

# BHG09-01 Loose Ends

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## Introduction

### Supplements

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

- Seattle 2072 (*SEAT72*)
- Street Grimoire (*SG*)
- Bloody Business (*BB*)

### Setting

**NOTE! The second part of this adventure is strongly related to the actions of the PCs who played the previous adventure, Dirty Little Hearts, so will need heavy editing to work with other groups.**

Set in March of 2076, Seattle. Although it can be adapted to other locations and times, it is intended as 1 of 3 adventures, which then lead into a slightly customised Boston Lockdown, which begins in June 2076.

So if you intend to follow this series to Boston, the timeline will need to be honoured unless you intend to move the Lockdown dates.

### Adventure Background

‘Hot’ G Shank, the hottest rapper in North America, is in need of security. He’s currently having trouble with concert security, girlfriends and the rival rapper crew, The Ghede Boys – a violent ork gang, wearing long black coats, top hats and sunglasses.

Meanwhile, the runners agreed to help out one Skaggrol, an ork inmate at Hollywood Correctional, out in the Redmond barrens. They reneged on this promise, and now Skaggrol has it in for them.

He has contacted Mazoga (who he directed the group to), who has detailed her encounter with a one-horned troll with very distinctive dress. Gulfima, her daughter, was even more specific, having visited the restaurant of a minotaur, Rhinestone. None of this is enough to nail them for deliberately arranging for JDog and the Sons of Saurons’ demise, but

he’s also contacted Jukha, the decker, who knows that Urgan asked him for a location for Yashnarz, then went to see him, and never came back. Also, JDog was heard to say that the group had killed another Son. Skaggrol and Jukha are suspicious. So they want to have a word with Yashnarz.

Finding out that the runners are now security for G Shank, Jukha approaches a rival rapper crew, the Ghede Boys, and explains the situation, and asks for help tracking down Yashnarz.

Yashnarz is currently working undercover for Tosh Athack in Everett trying to crack an arms ring.

If the Ghede Boys and Jukha manage to get to Yashnarz first, they will torture him for information, and find out the awful truth about the runners, and if this happens they may as well leave town...

### Plot Synopsis

The runners are hired on as ‘Security’ by Art Harris, manager and promoter to Hot G Shank, a big name elf rapper, who is currently on a North American tour, which will take him across to the East coast, then South, then back across the West coast to finish.

For now though, they need to help out for the upcoming Seattle gigs at the Alabaster Maiden and Underworld 93.

Starting at the Maiden, the runners have to help out with a rowdy crowd, a famous boxer who wants to get backstage, and then the police looking for a missing girl, and the press start asking too many questions.

Then things get weird...

Sixes will get in touch with Rhinestone, the minotaur street sam, as he’s heard that the Ghede Boys, a rival rapper crew to G Shank, have been approached by the remaining members of the Sons of Sauron (p. 152, *SEAT72*) including the jailbird, Skaggrol, about Yashnarz, and that he may have something to do with the death of JDog and the destruction of the Sons chapter in Seattle. The Ghede Boys are apparently looking for Yashnarz right now to put the hurt on him for information.

The runners can then try to locate Yashnarz before the Ghede Boys. This could cause some terrible issues, as Yashnarz is currently hiding out at the Everett Marina and being watched by Tosh Athack and a team of KE troops to try and snag an arms ring. The runners will then wander unknowingly into a police stakeout, and then will be followed by the violent gang, the Ghede Boys, who have likely followed the runners here. A police SWAT team will then scramble from a nearby boat where they were hiding.

If things go sideways in a spectacular fashion, then you'll know you've done your job right :)

After that, the runners can then return to G Shank to continue the tour onto the next city.

## The Hook

### What's Up Chummer?

The runners are hired on as security for G Shank, a famous elf rapper. Although their initial job will be muscle, this will quickly become subterfuge.

### Tell it to Them Straight

The fixer Quinn, owner of the Black Cat Smile burlesque club in Fort Lewis, has invited you to meet a potential employer at the 'Smile. When you arrive that evening, you are shown to a private area which seems to be very popular with the ladies and as you get closer, you see that the epicenter of attention is 'Hot' G Shank, the famous elf rapper (real name Danny Poole), who's just released a new album, 'Cops Die/ No-one Cries'.

