and the **internal** UV host controlling access to the boxes will be severely reduced.

## This is a Robbery!

### Scan This

The drek is going down. The runners can scope out the security company, but eventually they will need to meet up with the Exceptions to make the raid. They have a stolen van just for the job.

As soon as they get in, the gang will start shooting security guards and going over the top.

But as promised, it seems that the **external** security host is down, the devices inactive.

## Tell It To Them Straight

The following afternoon, you are all picked up in a back alley behind the hotel where the band is staying by a plain delivery truck, driven by Digga, one of the Exceptions. It is big enough to fit even a couple of trolls.

Sitting in the back, pressed in together and listening to the shutter door banging over and over, one of the Exceptions, Weasel Boy, starts rapping to you about the "sheeple".

"You ever notice how they have this binary thinking. Everything's either one or the other, y'know? It's either all veggie or all soy-meat. Drugs are all bad, or all good. No-one ever thinks about the grey, y'know?"

He continues whilst loading his shotgun, "Me, I think for myself. I have some veggie, and some soy-meat. And we all take drugs right? Soy-kaf, e-cigs, uppers and downers, vodka. It's all drugs, just the sheeple don't want to think about it."

"What do you think?"

It isn't long before Digga bangs on the back wall, and everyone dons masks. Then the van stops with a jolt, and sunlight floods in as the door opens, and everyone is rushing into the safe deposit building, the last one in closing the door and bolting it.

## Crowd Control

The first and crucial part is to take control of the building. The sections are:

- Main foyer
- Safe deposit hall
- Upper storey offices

The Main foyer is the only way in or out of the building, without blowing a hole in 2m wide plascrete walls. The ceiling is 10m high, and it has narrow windows 6m above ground, which are bulletproof and barely passable for a slim human.

The foyer is filled with desks, consoles, potted plants and nice waiting areas. Four guards and four staff wait on eight customers here.

From here, the only way on is through double doors to the safe deposit hall proper,

or up some stairs to the upstairs offices and comfort rooms.

The Safe deposit hall has 3m high ceilings and is sparse in comparison to the foyer. It is lined from floor to ceiling with safes of varying sizes, from small draws to something just big enough to fit a crouching human. The majority are smallish draws.

The hall has several access podiums, each with a number of access points and a green leather armchair. Each point gives access to the **internal** UV Host which is off the matrix (**see below**).

The hall itself is isolated wirelessly from the outside world, even from the foyer by a built-in faraday cage. So even though the podiums are wirelessly accessible, it is only from within this hall.

Two guards and six staff wait on five customers here. One of the staff is the security director.

The hall has no windows, and no exits except back to the foyer.

The upper storey offices are reachable only from the foyer. They are normal offices, and with toilets, etc. This area sits over the Safe deposit hall. There are no windows.

Three staff are working quietly up here.

## First Contact

When the group first goes in, the guards in the foyer will be utterly surprised, and simply surrender. The Exceptions will relieve them of their weapons, and tie their hands and feet with strip binders.

Beyond in the Safe deposit hall, the security director will hurriedly try to engage the heavy security doors between the hall and the foyer from his comm but, true to her word, Pax has rendered the system useless.

When it becomes apparent that the security system has failed, he will draw a pistol and the two guards will fire shotguns on anyone who tries to get into the hall.

The Exceptions won't be expecting this, but will slug it out. With the runners helping as well, this should be very one-sided.

Throughout the gunfight, customers will scream and run around, probably getting caught in the firefight.

Unless one of the runners watches the front door, all of the Exceptions will rush to respond to the gunfight, and one of the customers will unbolt the door and escape.

Allow anyone who is keeping watch a Intuition + Perception (2) to spot them.

Eventually, the security and staff should all be overwhelmed.

Staff in the upstairs offices will firstly open the door to investigate, but when they see what's happening, they will lock the door, and phone the Sioux police, Eagle Security.

## Assessing the Damage

Once combat is over, Ice Box will start getting stressed, and start an argument with Digga. Anything that's gone wrong will be his fault, such as a customer getting out the door.

They will even go so far as to point guns at one another. Eventually, Weasel Boy will tell them both to calm down, and point out that they now have access to the safes.

Ice Box will tell Digga and Dredds to control the foyer. If no-one has yet dealt with the upper storey office, Dredds will do so now.

Anyone searching the security director (alive or dead), will find his comm, probably dropped in the fray. If unlocked (Rating 6 if he didn't have chance) they will see a security program which displays security doors (hall and main entrance) and cameras, which are all showing as inactive.

**At this point start handing notes to different players**, and ask for them back afterwards. They can be quite innocuous, eg. You notice that a particular customer seems to be paying you close attention, etc.

