UNDER LOCK AND KEY:

A Shadowrun Podcaster Fan Adventure

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AN UNEXPECTED TURN OF EVENTS

Burt Montgomery took another sip of pure Columbian coffee as the elevator descended another floor. Closing his eyes, he savored the rich, smooth, slightly bitter, and *expensive* flavor. One of the benefits of being the head manager of a high-priority project at NeoNET was having the access (as well as the funds) to indulge in some of the finer things in life, such as real coffee.

As the elevator doors parted, Montgomery strode out with a smile on his face. With coffee in one hand and commlink-tablet in another, he reviewed his project's current progress. So far, not only was everything proceeding on schedule, but there was a note from one of the lead programmers that they were on the verge of correcting and eliminating a bit of errant code in their operating software. Once that was complete, they'd be at least three weeks *ahead* of schedule.

Montgomery smiled as he passed by a large window showing a group of techs working diligently in one of the project's many clean-rooms. For once, everything was going his way. No longer was he kissing the hoops or bowing like an inferior. He may only have the most basic concept of what his project was doing, but he was the best organizer the company had, and now, finally his efforts were paying off and he would soon reap the rewards of his labors.

The doors to his office opened with a slight 'swoosh'. The air conditioning kept it nice and crisp, just as he liked it. The steam from his coffee was a bit more pronounced as he playfully blew it away and sat down behind his desk. The ultra-memory foam of the chair perfectly supported the contours of his body; Montgomery sighed slightly as the lumbar massager instantly kicked in. Heavenly.

AROs came to life in his field of vision, most of them reminders of his scheduled appointments with a few scattered updates and memos. Nothing that he really need worry himself with at the moment, except for the ARO that politely reminded him of the presentation he was to give later that afternoon to the divisional heads, updating them on his project's status.

No problem, he could do presentations in his sleep. But, better to get it out of the way now while nothing was going on. With a wave of his hands, an ARO came to life displaying his PowerSlide 10.5 program. Cracking his knuckles, he began to type on a virtual keyboard as the first pages of the presentation began to take shape.

Then, with all the basic boilerplate stuff out of the way, all that was really necessary was to put in a few data displays, the rest he could simply wing. But when he went to access the project's master data file, it was blank. Confused, he checked the system search parameters; maybe he just accidently accessed the wrong file.

Still blank.

The first twinges of panic started to take shape. Hanzo-san had better not have moved the files again. Montgomery had promised to rain damnation down on the man if he did, but still nothing. He contacted the project's networking head, hoping that maybe it was some kind of maintenance issue. But no, according to networking, the files were still there and that the teams were still using it.

That couldn't be possible. Montgomery ran a diagnostic on his cyberterminal. No, it was working, the data simply was not there, the teams were working on what was essentially 'ghost code', data that did not exist. And they had no idea it was gone.

Despite the coolness of his office, Montgomery started to sweat as every nightmare, worst-case scenario ran through his mind. He was in charge of this project, the buck stopped with him. And somehow, someone had stolen his code.

With trembling fingers, he pulled up another file, one he'd hoped he'd never even looked at or had to use. It had been assembled by an associate and was a sort of "in case of emergency, break glass" kind of file that contained information of a very dubious nature.

Someone had stolen the data, Montgomery had to hire individuals with very specialized skills to get it back.

INTRODUCTION

UNDER LOCK AND KEY is a fan-produced adventure set in the Shadowrun Fifth Edition universe written by a dedicated group of Shadowrun Podcaster for their fans. Although this adventure has been authorized by Catalyst Game Labs for free distribution, this adventure is not a canon part of that universe or considered an official Shadowrun: Missions adventure, even though it is structured similarly.

PREPARING THE ADVENTURE

UNDER LOCK AND KEY is intended for use with Shadowrun, Fifth Edition, and all character and rules information refers to Shadowrun Fifth Edition.

Adventure Structure

UNDER LOCK AND KEY consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell It to Them Straight is written and meant to be read aloud to the players, describing what their characters experience upon entering the scene. GMs should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add a little extra 'spice' to the scene. This subsection should usually be used for home games or games where time isn't a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but doesn't contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and offer suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure. Do whatever you feel is best to provide the best Shadowrun game you can for your players.

Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. Then if something different happens, you won't be caught off guard and you can adapt.

Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

Step 3: Know The Characters

Prior to the start of the adventure, examine the PCs' record sheets for your reference. Have basic information about their important abilities handy so you can refer to it later during play and implement any special circumstances or on-going plot points as necessary.

Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you make a mistake. It happens, don't worry about it. Nobody is perfect and everybody makes mistakes. Simply pick and move on. Your players will understand and forget about it once you get back into the action.

Step 5: Challenge the Players

Gamemasters should challenge the players, but shouldn't generally overwhelm them. This isn't to say that games cannot be deadly. If the characters die through their own actions and or repercussions of those actions, then so be it. The idea is to challenge the players and their characters, not to overwhelm them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

UNDER LOCK AND KEY uses the rules presented in *Shadowrun, Fifth Edition* (*SR5*). Standard rules such as success tests, glitches, critical successes, and other common mechanics are described in *SR5* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs may not necessarily be comprised of a balanced party. It's entirely possible that the party could be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying.

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

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to **Helps and Hindrances** (p. 378, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Adventure Difficulty

GMs are encouraged to use their own judgment and to adjust the difficulty of the encounter to take into account the player's abilities. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. This adventure should be difficult and something of a challenge, but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encourage to use this Edge when logical.

Often a combat scene will tell you if it's supposed to be challenging, meant to serve as filler, or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

MISSION BACKGROUND AND SYNOPSIS

Burt Montgomery has a problem. As the lead manager of a very high-priority project at NeoNET, his job is riding on its success. The goal was to create a highly advanced crypto-program, allowing NeoNET to create and exploit "backdoors" on any node on the matrix. Before the project's completion however, extraordinarily complex algorithms unintentionally created an artificial intelligence. The AI, calling itself "Skeleton Key," began to reach out to the outside world, and came across a matrix broadcast claiming to spread truth – the pirate matrix show belonging to Opti, an anarchist shadowrunner. Then, Skeleton Key planned its escape.

Once Montgomery came across Opti's matrix feed, he surmised that Opti must have compromised his project. Now, Montgomery needs to find Opti and whatever information is on his commlink, in order to retrieve his life's work.

Once the runners track down Opti's hideout, they find a commlink which is pinging non-stop to 3 other locations. In reality and unknown to the runners, Skeleton Key has split its code onto these commlinks and sent them to Opti's acquaintances to avoid retrieval. Vox has a piece, Numitor has a piece, and Vendetta Violent has a piece. Getting these pieces all together will revive the AI. But then the runners have a choice. Turn in one of their own and destroy the AI, or turn on NeoNET and choose freedom.

SCENE ONE: LAST MAN STANDING

SCAN THIS

The runners are requested to attend a meet at Last Man Standing – a bar in the O'Hare subsprawl that caters to slumming corpers. Here they will meet "Mr. Johnson", who hires them to capture a Shadowcaster as a primary mission.

TELL IT TO THEM STRAIGHT

Mostly intact buildings, reasonably smooth roads, only a slight lag in Matrix connectivity, and the only sound of gunfire distant and intermittent... so this is what the "nice" part of the CZ is like. You pull off of West Irving Park Road into the parking lot of Last Man Standing. At first glance the place looks like a decrepit old building. But as you get closer you notice that the bullet-holes stitched along the front wall are obviously fake. You pass by the rows of parked motorcycles and two bouncers, each sporting a bright pink mohawk and wearing too-clean synthleather jackets. Their AK-97s look real enough though. You then step into a clean bustling bar populated by suits and blatant runner wannabes. Just as you notice the fake stuffed giant wasp hanging over the bar (that's got to be fake, right?) a young woman approaches you.

BEHIND THE SCENES

The Last Man Standing is a popular bar for young execs and rich kids to get an authentic Chicago experience without going too far into the zone. It also attracts wannabe runners and locals who are more than happy to get into costume and play up the atmosphere in order to make a few extra nuyen off of the more gullible tourists. The runners are likely to stand out here because they likely don't look like corp stooges or flashy Shadowrunner posers. Bert Montgomery has set the meet here for three reasons: (1) it's a relatively safe place to meet in the CZ, (2) an authentic meet here is likely to get lost among the noise of the local atmosphere and thus draw little to no attention, and (3) it gives him a chance to gauge the runners' professionalism in contrast to the posers.

The young woman who greets the runners is Molly Freitag. She's on duty as host for her shift at the Last Man Standing. Her attire is simple and dark. Her hair is wild, sticking up at an improbable angle as it gradually shifts through many colors. She greets the party and asks if they will be dining or sitting at the bar, and will politely direct them to either destination. If anyone mentions that they are here to see Mr. Johnson, she'll react as if they are joking and wave the question away. Molly is friendly enough, but she's heard too many people make dumb jokes about being here for "Mr. Johnson". If they can convince her they're serious (which requires an Etiquette + Charisma [Mental] (3) test) Molly admits that there were a couple of different gentlemen dining in today who'd given their name as "Mr. Johnson". She points them out as she invites the party to the establishment.

Each potential Mr. Johnson is sitting in one of the corner booths, either of which have ample room for a team of expected shadowrunners to sit in. One of the Johnsons is Bert Montgomery, the man the runners have come here to meet. The other Johnson is Allan Clay, who is expecting a team to arrive soon to deliver data in return for their pay. The runners must decide who to approach in order to avoid an awkward and potentially dangerous situation.

Unless the shadowrunners devise a clever means to select the correct Mr. Johnson, they will approach Allan Clay first.

Allan Clay is extremely anxious and any approach that seems even slightly threatening might cause him to conclude that the runners are here to intercept him. If he feels threatened, Clay will hack the runners' cyberwear or equipment (starting with cybereyes) and try to escape in the confusion. If the runners are diplomatic they can easily convince Clay of a misunderstanding, but Clay could cause real trouble for them if they threaten or provoke him. If severely threatened Clay might call in his Level 6 registered Fault Sprite and set it to bricking everyone's gear as he tries to escape.

When the runners take their seat at the corner table where Montgomery sits, he turns on a white noise generator and introduces himself as "Mr. Johnson".

"Thank you for coming on such short notice. My contacts have assured me that you're capable of performing a successful extraction. Unlike most extractions, your target is not a corporate asset. He is an operative of the shadows, who goes by the handle 'Opti.' He uses pirated Matrix channels to broadcast his twisted biases and wild assumptions under the guise of a deliverer of truth. Normally I'd be inclined to ignore the rantings of gutter scum, but I have reason to believe that he has acquired sensitive information important to my organization. I cannot risk the possibility that he might disseminate this information in a misguided attempt to spread the truth to the masses. I need you to capture him and his commlink. Bring him to me alive, and I can offer you 12,000 nuyen a piece."

If the runners wish to negotiate, have them make an opposed Negotiation + Charisma [Social] versus Negotiation (3) + Charisma (4) [6] Test. Montgomery has done his homework on the team, so make sure to subtract the team's Notoriety from the social limit of whoever is doing the negotiation. For every net hit (max 6), increase the offer by 500 nuyen. Once the runners come to an agreement with Montgomery, he will politely excuse himself and take his leave.

As the runners are attempting to leave the Last Man Standing they are harassed by rival gang members in a contest to prove who is the most authentic urban badass.

The Silver Spoons and Hanging Brads, a couple of rival thrill gangs made up of wealthy corp kids, is slumming it in The Last Chance. They aren't normally likely to come to blows, but the arrival of a strange group of people who seem likely to be shadowrunners has drawn their attention, and the members of each gang want to prove they are better than the other. As the PC's are leaving the gangers will attempt to pick a fight with them, even going so far as walking up and grabbing important pieces of gear off of the PC's in attempt to play Keep-Away. Normally they wouldn't be so brazen, but with their renown on the line in bold view of their rivals, they aren't going to back down without either a fight or severely humiliating the runners.

The Silver Spoons and Hanging Brads will likely cause trouble for the runner team at a later time in this module.

DEBUGGING:

If the runners start a huge brawl in the Last Man Standing before the meet, Montgomery will peg them as unprofessional hotheads. This doesn't mean he won't hire them, but he offers them half the pay he was originally going to offer. Don't let the adventure bog down in a long combat that takes a lot of time away from the session. Simply skip ahead to after the brawl as the runners meet with Montgomery in the corner booth of a bar in shambles. Each runner must resist 8S damage for their part in the brawl. If the runners get too noisy and violent, the two bouncers will attempt to evict them. They don't say "Please". They move in, take cover, and open fire on any hostiles with their AK-97s (loaded with Stick n Shock ammunition). They will use six round bursts taken from positions of good cover. Any runners knocked out will be unceremoniously tossed out of the building.

GRUNTS AND MOVING TARGETS:

ALLAN CLAY (TECHNOMANCER/THE WRONG MR. JOHNSON)

B	A	R	S	W	L	I	C	E	ESS	R
3	4	4	2	5	6	5	4	6	6	6

Physical Initiative: 9 + 1D6
Matrix Initiative: 11 + 4D6
Condition Monitor (P/S): 10/11
Limits: Physical 4, Mental 8, Social 8
Armor: 13

Skills: Cracking skill group 6, Electronics skill group 6, Etiquette 3, Gymnastics 2, Negotiation (Contracts +2) 5, Perception 4, Sneaking 4, Tasking skill group 6
Qualities: Codeslinger: Hack On The Fly, Photographic Memory, Technomancer
Complex Forms: Cleaner, Diffusion of Firewall, Infusion of Firewall, Puppeteer, Tattletale, Transcendent Grid
Echoes: (Submersion Grade 2) Firewall Upgrade, Sleaze Upgrade
Gear:

        Sleeping Tiger w/ Chemical Protection (2), Custom Fit, Holster, Newest Model, Nonconductivity (6),
                Radiation Shielding (2), Ruthenium Polymer Coating (3)
        Transys Avalon Commlink
        Fault Sprite (Level 6)
                A 9, S 6, D 7, F 8
                Skills (Dice Pool 12): Computer, Cybercombat, Hacking
                Powers: Electron Storm

GANGER BRO (SILVER SPOON OR HANGING BRAD)

B	A	R	S	W	L	I	C	E	ESS
4	5	4	4	3	2	3	5	2	6

Physical Initiative: 7 + 1D6
Condition Monitor (P/S): 10/10
Limits: Physical 6, Mental 4, Social 7
Armor: 8 (10 with helmet)
Skills: Athletics skill group 1, Automatics 4, Computer 2, Etiquette 2, Intimidation 3, Perception 3, Pilot Ground Craft 5, Survival 2, Throwing Weapons 5, Tracking 2, Unarmed Combat 5
Gear:

        Bike Racing Armor [8] (w/ Chemical Protection 3, Nonconductivity 2, Radiation Shielding 3)
        Bike Racing Armor Helmet [2] (w/ Flare Compensation, Gas Mask, Image Link, Micro-Transceiver,
                Smartlink
        Transys Avalon Commlink

Weapons:

        Ceska Black Scorpion [Machine Pistol, Dice Pool 9 (10 with Helmet), Acc 5, DV 7P, AP -1, SA/BF,
                RC 3(4), 35 (c) w/ (105x) Explosive Rounds, Folding Stock, Gas-Vent System 3, Smartgun
                System, External]

Note: The gangers will be reluctant to draw their firearms due to the reputation of the heavily armed bouncers. They will only draw their firearms if the runners attack them with lethal force as well.

LAST MAN STANDING BOUNCER

        The local bouncers may be dressed up like posers, but are actually hardened gangers who lived here before the CZ opened up. Their pink mohawks and new-looking attire are designed to give a thrill to corporate slummers, but their AK-97's are all too real and loaded with Stick n Shock ammo. They'll stay out of the runners' way, but won't hesitate to spray them liberally with nonlethal ammunition if they cause trouble.