Quinn greets you and brings you over to the table, where you are introduced to G Shank himself, and his manager, Art Harris.

The drinks are flowing freely, and you are all invited to partake. With the drink, drugs and girls being passed around, there is quite a party atmosphere going on.

Eventually, Harris gets down to business.

"We're in Seattle for a couple of gigs, and we need security to help us on the tour. You guys come highly recommended. But this

won't be just standing around guarding doors, it has a much wider remit. G Shank has friends across North America, and we are going to need help in a number of cities with various special projects he has in mind.

"We can offer you each 15k¥ per month, with bonuses for certain objectives along the way.

He gestures around at the partying going on, and continues,

"As you can see, there are a number of benefits of working for G Shank productions, beyond the pay. So what do you say?"

(Negotiation against a dice pool of 8 is possible, gaining an additional 750¥ per net hit.)

## The Alabaster Maiden

### What's Up Chummer?

The runners are on security for G Shank at the Maiden. First G Shank starts a fight with the crowd when he punches the wrong person, then a famous ork boxer wants to go backstage without a pass, and the evening is finally rounded out by the police looking for a missing fifteen year old girl, who's rumoured to be a groupie.

Oh yeah, and the press are interested too.

### Tell It To Them Straight

The runners are given backstage passes by Harris, who introduces the runners to the band. Before the crowds come in, the runners can look around. There is a backstage area accessed by a door either side of the stage, or through the back of the stage. There is also a door at the back of the club itself. The central area of all these rooms is the VIP lounge.

The Maiden itself has its own security, of about a dozen orks in suits. One or two are on each door, and a few are backstage. Three or four are out front on crowd control, while several watch the crowd and bar.

The runners' job is mainly to watch G Shank and ensure his safety. They are not responsible for the club's security.

There are about a dozen rooms backstage, filled with roadies and groupies, and the support act, Black Brand, an Orksploitation rock band. Their lead singer, Roach, has strong ties to several ork biker bands.

G Shank can be found hanging out in the VIP lounge, or his dressing room with a number of groupies.

Then the crowds start pouring in.

## Baptism of Drek

After Black Brand comes off stage, G Shank goes on to a roar of applause. Have the runners outline where they are setting up.

G Shank makes a number of volatile comments about the police, and then launches into a rap song about a policeman pissing on a homeless guy. Then G Shank and his crew stalk the policeman, capture him, and end up feeding him alive to ghouls.

Then out of the crowd, a bottle hurls and smashes into G Shank. He dives into the crowd to punch the attacker, and hits the wrong guy... It gets worse from there as up to a dozen guys in the same gang suddenly start laying into G Shank. Ideally this fight should stay as fists, but if the runners escalate, so will the gang. If shots are fired, there will be screams and a stampede, with G Shank possibly getting trampled underfoot.

The leader of this small gang, is armed with a monowhip, so this could get real ugly, real fast.

If the runners manage to extricate G Shank without any fatalities, then he will get back on stage and begin another song, instantly winning the crowd back again with a blaze of charisma and it's as if the fight never happened.

If blood is spilt, then the police will arrive quickly and begin speaking to suspects. The concert is over. Crowd control may have to deal with the fans, with a potential riot.

G Shank will not be pleased.

## Backstage

After the set, G Shank will pick up a couple of elf groupies from the VIP lounge and disappear into his dressing room and shut the door.

Meanwhile, the runners will notice trouble at the stage door into the VIP lounge. When they get there, they find none other than the famous ork boxer, Jason Rash and an entourage of four ork minders. Rash is trying to get in, but told by security that he's not on the list. He also seems high.

G Shank is indisposed.

If they let him in, he will start a fight with the support act, which the runners will then have to sort out. If they don't they will need to either use Intimidation or physical force to keep him out.

## The Cops

Eventually, a number of cops show up at the stage door wanting in. Drugs are in plentiful supply, so it may be as well for the runners to stall them and warn G Shank. This can be done using Negotiation, Con or Leadership.

It turns out they're looking for one Lesha Olson, a 15yo elf girl who's not come home after the concert. She's actually in with G Shank right now, snorting nova with him.