This is to sow seeds of paranoia and possible discord amongst the players, and provide a foundation for later events.

**The runners may also try to find out who the insider is at this point: Sharkie, using the passphrase, or they may have done this in the van.**

## Sidebar: The Customers

### Foyer

There are eight customers here:

- Cynthia Anderson: Spoilt, wealthy middle-aged human, depositing jewelry. Indignation.
- William Gamez: A troll with a line on lingerie, designed for gay trolls. Bewilderment.
- Steve and Ruby Brooks: Human couple going on holiday soon, depositing valuables. Fear, caution.
- Tim Somers: Arm in a sling, come in for advice. Fear, indignation.
- Beulah Warren: Beautiful woman, singer, come to pick some jewelry. Calm, cautious.
- Wendy Chavez: Slim exec, in expensive suit. **She is actually FBI undercover, here to help runners get the contents of 474 out.**
- Tashina Patton: Ex-cop turned security specialist. It is she who will grab a gun and start shooting when least expected.

### Safe Deposit Hall

There are five customers here:

- Robert and Ellen Williams: Elderly ork couple, here to drop off some secure documents.
- Mike Holland: An exec on the take. Just stashed some credsticks.
- Garland and Darla Moore: Couple, he's bringing in his deceased father's stamp album. Darla is heavily pregnant.

## The Safe Deposit Boxes

### Scan This

They're in! The runners and Exceptions can quickly discover how to get into the safe deposit boxes.

### Tell It To Them Straight

Now you have cleared out the opposition, you can survey the main safe deposit hall. It is wider than the foyer, and divided into two parts. The floor and ceiling are bare, the walls filled with safe deposit boxes top to bottom, made from a dull metal with only their numbers interrupting their smooth surfaces, sunken into the walls.

Several small podiums are present in the hall, each with several access points, showing AR access icons over each one, each with a green leather armchair. They look like they can be accessed wirelessly, or by direct link.

### Hacking The Boxes

The intended method for legitimate customers to access their box is to use a podium access point to enter the UV Safe deposit host, which isn't on the matrix, which is sculpted to look like an underground train system. The customer buys a ticket of the correct date, time, destination, platform and seat, which makes up a combination for their box.

Upon getting on a subway train, which is luxurious compared to most subways, they are whisked away, and the train splits into different parts, until they arrive, the door opens and they find themselves in a pleasant room, where virtual objects can be left (ie. Downloaded from a comm), and a beautiful flower in the centre can be touched to open their physical safe deposit box.

The number appears on the back of their virtual ticket.

An unsuccessful ticket will shunt the carriage to an empty platform, where they can buy a different ticket (ie. Try a different combination). Too many, and they find themselves on an abandoned platform, with only an exit. Persistent offenders will be

assailed by IC, sculpted to look like English butlers, with blank features. They may make an appearance offering assistance (akin to a Help button, but not offering any advantage). When playing these faceless programs, it may help to wear a blank, white mask.

Matrix actions to accomplish this are gaining Marks possibly using a Hardware, Lockpicking or other logic problem skill, since they are in a UV host. However, they can always use the Hacking skill if they wish.

Only roll for the success of these rolls, when their subway train arrives at its destination: They will need 2 Marks (ie. 2 successful rolls in a row), and a Control Device action to cause the safe to open.

One failed attempt will bring IC to see if there is a problem, perhaps politely offering assistance. Two failed attempts or a glitched fail may cause an attack.

**Note, it takes 30 seconds in the host per attempted box hack**, regardless of the matrix actions taken. This is because the actions are taking place in real-time, rather than matrix time. So they would need to look at the huge underground map, find the box they want, work out which ticket they need, then purchase it, then head onto the platform, wait for their train, board, then await a very short journey (which goes into fast forward taking only seconds), before arriving at their virtual safe, or empty platform. Then they need to manipulate the flower in the centre to make the box open.

A suspicious runner might suspect that this delay has been deliberately built in by security designers to delay would-be thieves...

However, since Pax has been in the **internal** host via a Resonance backdoor, she has glitched the host (p. 163, *DT*), which now means it is of a much lower rating than it would otherwise be, but still somewhat dangerous. It is now rating 5, instead of 9. When in the UV host, this glitch will manifest as slow or distorted IC which may flicker, or sections may pixelate and disjoin or maybe even melt like wax.

It should be clear to the players that something is wrong with this host. However, it is still a host, and UV at that (p. 161, *DT*). This

means it can only be accessed in hot sim, and physical skills can be used instead of hacking skills (but limits still apply). Unfortunately, Dumpshock is 8P, and disorientation time is doubled.

Ice Box and Fast Fingers will stand guard in the Safe deposit hall, while Weasel Boy and Sharkie will jack in to the host and start grabbing boxes. They will share what they see in AR, and keep a party line open, so everyone can talk.

