

BHG04-03 Transporter

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Introduction

Supplements

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

- Seattle 2072 (*SEAT72*)
- Rigger 5 (*R5*)
- Run Faster (*RF*)
- Data Trails (*DT*)

Setting

Set in Autumn or Winter of 2075, Seattle, but can be adapted to most cities and times.

This scenario is presented as part 3 of 3 (BHG 04-01 to -03).

Adventure Background

This adventure carries on from the previous adventure, *Bullet Diplomacy*, wherein the runners learned from Quickleaf that one Dr Teosta was being extracted by MCT to assist in experiments on technomancers.

Dr Teosta is currently being sheltered by a fixer in the Ork Underground called Collis.

Plot Synopsis

The runners are hired to pick up Dr Teosta from Collis the fixer, who dwells in the ork underground. Dr Teosta is currently hiding out in the Barrens.

From there they must accompany Dr Teosta to pick up some data, then to where he is to be debriefed and interviewed by a receiving party at a hotel in Downtown Seattle.

However, at every step they will be followed and harrassed by an elite group of MCT operatives known as the Graves. It is this adversary which will occupy much of the runners' time and efforts to complete their mission and to keep their principle safe.

Matrix savvy will be much needed here.

The Hook

Tell It To Them Straight

You meet your Mr Tanaka at the usual haunt, *The Cutting Edge* (p. 47, *SEAT72*). By now, it is a familiar feeling sitting down to do business with this young Yakuza.

"Thank you for meeting me at short notice once again. I have checked into the story regarding Dr Teosta, and it seems to be authentic.

"I have made contact with a corporation who will be able to take the good doctor, who won't be sending him to experiment on technomancers.

"Also, Dr Teosta has been making contacts with those within MCT who would see the corporation's experiments exposed, and have arranged to provide evidence.

"I would like to hire you to pick up the doctor from the Barrens, and protect him. I don't have the full details, but he needs to pick up a cache of data, before meeting with his new corporation for debrief.

"I'm sure I don't have to remind you that MCT will take every opportunity to either capture or kill Dr Teosta, and probably any data he has. It is imperative that he reaches his destination safely.

"I am willing to pay 20k¥ each upon successful completion of the mission."

Behind the Scenes

This is Kiroshi Fukada, their Mr Tanaka from the first two adventures. Negotiation can be made on the fee against Hiroshi's dice pool of 8, giving +500¥ per net hit.

Upon accepting the mission, he will give them Dr Teosta's location in the Barrens in the form of an ARO, as well as a data stick which will signify their authenticity.

Mr Tanaka explains that Dr Teosta is currently being protected by the Echo Lake Sharks, a gang based out of the Plastic Jungles (p. 117, *SEAT72*). Giving the gang this data stick will ensure that they release him into their custody.

He will be in touch shortly to let the runners know where to take Teosta.

Welcome to the Jungle

Scan This

The Sharks will initially lord it over the runners, that the runners are in their domain. However, when the 405 Hellhounds show up to snatch the doctor back, all hell breaks loose, and the runners end up in a high speed chase to get Teosta out.

Tell it to them Straight

Following the ARO out into the Barrens leads you up into the farthest reaches of this godforsaken slum. But as you near your destination, you begin to see a bizarre structure forming – miles of stained plastic sheets have been stitched together to form huge, irregular polydomes, propped up by all manner of plastic and metal struts. Through the dirty polythene, you can see thick vegetation.

Eventually finding an entrance big enough to walk or drive through, you head in to the Plastic Jungles.

Behind the Scenes

After a short journey into the Jungles they will find themselves heading into a huge biodome next to a disused factory, which forms part of the Jungle, and is where the Sharks have staked their claim. In short order, a dozen motorcyclists will drive up to meet them, bearing obvious arms – anything from heavy handguns to assault rifles.