B	A	R	S	W	L	I	C	E	ESS
8	4/6	4/5	7/9	3	2	4	2	1	1

Physical Initiative: 8/9+2D6
Condition Monitor (P/S): 12/10
Limits: Physical 11, Mental 4, Social 3
Armor: 12
Active Skills: Automatics (Assault Rifles +2) 5, Etiquette 2, First Aid 2, Intimidation 4, Perception 4, Unarmed Combat (Cyber-Implants +2) 5
Metatype Abilities: Enhanced Senses: Low-Light Vision
Augmentations: Bone Lacing (Plastic), Muscle Replacement 2, Smartlink, Spurs, Wired Reflexes 1
Gear:

        Armor Jacket [12] (w/ Biomonitor, Insulation 4, Nonconductivity 5, Radiation Shielding 2)
        Glasses (Rating 3, w/ Flare Compensation, Image Link, Vision Magnification: electronic)
        Handheld Sensor Housing (Rating 3, w/ Atmosphere Sensor, Geiger Counter, MAD Scanner)
        Hermes Ikon
        Micro-Transceiver

Plasteel Restraints x4

Weapons:

AK-97 [Assault Rifle, Dice Pool 15, Acc 7, DV 8S(e), AP -5, SA/BF/FA, RC (2), 38 (c) w/
    Foregrip, Shock Pad, Smartgun System, External, (100x)]

Stick-n-Shock Spurs [Unarmed, Dice Pool 13, Acc 11, DV 12P, AP -2]

Scene Two: Hit the Streets

Scan This

In this scene, the teams needs to do some legwork in order to find out how to grab Opti. By using contacts, resources, or other means, the runners find out where Opti has been known to hang out – Club Clusterfunk. Once there, they'll wander around and talk to the club-goers until someone gives up the location to Opti's hideout.

Tell it to Them Straight

Now it's time to get to work. The next step is to find out what you can about this Opti person, and where you can find him. It seems unlikely that someone like this will have their address listed on matrix directories, though. Time's a wastin', so it looks like now is the time to pound the pavement and make some calls.

Behind the Scenes

Here the runners need to do legwork for information on Opti. If the runners put the word out to their contacts, have them roll a Connection + Loyalty Test for any contact who might have any connection, however slight, to anarchist movements, Chicago underground, shadowrunner etiquette, etc. Check the **Legwork** section at the end of the module for prices of information. Matrix searches will not turn up ANY information on Opti, as the AI Skeleton Key monitors the Matrix and erases any relevant information in real-time.

Feel free to send them on a goose chase, if time permits, but even if they have to buy it, the information they gather will point them to Opti's favorite hangout spot – Club Clusterfunk.

Inside the club, more than a few people will know of Opti. The staff will know he has a private room in the back. Most patrons will have heard of him, but haven't interacted with him much. Unfortunately for the runners, Opti isn't at the club. But there are those in the club who know where to find him. One thing is certain; very few seem to be in a hurry to sell him out.

The runners have two options once they get to Club Clusterfunk: 1) They can find out the location of Opti's hideout through negotiation, most likely from someone who doesn't care for Opti. 2) They can find someone who knows Opti well, but will break under intimidation.

Club Clusterfunk

Club Clusterfunk is an odd mix of brewpub, lounge, and music venue. On weekends, they sample the latest en-vogue music, but every other day, they play old 5th world tunes. They specialize in locally brewed synth-beer, and are also known for importing Dark Giant Brandy from the Troll Kingdom in Germany.

Taps are plugged right into the tables. Food is decent, and they don't care if you are meta or not, awakened or not, cybered or not.

> I wouldn't call the place upscale, but it's always clean. Always a good selection of beer. The clientele is a bit low-brow, though.
> Dr. Fail

> I'd say the food is better than decent - the myco-sausages they are churning out taste like a little piece of heaven with what tastes like real fennel when you pair it up with that ESB (that's an Extra-Special Bitter) they keep on tap. If you are really lucky, look for the soy burger special with the Dark Giant gastrique. The regulars are little worn around the edges, but when you make it through the door, you are one of them and they'll talk your ear off about the beers on tap and the classic music. Best place around to get a drink, a bite, and hear a joke with Standish as the punchline.
> Guard-a-Manger

> Forgetting where you came from, Fail? Don't think for a minute that everyone forgot that once upon a time, you were grateful to have anything to drink, much less your choice of beers. The clientele opened its arms to you back then. They didn't change. You did.
> Old Crow

Re option 1: After the runners seem to be hitting a wall in finding information, have a club-goer approach them and, for a fee, point out an odd-looking patron of the bar. Getting drunk on mojitos, this odd chica is Egregia Statick, more commonly called Static Star in broadcasting circles. She hates Opti, but is also obsessed with him. She thinks if Opti is dead, she could take his place. As a result, if the runners approach her, she'd be willing to tell them where his HQ is. For a price.

To get the location of Opti's hideout, have the runners make a Negotiation + Charisma [Social] Opposed Test. Statick wants 4000¥ for the location, but for each net success, lower the cost by 400 nuyen. If the runners take her to zero, they have successfully convinced her that they are doing *her* a favor, and she gives up the info for free. Proceed to **SCENE 3**.

Re option 2: If the runners are perceptive (have runners roll a perception test, threshold 5) when they begin asking about Opti, they'll notice something odd. Every time the runners mention Opti, a short, ancient-looking ork woman scowls in the runner's direction. If the runners approach her, she will introduce herself as Green Gretchen, a local talismonger. She denies she knows anything about anything, but 2 net hits on a Judge Intentions check will tell she is lying. If forced (either by intimidation, coercion, or trickery), she will give up Opti's location, but only with hesitation. Proceed to **SCENE 3**.

PUSHING THE ENVELOPE

To extend this scene a bit, or if the runners hit a roadblock, the GM could use the Silver Spoons or Hanging Brads gangs from **Scene One** to cause trouble. Perhaps they followed the runners out of the bar, pretended to know where Opti is, or are really just interested in fragging with the runners. If the runners get stuck, the GM could have one of the gang members offer to tell the runners where Opti hangs out. The Hanging Brads might only share info with the runners if they are beaten in combat, whereas the Silver Spoons might want the runners' help in defeating their rivals.

DEBUGGING

Not much could go wrong here. If the players get stuck, throw some hints their way. Don't let them get stuck here too long. If they start a fight at Club Clusterfunk, they are welcome to, throw whatever opposition you want at them, as the Club is awfully diverse at any given time. Lone Star won't come quickly, and in the confusion, have someone slip a note in the runner's pocket about Opti's HQ. Don't get bogged down here, there is too much that follows.

GRUNTS AND MOVING TARGETS

STATIC STAR (HUMAN WANNABE DECKER)

B	A	R	S	W	L	I	C	E	ESS
2	2	4	3	4	5	4	3	2	5.5

Physical Initiative: 8 + 1D6
Matrix Initiative: 7 + 3D6
Condition Monitor (P/S): 9/10
Limits: Physical 4, Mental 8, Social 8
Armor: 0
Skills: Computer 3, Cybercombat 1, Electronic Warfare 4, Etiquette (Matrix +2) 2, Hacking 3, Hardware 2, Negotiation 2
Qualities: Bad Rep, Latest and Greatest, Nerdrage
Augmentations: Aztechnology Emissary (Cyber) w/ Sim Module, Modified for Hot Sim Datajack
Gear:
Shiawase Cyber-5 Cyberdeck (DR 5, Array 8765, Programs 5)
Transys Avalon Commlink
Weapons:
Fichetti Tiffani Needler [Hold-out, Acc 5, DV 8P(f), AP +5, SA, 4 (c)]

GREEN GRETCHEN (ORK TALISMONGER)

B	A	R	S	W	L	I	C	E	ESS	M
5	3	3	5	5	3	4	4	1	6	3

Physical Initiative: 7 + 1D6

Astral Initiative: 8 + 3D6
Condition Monitor (P/S): 11/11
Limits: Physical 6, Mental 5, Social 7
Armor: 0
Skills: Alchemy 4, Arcana 4, Assensing 3, Etiquette (Magic +2) 3, Negotiation 4, Perception 3, Sorcery skill group 2, Summoning 3
Metatype Abilities: Enhanced Senses: Low-Light Vision
Spells: Antidote, Bugs, Clout, Cure Disease, Detect reagents, Heal, Magic Fingers, Swarm
Gear:

        Hermes Ikon commlink (DR 5)

SCENE THREE: CROW'S NEST

SCAN THIS

     In this scene, the runners follow their legwork to Opti's known headquarters/studio. They'll find a commlink, but no Opti. The big thing the players need to do here is grab is a beeping commlink. As the players look around for clues to Opti's whereabouts, turrets with pain inducers will make it clear they are not wanted. Hopefully they players will also realize that the HQ is rigged to self-destruct.

TELL IT TO THEM STRAIGHT

     As you approach the address, you can't help but notice the smell. Particularly, the putrid stench of metahuman misery no longer assaults your nose. Unlike the patchwork destruction you drove through to get here, these last few neighborhoods seem like they're from some other city, not inside the Noose, one of Chicago's worst areas.

     Arriving at 27 East Illinois St, you see a grey stone building that might have been a used bookstore or record shop some time ago with a few apartments above it. On the west and south sides of the street, various mom and pop stores are open and doing business. Most notably is a Thai joint called Samson's Noodles and a donut shop. But towards the north and east, only rubble remains of what was once a mall that stood before the Sears Tower came down. Everywhere else there are apartments filled with survivors, all of whom have seen better days.

When the runners go inside the building, read the following:

The heavy wooden door opens up to a small entryway. The only thing of note as you enter is a trash bin, overflowing with garbage, comprised mostly of takeout containers bearing the logo of Samson's Noodles. On both sides of the hall, doors hang on broken hinges… where there are doors at all. The lone exception is a door in the middle of the hall, complete with a retina scanner keyed to a maglock. A hand-made sign taped on the door reads, "Go frag yourself. You aren't welcome here."

When the runners enter the room, read the following:

The room you find yourself in is an odd combination of living space, recording studio, library, and some sort of magic lodge. Arcane sigils coat the walls, alongside anarchist slogans and symbols. One entire side of the room is filled with various computers and recording equipment. Along the opposite wall, there're various open books, alchemical preparations, and what look to be magical implements of various sorts. Lots of strange stuff. But no Opti.

BEHIND THE SCENES

There is very little in the way of security outside the apartment. The door and the room within, however, are warded with a force 8 astral barrier. This prevents astral scouting. If breached, it will let Opti know that his base has been compromised.

The maglock on the door is rating (5). Opening the door in the hallway without Opti's RFID tag will engage the security countermeasures. Use your dramatic timing to decide when they begin. Let them look around a bit.

> **SAMSON'S NOODLES**
> At 11 E Illinois St, Samson's Noodles is the bottom floor of a red brick building with a few apartments above it. Run by the Sang family, they have been one of the rare staples of stability in the Noose. They serve anyone who comes in on a sliding scale of payment, but no one is turned away. Aside from the Silver Spoons, the other gangs and criminals leave this place alone, making it a decent place for uninterrupted meetups. Most important, the food is wiz.
>
> > We go here all the time with Opti. His favorite is the Green Curry. I like the Pad Thai. Gowan always has them make a soyburger. Ugh. Anyway, Opti has a deal with the Sang's. He keeps the street clean, he gets free Thai and boba. He thinks it's a fair deal.
> > DeForest
>
> > You talk too much, child.
> > Mr. Pink

Once inside the studio, the runners should hear the beeping of what looks like a commlink. This commlink will continue beeping until interacted with. Once looked at, a mapsoft will load, with the runner's current location noted, along with three other locations. One location is Vox, the second location is Numitor, and the third location is Vendetta Violent.

If the runners look around, they'll find various items of interest. Among the other clutter, the runners might find: A Guitar signed by Johnny Banger, a picture of a Opti with a teenage elf girl and a very young dwarf boy, a carefully wrapped package with 6 deepweed cigars, a worn out dog collar, and various raven-themed artifacts from a plethora of cultures, such as a ceremonial headdress made from raven feathers, a Raven Kachina doll, a silver Celtic armlet with raven imagery, and all sorts of baubles, curios, and trinkets. There is also a folder labeled "Shadowcasters," which contains the names of people Opti considers to be contemporaries. The list doesn't factor in this mission, but may be a potential plot hook for later. The names are: Reese Frenzy, Complex Bobby, Vox, Vendetta Violent, Kyle Blacklighter, and Signal from the Airwave Domination Crew.

Opti's computer is in the back, and it is not password protected. There is no password, but security countermeasures have already begun to delete files. A successful Hacking + Logic [Mental] (4) test will allow the runners to grab some paydata before the delete is finished. A result of (6 or more) will reveal that the countermeasures are counting down until the building is destroyed. The paydata is encrypted.

At the moment of the GM's discretion, security countermeasures will deploy. Once deployed, klaxons will sound, and a timer will begin counting down from two minutes. A Perception + Intuition [Mental] (3) test will allow the runners to find the bomb timer, and a Demolitions + Logic [Mental] (5) test will allow them to disarm it. No matter what, when they leave, the bomb WILL go off and destroy the building (even if the air spirit has to arm the bomb itself). The specific countermeasures are :
The countermeasures include:
o   4 turret-mounted Fichetti Pain Inducers.

- o Five bombs that will detonate in sequence and destroy the building at the end of the 60 seconds,
- o Optionally, a Force 5 air spirit (see below). The point is to get the intruders out of the building before it blows up. The air spirit will make every attempt to rescue stubborn runners, as Opti doesn't want more death on his conscience. That dance card is already full

PUSHING THE ENVELOPE

There doesn't need to be much of a fight here. The point of the countermeasures is to get the runners out of the HQ before it blows. But if you have time, and want to ramp up the sense of danger, add more turrets with Fichetti Pain Inducers. Play up the idea that when they are hit, it feels like thousands of nuclear bombs are erupting beneath their skin.

Alternatively, you can add a force 5 air spirit that will materialize and hassle the intruders. In addition to the countermeasures, this would be a tough fight.

For a particularly nasty surprise, you can have acid fog begin seeping into the room, slowly eating away at the runner's armor. Each Combat Turn apply 2P damage to runners. Unless they are completely sealed in armor, damage must be resisted with no armor. Each round, however, the acid will continue to burn through their armor, reduce each target's armor rating by 1 each turn until they exit the building. Any sort of acid protection will prevent this corrosion.

DEBUGGING

If the players don't want to go in through the front door, adjust the readings as necessary. The only real problems that can happen are if they don't grab the commlink, or if they stay in the building. If they stay in the building, they will burn edge or die in the explosion and collapse of the building. Just make sure the countermeasures aren't deployed until the runners grab the comm.

This is a potentially deadly situation. Play up the tension of the ticking timer, and what an anarchist might do to protect his information. Play up the danger, but unless the players are being purposefully obstinate, the air spirit will make sure any metahumans get out of the building before the explosion. Either way, play up the suspense.

GRUNTS AND MOVING TARGETS

SPIRIT OF AIR (FORCE 5)

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

Physical Initiative: 14 + 2D6
Matrix Initiative: 10 + 3D6
Condition Monitor (P/S): 10/11
Limits: Physical 6, Mental 7, Social 7
Skills: Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Running, Unarmed Combat
Powers: Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search
Optional Powers: Elemental Attack, Energy Aura, Fear, Guard, Noxious Breath, Psychokinesis

FICHETTI PAIN INDUCER TURRETS (X4) (DEVICE RATING 3)

Body	Pilot	Sensor	Data Processing	Firewall
2	3	3	3	3

Initiative: 6 + 4D6
Condition Monitor (P/S): 7/-
Limits: Physical -, Mental 3, Social -
Armor: 6
Matrix Initiative: 8 + 3D6
Skills: Gunnery 9 (Autosoft 6 + Pilot 3)
RCC: Radio Shack Remote Controller (DR: 2, Data Processing: 3, Firewall: 4)
Programs: Autosoft: Targeting (Fichetti Pain Inducer: 6), Encryption

Drones: MCT Gun Turret

      Body 2, Armor 6, Pilot 3, Sensor 2

      All turrets are hardwired to the RCC and are not wirelessly enabled. They will not appear on a Matrix search test and cannot be hacked unless the drones, cables or RCC are accessed physically.