Weasel Boy will head for 474 first, and open it. As soon as a physical safe door opens, Fast Fingers will quickly head over and bag everything inside, stopping only to quickly evaluate the contents.

The contents of 474 is a fairly heavy black brick of electronics about the size of a DVD boxed set. It is currently set to wireless off, and has a physical connector should anyone wish to access it directly.

More on this later.

### **Raven Security Internal – Host rating 5**

Not on any grid

**Attack:** 7

**Sleaze:** 5

**Data Processing:** 6

**Firewall:** 8

**Initiative:** 11 +4D6

**CM:** 11 (for each IC)

### **Programs:**

**Patrol:** 10 [6] **every 1D6 combat turns.** (v Willpower + Sleaze if silent, else automatic.

**Black Psychotropic IC:** 10 [7] (v Intuition + Firewall). Link-locks, causes 7DV Matrix damage, +1 per net hit, +2 per mark on the target, along with an equal amount of biofeedback damage. It also causes Paranoia for 7 hours, which will manifest as hallucinations about other people, possibly trusted friends, eg. They whispered something, or tried to hide what they were texting, etc.

**Sparky:** 10 [7] (v Willpower + Firewall)

Causes 7DV Matrix damage, +1 per net hit, +2 per Mark, with Biofeedback.

**Probe:** 10 [7] (v Intuition + Firewall)

Adds one mark per successful attack

**Killer:** 10 [7] (v Intuition + Firewall)

Causes 7DV Matrix damage, +1 per net hit, +2 per Mark.

**Marker:** 8 [5] (v Willpower + Sleaze)

Reduces Sleaze by 1, or causes Net Hits Matrix Damage

**Pattern:** Launches programs in order, but always stops to re-rez a de-rezzed program, before starting another. Patrol is its priority.

Note that because there are so many hackers in its system, it will only be able to allocate one or two IC to each, unless there are fewer in the system. Patrol will be needed first to spot silent targets.

**Description:** As previously stated, the sculpt is an underground train system, with a complex ticketing system. IC appear as butlers with bowler hats, who will use swordcanes, spiked umbrellas, or throw hats with razor sharp edges.

## Breaking Open Safes

"I don't need to hack a safe, I can just break it open!"

It may occur to a runner that they can just break them open. Possibly. The safes are surrounded by plascrete, and the safe doors themselves are made of heavily armoured material, Structure 6, Armour 20 (Hardened). So unless they can do more than 20P (AP modified), they won't even dent it. A high ex grenade is not sufficient! Explosives, a monofilament chainsaw, miniwelders (p. 448, SR5), or very heavy ordnance are required to rupture these doors. Note that explosives in contact with the door, or anti-vehicle weapons deliver 2x DV to barriers.

There is also nothing to hack or decrypt, since they are hardwired from within the wall to the UV host.

That said, if the runners have this equipment with them, then they should be rewarded for their foresight. It takes only 10-15 seconds to cut open a safe using a device, but requires a skill roll (Exotic Weapon for chainsaw, a Mechanic roll for the welder, etc) requiring at least 2 hits.

If they can pull this off, then they will be able to empty safes at quite a pace.

## Contents

The Exceptions and the runners are risking a lot to get into these boxes, so what's in them? Is it worth it? These are the contents, in the order they open them:

- 9k¥ NeoNET corporate scrip, and a rating 2 fake SIN.
- A scarab beetle amulet (Force 3 Enchanting focus)
- Old collection of black plastic music disks (Elvis Record collection, 5k¥ to a collector)
- Captain Napayshni's dirty laundry (see below), including 12k¥ cred stick.
- Empty.
- Bag of 4 diamonds worth about 8k¥ each.
- Badly copied research notes about the magic resistance of gnomes.
- A recording of a porn trid featuring Asame Chiba, the nova hot J-Pop singer, signed to Horizon. Could be worth up to 50k¥ to the right sleazy media outlet.

Further boxes can contain 5-10k¥ fenceable items, an interesting object, or can be empty.

## Captain Napayshni

This box contains virtual documents detailing a number of under the table deals between Ares/ Knight Errant, and Police Captain Napayshni. In return for helping Ares make inroads into the Sioux Nation's police and security forces, he has been paid handsomely.

It is not immediately clear what the documents are, and would take some sort of Corporate, Security or Police knowledge roll to get the gist of what's going on.

This is the sort of material that ends a career, but not quite enough to throw him in jail.

## The Cops Show Up

### Scan This

Whether it's the noise of the shooting, a customer escaping, or the upstairs staff phoning the police, one way or another, the cops show up. This happens within about 90 seconds of the runners first breaching the facility.