The group will be very quick to establish who they are. Although they are expecting someone coming to pick up Dr Teosta, they are also used to their share of roaming attacks from groups looking to steal their food. In the factory and beyond it becomes evident that this is a farm – crops are planted, and growing, beneath the polydomes.

These are the Echo Lake Sharks. They file their teeth down, and favour motorbikes as transport, however, it would be a stretch to call them a go gang. They have carved out a

territory in the Jungles, forcing the other clans to recognise them.

Their leader is Craph, a huge albino, known also as “Whitey”. He will do the talking, producing a comm to verify the datachip that the runners give him. After this, he will take them to a collection of makeshift shelters, where Dr Teosta is being kept.

Just as they are getting Teosta into the van, is when the Hellhounds appear...

It Gets Worse Here Every Day

20 Hellhounds will appear, likewise on motorbikes, and they will make a beeline for the van, reasoning that that is where Dr Teosta is.

A chase begins at medium range (p. 204, SR5) or about 20m, in Restricted terrain (+2 to thresholds, p. 201, SR5), off road. It is through makeshift roads in the Plastic Jungle, and through the abandoned factory.

Stats for a Biker, are in the Cast of Shadows, and all ride Yamaha Growlers. Half of all riders have a pillion on the back, who will attack, while their rider makes maneuvers. The bikes will all start off at speed 1, then accelerate each turn up to speed 3.

The riders will fight each other (remove one from each gang each round), and up to 8 will attack the runners in their vehicle (2 the first round, 4 the second, etc).

Stunts and Maneuvers

In addition to being attacked by a biker gang, the runners and bikers will need to avoid obstacles, one per combat turn. Recall that **all these thresholds are at +2 due to the Restricted terrain.**

1: Falling Plastic

Dodge a huge, wooden post which is holding up part of the ceiling, with a standard Vehicle Test (1). Failure causes 15 damage, if at Speed 5+, then 30.

After the post is hit, it is knocked down, and plastic begins to fall on pursuers in the same range band, who now need to make

immediate crash tests, due to having their vision blocked by falling plastic sheeting.

2: Huge Drums of Fertiliser

Further down the road, it is partially blocked by several large drums. Need to make Vehicle Test (2) to jump over them, or dodge around them. The first vehicle to fail this roll crashes, and following three must each make a Vehicle Test (1) to avoid crashing as well.

3: Factory Doors

Now entering the abandoned factory proper, there are two ways in: through the huge shutter (which is closed), or through a pedestrian doorway at the side (which is open).

The first vehicle to attempt going through the shutter must make a ramming attack at it (p. 177, R5), and try to do enough damage to break through. The shutter is heavy (Structure 6, Armour 8) and to get a large vehicle through will require a 2m hole, ie. 12 damage, Structure x2.

It therefore gets 14 dice to resist the ramming attack (6 + 8), and if the shutter doesn't take the full 12 damage, then it causes 10 + remaining Structure to the passing vehicle, eg. if a van hits it, and causes 9 damage, this leaves 3, so the van takes 10 + 3 = 13 damage it must then resist to get through.

If it only causes 6 or less, then the hole is too small, and the van crashes!

Motorbikes and small vehicles trying to nip through the pedestrian door, need to make Vehicle Test (2) or crash. This threshold increases to 3 at Speed 5+.

4: Huge Factory Pipe

Still going?!

Ok, the only way out of the factory is through a big old pipe which starts at ground level and angles up. It is big enough to accommodate a van. However, after a distance, there is a gap!

Make a Vehicle Test (3) to leap the gap. This threshold reduces to 2 at Speed 5+. Failure results in a crash, possibly having the vehicle getting stuck in the gap, or maybe falling a distance down to the factory floor.

All pursuing vehicles must of course make this roll.

It is rare for Shadowrun encounters to last more than 3 rounds, let alone 4, so this should be enough.

Out of the Barrens

Once the runners have escaped the Plastic Jungle (1 Edge back for the driver by the way), then they can leave the Barrens with their cargo, Dr Teosta.

