COVER ART

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INTRODUCTION

The Last Run is a *Shadowrun* adventure designed for a single four-hour session at a convention. This file contains all of the handouts and other playing aides necessary to play.

Preparing the Adventure

This adventure is intended for use with *Shadowrun, Fourth Edition*, and all rules information refers to those rules.

Adventure Structure

The Last Run 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.

What's up, chummer? 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 to be read aloud to the players, describing what their characters experience upon entering the scene. You 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 some "extra spice" to the scene.

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 and do whatever you feel is best to provide the best *Shadowrun* game you can for your players. This adventure is designed to run in a standard four hour convention time slot.

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. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

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 glace), 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, allow the players to choose from the sixteen sample archetypes given in the SR4 rulebook. You might want to make sure that at least one player takes either the Hacker or the Technomancer, and that at least one of the players takes a magician, to ensure that the team is balanced. The Covert-Ops Specialist and the Face are also especially good for the team.

Step 4: Don't Panic!

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

General Adventure Rules

This adventure uses the rules presented in *Shadowrun, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

A Note on Commlinks

With the change to SR4, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always have ratings in the adventure text. For NPCs who do not have a rated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

A Note about Sequence

The Last Run is a bit different from most ***Shadowrun*** adventures. Rather than going from scene to scene in a linear or semi-linear fashion, the setting is loose, and the players may confront various parts of the scenario in various orders, or possibly even not at all. As such, it is important to be familiar with each part of the adventure.

Plot Synopsis

The team gets a message from its fixer that there's a huge opportunity at hand. It turns out that a chance for a huge payoff has come up, and the fixer thought of the team as the perfect group to pull it off. The objective is a safe filled with over a hundred million in certified credsticks, ripe for the picking .

The team, probably under the cover of participating in a coincidental safe-cracking challenge across the street, cases the target and then infiltrates and grabs the loot, able to retire after the pay-off.

Adventure Background

Barry O'Leary was a good mafia flunky, but never got the respect or appreciation he thought he deserved. Finally, he got the chance he was looking for: a chance to leave the Seattle mafia with millions and retire in peace and in hiding. All he had was the information, but he knew a fixer by the name of Orange. He knew that she could find the right people to pull off the job.

The opportunity is fleeting, but quite salient. A mafia front, posing as a charitable organization, is throwing a high-class shindig with the intent to use it as a money laundering venue. Various invited guests (mostly in on the scam, and taking the opportunity to offer bribes and pay-offs to the mafia) toss certified credsticks into various carnival games, while being entertained by a band, dancing, drinks, and hors d'oeurves. The credsticks are gathered via pneumatic tubes and collected into a safe in a sub-basement. The take is expected to reach nine figures.

The Pitch

What's Up, Chummer?

The team is called by their fixer, and the cards and stakes are laid on the table.

Tell it to them Straight

You're going about your daily business when your commlink flashes an urgent message from your fixer, Lady Orange. It looks like Lady O's got a job, and a big one. The message says that you need to meet her in the back room of the Ork with the Gold Tooth Tavern at 23:15 tonight.

[after the team agrees to gather at the appointed time]

The Ork with the Gold Tooth Tavern is an excellent little spot in Renton for eggs-and-spam-flavored soy product. The place has a real name, but everybody just names it by the grinning face of some obscure comedian on a particularly tenacious poster for some long-forgotten comedy simsense flick, plastered to the boards covering the window by the front door.

You notice your Matrix connection being cut off as you enter the Faraday cage that is the tavern's back room. Lady Orange, (a human who is wearing, as usual, nothing that is actually orange) is already there, along with a pale elf in an ill-fitting brown suit.

"Let me cut straight to biz," says Lady O. "This is Barry O'Leary, and I'm using his name because this isn't the usual business. This is a chance for all of us to make it big.

Mr. O'Leary has a business proposition for us, and I suggest we take it. But don't just take my word for it. Mr O'Leary?"

The elf almost straightens up, shifting a bit in his suit. He speaks rather meekly in a faint Irish accent. "I work for the mafia in Seattle. However, I've been shafted by the organization way too often, so I'm looking to call it quits. While I'm on my way out, though, I'm thinking to take a retirement plan with me.