It is up to the runners to help G Shank get the girl out the back, before the cops can get sight of her. If the runners enlist the help of security or the support act, Leadership or Negotiation will go a long way, and maybe nuyen.

While this is going on, a reporter called Hobson will elbow his way in and begin to get footage and/ or information.

After it's all calmed down, Olson will appear from where G Shank had stashed her.

## Debugging

All kinds of things can go wrong, that's kind of the idea. G Shank could get beaten to death, shot or arrested. Even though the runners might be slabs of armour, G Shank is just a charismatic guy.

If the cops get hold of the runners for a particular crime, then they are taken into custody, their SInS and licences checked out, and any possessions checked for illegality.

However, in the morning, they will get released by G Shank's expensive lawyers.

Unless they killed a cop or anything equally as crazy.

## The Ghede Boys

### Scan This

A skeleton out of the team's closet comes falling out, as Skaggrol the jailbird tries to make trouble for the runners over their involvement with the death of JDog.

Sixes calls Rhinestone to warn him that the Ghede Boys are looking for Yashnarz right now to put the hurt on him for information. It's up to the runners to find Yashnarz before the Ghede Boys. Little do they realise that the rapper crew have a Fly-Spy following the runners from a comfortable distance to lead them to Yashnarz...

### Next Morning

The team's next job is pretty straightforward: get rid of Olson. They are to drop her off at the nearest coffee shop to where she lives in Bellevue.

She won't realise at the time that this is goodbye. They may even see her cry...

Meanwhile, the 405 Hellhound ganger Sixes, calls Rhinestone the minotaur sammy to warn him that the remaining members of the Sons of Sauron (p. 152, *SEAT72*) including the jailbird, Skaggrol, have started to investigate how their Chapter in Seattle was destroyed. In particular they are trying to find someone called 'Yashnarz' to torture him for information.

The Sons have enlisted the Ghede Boys, a rival rapper crew to G Shank, to look for Yashnarz around Seattle. They seem to think that G Shank has something to do with it.

### Where's Yashnarz?

He's currently on a cheap boat called Black Betty in the Everett Marina, working an arms ring for Tosh Athack. To find this information they can do a number of things:

Legwork (2+ successes) may turn up his location, as he's not exactly in hiding, having to make his whereabouts known, so he can carry out his undercover persona of gundealing, this time, buying.

If they have a previous number of his, they can trace the location of one his burner comms, Erika Elite (4). He won't pick up, as he's on another burner for this job.

Other alternatives might include using a spirit's Search power, etc.

### Down at the Marina

However they find him, they can trace him to the Black Betty on a slip at the Marina (p. 85, *SEAT72*). It is a huge marina, with a couple of thousand boats there. It is also a stone's throw from the Naval Station (p. 88, *SEAT72*).

Although there isn't a strong police presence here, the Port authorities are around.

The approach to the Black Betty is very open, down several long jetties, past dozens of boats big and small. A holidaying family is playing with their dog.

A few boats over from the Betty is a medium yacht, which is actually being used by Knight Errant to sting the arms ring when they show. They keep the Betty under constant surveillance, and a decent Matrix Perception (4) might notice that the boat has a large number of unusual icons on board.

Not long after they get to the Betty, Yashnarz may appear (he could be sleeping). If the runners go straight on board, then some plain clothes officers will approach to keep an eye on their asset and the rest will suit up in case of trouble.

Yashnarz will quietly tell them to buzz off he's busy, and won't let them on board. He looks very anxious.

Shortly after that, a number of black orks in long black trenchcoats, top hats and sunglasses will come walking down the pier, and head straight for the group to cause trouble.

Allow an exchange to take place, as the Ghede Boys will make it loudly known that

they think that the runners and Yashnarz had something to do with the death of JDog. If the runners pull guns, so much the better, and combat will be joined.

Almost immediately after the combat starts, the plain clothes cops will pull guns, and the SWAT team will also appear, telling everyone to throw down their weapons, they are all under arrest.

The Ghede Boys will then switch between shooting the runners and the cops, depending on who seems the greater threat.

There is no retreat, as the cops have come from the boat behind them. Only diving in the water is an option, or hiding in a boat.