This is when the runners will have the opportunity to check him over if they wish and begin operational security.

Noise now drops to zero, as they leave the Barrens and hit Touristville and the rest of Seattle. Until they're ready to go on to the next section, it's really up to them where they go. However, trouble is never far behind.

Tracking...

Upon leaving the Barrens, and throughout this adventure, the runners will be relentlessly pursued by the Graves, who will try to track Teosta and capture or kill him.

They will track him thru the matrix using the following, in this order:

1. A stealth tag they have on him (Rating 3, Sleaze 3, running silent)
2. His comm (Erika Elite, rating 4)
3. Matrix Id's of those around him, which their decker will harvest as soon as he is spotted physically, eg. if traced to their van, they will take the matrix id's of the van and everything wireless inside.
4. Stealth drones for physical surveillance (MCT Fly-Spy's, -3 to spot

re signature, p. 184, SR5, -3 due to being 'far away', p. 135, SR5)

5. Their handler's comm, Hiroshi Fukada (Erika Elite, rating 4). This is their last resort. Their decker will hack this comm, and use it to send fake messages to the runners.

It is likely that the runners will be savvy enough to stop one or two of these methods (and initially, they will be in the Barrens with a Noise of 5, so most wireless devices out there will have no signal), however as soon as the Noise drops he will become visible on the matrix then sooner or later, one of these methods will show results.

By way of reward, the group should gain +1 karma for each of these surveillance methods that they spot and neutralise.

The Graves

The opposing MCT team is effectively a team of runners in a van, a fast car and a motorbike.

They consist of 2 deckers, 4 street samurai and an adept.

The deckers are Shikibu, a combat decker, and Tanizaki, a surveillance decker who also manages the team's drones.

The adept is Ishiguro, and he specialises in blade combat. He is exceptionally dangerous.

Contact...

Upon gaining a signal from one of the tracking options, probably 1 or 2 above initially, Tanizaki will immediately gain marks and trace icon to get a location.

2 street sams are in the car, Ishiguro is on his motorbike, and everyone else is in the van, with a street sam driving.

They will then mobilise quickly and head for that location. Their initial attack will not be direct, but for Tanizaki to control vehicles and send them into collision course with the van.

The first time this happens, a surprise test is necessary to make the roll at all, as it is a ramming attack by another vehicle, controlled

by the decker. Use a Ford Americar for these attacks initially, but feel free to have a big old 18-wheeler suddenly jump from the opposite side of the road and try to ram them!

Further attacks will follow at periods, which eventually cause a pile-up further along the road they are on.

When they take an alternative route it should become fairly obvious that they are being pursued by a van and a car.

Fly-Spys will also be deployed by the attackers with orders to simply follow at a distance.

Once the initial attacks are made, Shikibu will begin sorties against the group's rigger, attacking with data spikes and other tactics against the rigger to cause damage to the van, RCC or the rigger himself.

At this stage, the group's decker should be able to come to the rescue and protect the rigger against Shikibu, and possibly fight Tanizaki for control of vehicles in the traffic. He may be able to turn the tables, and attack Tanizaki himself, or locate his physical location (back of the van).

This encounter should be fraught and dangerous, with attacks coming from all directions, with the decker and rigger taking the brunt of the hurt.

To spot the following vehicles requires for Perception vs Stealth rolls, as they discretely hang back in traffic and let the deckers do their work.

If the MCT deckers manage to stop the runners' van, then at this stage they will attempt a breach, the street sams and Ishiguro pulling on ballaclavas, and heading into the street on foot, with the van close by.

They will use breaching charges to blow off the back doors, then toss in flashbang grenades until everyone is down, then drag out Teosta and make off in their van, hosing down the occupants with automatic fire to make sure.

Game over.

This will only take place away from law enforcement or corporate forces, MCT are not out for notoriety.