This time will likely have been taken up by the Exceptions arguing, checking bodies, and investigating the halls, as well as dealing with customers and staff causing trouble, and trussing up security guards.

It will happen either just before the runners start hacking the host (if they've been noisy or slow), or just after their first hack if they have been hurried.

### Tell It To Them Straight

A sudden shout from the front of the building from Digga attracts everyone's attention. Even those who are balls deep in the security host, and prodded to come out.

"What's up?" shouts Ice Box.

"The cops are here!" yells back Digga.

"How many?"

"Four cars. They look serious!"

### What The Cops Do First

The first responders are four carloads of cops, so eight in all, armed with shotguns. They will pull up with plenty of dust, and make a semi-circle around the main entrance, take cover behind their vehicles and take a bead on the entrance. An armed rotodrone hovers above them.

They will then hail the building, telling them they are surrounded and to come out with their hands up. None of the Exceptions reply, but if the runners wish to, they may. Anyone leaving the building armed, will receive a hail of fire.

### Reactions and Overreactions

At this development Ice Box, coked up and paranoid, will flip out and wildly accuse one of the runners of being a rat, working for the

Feds. He will even fabricate evidence, saying he saw them send a text when they got in, etc.

If the other runners vouch for them, Ice Box will ask them how well they know him, etc. and possibly say they are all in it. If they don't vouch for the victim, he will go completely overboard and press his gun to their head. G Shank may even join in. Have them make a Composure roll to avoid saying anything about their deal with the FBI.

This could take about a minute to resolve, maybe longer, depending on the events that unfold.

The runners may even take this opportunity to kill off their associates, and make their escape, if so then run this combat and take note of the time passed.

### Rogue Customer

At about this time Tashina Patton, one of the customers in the foyer (unless they've been moved or tied up) will produce a handgun or (if she's been searched) stealthily take one from one of the dead or disabled security guards that got missed in the fight (eg. skudded under a desk), and start taking on Dredds and Digga, with surprise.

This may cause the cops to open fire if they believe they are being attacked by someone in the entrance.

This should be short and one-sided, and should cause distraction more than anything.

### Debugging

Probably the worst case scenario here is that the runners either blab about their deal with the Feds, prompting an immediate shootout, or just take on the cops and get killed.

Inside the host, their hacker may get killed in record time from all the Black IC.

A possible situation which could sadly shortcut the adventure is if the runners simply grab the contents of 474, and run out, fight the cops and escape. Ironically, this isn't a bad idea.

However, to get to this stage, they are likely to get badly delayed, either by arguing with Ice Box, or emptying safes, dealing with issues, etc.

## From Bad To Worse

### Scan This

After a further delay of 2 minutes (ie. Up to 3½ minutes now since the start), then the HTR police team will arrive in an armoured car with neurostun grenade launchers and chem-seal suits, and a mage as back-up. An Ares Venture can be seen overhead, with a minigun in a nose turret.

Getting out now with a full assault will be hazardous to say the least. From now on it has to be plays, as any major combat will seem decidedly deadly.

### Tell It To Them Straight

After a few moments, you hear a flurry of activity at the front of the building, and Dredds yells out, "Well, I hope someone has a plan for getting out, cos it's all kicking off."

The next second you hear the whining roar of a VTOL overhead.

### Behind The Scenes

As noted above, a number of heavy assets arrive, and about another dozen cops who cordon off the area.

Unless the runners want to end up like Butch Cassidy and the Sundance Kid, they will need to up their game...

### Negotiations

When the heavy assets arrive, they will immediately open up communications to the runners, lead by Lieutenant Wahkan. He will bluntly inform them that they are completely surrounded, and that he has enough firepower to reduce the building to rubble.

They now have 15 minutes to release the hostages and surrender, or he will send in troops who will bring them out in bodybags, and blame collateral on them.

He's not joking. If the time expires, they will shoot out the windows with shotguns and fire neurostun grenades in, then attack.

## Wendy Chavez

This FBI undercover was placed here to try to assist the runners. She will initially approach one of the runners with a request, such as wanting to use the toilet, and then pass them a note saying that she is FBI and she needs to talk.

She may offer them ideas to help get the 474 item and themselves out alive, especially with the help of the insider (who they may now know about).

Ideas include:

- They could release her as a hostage, with the item from 474, and she could then vouch for them as FBI assets. If they can then take out the rest of the gunmen, she can arrange for their release (this will not be easy, especially if they have public awareness).
- They can release each other as hostages, possibly with the 474 item, which may help them get out, especially if they are unusual looking.
- She can vouch for them as customers who helped her as undercover FBI to overcome the gang, and they took the gang's weapons.