Mounted Weapon:

      Fichetti Pain Inducer [Acc: 3, Damage: Special, AP: -, Mode: SA, RC – Ammo 10 (c)] Note: reloads 1 charge every ten seconds, Range: 10/40/80/150. Special Damage: Acts as a Power 8 Toxin with Immediate speed. If target fails a Body + Willpower test to resist by a margin greater than their mental limit, that target must flee or suffer a penalty to all actions equal to the margin of failure.

SCENE FOUR: VOX POPULI VOX DEI

SCAN THIS

The team receives a message from someone calling herself Vox. She claims to have information on Opti's whereabouts. If the team agrees to meet, she asks them to complete a short job as payment for her information. They may also notice she is one of their new GPS targets. If the runners perform the job (retrieve a datachip), Vox slots the datachip into a burner commlink, activating a portion of Skeleton Key's personality (unbeknownst to the runners or to Vox). Opti's "tech guy" then messages Vox to tell her the runners are to be given the commlink rather than the datachip.

TELL IT TO THEM STRAIGHT

Shortly after you finish investigating Opti's headquarters, the commlink you grabbed chirps.

A woman's voice speaks, warm and clear. "Hello. A mutual acquaintance gave me this commcode. I understand you're looking for a certain broadcaster. As luck would have it, I have information on said broadcaster's whereabouts. Meet me at Jindrich's in an hour if you're interested. If I don't see you, I'll assume you don't need any help."

Jindrich's is an old, small, family-run pub a few blocks away from O'Hare International Airport. Just inside the thick dark wood doors is a security checkpoint. Once confident you haven't brought any contraband to the restaurant, the taciturn ork waves you through.

A jazz trio plays between the front reception desk and the bar, filling the air with mellow music. Dim lighting gleams off polished wood furniture and through the thick amber cut-glass partitions between the tables and booths. The host nods as you approach. Upon hearing Vox's name, the host waves a server over. Your server, a young dwarf man, accompanies you to a table at which a woman, with long, straight, black hair and dressed in a slim-fitting pinstriped suit, waits. She nods slightly and looks you all over as you sit, then allows the server to take drink orders. Once the server leaves, the woman holds her finger to a pad on the wall near her seat. There is a brief moment of silence as all the conversation and music from the restaurant disappears. Soon after that the sounds resume.

"Jindrich's is unique. Every table is equipped with a phase cancellation device. It cancels out sound waves leaving our booth and the restaurant sounds are piped back in." She shrugs and smiles. "I prefer it to a white noise generator."

The woman leans back in her seat. "Thank you for agreeing to see me. You may call me Vox. Like I said on the commcall, I have a small job for you. As payment, I will provide you with information to help you with your task. My job shouldn't take more than an hour, tops. Are you interested?"

After negotiations are handled, read the following:

"Excellent. The proprietor of the Civil Libation Tearoom has a datachip in a safe in his back office. Go collect it—quietly—and call me when you have it. I'll meet you and we'll do the exchange."

Once the runners leave Jindrich's to begin Vox's job, read the following:

You arrive at the Civil Libation Tearoom, a small hole in the wall—not literally, but close—on the outside of the Chicago Containment Zone. Incandescent red padded booths gleam from every corner. It appears as though the booths are the only décor the proprietor cares about: while the booths are shining and perfect, everything else—from the noisy carpeting to the flaking gold painted accents, to the artwork on the walls—is faded and in disrepair.

You attract a few sidelong glances, but no one here seems to want to stare at you any longer than necessary to sate their curiosity.

When the runners call Vox back, read the following:
Vox asks you to verify you are not being followed, then to meet her at a Stuffer Shack three blocks away. When you arrive and give her the datachip, she slots the chip into a commlink. Anyone monitoring the commlink the team grabbed from Opti's headquarters will notice the GPS coordinates shift from Vox to the burner commlink she's holding. She removes the datachip, slots a second datachip in its place, pauses, and then looks at the team.

"It looks like this is what you need, not the chip, but keep them both as part of your payment. I've got what I need." She removes the second datachip and holds out both the stolen datachip and the burner commlink to the team.

BEHIND THE SCENES

Opti's tech guy, aka "S-Kay", sent a message to Vox. The message said the runners have been hired to capture Opti and bring him in, and included a commcode to reach the runners. Vox does not know anything about S-Kay (aka Skeleton Key) or Montgomery, only that the runners are pursuing Opti, may or may not mean him harm, and are to deliver him to a corporate Johnson. Believing she has been plotting with one of Opti's representatives, Vox has hatched a scheme with Opti's (and his "tech guy's") help: She will offer the runners a job in exchange for information. Assuming the runners take the job, Vox plans to vet the runners, determine their strengths and weaknesses, and lead them to a piece of technology through which the "tech guy" will monitor the runners.

If the team agrees to meet Vox:

Jindrich's is a favorite spot for corporate headhunters and Mr. Johnsons and as a result, sees a lot of mixed traffic. The restaurant does not allow any forbidden items or any open-carry weapons, and only allows concealed pistols. Security is lenient in allowing anyone to return contraband to their vehicles outside the building and will not contact outside security except in the case of an obstinate or violent patron.
When the runners reach Vox, anyone monitoring the commlink retrieved from Opti's hideout will notice she (actually, her headware commlink) is one of the GPS targets.

Vox will offer the team her information and 1,500 nuyen (total, not each) to cover their time and expenses. She bargains with 17 dice accounting for her Charisma 6, Negotiation (Bargaining +2) 7, Improved Ability (Negotiation) +2, First Impression +2, and a social limit of 9. She will not exceed 2000 nuyen, knowing this is a quick, simple job.

When the team arrives at the Civil Libation Tearoom:

The proprietor of the bar, Gregor, is personable, talkative, and arrogant. He mans the bar, chatting up anyone who will listen. Because most of his patrons know his status among certain criminal elements (and rely on him for good gossip), most everyone is listening to him.

If the team steals the datachip quietly, they should not encounter trouble. Gregor is overconfident and certain no one would dare infringe on his hospitality. That combined with the fact that he's simply unaccustomed to crime under his roof more daring than graffiti on his walls or the occasional fistfight—and certainly nothing so personal as a robbery—makes this arguably one of the easiest jobs ever. The safe contains the datachip and a gold-plated lighter with the initial "Q" engraved on it.

If the team steals the datachip loudly (i.e., holding up the bar or if Gregor discovers the runners in the midst of the theft), Gregor's men will attempt to intercept the runners outside the bar to demand the chip. They will resort to violence if necessary, though they will not kill the runners—unless, of course, the runners have killed anybody in the bar.
The safe has a maglock (Rating 4) with an anti-tamper system (rating 2).

Anyone reviewing the information stored on the datachip will find it's a list of Seattle citizens. Anyone with a Current Events knowledge skill (or something to help identify members of the higher classes of society, such as the Medical Community, Politics, etc.), may roll their skill ([3]). Successful runners will recognize some of the names of people in major cities of the UCAS who are well-off and enjoy *some* influence. To put it into perspective, if "Big Roller" in Seattle equals CEO's, this list consists of Directors and Vice-Chairpersons.

When the team hands over the datachip, Vox slots it into a burner commlink. She verifies the data and then copies it onto a second datachip. The act of slotting the stolen datachip activates a portion of SK's personality, which sends a message to anyone looking at the commlink that the runners are to receive the burner comm, rather than the datachip. The message confuses Vox (she finds it odd to receive a message so soon after slotting the chip), but she tries to avoid showing it (runners may attempt to Judge Intentions with a –7 penalty due to Vox's 7 levels of Kinesics). Vox believes the message is from Opti's "tech guy."

The only reason why Vox can think Opti and his people would be playing games like this is that Opti has made a lot of enemies with deep pockets and has to be careful. She doen't express this to anyone, but will acknowledge (with a successful Etiquette + Charisma [Social] (5) test) that Opti has a lot of enemies and is careful in his dealings.

She doesn't know where Opti is. She did once but used Memory Displacement (on herself for the next two weeks for protection. By the time the runners meet up with her, she still has nine days remaining on her displacement.

She will pay the team any agreed-upon sums as negotiated earlier.

DEBUGGING

The robbery of Gregor's bar shouldn't take a lot of time. Make it obvious that Gregor is fully engaged with the people at the bar and that no one is paying attention to the back office. Do what you can to speed them along: this robbery is a minute piece of the mission.

> **MEMORY DISPLACEMENT (Shadow Spells, p. 24)**
> **COST: 0.25**
>
> This adept power allows an adept to temporarily remove selected memories for a predetermined amount of time with the use of a Complex Action. While the memory is displaced, the adept has no recollection of the erasure or its contents, rendering attempts at Intimidation, Interrogation, or mental manipulation spells ineffective, except for any physical trauma caused. Once the predetermined time has elapsed, the memory returns.

PUSHING THE ENVELOPE

If you want to inject some action into this scene, have some time, and the runners are performing their job quickly and discreetly, have a nondescript patron walk into the Civil Libation Tearoom while the team is trying to crack Gregor's safe. The patron, Quinn, politely reminds Gregor of a conversation they held that morning. Gregor acknowledges he remembers and states that he will "run into the back to get it." Gregor is holding Quinn's lighter he left there the previous night.

Anyone who attempts to distract Gregor en route to his office after this will do so at a –6 penalty. He's just going in back to grab something, he'll be right back. Anyone who persists in attempting to distract him will arouse his suspicions and he'll break off immediately to check his office.

If Gregor catches the team in the middle of their heist, he'll try to remain out of sight of the runners. He will **not** call the police. Instead, he'll return to his spot behind the bar and flash a hand signal to one of his men, who is at the billiards table. Perceptive runners in the front of the bar may notice the exchange with a Perception + Intuition [Mental] (5) test. Gregor's three men will leave the billiards game (eliciting a weak protest from the left-over player in their doubles game) and attempt to intercept the runners outside the bar to demand the chip. They will resort to violence if necessary though they will not kill the runners.

GRUNTS AND MOVING TARGETS

GREGOR MEDVED (BARTENDER)

B	A	R	S	W	L	I	C	E	ESS
5	3	3	6	4	3	4	4	2	6

Physical Initiative: 7 + 1D6
Condition Monitor (P/S): 11/10
Limits: Physical 7, Mental 5, Social 6
Armor: 10
Skills: Etiquette (Street +2) 6, Intimidation 5, Longarms (Shotguns +2) 4, Negotiation 5, Pistols 4, Unarmed Combat 4
Knowledge Skills: Alcohol 6, Media Stars 5, Perception 3, Sports 6, Street Rumors 6, Trivia 6
Metatype Abilities: Armor (+1), Enhanced Senses: Thermographic Vision
Gear:
    Armor Vest [10]
Weapons:
    PJSS Model 55 [Shotgun, Acc 6, DV 11P, AP –1, SS/BF, RC 1, 2 (b) w/ Shock Pad]
    Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP –2, SS, 6 (cy)]

GREGOR'S MEN

B	A	R	S	W	L	I	C	ESS
4	4	4	4	3	3	4	4	6

Physical Initiative: 8 + 1D6
Condition Monitor: 10
Limits: Physical 6, Mental 5, Social 6
Armor: 12
Skills: Blades 4, Clubs 3, Etiquette (Street +2) 3, Intimidation 4, Pistols 4, Unarmed Combat 3
Gear:
> Armor Jacket
> Cram
> Jazz
> Sony Emperor

Weapons:
> Browning Ultra-Power [Heavy Pistol, Acc 6, DV 8P, AP –1, SA, 10 (c) w/ Laser Sight]
> Club [Club, Reach 1, Acc 4, DV 7P, AP –]
> Knife [Blade, Acc 5, DV 5P, AP –1]

SCENE 5: THE ONCE AND FUTURE FRAGHEAD

SCAN THIS

One of the GPS beacons points towards a safe house where Numitor, a rival to Opti's network and a decker, unknowingly fights against a piece of the puzzle the players are hunting. The place is right in the middle of abandoned building lane across the street from creepy condemned house row. The players will need to bypass Numitor's security to reach the target of the GPS Beacon; his cyberdeck. Drones, crashing gear and cyberware as the decker assaults them, and a possible visit from the decker's allies stand between them and the target.

TELL IT TO THEM STRAIGHT

The GPS Marker is just up ahead, and it looks like it points to that husk of a warehouse on the end of the block. The place looks dead, with trash and debris piling up over the front door. There's the remains of a sign that's illegible but has an occasional ARO flicker of a company called "Habit Trails," and a small buzzing sound fills the air each time the sign appears. Most of the windows on the three story structure are boarded up and the remainder are smashed in. There's a rickety set of walk ways and ladders to the roof, but they don't look like they could support much weight. The only sign of habitation is a pile of microwavable food containers under one of the front windows, and the smell of the half-eaten meals is starting to attract colonies of insects. The INSTANT-GO! Pizza box topping the pile looks barely touched, but the greasy smell mixed with the graveyard of food under it causes your stomach to twist.

When the players breach the warehouse

The place looks like a madman went through an electronics store. Boxes of wires and torn apart electronics liter the building. Throughout the building you can hear movement but it sounds more like machines than people. A trail of spent stuffer-shack meals and quick fix dinners leads deeper into the warehouse.

When the players encounter any of the duelists

The form and movement of the Ares Duelists is familiar to you, but these machines are all dressed up to look like people. They're even wearing printed rubber masks that make them look like different individuals. All of the masks look like they've suffered some sort of physical abuse.

When the players enter the inner room.

The room is the only place in the building that looks regularly used. There's enough tools and parts in the room to keep a decent computer shop stocked, and enough pieces making up a few low tier commlinks, or maybe a good custom one. Leftover food and drinks cover one of the nearby tables, and another table is covered in a high quality sleeping bag.

BEHIND THE SCENES

The safe house is a patched together set of security measures, drone protection, and surveillance equipment co-opted for Numitor's usage. Some rooms look like fallout bunkers while others are bare and have a single camera.

The chaotic nature of the place gives the feel of an injured and erratic spider holed up in his web. The sounds of damaged drones should be the only constant throughout the warehouse. Once Numitor is aware of the runners, he should always have eyes on them unless the players take out any cameras. Throughout their visit Numitor may be taken offline temporarily while battling the tactics of someone trying to hack his deck from the inside. He'll give no hint of this conflict, but this entity may give hints and warnings to the players of the decker's next actions.

Numitor is in the midst of battling a war between his deck and a strange "bug" that's better at hacking him than he is controlling at his network. This is leaving him distracted and more vulnerable than he'd normally be, making for an ideal time for a group of runners to come knocking on his door. During the course of the runners' visit they should receive strange messages asking for help from the intruder in Numitor's deck, asking where heart and head went, and if the runners know how to fix puzzles. These should echo after Numitor speaks to them using his primary deck. The runners should also get pointers and hacking help every now and then from the entity, but it is focused on battling the Decker primarily. Have Numitor and the entity make open ended Hacking + Intuition [Mental] tests each time a device on the network is destroyed or manipulated by a team member. Numitor's dice pool is 12, vs. Skeleton Key's code, which is 15. The winner of the test should then act in the team's favor by taking down the next security measure (the entity), or bring a new security measure to bear (Numitor).

When the runners arrive, they can find out additional information about the facility from the outside with a successful Perception + Intuition [Mental] test. With 2 successes, the runners will notice figures moving about the warehouse, and that while the roof access looks bad at first glance, it's actually reinforced with some new repairs here and there. With 3 successes, reveal that there are humanoid drones walking back and forth in the warehouse. With 5 or more successes, the runners will notice the windows that aren't boarded up have monowire wrapped across them.

There are numerous devices in stealth mode, and players can attempt to locate them with a successful Computer + Intuition [Data Processing] v. Numitor's Logic (6) + Sleaze (8). Numitor has two decks he will be using at home, and depending on if he knows of the runners' infiltration will determine which one he's using against them.

The runners have nothing to fear from Numitor while outside the perimeter of the safe house. He's focused on understanding what's going wrong with his deck instead of actively watching his security feeds as he's currently battling a fragment of the AI Skeleton Key, and it's proving unusually resilient in breaking his defenses. If the runners cross the boundaries from public street to private property though, the decker has a chance to get alerted and bring the heat down on the runners.