After initial contact, even though they probably still have a trace on the runners, the

MCT team will pull back ready for the next stage.

Data Steal

Scan This

As soon as the runners have evaded the Graves, Dr Teosta will thank them for their help, and detail the next stage of their mission.

Before he meets with his new prospective employers, he needs to retrieve a very important data stick. A contact within MCT hid it several months back in the only place it could safely be smuggled out. When one of the lower rank workers died there, the contact hid it in their body. So to retrieve it, they need to go grave digging...

The body is interred at High Willows cemetery in Renton and is very crowded. It is bordered on one side by a number of office buildings, and by wasteground near the highway on the other. It should be clear from where it is situated that if anyone sees them digging up a grave, then the local Knight Errant will be called. This means that they will likely need to go at night.

On The Night

The runners may be able to get their van in down a narrow access road across the cemetery, before finding the small headstone they are looking for.

Digging up the casket will take about 2 hours, because of the cold (figure about 1 hour in warmer weather).

About 30 minutes into the dig, they will gradually become aware of a group of figures nearby, in a small area of brush and trees. There are 9 ghouls, eagerly awaiting the body to be disinterred, whereupon they plan to snatch it for food, mistakenly assuming that it is fresh. They will do this by having 2 ghouls approach in an obvious way, while the other 7 sneak through the headstones (Teamwork their Sneaking vs the runners' Perception).

Although it is just the body that they want, if the runners get in the way, then they may suddenly become part of the menu...

Remember that simply being scratched by a ghoul means they're likely to become one, or die (p. 143, *RF*), unless they burn a point of edge to avoid the transformation.

Meanwhile, the opposition will also join the attack, but at an opportune time. The Graves will observe stealthily from a Fly-Spy, then move in when the runners are committed elsewhere. Their objective will be to grab Teosta and the cadaver which the runners are clearly interested in for some reason.

So if, for example, one or two runners make a run for it with Teosta and the body, then the team will swoop in to attack. Appropriate Perception vs Sneaking opposed rolls should come in here (with modifiers for night time, some distant street lights).

The street sams and Ishiguro will lead the snatch, but not committing all of them at once, probably 2 sammies going in first, then the rest follow. They will make sure they use the various aging tombstones as cover, and lay down automatic fire to get close to their quarry. If they lose any of their number, they will back off, and throw smoke and stun grenades to keep the runners away, fighting if necessary.

The datachip is down the corpse's throat, and contains highly sensitive experimental information from MCT on technomancers.

This scene has the potential for some hellish combat, with the possibility of getting scratched by a ghoul, or geeked by a katana.

Good luck!

Interview at the Hotel

Ambush

It's the final scene chummers, and the MCT Graves will throw in everything they've got. But they're not about to go up against the runners in a fair fight. Why should they when they have two deckers on the team?

They will hack their Mr Tanaka's comm, and send the a fake message to take Dr Teosta to the West Coast Hamlin Hotel, room 611, where the new employer is waiting to interview him and review the data.

However, when the lift stops and the doors open, they find themselves facing a smart firing platform (p. 433, SR5) with a Stoner-Ares M202 machinegun with explosive rounds (p. 430, SR5). It will use suppressive fire over the area initially, then target a random person with a 6 round burst on each of its passes, allowing its recoil to settle between each one (the platform has RC 5).

All the while, the two deckers will hold the lift on this floor, and keep the doors open.

The Graves are nearby, and will attack the runners, tossing flashbang grenades into the lift, still trying to take Teosta alive if possible.

The deckers will watch through the hotel cameras, and may even try to cut off the runners from their charge, or each other, by closing the lift doors when one has got out, etc.

One of the street sam's is waiting by the lift on the floor below for exactly this opportunity.

The runners' best opportunity to defeat this trap is to check with their Mr Tanaka to confirm the message, in which case the Graves will need to hightail it over to the real hotel, Wylie's Gala Inn, another unremarkable hotel nearby, where an Evo entourage await Dr Teosta.