Issues which may affect these plans, is if the runners have illegal items they wish to retain, as they will be thoroughly searched, or if they have any 'difficult' backgrounds, or want to retain loot.

Also, remember that **G Shank, who they are bodyguarding, hates cops and the Feds.** If he finds out that she is a Fed, he will likely kill her, or at least tell Ice Box who will off her promptly.

On the other hand, if these solutions seem like they are solving the group's problems for them, then feel free to keep Chavez back, and let them sort it out. However, if the group is struggling, and you could be heading towards a TPK, then this may be what's needed.

**These plans will all need to take place without G Shank or the Exceptions' knowledge.**

## Special Delivery

Darla Moore goes into labour. Her waters will break dramatically, and she will begin to wail. It's possible that the runners will arrange for her to be released, otherwise she will begin to scream the place down. If they do try to have her leave, she refuses to leave without her husband, Garland.

## Getting Out Dead or Alive

### Scan This

Either the runners shoot their way out, trick their way out, or get killed or arrested. One way or another, it has to end.

### Exit Plan

Obviously, this adventure is not for the faint-hearted. It could easily end in tears. And bodies. But there are a number of ideas for a safe exit sprinkled throughout the adventure, that should enable a reasonably inventive runner group to get away, possibly with some loot. Here's a summary:

**Hacking:** Wait a minute, we're a hacker gang! If the gang pull together, they can hack the Ares Venture and have it mow down the police, or simply crash into them with a huge explosion. Alternatively, with a huge matrix advantage, they could hack guns or vehicles, then escape. It would need to happen quick or very quietly, or the police would simply switch to wireless off. They're not stupid.

Hacking would also allow them to fake communications from police headquarters with fake orders to redeploy elsewhere, etc.

**Chavez and Sharkie:** An insider asset and an FBI officer willing to vouch for them. Ok, they're not on UCAS territory, but at least they'd be on the side of law and order.

Working with these two it should be possible to come up with a plan to get them past the cops.

In many ways this option is too easy, and the GM may want to either remove Chavez completely, or have her get shot by police by

accident as they're coming out. But if your players are struggling to come up with a plan themselves, this could be useful.

**Captain Napayshni:** Simple leverage. But whatever their plan, it needs to look convincing from the Lieutenant's perspective who is on the ground. Just letting them go isn't going to fly. And also, if the raiders are all horribly killed, who would be left to blackmail him?

**G Shank:** Forgot about him? He could easily pose as a visiting customer who heroically killed the raiders, and he's just cowardly enough to do it. He's also one hell of a face, and he's popular with the crowds.

Things would have to get pretty bad for him to turn on the Exceptions completely though, and he would dread it ever getting out that he blew them away or betrayed them.

**Magic:** This has been conspicuously absent, as it is something of a trump card. If your group is strongly magically active, then have them contend with the Sioux shaman.

Remember that Ghostwalker has outlawed all spirit summoning and binding, so this won't be possible on either side. If they do, then they may either face consequences after, or have strong spirits policing this turn up to remind them of the rules.

Magic such as improved invisibility, trid phantasm, or various mind control spells could shortcut the adventure considerably, so magic should be met with magic, the SWAT team's Sioux shaman keeping an eye out astrally for anything fishy.

**Leeroy Jenkins!** All out assault could work, if the hackers worked to disable equipment, lock police in their vehicles, etc. Especially if they can take over the Venture, or have a rigger who waited outside, etc.

This violent but risky approach has the advantage that they don't have to surrender any loot, such as data sticks, etc. if they pose as FBI assets.

## 474

Btw, the slab of tech in box 474 contains a version of Deus, the powerful and insane AI. Anyone who switches this to wireless on, is allowing the genie out of the bottle.

Directly connecting to it will bring them face to face with Deus who will link-lock them. What he does to them is up to the GM. Psychotropic IC anyone?

## Conclusion

Freeform and dangerous, just how I like my Shadowrun. If the runners do have to rely on Chavez to get them out, then she will make it clear that they now work for her and the Bureau. If they try to stiff her, then she can easily burn them in the shadows, and they can each take 2 points of Notoriety as rumours start to surface that they work for the Feds.

This can then lead to them investigating Pax further and maybe on to Boston...

## Picking up the Pieces

### Pay

G Shank will pay them as promised.

If the runners retrieve the slab of tech from 474 for the FBI, then the runners will be paid for their help. However, G Shank will need to be circumvented. He's not fond of police.

The remainder of the strange loot available in the Safe deposit boxes will need to be fenced under the normal rules, but will need to be brought out past the cops.