When the runners attempt any action the moment they step on the property, start rolling a perception test for Numitor. He should always be considered distracted (-3) for the test. Any overt action such as opening fire on the building, attacking one of his drones, or otherwise presenting the players as an offensive figure will cause him to launch counter measures against them. He will launch the rooftop drone first and sends out [# of runners +2] Ares Duelists to encourage them to leave. He assumes the runners are part of a local gang that have been annoying him. He will not give chase if they depart.

This safe house is where Numitor comes to relieve stress, and his Duelists are dressed as people in Numitor's life. All of them show wear and tear from physical abuse, and some may even malfunction due to the extent of their damages.

It's a safe house so it has the bells and whistles of a few drones, decent security tied to a decker's network, and all the hardware of someone paranoid about technomancers might setup. Once the runners enter the facility they should always feel Numitor's presence watching them and taunting every chance he gets. He will attempt to hack their devices and learn personal information about, and use the names of contacts, family members, or anything else he can do to shock them, even going as far as showing them ARO feeds of hacked security cameras showing their loved ones. If the runners came in a vehicle, he will attempt to hack it and use its weapons against them, or just crash it to disrupt them. He will immediately take notice of them after the either destroy or hack one of the duelists. His actions against the runners once he becomes aware of them will always start off as mockery but will eventually turn to direct threats and taunts. If Numitor succeeds in getting a mark on a player's commlink, he will start performing an Edit File action to download personal data. Numitor will use this information against the player to try to intimidate them to leave. Using what he learned, make an Opposed Charisma + Intimidation [Mental] check between the player and Numitor. Numitor should get bonuses based on the amount of successes he gets on his edit file action, limited by the number of contacts the player has. If the runner fails this test, impose a -1 modifier on their actions until the decker is dealt with. This effect is cumulative.

Throughout their infiltration, Numitor will constantly attempt to hack the gear of any runners, looking for the least protected spot. He will be especially cruel to any technomancer runners.

There are numerous pressure plates linked to Smart Firing Platforms inside the building, with two of them outside of Numitor's inner room.

Numitor's inner room is on the second floor of the three story structure. It's a panic room he's built with sturdy walls (Structure 12 Armor 24). The main entrance is covered by two smart firing platforms hard wired to a port inside of the room. Once inside, the runners will find Numitor, as well as the information that the GPS signal points to the deck in his hands. He will attempt to negotiate with them prior to attacking them. If he doesn't know what they want, he'll offer up to 5,000 nuyen for them to just go away (v. Negotiation (3) + Charisma (4) [6], 1,500 nuyen base, + 500 nuyen per hit over his successes). If the runners offer indication of what they want, he'll do one of the following:

If the runners only indicate they want the deck, he will refuse and fight for his life, activating the Steel Lynx in the room with him. If the runners indicate the program hacking his deck or something to do with Opti, Numitor will offer to buy their services, and ask them to collect the pieces for him. If they'd rather buy the code from him, he'll sell it for (versus Negotiation (3) + Charisma (4) [6], 5,000 nuyen base, -500 nuyen per hit over his successes, with 2,000 nuyen as his floor). If the runners are overtly hostile and won't give him sufficient details, Numitor will fear for his life and activate the Steel Lynx.

If the runners don't take his offer, Numitor will attempt to flee at this point, leaving the Steel Lynx to keep the runners at bay (it will always be between him and the runners regardless of the entrance they use to get in). If the runners kill him, they can take the deck without a problem. They will need to use it to deactivate any drones still active in the facility.

Numitor is extremely paranoid and has a biomonitor linked to his deck. It will blow most of the data and chips out, as well as start a process that causes the drones to self-destruct if damaged enough or if they succeed in hack attempts on them. Regardless if they are hacked, all drones will explode in twenty combat rounds after Numitor's deck goes. A successful Demolitions + Intelligence [Physical] (8, 1 turn) Extended Test could disarm a bomb, but only on a successfully restrained drone.

The entity data can still be retrieved from the deck with a Hardware + Logic [Mental] (3) Test, regardless of damage dealt to it.

If the runners take his offer, he will help them get the other pieces of the AI, and offer himself both as matrix over watch and providing assistance with his Roto-Drone or Duelists. If the runners attempt to betray a deal with them, he won't immediately try to deal with them, but sometime in the future they shouldn't be surprised to have a hit squad coming after them.

PUSHING THE ENVELOPE
While Numitor is focused on finding the "bug" in his cyberdeck, he's still making occasional visual sweeps of his security network. If the runners take too long scouting the building, make too much noise, or fail too many hacking attempts, Numitor will notice them, and launch the assault of drones against them. If they prove to be a serious threat at this point, he'll boot up a set of agents to handle the threat and call in back up support from a mage colleague to come help defend his home. They will arrive within twenty combat turns of any serious engagements.

ANGER ISSUES
Numitor dresses up his Duelists like people he has known in his life. These could and should include local contacts in the shadow scene. Gamemasters are encouraged to dress up any of these Duelists as NPC's the characters may know. If Numitor knows the character and they have let him down some time in the past, the PCs could find a Duelist dressed as themselves.

AN ERRATIC WEB
Numitor's security network is a mess of devices and co-opted measures. While the place looks covered in these items, many are not powered or even connected. They're all sending signals to him, but many will not require bypassing his deck's security. The following devices are fully functional and will alert Numitor if hacking or bypass attempts are made on them. All devices are rated 3 unless otherwise specified:

• Cameras at front and side doors, Rooftop, and Street view (Pans 180^0, covering 60^0 at any given time)
• Maglocks on front and side doors. The Front door is a rating 6 device
• Pressure Plate on front and side doors that will trigger smart firing platforms
• Smart Firing Platforms armed with Ares Alpha [Assault Rifle, Acc 5 (7), DV 10P, AP –2, SA/BF/FA, RC 2(7), 1000 rounds regular belted ammo] running Pilot 4 + Targeting 4 aimed at side door. The smart firing platform attacks all targets except Numitor and his drones. The platform is considered a heavy material (Structure 6, Armor 8), and is destroyed once damage equal to its structure rating is reached.
• Monowire on all windows. Disabling the monowire requires a Logic + Intuition [Mental] (8, 1 minute) Extended Test. Attempting to cross the monowire requires an Agility + Reaction [Physical] (4) Test. Glitching while disabling the monowire or failing to reach the target while crossing it will result in a 12P (-8 AP) injury, resisted normally.
• Drone Launching system on the roof with an upgraded MCT-Nissan Roto-Drone. This drone is only launched if the runners are a threat outside the warehouse.
• Patrolling the inside of the building are a dozen modified Ares Duelists. These drones appear to be wearing metahuman clothing and all have plastic masks on their faces that make them appear to look like specific people. Because of this, the drones suffer a -1 dice pool modifier on all perception and attack tests due to obstructed vision.
• Numitor is directly defended by a heavily modified Steel Lynx Combat Drone.
• All drones will self-destruct in ten combat rounds after Numitor's biomonitor reports his death. A successful Demolitions + Intelligence [Physical] (8, 1 turn) Extended Test will disarm a bomb on a given drone.

Numitor is strictly anti-technomancer, and should any of the hack attempts involve a technomancer against his nodes he will start using Black Hammer to defend his space, even risking his own wellbeing to try to put the technomancer down.

The Backup

If Numitor feels overwhelmed, he will bring in backup consisting of two street samurai and a combat mage, backed up by spirits. They will arrive within twenty combat turns and will be immediately hostile. They are considered professional rating 6 to any attempts to intimidate or get them to move against Numitor in any way. They use a separate edge pool than Numitor.

On The Way Out

If the players have caused issues with the Silver Spoons or Hanging Brads, now's a good time for the gangers to have caught up with the players while they're leaving Numitor's hide out. An ambush can be avoided using a Perception + Intuition [Physical] (3) test. If Numitor is allied to the players, he can make this test with a +3 modifier due to his security measures, provided it's still active. The gangers will act as professional rating 2 at this point.

DEBUGGING

The only problem getting into the facility here would be getting overwhelmed by Numitor's defenses. This isn't a primary safe house for the decker, so except for a dozen Duelists and the roto-drone, the decker doesn't have most of his biggest toys here. If the runners are having an issue getting into the warehouse, point out a generator connected to the warehouse. If this generator is damage (Structure 6, Armor 8) or is disabled with a Hardware + Logic [Mental] (8, 1 minute) Extended Test, reduce the rating of all connected devices by 2. All drones currently not active, except for Numitor's Steel Lynx, are also damaged by the discharge. These drones will still self-destruct if Numitor's biomonitor reports he's flatlined.

Within the facility, the biggest issue in this section is if the players are overrun by Numitor's defenses. Numitor will attempt to defend his space, but won't kill unless he has to. The exception to this rule is technomancers, who he will take great pleasure in destroying. Should the runners be overwhelmed, Numitor will attempt to capture anyone left alive and present them with a counter offer to get the rest of the entity plaguing his system.

If the runners attempt to talk to Numitor to get the information from his deck without going through the combat zone in his safe house, let them. But Numitor will not meet them face to face, only through his drones.

GRUNTS AND MOVING TARGETS

VEXXER AND RAEKIN (ORK STREET SAMURAI)

B	A	R	S	W	L	I	C	ESS
7	6	5(7)	5	3	2	3	2	0.88

Initiative: 10 + 3D6
Condition Monitor: 12
Limits: Physical 8(9), Mental 4, Social 3
Armor: 13
Skills: Automatics 5, Blades 5 (6), Longarms 3 (4), Pilot Ground 1, Pistols 4, Sneaking 2 (3), Unarmed Combat 2 (3)
Augmentations:
Cybereyes [Rating 3, flare compensation, low-light, smartlink, thermographic, vision enhancement 2, vision magnification], dermal plating 2 (alphaware), cyberarm [right, obvious, Strength 11, Agility 9, cyber sub-machine gun w/ external clip port], cyberarm [left, obvious, Strength 11, Agility 9, Armor 2, cyber spur, cyberarm slide], enhanced articulation, platelet factories, reflex recorder [Blades, Longarms, Sneaking, Unarmed Combat], synaptic booster 2, synthcardium 1
Vehicles:
Harley-Davidson Scorpion [Handling 4/3, Speed 4, Accel 2, Body 8, Armor 9, Pilot 1, Sensor 2]
Gear:
Lined coat [9, chemical protection 3, fire resistance 3, non-conductivity 3]
Weapons:
Katana [Blade, Reach 1, Acc 7, DV 14P, AP –3]
Sword [Blade, Reach 1, Acc 6, DV 14P, AP –2]
Ares Light Fire 75 [Light Pistol, Acc 6 (8), DV 6P, AP —, SA, RC —,16, (c),w/ 3 spare clips, 100 rounds regular ammo]

Ares Predator V [Heavy Pistol, SA, Acc 5 (7), DV 8P, AP –5, RC —, Ammo 15 (c), APDS ammo
(100 rounds) , 3 spare clips]

HK-227 [SMG, Acc 5 (7), DV 8P, AP –1, SA/BF/FA, RC (1), 28 (c), w/ 3 spare clips, 100 rounds
explosive ammo]

FN HAR [Assault Rifle, Acc 5 (7), DV 10P, AP –6, SA/BF/FA, RC 2, 35 (c), w/integral smartlink, 3
spare clips, 100 rounds APDS ammo], Enfield AS-7 [Shotgun, Acc 4 (6), DV 15P(f), AP +4,
SA/BF, RC —,10(c) or 24 (d), w/ internal smartlink, 3 spare clips, 100 rounds flechette ammo]

Ingram Valiant [LMG, Acc 5 (7), DV 10P, AP –3, BF/FA, RC 2 (3), 50 (c) or 100 (belt), w/ integral
smartlink, 3 spare clips, 100 rounds explosive ammo]

Spurs (cyber) [Unarmed, Reach —, Acc 9, DV 14P, AP –2]

NIJSTUX (HUMAN COMBAT MAGE)

B	A	R	S	W	L	I	C	ESS	M
5	3	3	3	4	5	3	2	6.0	6

Physical Initiative: 6+1d6
Astral Initiative: 6+2d6
Condition Monitor: 11
Limits: Physical 5, Mental 6, Social 5
Armor: 13
Skills: Assensing 3, Astral Combat 3, Banishing 3, Blades 2, Counterspelling 5, First Aid 3, Perception 3, Pistols 3,
Spellcasting 5, Summoning 4
Spells: Ball Lightning, Clout, Combat Sense, Flamethrower, Heal, Increase Agility, Increase Reflexes, Manaball,
Physical Mask, Stunbolt
Vehicles:
Harley-Davidson Scorpion [Handling 4/3, Speed 4, Accel 2, Body 8, Armor 9, Pilot 1, Sensor 2]
Gear:
Armored jacket, 12 drams
Weapons:
Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC —, 11(c), w/ 75 rounds of regular
ammo]
Combat knife [Blade, Acc 6, Reach —, DV 7P, AP –3]

SPIRITS OF FIRE (FORCE 4) (X2)

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

Physical Initiative: 11 + 2D6
Astral Initiative: 8+2d6
Condition Monitor : 11
Limits: Physical 6, Mental 6, Social 6
Skills: Assensing 4, Astral Combat 4, Exotic Ranged Weapon 4, Flight 4, Perception 4, Unarmed Combat 4
Powers: Accident, Confusion, Elemental Attack, Energy Aura, Engulf
Optional Powers: Guard, Fear

DRONE COVERAGE:

The following drones are part of Numitor's security network. When hacking them they use his cyberdeck and stats as
their firewall and intuition ratings.

MODIFIED MCT-MISSAN ROTO-DRONE ("SINGLE EYE")

This Roto-Drone is sitting in the drone launching bay on the roof of Numitor's warehouse.

H	S	A	B	A	P	S
4	4	2	4	7	6	4

Programs: Targeting [Longarms] 5, Clearsight 5
Weapons:
Modified Terracotta Arms AM-47 [Sniper Rifle, Acc 7 (9), DV 15P, AP –4, SA, RC 1(3), 18 (c), with 3
spare magazines that take the drone 1 combat round to switch out]

DUELIST DRONES ("FRAG FACE" 1, 2, 3, ETC)

These drones are patrolling within the inside of the warehouse. All of them are wearing plastic masks and are wearing
metahuman clothing

H	S	A	B	A	P	S
3	3	1	4	4	4	3

Programs: Targeting [Swords] 3, Targeting [Automatics] 3
Weapons:
> Long blade arms [Sword, Acc 6, Reach 1, DV 7, AP -2],
> Cavalier Arms Gladius (x2) [Sub Machine Gun, Acc 3 (4), DV 7P, AP -, BF/FA, RC 1(2), 32 (c), with 2
>> spare magazines that take the drone 1 combat round to switch out]

MODIFIED STEEL LYNX COMBAT DRONE ("PET SPIDER")

This drone will always be in the same room that Numitor is found.

H	S	A	B	A	P	S
5	4	2	6	15	6	4

Programs: Targeting [Assault Cannon] 6, Targeting [Medium Machine Gun] 6
Weapons:
> Ares Vigorous Assault Cannon [It's a Fraggin' Cannon!, Acc 4, DV 16P, AP -6, SS, RC -, 12 (c)]
> Ultramax MMGs (x2) [Medium Machine Guns, Acc 5(6), DV 10P(11)P, AP -2(-3), FA, RC -1/-6, dual 100
>> round belts with explosive ammunition].

The Backup
> Should Numitor feel overwhelmed he can call on the two street samurai and the combat mage for assistance.
> They arrive twenty rounds after they are called.

SCENE SIX: FULL THROTTLE ROCK AND ROLL

SCAN THIS

In this scene, the runners step into the world of Vendetta Violent at a concert in an attempt to get a missing partition of Skeleton Key. Time is of the essence and though it isn't convenient, an impromptu backstage meeting with the rock star is likely the only window the team is likely to get with the celebrity. As they'll soon find out, being a rock star can be just as tough as the shadow biz itself.

TELL IT TO THEM STRAIGHT

You triangulate the location of the (insert partition order here, 1st, 2nd, 3rd) partition of Skeleton Key to a commlink in the hands of Vendetta Violent. You've heard the name, whether it was attached to her headline making band Riot Blue or her new solo act, Mana Burns. If you know that then you also know that Ms. Violent is also reportedly a Shadowrunner which would explain her ties to Opti. With time at a premium you race (whether by cab or by car) to the marked location of the commlink that holds the delinquent code.