Other possibilities are for the decker to check the hotel cameras himself, hacking the hotel's host, in which case he will encounter the MCT's deckers, or for one the runners' team to take the stairs and spot the ambush waiting to happen!

Of course, they might still be spotted by the MCT team's deckers, watching through the cameras, unless they make a Sneaking vs Perception (the cameras have Rating 2 for their limit).

The deckers will also be able to unlock and lock any door in the hotel for the Graves to make escapes whenever needed.

Also bear in mind that the police will eventually arrive to find out what all the gunplay is about...

West Coast Hamlin Hotel – Host rating 4

Located on Seattle's local grid (not public)

Attack: 5
Sleaze: 7
Data Processing: 6
Firewall: 4
Initiative: 10 +4D6
CM: 10 (for each IC)

Programs:

Bloodhound (p. 76, DT): 8 [5] **every 1D6 combat turns.** (v Willpower + Sleaze if silent, else automatic. It then continues once detected, and next hits each get a Mark, then the next is Trace Icon)

Probe: 8 [5] (v Intuition + Firewall)
Adds one mark per successful attack

Marker: 8 [5] (v Willpower + Sleaze)
Reduces Sleaze by 1, or causes Net Hits Matrix Damage

Killer: 8 [5] (v Intuition + Firewall)
Causes 5DV Matrix damage, +1 per net hit, +2 per Mark.

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

Description: An elven fantasy palace, with exotic greenery growing up the walls and around. The IC take the parts of elven guards with Tolkienesque armour and weaponry.

If anyone is detected within the host, all IC remains launched for the next hour.

Picking up the Pieces

Pay

Mr Tanaka will pay the agreed upon fee upon confirmation that Dr Teosta has arrived in the custody of Evo.

If the datastick is not present, then they each lose 2k¥ from their pay.

Karma

Situation	Karma
Character survived	1
Per surveillance measure defeated	1
Retrieving the datastick	2
Defeating, escaping or subverting the final ambush	2
Delivering Dr Teosta alive to Evo	2
Overall adventure challenge	3

Pickup Skills

Each runner will pick up a free skill point in either Area Knowledge (Seattle) or the (Barrens) specialisation, Security Procedures, or Pilot Ground Craft.

Legwork

There isn't much in the way of investigation for this mission, it's an action movie.

Cast of Shadows

Hiroshi Fukada

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

Initiative: 6 + 1D6

Movement: 8/ 16/ +2

Condition Monitor: P10/S10

Limits: Mental 3 Physical 5 Social 4

Armor: 9

Skills: Automatics 4, Blades 4, Clubs 3, Etiquette (Street) 2(4), Intimidation 3, Negotiation 4, Pilot Ground Craft 4, Pistols 4, Unarmed Combat 4

Languages: Korean N, English 3

Gear: Armor Vest (9), Erika Elite (4)

Weapons:

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

Browning Ultra-Power [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC -, 10(c)] 1 spare.

Colt Cobra TZ-120 [SMG, Acc 4(5), DV 7P, AP -, SA/ BF/ FA, RC 2(3), 32(c)] 1 spare.

Bikers

Professional Rating 1

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

Metatype: Male human.

Initiative: 6 + 1(3*)D6

Movement: 8/ 16/ +2

Condition Monitor: 10

Limits: Mental 3 Physical 6(7*) Social 4

Armor: 11 (With helmet)

Skills: Automatics 2, Blades 5, Clubs 3, Etiquette (Street) 3(5), Intimidation 4, Pilot Ground Craft (Bikes) 4(6), Pistols 4, Throwing Weapons 2, Unarmed Combat 5

Qualities: Toughness

Gear: Armor Vest, Motorbike Helmet, Metalink (1), Jazz*

Weapons:

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

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

Browning Ultra Power [Heavy Pistol, Acc 6, DV 8P, AP -1, SA, RC 3, 15(c)] 2 clips regular.