### Karma

Situation	Karma
Character survived	2
Got the item from 474 out	2
Ingenuity of their escape	1-3
G Shank took 3 or less stun, and no physical damage	2
Overall adventure challenge	3

## Pickup Skills

Each runner will pick up a free skill point in one of: Police Procedures, Security Procedures, Security Design, Area Knowledge: Denver or Administration (player's choice).

## Legwork

### Hot G Shank

**Contacts to Ask:** Music fans.

Th	Time	Information
0	-	Rapper
1	1 min	Anarchist rapper, born only elf of a poor ork family. (See <i>Aetherpedia handout</i> )
2	5 min	He did time for robbery. His brother Kagan ended up in prison for murder when they were on a jewelry heist. Some say it was G Shank's fault his brother got snagged.
3	30 min	He is a coked up adrenaline junkie, paranoid, messed up, and violently unpredictable.

### Exceptions

**Contacts to Ask:** Hackers, Police.

Th	Time	Information
0	-	Who?
2	5 min	Denver hacker gang of some repute.
3	30 min	They are rumoured to be Otaku from the Nexus. They have shady connections, that other hackers are wary of.
5	6 hr	Some connect them with the terrorist Pax and even with the Ex Pacis cult, and said to be extremely dangerous.

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# G Shank

From Aetherpedia, the free encyclopedia

*"Danny Poole" redirects here. For other uses, see Danny Poole (disambiguation).*

**Danny Poole** (born October 17, 2053), known professionally as **G Shank**, is an American rapper, songwriter, record producer, and actor.

G Shank is the best-selling artist of the 2070s in the United Canadian and American States. Throughout his career, he has had 10 number-one albums on the *Billboard* 200 and five number-one singles on the *Billboard* Hot 100. With 47.4 million albums sold in the UCAS and 155 million records globally, he is among the world's best-selling artists. Additionally, he is the only artist to have eight albums consecutively debut at number one on the *Billboard* 200.<sup>[1]</sup> *Rolling Stone* ranked him 83rd on its list of 100 Greatest Artists of All Time, calling him the "Elven King of Ork Rap".

After his debut album *Life Doesn't Care* (2069) and then *G Shank EP* (2070), G Shank signed with Hell Road's Aftermath Entertainment and subsequently achieved mainstream popularity in 2072 with *The G Shank LP*, which earned him his first *Grammy Award* for Best Rap Album. His next two releases, 2073's *The Danny Poole LP* and 2074's *The G Shank Show*, were worldwide successes, with each being certified diamond in U.C.A.S sales, and both winning Best Rap Album Grammy Awards —making G Shank the first artist to win the award for three consecutive LPs.<sup>[2]</sup>

Previous to his music career, G Shank was a gangster and alleged **armed robber**, and served two short terms for aggravated burglary. He is also remarkable for being the only elf son of an ork couple, a rare occurrence and some have maintained, on omen.

**G Shank**



G Shank at Quad Ro Awards in Washington, D.C. November 11, 2072

<b>Born</b>	Danny Poole October 17, 2053 (age 23) St. Joseph, Missouri, U.C.A.S
<b>Residence</b>	Rochester Hills, Michigan, U.C.A.S
<b>Other names</b>	Hot G Shank
<b>Occupation</b>	Rapper · record producer · songwriter · actor
<b>Years active</b>	2069–present
<b>Spouse(s)</b>	Kylie Scott

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## Cast of Shadows

### Exceptions

Professional Rating 2

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

**Metatype:** Male human.

**Initiative:** 8(10) + 1D6

**Matrix Initiative:** 9(11) + 4D6

**Movement:** 6/ 12/ +2

**Condition Monitor:** P9/S10

**Limits:** Mental 6(7) Physical 4 Social 6(7)

**Armor:** 12

**Skills:** Compiling 5, Computer 4, Con 1, Cybercombat 4, Electronic Warfare 4, Etiquette(Street) 1(3), Hacking 4, Hardware 4, Intimidation 1, Longarms 3, Perception 1(2), Pilot Ground Craft 1, Registering 5, Sneaking 1, Software 4

**Qualities:** Otaku to Technomancer, High Pain Tolerance (from novacoke)

**Living Persona:** Rating 5, Attack 4(5), Sleaze 4, Data Processing 5(6), Firewall 4

**Programs:** Signal Scrub (Reduce noise by 2), Encryption (+1 Firewall)

**Augmentations:** Datajack

**Gear:** Armour Jacket, MCT-3500 (Rating 3 Comm), Novacoke, Psyche, Jazz

**Weapons:**

Enfield AS-7 [Shotgun, Acc 5, DV 13(14)P, AP -1(-2), SA/ BF, RC -, 10(c)] 2 spare explosive rounds.