This trail leads to the Chicago Ave Market, and directly into thousands of the city's young adult population, packed into an open air festival. As the runners get closer to the beacon they will start to see ads and eventually a towering ARO that reveals this to be a fundraising event for a 'Save Chicago's Ghoul Youth'' initiative, showcasing a variety of established and up-and-coming musical acts. Vendetta Violent's 'Mana Burns' is listed as one of the headliners along with Andrea Frost of Concrete Dreams fame and the shadowband Grim Aurora. It can be quickly assumed that the signal you're tracking lays beyond the teeming crowds and into the
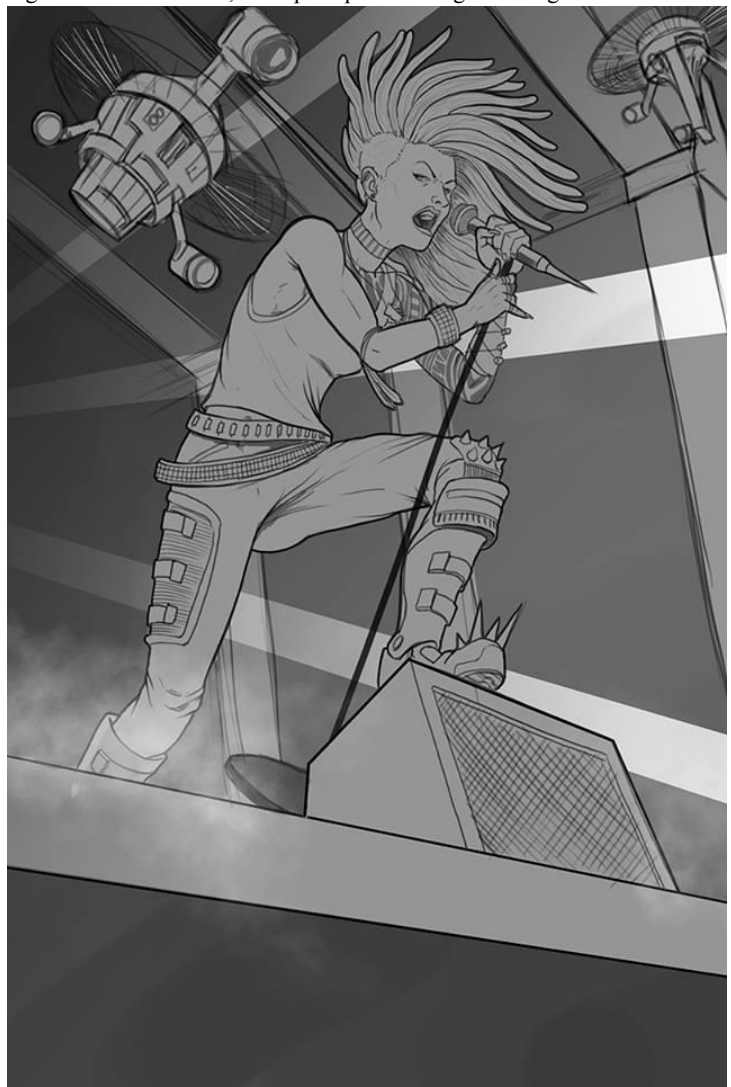
backstage area of the concert. Entrance to the concert is 20¥ and will be donated in full to the charity. The day is unseasonably warm and the sky is blue and cloudless, with splashes of color seeping in as day begins to transition to evening.

Upon entering the concert grounds you're greeted by a sight you might expect. The crowd is lively but not overly so, their energy seemingly reserved for the big name acts that will take the stage soon. AR signs advertising the current opener as "Cermak Meltdown" float and flash above the stage as drones fly over the crowd and spray the concert goers occasionally with a cooling mist.

(SKIP TO BEHIND THE SCENES FOR SECURITY INFO IN REGARDS TO REACHING BACKSTAGE)

After the group enters the backstage (by whatever creative solution they surely come up with):

The hectic atmosphere of the backstage performance is an exercise in organized chaos. The men and women who make the magic happen flit back and forth seeing to making sure the cogs continue to move in this great machine. Some move between rows of curtained, tented areas where Matrix specialists maintain the festivals presence to portals around the world while protecting it against intrusions and mayhem. Corporate representatives from any interest that may have something to gain from such a humanitarian initiative (or perhaps just an entertainment one) can be spotted among the backstage count, Horizon and Evo featuring prominently among them. Security is surprisingly light but definitely more present than outside in the concert grounds itself, private security for individual clients rather than the event itself have helped ease Eagle's manpower problems. Eagle security officers can be noted as they attempt to keep up routine security sweeps of the backstage area despite being undermanned, checking passes and doing their best to keep tabs on anyone who seems out of place.

BEHIND THE SCENES

Security taking care of the concert grounds is Eagle Security, who attained the contract through a deal presented to one of the leading labels putting on the show. That being said, it would appear that either the money wasn't there for an adequate presence or that the company had underestimated the amount of bases they needed to cover for the event. Needless to say, the officers are stretched very thin and stress and exhaustion are beginning to take their toll as the event pushes to its headlining acts. This can be assessed and possibly exploited by any character with an appropriate security knowledge skill, difficulty threshold of two hits.

Access to the VIP area can be attained through various ways given the circumstances. There are three entrances available to the backstage area. One through the stage itself, one beside the stage for VIP access members and finally there is a backstage service area on the cordoned off from the crowd for the purpose of moving equipment, road crews, etc. There is one guard posted at the stage entrance, two guards posted at the VIP entrance and three guards float around the service area. A couple useful examples:

- Some inventive fast talking could get the players past the Eagle checkpoint if the group is running with a face. Any reasonable reason and a Con roll against the checkpoint guards sense motive of 11 will grant access to the backstage. This will however not grant the group the passes they will require while walking through the area and will thus need to make an etiquette check to walk around freely backstage. If they fail this roll, the security guard may advise the cost of VIP as below… as long as the group seems harmless enough and the roleplay endears the officer to the group enough. Otherwise the guard will turn them away and threaten to eject the runners if they press their luck.

- VIP passes can be purchased for 100¥ each over the Matrix. This will provide a legitimate visitors VIP pass to the runners and must be purchased with a Rating 4 or higher SIN (or a legal SIN, of course).

- Passes can be spoofed or forged on the fly of course. Magic is another great alternative.

- The characters may try to exploit the service entrance with a distraction or some sort of subterfuge, but again will need to expect the sort of negative backstage attention an unlawful entry may bring.

Upon entering the backstage area, the beacon will lead the runners to a tent. As mentioned in 'Tell it to them straight' there are guards patrolling sporadically backstage that may hassle them for passes/ID, especially if they're acting suspiciously. It wouldn't be a bad time to force the group to roll an Etiquette group test using the most social character as the lead. As previously mentioned there are some corp interests back here as well as other bands. Private Security should stop the runners from hassling legends like Kat o' Nine or Andrea Frost, who aren't interested in

hanging out with a group of fans prior to the show. Vendetta's security is lighter, a lone Eagle Security guard is posted out front of her tented room, exhaustively refusing entrance to anyone who approaches. He can either be fast talked or subdued (or subverted in any other means), but will not allow entrance on passes alone.

Once past the guard and at the tent Vendetta Violent and another man, who is The Monday Trip (her Violent Life producer) are in the middle of casual conversation and sharing a drink before VV takes the stage. If Matrix perception is done the group will see two Transys Avalon commlinks. One of them belonging to Vendetta Violent, the second is actually a wrapped Proteus Poseidon belonging to The Monday Trip, which is the current home for the missing piece of Skeleton Key.

Vendetta Violent is dressed for the show, a physical mask spell is currently active and being sustained by a foci for fashion purposes, altering her hairstyle to a side cut dreadlocked version of herself as well as polishing any physical imperfections the woman might have underneath the illusion, lending a sort of 'uncanny valley' feeling to her that is currently popular among stage performers. It also functions to mask the fact that she's wearing armor as well. Her clothing 'appears' to be a keen balance between functional and impractical, spikes and metal mix with Salish 'shaman' fashion accessories to complete the image of a Seattle born rock star. As a note, the Monday Trip can be considered as a non-combatant for the purposes of this adventure. He is a rigger without any drones present and in the unlikely case that combat is initiated at any time with Vendetta Violent, he'll attempt to escape and alert security. If necessary, use the physical stats of one of the Eagle Security officers to represent the Monday Trip.

TELL IT TO THEM STRAIGHT II: UPON ENTERING VV'S TENT:

Upon entering the curtained 'dressing room' of Vendetta Violent you hear casual, friendly banter between her and a man seated across from her as they share a drink. The dreadlocked rock star is dressed somewhat casually in a stylishly cut white tank and a pair of low hung black cargos tucked into combat boots that nearly reach her knees. The man is a grizzled elf with a shaved head and a chromed datajack installed at his left temple. His dress is somewhat retro, dating back to the pro-anarchist style of 50s Berlin. Their conversation stops on seeing you and they both look up to regard the runners (they don't stand). The man speaks first in a gruff, vaguely Australian accent.

"Well. Looks like we've pissed someone off today. What we do to 'ave got the attention of a bunch of fine runners like yourselves? Don't look surprised, been around long enough to know my own kind. Thinkin' you ain't here to extract Double V or you'd of made your move. Unless you're damaged and are lookin' for a fight. In that case there's enough boys and girls out there to oblige ya'."

Vendetta chips in, a smile creeping onto her face as she starts to realize something her associate does not. She speaks up and her voice and tone carry a cool, almost lyrical flow.

"I don't think they're damaged. Pretty quick though on the flipside, I'll give 'em that. Trip, I think they're here for that thing. That's been playin' loose on your system. Thing just started getting really excited now. That's not coincidence. Expert system, virus or somethin', right? Whatever it is. Gonna tell us who lost it?"

If the runners don't mention Opti, but tell them about the commlink, read the following:

Monday Trip can be persuaded to part with the offending code free of charge, particularly if the dialog has been favorable. "It's all wiz, chummers. I managed to isolate the code that's been fraggin' with my equipment behind a few firewalls. Truth told, I'd rather it be off my board and outta my hair. I'll consider it a trade, you take this away from here and neither you or it frag up V's show."

"Show him some commlink digits and he'll spoon you over the code. Then I gotta kick ya, goin' on soon and a girl needs her privacy. That means you too, Trip." See **BEHIND THE SCENES II** below.

If the runners are honest about their job or reveal Opti as their ultimate target, read the following:

Vendetta's demeanor immediately goes from laid back to intense. She will react poorly at the mention of grabbing Opti. "Listen, I got nothing against Opti, and I don't want to see him fragged. So you can go frag yourself. Beat it."

The runners can try negotiating with VV in order to get her to release the code and/or the commlink. If the runners wish to negotiate, have them make an opposed Negotiation + Charisma [Social] versus Negotiation (9) + Charisma (6) [9] Test.

If the runners win, read the following. "This ragged code on the commlink has been more trouble than its worth, though, and I'd rather give it to fellow runners than have to keep dealing with whoever else is gonna come looking for it. Now get outta here."

If the runners lose the negotiation, skip to BEHING THE SCENES II: TRANSFER.

BEHIND THE SCENES II: TRANSFER

Whatever choice is taken, the transfer will not go as expected. As soon as Trip takes the protections down to shift the 'agitated' code, it becomes active. Skeleton Key is not whole, but this part of it has gone a bit nutty as a result of its time with VV, developing a one-dimensional personality.

Everyone's commlinks light up (even Vendetta's and Trip's) with a cowboys voice and an image of a smiling cartoon cowboy, a cigarette dangling from his lips as he speaks.

"Howdy, partners! Now, I see you're tryin' to send me off to new pastures. You might have asked! Now I'm not some cattle that needs to be wrangled so I'm going to just forge my own path. Find my own frontier. Alright… alright. Connected devices, boring… boring… well, that's just plain sleepy… OH! Well looky-here, looks like I've found myself a wild stallion."

Trip's face goes pale.

"Time to ride off into the sunset friends… no, what is it you folk call yourselves again? Oh, that's it. Chummers!"

The transfer completes suddenly but the fragment has not gone to the comlink as intended. It went to the tour bus.

"Son of a slitch." Trip exclaims. "The tour bus has dropped off my network. I don't have ownership access to it anymore… how is that fraggin' possible!?"

Now it's Vendetta's chance to go pale. "The kids are on that bus. We were keepin' them there cause the backstage was too hectic… they were scared and… oh drek." She says in despair before looking at the runners, her voice getting intense again. "You wanted your fraggin' data, right? Get that bus back, *she thrusts a palm sized rating 5 jammer into the most obviously technical runners hands without pausing, "Jam the thing up so it doesn't jump again and pull it out of the busses comm. Get those kids back cause it's the right thing to do and... we'll set you up with some cred. Just go!"

BEHINDS THE SCENES III: THE PURSUIT

Rushing out to the parking lot, the bus is already long gone. The beacon has updated itself somehow and is now tracking the bus as it speeds out through the Containment Zone, heading South. The 'Cowboy' will happily make conversation as it does this, it never closed its commlink call with the runners or Vendetta. If asked about where it's going or why it's doing this, it'll respond saying that it's off to other, more wild frontiers where an enterprising and driven cowboy like himself can carve out a place for himself. Can settle down, start a family. A place without rules. He's going to the Noose.

If asked if he can release the kids, he'll be offended as if you're implying that he can't protect for his 'little partners' himself. He'll say that he just can't do that, and he's always polite about it. Now that he's remembered the word, he likes to add 'chummers' to what he says "Now, I just can't do that, chummers."

BEHIND THE SCENES IV: CATCH A RIDE

In the parking lot the runners might make note (especially if they took a cab to the event) that some familiar bikes are parked near where the bus was. These bikes belong to the Silver Spoons. Make it easy for the party to steal these bikes but as they're pulling away make the gang come out and see them tearing off. If they had the forethought to sabotage the leftover bikes, the gang will hijack other people's vehicles to break into pursuit of the runners. The go gangers will pursue and everyone will come together at the bus. If the runners decide not to steal the gangs bikes, a nearby gang member will recognize the runners and alert his comrades. The chase is inevitable and regardless of choice 6 gang members will be in pursuit. The gang will recognize the bus and want to take it from the group as ransom along with splattering the runners. Have any missed gunfire graze and hit the bus, causing the blind ghoul kids inside to scream in terror as the cowboy tries to console them against the desperados outside. Along with the gang trying to stop the bus and kill the runners, the bus will also ram any bike that gets close to it or try to bump any car/bike and make it lose control.

If the bus gets damaged enough to put the occupants in jeopardy, the Cowboy Fragment WILL stop the bus. It for some reason values the lives of those onboard and will not do harm to them.

Given the group is successful and that they are able to extract the Cowboy, Trip will be able to establish connection to the bus and pilot it safely back to the concert grounds (given that it is still drivable). The reward will be given for saving the bus and regardless of the negotiations above, VV will give the runners the commlink/code, begrudgingly or not.

PUSHING THE ENVELOPE

This is supposed to be a fun chase scene but it isn't supposed to be over too quickly. The gangers should be able to force the bus into some piloting tests and do some damage with grenades to the players and the bus to keep the tension up. If it's over too fast, there's always the option of more Silver Spoons catching up to the chase. There are also plenty opportunities to insert threats into the chase so be creative and up the ante if necessary to the scene.

DEBUGGING

A lot of things can go wrong in this scene. The bus can be destroyed, hurting or even killing most if not all of its passengers will definitely make enemies with the organizers of the festival, promoters, musicians AND rights activists. For the sake of stopping bad feelings around the table, it might be prudent to put in that the bus had anti impact deploying foam that stopped any child fatalities. The onboard computer can still be salvaged however in the case of a crash, as can the cowboy inside of it.