Sword [Blade, Acc 6, Reach 1, DV 8P, AP -2]

Unarmed [Unarmed, Acc 6(7*), Reach 0, DV 5S, AP -]

Ride: Yamaha Growler

Handl 4/5 Speed 3/4 Accel 1
Bod 5 Armor 5 Pilot 1
Sensor 1 Seats 1

Description: Both the Hellhounds and the Sharks look like something out of a Mad Max movie. Although they do have assault rifles, once the chase starts it will be one-handed weapons only.

The Hellhounds won't be able to damage a van with pistols much, so they will use tasers (AP -5) or try Cut-off maneuvers to make the van crash. If it stops, they will leap off and wrap a chain round a wheel to immobilise it.

Shikibu

Combat decker

Professional Rating 4

B 2 A 3 R 4 S 3 W 5
L 6(7) I 5 C 2 Ess 5.7

Metatype: Female human.

Matrix Initiative (Hot): DP + 5 + 4D6

Condition Monitor: P9/ S11

Limits: Mental 8 Physical 4 Social 5

Skills: Computer group 6, Cybercombat 5, Electronic Warfare 5, Hacking 7, Intimidation 2, Perception 3

Cyberdeck: Sony CIY-720 (Rating 4, set to Attack 6(7), Sleaze 6, Data Processing 5, Firewall 7)

Programs: Armour (+2 to resist Matrix damage), Biofeedback (All Matrix damage, also causes Biofeedback damage), Hammer (+2 Matrix damage), Decryption (+1 Attack)

Augmentations: Cerebral booster 1, datajack

Gear: Jammer, area, rating 4.

Description (Matrix): Ninja, with a black, empty hood.

She is a cold, heartless killer and will strike mercilessly at any opponent she faces in the Matrix. It's them or her.

Tanizaki

Surveillance decker

Professional Rating 4

B 2 A 3 R 4 S 3 W 4

L 5 I 4 C 2 Ess 5.9

Metatype: Male human.

Matrix Initiative (Cold): DP + 4 + 3D6

Condition Monitor: P9/ S10

Limits: Mental 7 Physical 4 Social 5

Skills: Computer group 6, Cybercombat 3, Electronic Warfare 5, Hacking 6, Perception 5

Cyberdeck: Hermes Chariot (Rating 2, set to Attack 2, Sleaze 5, Data Processing 4, Firewall 4(5))

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

Augmentations: Datajack

Gear: Jammer, area, rating 4, MCT Fly-Spy drones, Hermes Ikon (5), x2.

Description (Matrix): Cartoon-like young guy in a blue jumpsuit.

Tanizaki has Marks on his 2 drones, as well as the 3 vehicles in the team, and is responsible for ordering them when not being driven.

He is also in charge of the team PANs. He has 2 comms, one which has all the vehicles, and his deck slaved to it, and one which has all the team commlinks slaved to them, and any wireless personal weapons.

MCT Street Sams

Professional Rating 4

B 4(5) A 5(6) R 4 S 4 W 4

L 3 I 4 C 3 Ess 4.1

Metatype: Male human.

Initiative: 8 + 1(2)D6

Movement: 10/ 20/ +2

Condition Monitor: P10/ S10

Limits: Mental 5 Physical 6 Social 5

Armor: 12

Skills: Automatics 5(7), Blades 5, Demolitions 4, Intimidation 6, Perception 2, Pilot Ground Craft 4, Pistols 4, Throwing Weapons 4, Unarmed Combat 6

Qualities: Toughness

Augmentations: Boosted Reflexes, Cybereyes (2, Smartlink, Lowlight, Image link), Muscle Toner 1

Gear: Armor Jacket, Renraku Sensei (3), Stim patch x2 (6), 3 Flashbang grenades, 3 Smoke grenades.