**Description:** Bunch of young misfits, with varying descriptions (see text).

## G Shank

Professional Rating 2

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

**Metatype:** Male elf.

**Initiative:** 9 + 1D6

**Movement:** 10/ 20/ +2

**Condition Monitor:** P9/ S11

**Limits:** Mental 5 Physical 5 Social 9

**Armor:** 0

**Skills:** Automatics 2, Blades 2, Clubs 2, Con 5, Etiquette (Street) 6(8), Intimidation 3, Leadership 6, Negotiation 3, Palming 5, Perception 3, Performance (Rapping) 7(9), Pilot Ground Craft 5, Pistols 2, Sneaking 5, Unarmed 5

**Languages:** Or'zet N, Sperethiel 6, English 6

**Knowledge:** Alcohol 4, Area Knowledge: Detroit 5, Club Music 7, Entertainment 5, Gangs 5, Law 2, Sprawl Life 5, Underworld (Drugs) 4(6)

**Qualities:** Addiction (Moderate): Party Drugs, Allergy (Soy): Moderate, Fame: Global, Too Pretty To Hit, Toughness

**Augmentations:** None

**Gear:** 3x Transys Avalons (which he's always losing), various party drugs

**Weapons:**

Unarmed [Unarmed, Acc 5, Reach 0, DV 3S, AP -]

Knife [Blade, Acc 5, Reach 0, DV 4P, AP -1]

**Description:** G Shank is a world famous elf rapper. He is worth millions, but behaves like a dysfunctional teenager. He is incredibly charismatic and likeable. In a fight, although he won't shy away from punches, he will use Too Pretty To Hit, and Leadership to help his allies. Doesn't usually carry a gun. However, he is impetuous – if he thinks someone's giving him the eye, he'll walk up and punch them, even if it's a troll! He gets into all sorts of trouble, but somehow scrapes out of it.

## Security Guards

Professional Rating 2

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

**Metatype:** Male human.

**Initiative:** 7 + 1D6

**Movement:** 8/ 16/ +2

**Condition Monitor:** P10/S10

**Limits:** Mental 4 Physical 5 Social 5

**Armor:** 12

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

**Gear:** Armor Jacket, Renraku Sensei (Rating 3)

**Weapons:**

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]

Unarmed [Unarmed, Acc 5, Reach 0, DV 3S, AP -]

**Description:** Security guards, just trying to make it through the day.

## Eagle Security Cops

**Also Chavez/ Patton**

Professional Rating 3

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

**Metatype:** Male human.

**Initiative:** 7 + 1D6

**Movement:** 6/ 12/ +2

**Condition Monitor:** P10/S10

**Limits:** Mental 4 Physical 5 Social 5

**Armor:** 12

**Skills:** Clubs 3, Perception 3, Pilot Ground Craft 3, Pistols 4, Running 3, Unarmed Combat 4

**Gear:** Armor Jacket [12], Renraku Sensei commlink (Rating 3), Sunglasses (image link, smartlink), 2 doses jazz

**Cyberware:** None

**Weapons:**

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

Defiance EX Shocker [Taser, Acc 4, DV 11S(e), AP -5, SS, RC -, 4(ml)]

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

**Notes:** (p. 383, SR5) If trouble starts, the first thing they will do is call for backup, and take cover. If the opposing force is superior, they will wait for backup before taking any action, but will hang back and observe.

## Police Car

GMC Commodore (p. 463, SR5)

Handl 5/4, Speed 6, Accel 3, Bod 10, Armor 6(12)\*, Pilot 1, Sensor 2, Seats 4

\*Ballistic armor

## MCT-Nissan Roto-Drone

Handl 4 Spd 4 Accel 2 Bod 4 Armour 4  
Pilot 3 Sens 3

**Autosoftware:** [Ares Alpha] Targeting 3, Maneuver 3

### **Weapons:**

Ares Alpha [Assault Rifle, Acc 5, DV 11P, AP -2, SA/ BF/ FA, RC (4), 42(c)]

**Description:** A small rotodrone which will fire 3RBs. Its orders are to engage anyone who fires at it or the police.

## Eagle Security Shaman: Kohana

Professional Rating 5

B 3 A 3 R 4 S 2 W 4

L 4 I 5 C 3 **M 6** Ess 6

**Initiative:** 9 + 1D6

**Astral Initiative:** 10 + 2D6

**Movement:** 6/ 12/ +2

**Condition Monitor:** P10/ S10

**Limits:** Astral 6 Mental 6 Physical 4 Social 6

**Armor:** 18

**Skills:** Alchemy 4, Astral Combat 4, Banishing 4, Binding 4, Counterspelling 5(9\*), Etiquette 2, First Aid 3, Leadership 2, Negotiation 2, Perception 2, Pilot Ground Craft 1, Pistols 1(2), Ritual Spellcasting 2, Spellcasting 5, Summoning 5