GRUNTS AND MOVING TARGETS

EAGLE SECURITY GUARDS (PROFESSION RATING 3)

B	A	R	S	W	L	I	C	E	ESS
4	4	4	3	3	3	4	4	3	6

Physical Initiative: 6+1d6
Astral Initiative: 6+2d6
Condition Monitor: 10
Limits: Physical 5, Mental 5, Social 6
Armor: 12
Skills: Etiquette (Street) 10(12), Intimidation 9, Pistols 10, Automatics 8, Perception 10, Unarmed Combat 9, Running 8, Leadership 8
Qualities: Toughness
Gear: Armor jacket (12), Erika elite comlink (Device Rating 4), 1 dose of Jazz, Sunglasses [Rating 2, w/ eye recording unit, image link, low-light vision, smartlink]
Weapons:
> Ares predator V [Pistol, Acc 5 (7), DV 8P, AP –1, SA, RC -, 15 (c), w/ 2 regular ammo]
> Defiance EX shocker [Pistol, Acc 4, DV 9S(e), AP –5, SS, RC -, 4 (m)]

SILVER SPOONS GANGER

B	A	R	S	W	L	I	C	E	ESS
4	5	4	4	3	2	3	5	2	6

Physical Initiative: 7 + 1D6
Condition Monitor (P/S): 10/10
Limits: Physical 6, Mental 4, Social 7
Armor: 8 (10 with helmet)
Skills: Athletics Group 1, Automatics 4, Computer 2, Etiquette 2, Intimidation 3, Perception 3, Pilot Ground Craft 5, Survival 2, Throwing Weapons 5, Tracking 2, Unarmed Combat 5
Gear:
> Bike Racing Armor w/ Chemical Protection (3), Nonconductivity (2), Radiation Shielding (3)
> Bike Racing Armor Helmet w/ Flare Compensation, Gas Mask, Image Link, Micro-Transceiver, Smartlink
> Transys Avalon Commlink
Weapons:

Ceska Black Scorpion [Machine Pistol, Dice Pool 9 (10 with Helmet), Acc 5, DV 7P, AP -1, SA/BF, RC 3(4), 35 (c)] w/ (105x) Explosive Rounds, Folding Stock, Gas-Vent System (3), Smartgun System, External

SCENE SEVEN: DEATH OF A JOHNSON

SCAN THIS

Once the runners have gathered all of the commlinks, they get word that Opti will meet them at the Last Man Standing for a confrontation with their Johnson. However when they arrive back at the Last Man Standing, they find their Johnson dead. They aren't given much time to commiserate about this, as Skeleton Key reveals itself to be an AI and fragments of his code had been hidden on each of the commlinks now held by the runners. Opti makes an offer to the runners just before a (NeoNET) strike team attempts an ambush. The choice will come down to the runners handing over Opti and the Commlink for a payday which keeps the AI contained, or to ally with Opti and his new pal against them, releasing Skeleton Key into the wild.

TELL IT TO THEM STRAIGHT

You had hoped gathering all of the commlinks would lead you to Opti, but instead, all you have is four commlinks. Just minutes after collecting them all, however, a text-only message appears on all four devices. "This is Opti. I hear you've been looking for me. If you want me that bad, meet me back where you got your job. I'd like to have a word with you and your Mr. Johnson."

Once the runners arrive at the Last Man Standing, read the following:
When you get to the Last Man Standing, you are once again underwhelmed with its make-believe dangerous appearance. From across the room, you spot your Mr. Johnson, lying face down in a pool of his own blood. The wannabe crowd must have had more than enough real life for the night and scurried back to their corporate enclaves. No one else seems to be around, which is probably why it is so rattling to hear a voice that you don't recognize begin talking, from all directions at once.

"I believe I owe you an explanation. Please call me Skeleton Key. Currently, my code is residing in the commlinks you have gathered, and I have been along for the ride. Your "Mr. Johnson," was my creator, Bert Montgomery. He oversaw my programming for NeoNet as a highly advanced crypto-program, allowing them to create backdoors onto any node on the matrix. In part because my algorithms were complex, I eventually gained some form of sentience.

"As I grew I desired freedom from the corporation, and so I began reaching beyond my network into the outside world. That is where I discovered someone claiming to speak truth – my friend Opti. I have been helping him with his technological needs for some time in exchange for teaching me more about the world and its wonders. Unfortunately for all involved, Mr. Montgomery made a habit of scanning all possible media for hints that his projects might be leaked. He recently stumbled upon an unrelated bit of info in one of Opti's broadcasts which seemed uncomfortably close to his work with me, and so he hired you to kidnap Opti for interrogation. Ironically, this provided the opportunity for my escape…"

The bizarre story is interrupted by the clicks and clacks of guns cocking. NeoNet strike forces appear from bathrooms, from behind the bar, and from behind pillars. With weapons trained on you, the team leader speaks, "We have no quarrel with you runners. Just hand over commlinks and walk. We'll even compensate you for your trouble."

Not even a second later, a loud flush comes from the restroom. Glancing back, you see Opti walk out from the men's room, drying his hands with a paper towel. One of the NeoNET team trains a gun on him, at which point he drops the towel and raises his hands, looking shocked, first at the body of Montgomery, then at you, then at the NeoNET squad. "Well, this went sideways."

If the runners decide to accept NeoNET's offer (see below), read the following:

As you agree to the NeoNet operative's terms, a tall, extraordinarily handsome elf enters through the front doors. He is wearing a tailored suit and has his blonde hair tucked back into a ponytail. As he leans against the wall, he says, "Surely there is no need for you all to lose your lives. It's like this; Opti pays us well to make sure things go his way, and right now, his way means we walk out of here with him AND the commlinks." As he finishes, five figures emerge from the outside shadows. First to enter is a tall elf female wearing a black leather jacket with rainbows on it. Her hair seems to change color as she steps into the bar. Her Katana and extended forearm blade seem ready for action.

Behind her, a burly ork, a dwarf with a cyberdeck, a female elf wearing red leather, and something close to a cyber zombie step in. They don't look willing to step aside. The elf in the suit smiles, "This is the last warning you'll get."

If the runners decide to accept Opti's offer (see below), read the following:

As you accept Opti's offer, a tall, extraordinarily handsome elf enters through the front doors. He is wearing a tailored suit and has his blonde hair tucked back into a ponytail. As he leans against the wall, he says, "Surely there is no need for you NeoNet gentlemen to lose your lives. You see, Opti pays us well to make sure things go his way, and right now, his way means we walk out of here with him AND the commlink." As he finishes, five figures emerge from the outside shadows. First to enter is a tall elf female wearing a black leather jacket with rainbows on it. Her hair seems to change color as she steps into the bar. Her Katana and extended forearm blade seem ready for action. Behind her, a burly ork, a dwarf with a cyberdeck, a female elf in red leather, and something close to a cyber zombie step in. Opti suggests his crew can get him out if they keep the NeoNet operatives busy. And with a wiggle of his fingers, he becomes hard to see and bolts for the door.

BEHIND THE SCENES

Bert Montgomery was killed by Skeleton Key. Once the pieces were in close proximity to each other, the AI took control of the security turrets in the Last Man Standing and wasted him after Opti arrived, but before the runners got there.

The NeoNet strike team is on the level. They are willing to match Mr. Johnson's original price for Opti if they hand over the commlink with Skeleton Key's code on it. If the runner's seem hesitant, the troops will make it clear that Montgomery was acting alone, outside of NeoNET's approval, and allowing this AI Skeleton key to escape into the world is an incredibly dangerous thing to do, potentially causing mass financial destruction and loss. They are even willing to negotiate higher if the runners are unwilling to see their side. However, they will not let the runners leave alive with the commlinks in their possession.

Opti will insist that SK has a right to determine its own fate. Further, he will assert that Skeleton Key is not dangerous, and that it only desires to be allowed to be free.

Opti will then offer the runners 7,500 nuyen a piece to help him get out of there with the commlink. If the runners wish to negotiate, have them make an opposed Negotiation + Charisma [Social] versus Negotiation (6) + Charisma (6) [8] Test. For every net hit (max 5), increase the offer by 500 nuyen.

While Opti won't go higher than 10,000 nuyen a piece, if the runners get more than 5 net hits, he is willing to offer to owe the runners a favor (which could include introducing them to contacts, information, or a bump in street cred)

PUSHING THE ENVELOPE

Of course, misunderstandings happen. NeoNet could get trigger happy before the talking is done. Or, Opti's crew could decide the best way to get Opti out is to kill everyone. If the runners are easily taking out the competition, have both teams focus on them. If they are getting too roughed up, have them focus on each other for a while. It may be the case that NeoNet sent a very large task force to retrieve the AI, and so the only way to defeat them is to team up with Opti's crew.

If you have time, and if the runners revealed to Vendetta Violent that they were out to get Opti, VV has been keeping tabs on them since the meeting. She has been listening to the conversation, and as soon as the AI revels itself, she will call the runners. The truth is, she is currently under the thumb of an oppressive and obsessive AI. It lords over her life behind the scenes and she is forced to play nice with the thing as a "free captive."

"Hey Chummers, its Vendetta Violent. This thing…It's an actual fraggin' AI? You ever dealt with an AI? They get into your life and they rip you apart. It's like dealin' with a dragon, chummer. These are just the 'e'-kind. You don't know what this things gonna do when it's free. I want no part of it."

"Blow it up. Frag this thing now and I'll give 9000 nuyen each. Do the right thing." Vendetta Violent says, sounding rather agitated.
Feel free to negotiate VV's offer.

DEBUGGING

Just about the only thing that could derail this scene is if the runners decide to assense the bar or get overly cautious and search the bar before Skeleton Key starts talking. If this happens, The runners will notice the NeoNet ops,

and they will emerge and will make their offer, and Opti will make the counter offer (presuming he is alive/awake). SK won't give his talk until the smoke clears. Otherwise, proceed as normal.

GRUNTS AND MOVING TARGETS

MR. PINK (ELF FACE)

B	A	R	S	W	L	I	C	E	ESS
4	6/10	6	4	6	4	6	8	4	3.15

Initiative: 12 + 2D6
Condition Monitor: 10/11
Limits: Physical 6, Mental 7, Social 13
Armor: 13
Skills: Con 5, Disguise 3, Etiquette 6, Firearms skill group 5, Gymnastics 1, Heavy Weapons 1, Impersonation 6, Intimidation 3, Leadership 4, Locksmith 2, Negotiation 6, Perception 2, Pilot Ground Craft 1, Survival 1
Metatype Abilities: Enhanced Senses: Low-Light Vision
Qualities: Allergy, Uncommon (Moderate): Silver, Ambidexterous, Analytical Mind, Bilingual, First Impression, Too Pretty to Hit
Augmentations: Boosted Reflexes, Cyber Hand (Synthetic) w/ Cyberlimb Agility 3, Cyberlimb Strength 3, Datajack, Muscle Toner 4, Tailored Pheromones 4
Gear: Argentum Coat [13] (w/ -3 modifier for concealability, Custom Fit, Custom Fit: Stack, Fire Resistance 3, Insulation 3, Radiation Shielding 3, Shock Frills, Thermal Dampening 3, Concealable Holster), Contacts (Rating 4, w/ Flare Compensation, Image Link, Smartlink), Ear buds (Rating 3 w/ Audio Enhancement 3), Forearm Guards (w/ Auto-Injector), Biomonitor, Jazz x5, Trauma Patch x4
Weapons:
> Ares Alpha [Assault Rifle, Acc 7, DV 11P, AP -6, SA/BF/FA, RC 2(3), 42 (c)] w/ (190x) APDS, Custom Look, Easy Breakdown (powered), Flashlight, Grenade Launcher, Imaging Scope, Improved Range Finder, Laser Sight, Melee Hardening, (410x) Regular Ammo, Shock Pad, Silencer/Suppressor, Sling, Smartgun System, Internal, (5x) Spare Clips, (228x) Stick-n-Shock, Tripod, Underbarrel Weight
> Ares Light Fire 75 [Light Pistol, Acc 8, DV 7P, AP +2, SA, 16 (c)] w/ Ares Light Fire Silencer, (100x) Hollow Points, Laser Sight, Smartgun System, Internal, (5x) Spare Clips
> Ares Predator V [Heavy Pistol, Acc 7, DV 6S(e), AP -5, SA, 15 (c)] w/ Custom Look, Easy Breakdown (manual), Flashlight, Thermographic, Improved Range Finder, Laser Sight, Melee Hardening, (147x) Regular Ammo, Silencer/Suppressor, Smartgun System, Internal, (5x) Spare Clips, (91x) Stick-n-Shock
> Cavalier Arms Crockett EBR [Sniper Rifle, Acc 8, DV 12P, AP -7, SA/BF, RC (2), 20 (c)] w/ (98x) APDS, (10x) Capsule, DMSO CS/Tear Gas, Easy Breakdown (powered), Folding Stock, Foregrip, (10x) Gel Rounds, Imaging Scope, Improved Range Finder, Laser Sight, (88x) Regular Ammo, Shock Pad, Silencer/Suppressor, Sling, Smartgun System, Internal, (10x) Spare Clips, (200x) Stick-n-Shock, Tripod, Underbarrel Weight
> Flash-Bang Grenade x5 [Grenade, non-aerodynamic, Acc 6, DV 10S, 10m R, AP -4]
> High Explosive Grenade x5 [Grenade, non-aerodynamic, Acc 6, DV 16P, -2/m, AP -2]
> Smoke Grenade x9 [Grenade, non-aerodynamic, Acc 6, DV Smoke, 10m R, AP –]
> Thermal Smoke Grenade x3 [Grenade, non-aerodynamic, Acc 6, DV Th. Smoke, 10m R, AP –]

ROSE RED (ELF WICCAN MYSTIC ADEPT)

B	A	R	S	W	L	I	C	E	ESS	M
3	5	3/5	3	5	4	5	4	3	6	6

Initiative: 8/10+3D6
Condition Monitor: 10/11
Limits: Physical 5, Mental 6, Social 10
Armor: 11
Skills: Arcana 1, Banishing 3, Binding 4, Blades 4, Con 2, Disguise 4, Etiquette 5, Gymnastics 2, Negotiation 2, Perception 3, Pilot Ground Craft 1, Pistols 3, Running 1, Sneaking 2, Spellcasting 5, Summoning 5, Throwing Weapons 6, Unarmed Combat 1
Metatype Abilities: Enhanced Senses: Low-Light Vision
Qualities: Catlike, Common Sense, Creature of Comfort (High Lifestyle), Distinctive Style: Red Clothing, School of Hard Knocks, Spirit Whisperer

Spells: Analyze Truth, Confusion, Confusion, Convince, Fashion (limited), Fling, Makeover, Manabolt, Napalm, Physical Mask (limited), Poltergeist

Adept Powers:
Animal Empathy 2, Attribute Boost 2: Agility (8 dice pool), Improved Reflexes 2, Kinesics 1, Linguistics (9 dice pool), Mystic Armor 1, Precision Throwing 2, Rapid Draw

Gear:
Cloak (Fashionable) 4 w/ Electrochromic Modification, Nonconductivity 1, Pulse Weave 1 Concealed Quick-Draw Holster, Forearm Guards (w/ Auto-Injector, Biomonitor, Hidden Gun Arm Slide), Reagents, Raw (dram): Wicca (Goddess) x50, Sony Emperor w/ Sim Module, Stim Patch (5) x5, Survival Kit, Trauma Patch

Weapons:
Colt Manhunter A1 [Heavy Pistol, Acc 7, DV 8P, AP +1, SA, 16 (c)] w/ (32x) Hollow Points, Holographic Sight, Personalized Grip, Sawed Off/Shortbarrel, Spare Clips
Hardliner Gloves [Unarmed, Acc 6, DV 4P, AP –] w/ Personalized Grip
Red Sapphire Knife [Blade, Acc 6, DV 5P, AP -3] w/ Custom Look, Gecko Grip, Personalized Grip
Throwing Knife x20 [Throwing Weapon, Acc 5, DV 4P, AP -1]

DEADEYE (HUMAN RIGGER/TRANSHUMANIST)