After the chaos has calmed down, another SWAT team will arrive along the pier, this time lead by Tosh Athack, their Mr Johnson from 'Dirty Little Hearts'. He will order his men to stand down, and tell them that the runners are assets.

Unless they've murdered half a dozen cops of course.

If things get really out of hand, more cops will appear.

Feel free to break out the Notoriety (for particularly callous or bloodthirsty actions) and Public Awareness (for having a gunfight in public). See p. 372, SR5 for details.

Other than that it is a smooth journey, and they touch down in Denver a few hours later.

## Leaving Seattle

### Scan This

G Shank is ready to leave Seattle for his next on the West Coast. Transport is via a private jet.

### At the Airport

Wealthy customers like G Shank don't go through customs, they just turn up at the airport, and a customs official gives them the once over, and accepts his bribe.

The runners can take anything on the plane which will fit in a large duffle bag. Rifles, axes and the like will attract attention, and will require an additional bribe of 1,000¥ per item for the official, paid for by the runner.

## Picking up the Pieces

### Pay

About a month will pass before the next adventure in the series, so Harris will pay them their agreed upon fee.

### Karma

Situation	Karma
Character survived	1
Maiden crowd fights stayed as stun	2
G Shank took 3 or less stun, and no physical	3
Avoided causing physical damage to any cops	3
Overall adventure challenge	3

### Pickup Skills

Each runner will pick up a free skill point in one of: Alcohol, Bars & Clubs, Club Music, Or'zet language, Entertainment or Security Procedures (player's choice).





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

Previous to his music career, G Shank was a gangster and alleged **armed robber**, and served two short terms for aggravated burglary

<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>	Double M · M&M
<b>Occupation</b>	Rapper · record producer · songwriter · actor
<b>Years active</b>	2069–present

- Create a book

## Legwork

### Hot G Shank (See above)

**Contacts to Ask:** Music fans.

Th	Time	Information
0	-	Rapper
1	1 min	Anarchist rapper, born only elf of a poor ork family.
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.

### Ghede Boys

**Contacts to Ask:** Music fans, Police, Criminals.

Th	Time	Information
0	-	Rapper band
1	1 min	They're big into their voodoo, led by voodoo priest and rapper, Papa Laveau.
2	5 min	G Shank and the Ghede Boys got into a dispute on stage a year ago and it's turned into a feud. Shots have been fired by both sides, but no-one's got hurt yet.

## Cast of Shadows

### Art Harris

Manager/ Promoter

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

**Initiative:** 6 + 1D6

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

**Condition Monitor:** P10/S10

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

**Armor:** 8

**Skills:** Computer 4, Con 4, Etiquette (Corporate) 4(6), Hardware 4, Intimidation 4, Leadership 6, Negotiation 4, Perception 4, Pistols 5, Software 4, Unarmed Combat 2

**Knowledge Skills:** Corporate Business 4, Law 4, Local Politics 4

**Gear:** Actioneer Business Clothes, 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.

**Description:** A balding, overweight slimeball with a goatee and a crumpled suit. He lies and steals with every breath he takes.

Unfortunately, G Shank believes every word he says, and relies on him for advice, especially staff and money.

## Ork Toughs

Ork security, rappers, boxer entourage, etc.

Professional Rating 1

B 7(8) A 4 R 3(4\*) S 7 W 3

L 1 I 3 C 2 Ess 6

**Metatype:** Male ork.

**Initiative:** 6 + 1(3\*)D6

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

**Condition Monitor:** P12/S10

**Limits:** Mental 3 Physical 8(9\*) Social 5

**Armor:** 9

**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, Crumpled suit, Metalink (1), Jazz\*

**Weapons:**

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

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

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.