**Gear:** Full Body Armor and Full Helmet, with chemical seal, Erika Elite comm (4), Counterspelling Focus, Combat (4, Amulet)\*

**Tradition:** Hermetic (Drain 8)

### **Spells:**

Fireball (p. 284, SR5) F-1, Indirect, Physical  
Flamethrower (p. 284, SR5) F-3, Indirect, Physical

Analyze Truth (p. 284, SR5) F-2, Touch

Death Replay (p. 11, BB) F-3, Touch

Mind Probe (p. 287, SR5) F, Touch

Increase Reflexes (p. 288, SR5) F, Touch

Levitate (p. 293, SR5) F-2, LOS

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

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

### **Rituals:**

Remote Sensing (p. 297, SR5)

**Bound Spirits:** None

### **Weapons:**

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

**Description:** Kohana is a no-nonsense wage mage working for the Sioux, keeping errant mages under control. A favored tactic is to levitate (Force 8) smaller opponents into the the air for 3 rounds, then drop them for 21P, AP -4. They can be dropped from greater heights if required.

## Eagle Security SWAT

See 'SWAT Team Member' from p. 159, *BB*

Professional Rating 5

B 5(6) A 6(9) R 5(7) S 4(6) W 5  
L 3 I 5 C 2 Ess 2.0

**Metatype:** Human

**Initiative:** 12 + 3D6

**Movement:** 16/ 32/ +2

**Condition Monitor:** P11/ S11

**Limits:** Mental 6 Physical 6 Social 5

**Armor:** 18

**Skills:** Automatics 7, Clubs 4, Intimidation 5, Leadership 1, Perception 5, Pilot Ground Craft 4, Running 2, Sneaking 4, Tracking (Urban) 4(6), Unarmed Combat 4, Throwing Weapons 4

**Qualities:** Toughness

**Augmentations:** Cyberears [Rating 2, audio enhancement 2, damper, select sound filter 3, spatial recogniser, sound link], Cybereyes [Rating 2, Flare Compensation, Image Link, Low Light, Smartlink, Thermographic, Vision Enhancement 2], Implanted commlink (Renraku Sensei, rating 3), Muscle Replacement 2, Wired Reflexes (2)

**Gear:** Biomonitor, restraints (x10), stim patch (x4), Full Body Armor and Helmet with chem seal.

**Weapons:**

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

Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP -2, SA/ BF/ FA, RC 2, 42(c)] 2 clips regular/ gel.

Grenade Launcher [Heavy, Acc 4(6), SS, RC -, 6(c)] 2 clips neurostun.

Flash bangs [Grenade, DV 10S, AP -4, 10m radius]

Club [Club, Acc 4, Reach 1, DV 7(9), AP -]

**Description:** Tough and capable. Don't get in their way. Typically a five man squad. They travel in an Ares Roadmaster.

## Eagle Security Rigger: Eyanosa

Professional Rating 3

B 7 A 5 R 6(8) S 5 W 3  
L 4 I 5 C 2 Ess 4.4

**Metatype:** Male ork.

**Initiative:** 11(13) + 1D6

**Cold Sim Initiative\*:** 11 + 3D6

**Movement:** 10/ 20/ +2

**Condition Monitor:** P12/ S10

**Limits:** Mental 6 Physical 9 Social 4

**Armor:** 6

**Skills:** Electronic Warfare 2, Etiquette 4, Hardware 2, Perception 2, Pilot Aircraft 6, Pilot Ground Craft 2, Pistols 2, Sneaking 2

**Gear:** Armor Clothing, Renraku Sensei (3), Glasses (4, Image Link, Low Light, Vision Enhancement 2), Jammer (4, Area)

**Weapons:**

Ares Light Fire 70 [Light Pistol, Acc 7, DV 6P, AP -, SA, RC (3), 16(c)] 2 clips regular.

Unarmed [Unarmed, Acc 9, DV 5S, AP -]

**RCC:** Vulcan Liegelord (Rating 5, Data Processing 5(6), Firewall 6(7))

**Typically:** Noise Reduction 4, Sharing 1

**Progs:** Encryption, Armor, Toolbox

Ares Venture (Handl 5, Speed 7, Accel 4, Bod 16, Armor 14, Pilot 4, Sensor 4, Seats 6)

Nose turret:

Vindicator Minigun [Acc 4(6), DV 9P, AP -4, FA, RC 2, 200(belt)]

**Description:** Very smartly dressed ork. Upon discovering that he is under matrix attack, he will use full matrix defence (-10 Initiative, +5 to all matrix rolls) to try to stop hackers, and a reboot if necessary. Note that the jammer is also slaved to the RCC, and can be switched on in with a Free action.