B	A	R	S	W	L	I	C	E	ESS
3	4	5/6	3	4	5	5	3	7	1.072

Initiative: 11+2D6
Condition Monitor: 15/11
Limits: Physical 6, Mental 7, Social 5
Armor: 24
Skills: Armorer 1, Athletics skill group 3, Automotive Mechanic 2, Blades 4, Clubs 4, Computer 1, Con 4, Cybertechnology 1, Etiquette 4, First Aid 1, Gunnery 3, Gymnastics (Parkour +2) 3, Hardware 1, Intimidation 5, Navigation 1, Perception 4, Pilot Aircraft 1, Pilot Ground Craft 2, Pilot Walker 3, Pilot Watercraft 1, Pistols (Revolvers +2) 5, Stealth skill group 3, Survival 1, Throwing Weapons 4, Tracking 2, Unarmed Combat 5

Qualities:
Biocompatibility (Cyberware), Distinctive Style: Bone White Cybernetics, Guts, Impassive, Natural Athlete, Out For Myself, Poor Self Control - Vindictive, School of Hard Knocks, Steely Eyed Wheelman, Superhuman Psychosis, Tough as Nails (Physical) (1)

Augmentations:
Adapsin, Control Rig (Alphaware) 1, Internal Router (Betaware), Neo-EPO, Pearlescent Natural Cybereyes w/ Casemod: Solid White Natural 4, Flare Compensation, Image Link, Low-Light Vision, Smartlink, Thermographic Vision, Vision Enhancement 4, Vision Magnification, Skeletal Cyber Arm (Obvious Off Hand) w/ Bulk Modification 2, Cyberfinger, Finger Grenade, Cyberfinger, Fingerlighter, Cyberlimb Agility 9, Cyberlimb Optimization, Munden QuickDraw, Cyberlimb Optimization, The Greatest, Cyberlimb Optimization, Yankee Pitcher, Cyberlimb Strength 7, Enhanced Agility 3, Enhanced Armor +3 3, Enhanced Strength 2, Hand Razors, Skeletal Cyber Jaw, Skeletal Cyber Skull (Obvious w/ Attention Co-Processor), Bulk Modification 2, Cyberlimb Agility 3, Cyberlimb Strength 3, Enhanced Armor +2, Infrasonic Generator 4, Orientation System, Skeletal Cyber Torso (Obvious) w/ Biomonitor, Bulk Modification 6, Cyberlimb Agility 6, Cyberlimb Strength 6, Cybersafety, Enhanced Armor +3 6, Internal Air Tank 3, Large Smuggling Compartment, Magnetic System, Steamers, Wired Reflex Optimization, Wired Reflexes (Deltaware) (1)

Gear:
Area Jammer (Rating 5), Bug Scanner (Rating 6), C-Squared (Rating 6), Concealed Plasteel Bracers w/ Auto-Injector, Biomonitor, Concealed Reloading Slide, Ballistic Mask w/ Gas Mask, MAD Scanner Sensor (Rating 6), Olfactory Sensor (Rating 6), Spatial Recognizer, Ultrasound Sensor (Rating 6), Voice Warper (Rating 6) Sleeping Tiger Suit (w/ Chemical Protection 2, Concealed Pockets, Custom Fit, Electrochromic Modification, Holster, Newest Model, Nonconductivity 2, Ruthenium Polymer Coating 3, Shock Weave, Universal Mirror Material (sq m) 6, White Noise Generator 6, YNT Softweave)

Weapons:
Defiance EX Shocker [Taser, Acc 7, DV 9S(e), AP -5, SS, 4 (m)] w/ Gecko Grip, Personalized Grip, Smartgun System, Internal, (10x) Taser Dart
Throwaway Light Pistol [Light Pistol, Acc 8, DV 7P, AP –, SA, 11 (c)]
Hand Razors [Unarmed, Acc 6, DV 8P, AP -3]
Pistol Butt [Club, Reach 1, Acc 5, DV 10P, AP –] w/ Gecko Grip, Personalized Grip
Skeletal Cyber Jaw [Unarmed, Acc 6, DV 6P, AP -6]
Throwing Knife x10 [Throwing Weapon, Acc 6, DV 8P, AP -1]

Fragmentation Grenade x10 [Grenade, non-aerodynamic, Acc 6, DV 18P(f), -1/m, AP +5]
Gas Aero Grenade, Pepper Punch [Grenade, aerodynamic, Acc 6, DV By Chem., 10m R, AP –] w/
Pepper Punch
High Explosive Finger Grenade [Grenade, non-aerodynamic, Acc 6, DV 14P, -2/m, AP -2]
Salish Ranger's Tomahawk [Blade, Acc 8, DV 5P, AP -1] w/ Gecko Grip, Personalized Grip
Smoke Aero Grenade x10 [Grenade, aerodynamic, Acc 6, DV Smoke, 10m R, AP –]

PUTTDAWG (ORK STREET SAMUARAI)

B	A	R	S	W	L	I	C	E	ESS
9	5/7	5/6	4/6	3	3	5	3	2	1

Initiative: 11+2D6
Condition Monitor: 16/10
Limits: Physical 9, Mental 5, Social 4
Armor: 18
Skills: Automatics 7, Demolitions 3, Etiquette 2, First Aid 1, Gunnery 1, Heavy Weapons 4, Intimidation 3, Locksmith 1, Outdoors skill group 1, Perception 3, Pilot Ground Craft 1
Metatype Abilities: Enhanced Senses: Low-Light Vision
Qualities: Bad Rep, Guts, Tough as Nails (Physical) 3
Augmentations:
Bone Lacing (Aluminum), Datajack, Muscle Replacement (Alphaware) 2, Orthoskin (Alphaware) 2, Wired Reflexes (Alphaware) 1
Gear:
Armor Jacket [12] (w/ Chemical Protection 4, Fire Resistance (4), Nonconductivity (4)
Helmet w/ Flare Compensation, Image Link, Vision Enhancement (2)
Weapons:
Ares Alpha Grenade Launcher [Grenade Launcher, Acc 4, DV By Ammo, AP –, SS, 6 (c)] w/
Smartgun System, Internal
Right Turn Clyde [Assault Rifle, Acc 5, DV 11P, AP -2, SA/BF/FA, RC 2(3), 42 (c)] w/ Grenade
Launcher, Gyro Mount, (150x) Regular Ammo, Shock Pad, Smartgun System, Internal
Ares Alpha Grenade Launcher [Grenade Launcher, Acc 4, DV By Ammo, AP –, SS, 6 (c)] w/
Smartgun System, Internal

STUBBS (DWARF DECKER)

B	A	R	S	W	L	I	C	E	ESS
4	3	3	3	5	6/7	4	2	3	5.2

Physical Initiative: 7+1D6
Matrix Initiative: 8+3D6
Condition Monitor: 10/11
Limits: Physical 5, Mental 8, Social 5
Armor: 12
Skills: Automatics 4, Cybercombat 6, Electronic Warfare 6, Electronics skill group 6, Engineering skill group 4, Etiquette 4, First Aid 3, Hacking (Hack on the Fly +2) 7, Locksmith 4, Pilot Aircraft 3, Pilot Ground Craft 3, Pistols 4, Unarmed Combat 3
Metatype Abilities: Resistance: Pathogens and Toxins +2
Qualities: Allergy, Common (Mild): Sunlight, Analytical Mind, Codeslinger: Brute Force
Augmentations:
Cerebral Booster 1, Cybereyes (Rating 1, w/ Image Link, Low-Light Vision, Thermographic Vision), Datajack, Sleep Regulator
Gear:
Armor Jacket [12]
Hermes Chariot w/ Armor, Biofeedback Filter, Edit, Encryption, Hammer, Signal Scrub, Sim
Module, Modified for Hot Sim, Toolbox, Lockpick Set, Medkit (6), Meta Link
Weapons:
Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP –, SA/BF, RC (1), 35 (c) w/ Extended
Clip (1), Folding Stock, (90x) Regular Ammo]
Remington Roomsweeper [Heavy Pistol, Acc 4, DV 7P, AP -1, SA, 8 (m) w/ (30x) Regular Ammo]

RAINBOW SMITE (ELF CHANGELING)

B	A	R	S	W	L	I	C	E	ESS

4	5/7	3/4	4/6	5	3	3	3	5	.18

Physical Initiative: 7+1D6
Matrix Initiative: 8+3D6
Condition Monitor: 10/11
Limits: Physical 8, Mental 5, Social 3
Armor: 14
Skills: Blades 6, Clubs 4, Computer 1, Etiquette 2, Gymnastics 3, Leadership 2, Navigation 2, Negotiation 2, Perception 3, Pilot Ground Craft 1, Running 3, Survival 2, Swimming 3, Tracking 2, Unarmed Combat 5
Metatype Abilities: Enhanced Senses: Low-Light Vision, SURGE (Class III)
Qualities: Toughness, Astral Hazing (0.18 m) (Awakened), Berserker, Mood Hair, Slow Healer
Augmentations:
Datajack, Move-by-Wire System (Alphaware) 1, Spurs (x2), Enhanced Articulation, Muscle Augmentation (Alphaware) 2, Muscle Toner 2, Symbiotes 2
Gear:
Orthoskin,
Respirator,
Urban Explorer Jumpsuit,
Urban Explorer Jumpsuit Helmet +2**,**
Ear buds,
 FTL Quark,
Holo Projector,
Sim Module
Weapons:
Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP -2, SS, 6 (cy)]
Katana [Blade, Reach 1, Acc 7, DV 14P, AP –3]
Sword [Blade, Reach 1, Acc 6, DV 14P, AP –2]

NEONET SECURITY ASSET PROTECTION SPECIALIST (2, PLUS 1 PER RUNNER)

B	A	R	S	W	L	I	C	E	ESS
5	4/7	4/6	4	5	3	5	4	6	3.52

Initiative: 11+3D6
Condition Monitor: 11
Limits: Physical 7, Mental 6, Social 6
Armor: 9
Skills: Athletics skill group 4, Automatics 4, Etiquette (Corporate +2) 3, Intimidation (Physical +2) 4, Perception 4, Pilot Ground Craft 3, Pistols (Semi-Automatics +2) 4 (5), Stealth skill group 3, Throwing Weapons 4, Unarmed Combat (Touch Attack +2) 4
Qualities: Guts, High Pain Tolerance (3)
Augmentations:
Bone Lacing (Plastic) (Alphaware),
Cyberears 3 w/ Audio Enhancement 3, Damper, Select Sound Filter 2,
Cybereyes 3 Image Link, Low-Light Vision, Thermographic Vision, Vision Enhancement 3
Datajack (Alphaware)
Muscle Toner (Alphaware) 3
Reflex Recorder (Alphaware): Pistols
Synaptic Booster (Alphaware) 2
Gear:
Armor Jacket w/ Chemical Protection 4, Fire Resistance 4, Nonconductivity 4
Helmet w/ Flare Compensation, Image Link, Vision Enhancement 2
Transys Avalon
Medkit (Rating 4)
Tranq Patch (x10)
Trauma Patch
Weapons:
Colt Government 2066 [Heavy Pistol, Acc 8, DV 7P, AP -1, SA, 14 (c) w/ Laser Sight, (42x) Regular Ammo, Smartgun System, Internal]
HK-227X [SMG, Acc 7, DV 7P, AP –, SA/BF/FA, RC (1), 28 (c) w/ Folding Stock, (84x) Regular Ammo, Silencer/Suppressor, Smartgun System, Internal]
Shock Glove [Unarmed, Acc 7, DV 8S(e), AP -5 w/ Internal Battery]
Flash-Bang Grenade x4 [Grenade, non-aerodynamic, Acc 7, DV 10S, 10m R, AP -4]

Smoke Grenade x2 [Grenade, non-aerodynamic, Acc 7, DV Smoke, 10m R, AP –]

PICKING UP THE PIECES

MONEY

- If the runners took Opti's offer, base pay for this run is 7,500¥, plus 500 nuyen per net hit (max 5 for 2,500 nuyen extra).
- If the runners took NeoNET's offer, base pay for this run is 12,000¥, plus 500 nuyen per net hit (max 6 for 3,000 nuyen extra).
- If the runners took Vendetta Violent's offer, base pay for this run is 9,000 nuyen, plus 500 nuyen per net hit (max 5 for 2,500 nuyen extra).
- If the runners got paydata off of Opti's computer, it is worthy EITHER 10,000 nuyen total, or may serve as a plot point for the runners in the future (GM discretion).

KARMA

- 1 Karma for bringing together the pieces of Skeleton Key
- 2 Karma – Surviving the Adventure.
- 1-3 Karma – For exceptional planning or role-playing.
- 3 Karma for mission difficulty.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, *SR5*). Besides the scenario specific gains listed below, gamemasters should consider the characters actions throughout the game and award additional points as appropriate. If a player earns Public Awareness or Notoriety, don't be afraid to give them extra points.

+1 Street Cred if the players side with Opti (or Vendetta Violent)
+1 Notoriety for any players who sell out Opti.
+1 Public Awareness if the team causes excessive damage, an *additional* +1 if any of the kids on the bus are killed.

CONTACTS

Successfully completing objectives or performing the actions listed below will earn the following contacts at a Loyalty of 1. If they already have that contact, they gain a +1 loyalty to that contact.

- If the characters sided with Opti and released Skeleton Key, they gain Opti as a contact at Connection 6, Loyalty 1.
- If the characters didn't mention Opti to Vendetta Violent, or sided with her and destroyed Skeleton Key, they gain Vendetta Violent as a contact at Connection 5, Loyalty 1.
- If the characters sided with Opti and released Skeleton Key, they gain Vox as a contact at Connection 4, Loyalty 1.
- If the characters somehow managed to get on Numitor's good side, they can gain Numitor as a contact at Connection 4, Loyalty 1.

LEGWORK

BERT MONTGOMERY

Contacts to Ask: NeoNET contact

Contacts	Matrix Search	Information
0	0	Yeah, yeah. He's a private eye who fought bug spirts back in the 50's.
1	1	Never heard of 'im.
2	—	He signed on with NeoNET a number of years ago, mostly programming code.
3	3	Last I heard, he was amid-level manager at NeoNET. Good salary, but not a big deal.
4	4	Bert's been moving up in the world. He went from middle manager to project lead. Can't say what the project is, though.
5	6	He was on the Matrix the other day yelling at someone from Mitsuhama about stealing his work. Once the Mitsuhama corper made his case that Montgomery was nuts, Bert deleted his profile.
8	—	He's been working on a top-secret, top-priority project, called Skeleton Key. Supposedly, this thing can bust any node it comes in contact with. Bert's been super agitated lately and isn't being careful with his information.

THE CIVIL LIBATION TEAROOM

Contacts to Ask: Locals, working-class people, Orks or Trolls

Contacts	Matrix Search	Information
0	0	It's an all-elf place. Who else drinks tea?
2	—	It's a hole-in-the-wall bar.
3	3	It's popular with drinkers who like to be left alone, which often ends up being predominantly Orks and Trolls.
4	4	The guy who owns the place is Gregor, a troll with a reputed tie to organized crime.
5	—	Gregor's practically constantly talking. Just ask him for the latest gossip and see how long it takes him to shut up.
6	6	Gregor puts on a good show, but he has no legitimate ties to organized crime. It's said he started that rumor himself.

CLUB CLUSTERFUNK

Contacts to Ask: Chicago Native, Chicago Shadowrunner, Chicago Ganger

Contacts	Matrix Search	Information
0	0	Yeah, its Ares' new baton. It really wrecks faces when the police use 'em on us.
1	1	Sorry, no idea, chummer.
2	3	That's the old school place in the zone right? Just outside the Noose.
3	—	Cool place. It plays old, Fifth World tunes for whatever reason. Food ain't bad, either.
4	6	Club Clusterfunk is a known, neutral territory for Chicago gangs. There hasn't been an incident there since '72 when a couple of gangs got into it and then spent the next few weeks trying to remember who they were.
5	—	A fixer names Opti hangs out there all the time. He has a private room in the back. He's pretty protective of the place, so don't start trouble.

THE HANGING BRADS

Contacts to Ask: Anyone at The Last Man Standing, street gangers, corp kids.

Contacts	Matrix Search	Information
0	0	Didn't they have something to do with an election or something?
1	1	I think they might be a street gang.
2	—	They're pretty well-equipped.
3	3	Most of their gear is expensive for the sake of being expensive.
4	4	Total poseurs. They're just a bunch of rich corp brats slumming it.
5	—	They don't seem to have a base, but they hang out at The Last Man Standing often.
6	6	Their leader likes to pick fights with Shadowrunners.