Knife [Blade, Acc 6, Reach 0, DV 8P, AP -1]

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

**Description:** These are orks trying to make it as tough guys in the entertainment industry, wearing a suit. Most of the time they'll use stun batons, or tasers. If things get nasty, then pistols and knives. When it's time to off someone, then it's a drive-by with AK's. None of them look good in a suit :/

## 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.

## Crowd Gang 'Scorpions'

Professional Rating 1

B 4(5) A 4 R 3(4\*) S 4 W 3

L 2 I 3 C 3 Ess 6

**Metatype:** Male human.

**Initiative:** 6(7\*) + 1(3\*)D6

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

**Condition Monitor:** 10

**Limits:** Mental 3 Physical 5(6\*) Social 5

**Armor:** 9

**Skills:** Blades 4, Clubs 3, Etiquette (Street) 3(5), Exotic (Monowhip) 4, Intimidation 4, Pistols 4, Unarmed Combat 3

**Qualities:** Toughness

**Gear:** Armor Vest, Metalink, Jazz\*

**Weapons:**

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

Monowhip [Exotic, Acc 5(7), Reach 2, DV 12P, AP -8]

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

Unarmed [Unarmed, Acc 5(6\*), Reach 0, DV 4S, AP -]

**Description:** Street scum, the Scorpions are a small time gang. In a fight, they'll use Friends in Melee (+1 die), and Melee Teamwork (p. 188, SR5): Roll Combat + Agility [Acc] vs opponent's Intuition, with net hits being passed on as a dice pool bonus to the next attacker/ teamwork roll. Max of 3 teamwork rolls, before making an attack. **Only the leader has a monowhip.**

As noted **they will stick to stun damage, as long as the runners do.** As soon as the runners escalate to blades, so will they, including the monowhip.

## Papa Laveau

Professional Rating 3

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

**Metatype:** Male ork.

**Initiative:** 6 + 1D6

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

**Condition Monitor:** P12/S10

**Limits:** Mental 4 Physical 8 Social 5

**Armor:** 12

**Skills:** Automatics 2, Banishing 4, Blades 4, Con 4, Counterspelling 3, Etiquette (Street) 3(5), Intimidation 4, Perception 3, Performance 5, Pistols 4, Sneaking 1, Spellcasting 5, Summoning 3, Unarmed Combat 3

**Qualities:** Toughness

**Tradition:** Vodou

**Drain:** Will + Cha

**Spells:** Lightning Bolt (p. 284, *SR5*), Mind Probe (p. 287, *SR5*), Mass Confusion (p. 290, *SR5*), Improved Invis (p. 291, *SR5*)

**Gear:** Armor Jacket, Metalink

**Weapons:**

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

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

**Description:** Tough ork vodou (p. 50, *SG*) magician and rapper. He will summon a Force 6 Guardian Spirit (p. 193, *SG*), to use Possession (p. 197, *SG*) either on a friendly ork rapper, or one the opposing runners (Force x2 vs. Intuition + Willpower, see below).

## Vodou Guardian Spirit

B 7(8)    A 7\*\*    R 6\*\*    S 7      W 6\*\*  
L 6\*\*    I 6\*\*    C 6\*\*    M 6\*\*    Ess 6

**Metatype:** Guardian spirit possessing.

**Initiative:** 13 + 2D6

**Movement:** 14/ 28/ +2

**Condition Monitor:** P12/S10

**Limits:** Mental 8\*\* Physical 9 Social 8\*\*

**Armor:** 9

**Skills:** Assensing 6, Astral Combat 6, Blades 6, Clubs 6, Counterspelling 6, Exotic Ranged Weapon 6, Perception 6, Unarmed Combat 6

**Powers:** Astral Form, Concealment, Elemental Attack (Water), Fear, Guard, Magical Guard, Movement, Possession, Sapience, Toughness.

**Gear:** Armor Vest, Crumpled suit, Metalink (1)

**Weapons:**

Elemental/ Water [Exotic, Acc 9, DV 12P, AP -6] Range: 6/ 12/ 18/ 24

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

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.

Knife [Blade, Acc 6, Reach 0, DV 8P, AP -1]

Unarmed [Unarmed, Acc 9, Reach 0, DV 7S, AP -]

**Description:** One of Papa Laveau's ork rapper entourage, possessed with a vodou spirit.

\*\*Indicates the spirit's stat, or bonus.

If the spirit is sent to possess one of the runners (Force x2 vs. Intuition + Willpower, see below) then it will use the runner's physical stats (+3 if less than 6).

## Police 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

**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 flash bang.

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. The equipment given here is the basic – flash-bang and tear gas grenades are common, as well as other equipment, such as motion sensors.

## Police SWAT Mage (Alice Winter)

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:** Winter is a no-nonsense wage mage working for the city, 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.