Weapons:

Ingram Smartgun X [SMG, Acc 4(6), DV 8P, AP -, BF/ FA, RC 2, 32(c)] 2 clips regular.

Katana [Blades, Acc 7, Reach 1, DV 7P, AP - 3]

Flashbang grenades [Thrown, Acc 6, DV 10S, AP -4, 10m Radius]

Description: Sharp dressed, serious Japanese tough guys.

GMC Bulldog

Handl 3/3 Speed 3 Accel 1

Bod 16 Armor 12 Pilot 1

Sensor 2 Seats 6

Hyundai Shin-Hyung

Handl 5/4 Speed 6 Accel 3

Bod 10 Armor 6 Pilot 1

Sensor 2 Seats 4

Ishiguro

Professional Rating 4

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

Metatype: Male human.

Initiative: 9 + 3D6

Movement: 12/ 24/ +6

Condition Monitor: P11/S10

Limits: Mental 4 Physical 7(8) Social 6

Armor: 12

Skills (Dice Pools): Automatics 5, Blades (Swords) 6(8), Etiquette (Street) 2(4), Gymnastics 2, Perception 3, Pilot Ground Craft 4, Pistols 4, Running 2, Unarmed Combat 3

Gear: Armor Jacket, Glasses (Rating 4, Smartlink, Flare Compensation, Image Link, Low Light), Hermes Ikon commlink (5)

Weapons:

RC: 3 + Weapon (5)

Unarmed [DV 5S]

Katana [Blade, Acc 7(8), DV 8(9)P, AP -3]

Combat Knife [Blade, Acc 6(7), DV 7(8)P, AP -3]

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

Ares Sigma 3 [SMG, Acc 4(6), DV 9P, AP -1, SA/ BF/ FA, RC 5, 50(d), +3 conceal] 2 clips standard.

Adept Powers:

Adrenaline Boost (3) **Free Action, +6**

Initiative, Resist 3 Drain

Combat Sense (3) **+3 DP Defense**

Critical Strike (Blades)

Enhanced Accuracy (skill) (Blades)

Improved Potential (limit) (Physical)

Improved Reflexes (2) +2 Reaction, etc

Resist Drain: 8 (vs Stun)

Description: He looks very similar to the street samurais, but does not have cybereyes, just shades.

Suzuki Mirage

Handl 5/3 Speed 6 Accel 3
Bod 5 Armor 6 Pilot 1
Sensor 2 Seats 1

Ghouls

Professional Rating 1

B 7 A 3 R 5 S 6 W 5
L 2 I 4 C 1 M 1 Ess 5

Metatype: Ghoul.

Initiative: 9 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: 12

Limits: Mental 5 Physical 8 Social 5

Armor: 1

Skills: Assensing 4, Perception 5, Running 3, Sneaking 6, Unarmed Combat 6

Powers: Armor 1, Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 7P, AP -1), Sapience

Weaknesses: Allergy (Sunlight, Moderate), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind).

Weapons:

Claws [Unarmed, Acc 8, DV 7P, AP -1]

Description: Dressed in a variety of dirty clothes scavanged from dumpsters, these are feral ghouls. They are cunning, and have no intention of dying.

Typically, getting scratched by a ghoul is often going to cause the victim to become a ghoul (p. 143, *RF*). If the GM doesn't want to deal with this, they can handwave and ignore this. Personally, I think they should suck it up.

Bear in mind, as per the rules, a runner who doesn't want to become a ghoul can always burn edge to avoid it.

Smart Firing Platform

Pilot 3 Targetting 3 RC 5

Initiative: 6 + 4D6

Weapons:

Stoner-Ares M202 [Machinegun, Acc 5, DV
10(11)P, AP -3(-4), FA, RC -/ 5, 100(belt)]

Description: Machinegun on a drone tripod. It is using explosive ammo, hence the 11P, AP -4. It will fire either suppressive fire, or 6 round bursts.