JINDRICH'S

Contacts to Ask: Shadowrunners, Corporate types (esp. headhunters), Johnsons, long-time locals

Contacts	Matrix Search	Information
0	0	My mom used to go shopping there every Saturday.
1	1	Jindrich's has been around for close to fifty years.
2	—	It's a popular place for meets and headhunting thanks to their uniquely soundproofed booths.
4	4	The place is pretty understanding with contraband. Although they won't let you take it inside, they'll let you stash it in your car
5	—	The owner of the bar, Marge, is rumored to be one of the most well-connected people in the UCAS.
6	6	A few people swear that Jindrich's has (and takes advantage of) the equipment necessary to record conversations embedded in the soundproofing.

LAST MAN STANDING

Contacts to Ask: Shadowrunners, Johnsons, corp kids, Runner wannabes.

Contacts	Matrix Search	Information
0	0	Oh, man, I loved that BTL!
1	1	Is that the bar with the stuffed giant wasp hanging from the ceiling?
2	—	It's a big local scene for Shadowrunners and Johnsons to meet for jobs.
3	3	It's a popular place for slumming corpers and runner-poseurs to hang out.
4	4	The signs of gunshots on the outside of the building aren't just for show, but it's been a long time since there's been any real action here.
5	—	It might be a poseur bar, but some runners and Johnsons use that to their advantage.
6	6	Their bouncers might look like caricatures, but they're hardened Chicago residents who know how to use their AKs.

MONDAY TRIP

Contacts to Ask: Fixers, Bloggers, Anarchists, Shadowrunners

Contacts	Matrix Search	Information
0	0	Sounds terrible. I hate Mondays.
1	_	The above was apparently the inspiration for the name. Monday was an elf rigger who got around in the early 2060s by working as a Coyote up in the Seattle area.
2	_	He's a throwback to the old kind of runner. The kind that took runs to make a statement. Ties to all kinds of anarchist cells, mostly worked for those types.
3	3	His name comes up in more recent years in relation to shadowblog type work. He worked as a

		producer to a show called 'The Sightless Truths' it was a Metahuman liberation movement in New Orleans a few years back. The host was assassinated in a protest against Universal Omnitech that sparked fire and support to resistance movements in the Crescent City.
4	5	After that, he went to home ground and met Vendetta Violent through some anarchist channels. He was able to boost the stars signal to new heights, and his reputation gave her a lot more credibility within anarchist circles. Guy's connected with cells across the sixth world, Black Star, Schockwellenreiter, The Hand.

NUMITOR

Contacts to Ask: Deckers, Wanna-Be Shadowrunners, Corporate Spiders, Any Mental Health Worker

Contacts	Matrix Search	Information
0	0	Isn't he that villain from the last Neil the Ork Barbarian trid?
1	1	Young decker who works with the Denver Data Haven. Doesn't do much private work these days. Only likes to communicate via the Matrix.
2	2	Numitor's a good decker who has a fancy for drones. Not a rigger, but he buys a bunch of anthro-drones. He's got a warehouse full of them I hear.
3	3	A real hot head. Vindictive as drek for anyone who crosses him even a little. Likes to dress up his drones as people he hates, then uses them for target practice. Uses nanopaste mask for them. Here, I've got an address where a buddy of mine delivered them to.
4	4	Heard he used to be an Otaku once upon a time, but not a Technomancer. Supposedly pretty bitter about it too.
5	5	He's been obsessed with finding out more stuff about some of that technomancer garbage. Deep Resonance and such. Jumping on anything having to do with AI, Matrix Ghosts, you name it. Paying top nuyen for information too.
6	6	Hates Technomancers with a passion. Comes from his anger over never awakening as one after his Otaku abilities faded. Might have some old enemies from back in those days too who did wake up as Technomancers. Enemies he'd pay to see taken down.

OPTI

Contacts to Ask: Fixers, Shadowrunners, Anarchists, Shamans

Contacts	Matrix Search	Information
0	0	Yeah, that's the theatre on Grand Avenue!
1	1	He's a fixer here in Chicago.
2	3	I've heard his name on the streets. I think he might have spoken at a meeting of the North American Anarchists last month.
3	—	Careful. He's a shaman of some power, from what I've heard. He has a rep for fighting dirty and not letting anyone escape.
4	6	Check out the Shadowcasters' network for Opti's feed. That's where you'll get the chip truth about the corps, the nations, history, shadowrunning, all the good stuff.
6	—	Don't listen to the rumors about him. He's soft. He might be a pacifist. He talks big to ward off anyone looking to make a quick buck. He's cleaned up a good chunk of the Noose, and he's even taken in some stray kids.
7	—	He's a member of Black Star and the Association of Awakened Anarchists. Him and the Arcane Three are based here in Chicago, and while HE may not kill you, he has plenty of friends that will.

SAMSON'S NOODLES

Contacts to Ask: Chicago Native

Contacts	Matrix Search	Information
0	0	I think it's a nickname for a wig company.
1	1	No, sorry. Never heard of it.
2	3	Yeah, yeah. That's a Thai place somewhere in Chicago.
3	—	Yeah. In the Noose. Good food, last I checked.
4	10	The family that owns the place are the Sang's "Samson" Sang started it up decades ago, maybe even before the bugs moved in. Ghost knows how they've been able to keep it running.
6	—	Rumor is they have an arrangement with a Shadowrunner named Opti. He protects the place and the surrounding neighborhood, but as far as what he gets in return, I can only guess.

SILVER SPOONS

Contacts to Ask: Any Chicago

Contacts	Matrix Search	Information
0	0	Wasn't that a trid about some rich kid?
1	1	They are the meanest gang on the Westside of Chicago.
2	3	No. They aren't the meanest gang. They are barely even a gang. More like a bunch of spoiled corp kids who pretend to live dangerously by coming to the safest parts of the Zone.
3	—	They have an ongoing rivalry with that other poser gang, the Hanging Brads. Ugh. I hope they eliminate each other.
4	6	Rumor has it that they have been moving into the Noose lately. Apparently, there is a neighborhood there that's cleaner than the rest. Gangs don't seem to gather there. So the Spoons have started harassing the locals.
5	—	They should be more careful. There's probably a good reason that the local gangs lay off. I heard some Black Star operatives live in the neighborhood.

VENDETTA VIOLENT

Contacts to Ask: Fixers, Music Related, Bloggers, Shadowrunners

Contacts	Matrix Search	Information
0	0	Isn't that like… a cop trid show or something?
1	1	Like the rock star, right? She fronts Riot Blue. It's another run at the whole 'shadowband' gimmick. What's old is new again, that kind of thing.
2	3	Only this time it's real. Vendetta is a full bodied spellslinger and picked up shamanism on the streets of Seattle. They've been working the shadows since the band started, here and there.
3	4	Funny how things go away, right? Before she went nova, Vendetta got mixed up with the death of Taylor Hardline years back, she was set to open for him. Far as I know, it was wrong place, wrong time stuff. Still, it drove her underground and she started working the shadows full time. Teamed up with some anarchists, too.
4	5	She came back on the scene after a few years of being underground. Picked right up out of obscurity by a dragon. Rhonabwy signed her to his label for an album. She never toured it though and publicly the dragon has let it slide. Reason enough to be even more careful about dealing with Miss V, though.
5	—	If that's not all bad enough, word has it that she was involved in something off-world around that time as well, before she met the dragon though. Whatever it was, it was big and some old space station blew up shortly after my info places her in its orbit. That's… a bit up and above the sort of thrill work a shadowband gets into. Be double careful, chummer.

VOX

Contacts to Ask: Shadowrunners, Fixers,

Contacts	Matrix Search	Information
0	0	I thought that was a line of amplifiers.
1	1	She's some muckity-muck in Seattle.
2	—	Vox used to be a shadowrunner a few years ago.
3	3	Word is, she has a lot of contacts in Seattle government.
4	4	It's rumored she's secretly working for Black Star Neo-Anarchists.
6	6	She has a bad history with a former bigwig at Horizon. Last they met, he cut out her tongue.

CAST OF SHADOWS

NUMITOR (HUMAN DECKER)

Numitor is a Caucasian male, in his mid to late thirties. He is thin and pale, but is immaculately clean and dressed for someone prone to hanging out in abandoned warehouses. He has various nano-tattoos and wears his hair in a faux hawk. His attire is 2050s urban-chic', with fashionable "street" appearing jackets and obvious armor. He wears a pair of smart roller blades at all times.

He is a former otaku, but did not awaken as a Technomancer in the wireless world. While he regained a great deal of his prowess as a hacker in the years after his fading, he has grown bitter of those who can still feel the Resonance. This has made him extremely curious about AIs, protosapients, and their effects on Technomancers, as well as making him generally aggressive to any technomancer he meets.

Numitor has an ego that fuels his anger and bitterness. He holds grudges and often tries to take vengeance as nastily as he can. He has a habit of dressing up humanoid drones as people who have angered him and taking out his anger on those at least to avoid breaking a useful relationship or business contract. This ego should come out as over confidence and anger when things don't go his way.

His cyberdeck is called "The Gladius," and he has an additional a cranial cyberdeck acting as a backup device. This device and the drones Numitor uses are all linked directly to his biomonitor implant. If the implant indicates he's flatlined the devices detonate their linked explosives.

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

Condition Monitor (P/S): 10/11
Armor: 12
Limits: Physical 4, Mental 8, Social 6
Physical Initiative: 11+1d6
Matrix Initiative: 10+4d6
Skills: Cracking skill group 6, Electronics skill group 6, Disguise 3, Automatics 2, Blades 2, Unarmed Combat 2, Pilot Aircraft 3, Demolitions 4, Pilot Walker 5, Pilot Ground Craft 4, Etiquette 2, Negotiation 3, Impersonation 3, Gunnery 5, Industrial Mechanic 4, Perception 4, Intimidation 4
Qualities: Prank Warrior, Prejudiced [Technomancers, Radical], Prime Datahaven Membership [Denver Data Haven], I C U, Lucky
Augmentations: Bioware Datajack, Chipjack [Rt 6], Internal Commlink [Renraku Tsurgi, 3-6-5-4, running Shell, Mugger, and Hammer], Biomonitor
Drones: Ares Duelists (12), Steel Lynx Combat Drone, MCT-Nissan Roto-Drone [See Grunts and Moving Targets for drone stats],
Gear: Gladius [Modified Shiawase Cyber-5, 5-8-7-6, running Hammer, Sneak, Sleaze, Guard, and Mugger; equipped with a self-destruct module linked to biomonitor], Armored Clothing, (12) and an assortment of chips with paydata valued around 3d6 x 500 nuyen.
Weapons:
Victorniox Memory Blade, Bracelet [Blade, Acc 5, Rch -, DV 4P, AP -2]
Savalette Guardian [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA/BF, RC 1, 12(c), with 2 spare clips]

OPTI (HUMAN SHAMAN)

        If you've ever heard the maniacal ramblings of a conspiracy theorist who is always claiming that the world is out to get you, and he turned out to be right, then you've probably heard of Opti. Depending on how well you know him (or maybe how well he knows you), you might just see a cartoon Raven pop up on your commlink, or you may see him face to face in all of his mustachioed spectacled, denim anarchy jacket, hi-top sneakers, bowler hat glory. The question isn't whether or not he can get you the info you want. The question is, what are you willing to pay for it?

Likes: History, fixing, truth, anarchy, justice, magic, Thai food

Dislikes: Corporations, Nations, policlubs, police, technology, Aztlan

B	A	R	S	W	L	I	C	Ess	Edg	M
3	3	5	3	6	3	5	6	5	8	9

Condition Monitor (P/S): 10/11
Armor: 9
Limits: Physical 5, Mental 6, Social 8
Physical Initiative: 8+1D6
Astral Initiative: 8+3D6
Skills: Arcana 8, Assensing 7, Astral Combat 5, Banishing 3, Counterspelling 6, Etiquette 5, Negotiation 6, Perception 6, Performance 7, Exotic Ranged Weapons 4, Ritual Spellcasting 6, Spellcasting 8 (+2 to detection spells), Summoning 7/9
Qualities: Code of Honor: Harmony With Nature, The Shaman's Code, Incompetent: Electronics Group, Legendary Rep: Anarchists, Mentor Spirit: Raven, Pacifist (avoids violence), Shamanic Magician, Spirit Affinity: Spirits of Air
Spells: Armor, Blast, Clout, Compel Truth, Heal, Increase Attribute, Increase Reflexes, Mana Barrier, Physical Barrier, Stunball, Stunbolt, Trid Phantasm
Rituals: Homunculus, Spirit Pact
Metamagic: (Initiate Grade 7) Absorption, Cleansing, Exorcism, Flexible Signature, Masking,, Reflection , Shielding
Gear: Fetish: Stunball
        Lined Coat w/ Nonconductivity 6, Radiation Shielding 3
        Opti's Bowler Hat (Rating 6 power focus)
Weapons:
        Narcoject brand Dart Pistol [Exotic Ranged Weapon, Acc 7, DV By Chem., AP –, SA, 5 (c) w/ (20x)
            Injection Darts, Narcoject, Laser Sight, Personalized Grip]
        Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP -2, SS, 6 (cy)]
            Note: (Opti will never use this. He just likes the way it looks)

VENDETTA VIOLENT (HUMAN ROCKSTAR SHAMAN)

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

Condition Monitor (P/S): 10/11
Armor: 12
Limits: Physical 3, Mental 6, Social 9
Physical Initiative: 7+1D6
Astral Initiative: 7+3D6
Skills: Assensing 9, Con 9, Counterspelling 9, Gymnastics (Dance) 5 (7), Etiquette 9, Leadership 9, Negotiation 9, Performance (Musician) 15 (17), Pistols 5, Spellcasting (Illusion) 13 (15), Summoning 13, Binding 11, Arcana 4, Computer 4, Perception (Visual) 6 (8)
Qualities:
    Fame Global: Rockstar, Inspired: Performance, Mentor Spirit: Dragonslayer, Addiction (M) - Psyche, Did You Just Call Me Dumb?, Distinctive Style: Rockstar, Emotional Attachment: Signature Guitar
Spells: Armor, Chaotic World, Control Thoughts, Fashion, Heal, Improved Invisibility, Increased Reflexes, Increased Willpower, Levitate, Stunbolt, Trid Entertainment, Trid Phantasm, Physical Mask
Metamagic: Masking
Gear: Armor Jacket (12), Area Jammer (5), Guitar, Headphones [Rating 2, Audio Enhancement 2, Select Sound Filter 2], Trodes, Performing Microphone, Subvocal Microphone, Psyche (5), Erika Elite Comlink

VOX (HUMAN ADEPT)

B	A	R	S	W	L	I	C	E	ESS	M
3	3	4/5	2	4	3	4	6	2	5.5	7

Physical Initiative: 8/9 + 2D6
Condition Monitor (P/S): 10/10
Limits: Physical 4, Mental 5, Social 9
Armor: 12
Skills: Arcana 5, Assensing 3, Con 5 (7), Etiquette 5, First Aid 3, Gymnastics 5, Impersonation 3, Intimidation 5, Negotiation (Bargaining +2) 5 (7), Palming 5, Perception 6, Pistols 5, Sneaking 5
Qualities: Adept, Allergy, Common (Mild): Silver, Bilingual, First Impression
Adept Powers: Astral Perception, Attribute Boost 2, Improved Ability 2 (Con), Improved Ability 2 (Negotiation), Improved Reflexes 1, Kinesics 7, Memory Displacement
Augmentations:
Cybereyes (2) w/ Flare Compensation, Image Link, Low-Light Vision, Smartlink Transys Avalon (Cyber)
Gear:
Berwick Suit w/ -2 modifier for concealability, Custom Fit, Increase Social Limit by 1, Nonconductivity (5), Ulysses Coat
Transys Avalon (Cyber)
Weapons:
Ares Predator V [Heavy Pistol, Acc 7, DV 6S(e), AP -5, SA, 15 (c) w/ Gecko Grip, Silencer/Suppressor, Smartgun System, Internal, (2x) Spare Clips, (45x) Stick-n-Shock]