"The mob is planning a big charity through the Federated Rescued Orphan Newborns Trust, which is really a front for some of their money-laundering schemes. It's going down in an abandoned building in Puyallup. This event is a big one, where the guests are hand-picked contributors bringing gold, platinum, and ebony credsticks. They're expecting the proceeds to exceed two hundred million nuyen."

Lady O. cuts in, "That's over two hundred million, split equally between all of us. I think you are the best people for the job. What do you say, chummers?

[after the team agrees to the run]

"Perfect," says the fixer, "The event goes down in fifteen days. I'll handle anything you need, as long as I can get it in time. And there's more good news. Omnicron Security is running a ten-million nuyen competition to crack their new safe in the hotel across the street from the actual target, so I've already fixed you up with two adjacent rooms. Nobody should care if you come in carrying safe-cracking gear.

"Let's get to work."

Behind the Scenes

Barry O'Leary is a middle-management Mafioso who hasn't gone anywhere because he doesn't actually deserve promotion. Use the Mafia Consigliere (**SR4**, p. 283), but subtract one from each Rating (minimum 1). He knows about the event, but is not actually a part of the operation. He is afraid of tipping off the Mafia by asking questions within the organization, and with good reason, as he is, ultimately, an incompetent clod. Try to convey this fact to the players if you can do so without being blatant.

Lady Orange is a trustworthy fixer (use the Fixer stats, **SR4** p. 283), who will likely be spending a lot of time acquiring gear for the team. Use the rules for getting gear (**SR4**, pp. 301-303) for this task.

The team's rooms are in the Hotel Furto, which is across the street from the target. The rooms are along the north side of the building on the 21st floor.

The safe being shown by Omnicron Security (the "SecureBox 2070") is in the penthouse of the Hotel Furto. The safe itself is actually a fake, a solid box with a false door, a fake wireless node, and a very real, very strong Rating 6 charged ward (**SM**, p. 125). There will be various contestants attempting to break into it, all of whom are completely convinced that the contest is fair and not a sham.

The initial meet is on Day 0, and the event begins at 21:00 on Day 15.

Debugging

If there's any debate about how to pronounce "Puyallup," the Puyallup City Hall can be reached at (253) 841-4321. This number still works after hours, and the pronunciation of the city's name can clearly be heard on the voice mail message.

If the team declines the job, thank them for their time, and enjoy a few hours off at the convention.

If the team tries to use violence with Lady Orange or Mr. O'Leary, let them have their fight. The tavern personnel will call in a Knight Errant squad, who will arrive with a lieutenant and six troopers (use the Lone Star Police Squad and Lieutenant, **SR4**, p. 275). After the fight, see the previous paragraph.

Casing the Joint

What's Up, Chummer?

This section describes the area of operations for the team.

Tell it to them Straight

You've managed to get all of your gear and some clothes into the hotel rooms. You've got a nice view from your windows. The area has three prominent buildings: your hotel, the Obiettivo Building across the street, and an old abandoned US Postal Service building. A number of smaller, residential buildings in various states of disrepair sit dejectedly around the three giants to the east and south. An abandoned elevated highway stretches across the landscape to the north, and a tangled park lies to the west. The only lights on the street come from those placed in and around the hotel.

Behind the Scenes

Give the players the Area Map handout.

Wildwood Park is Chulos turf. The Chulos are a Latino/Aztlano gang that wear brown as their colors. More information can be had in **Runner Havens**, page 90.

The highway along the north side of the map has been abandoned. To the west, it slopes downward to connect with Highway 512, but the connection is pocked with holes and blocked by several layers of concrete barriers. To the east, the highway is destroyed completely about thirty meters past the edge of the map.

Each floor of the hotel is three meters tall, except the penthouse floor, which is four meters, and the floor above it, which houses the HVAC system and is six meters tall. They have a security contract with Lone Star, and will not hesitate to call in a squad if there is trouble.

Each floor of the Old Postal Building is four meters tall. There is a broken elevator and a perfectly serviceable staircase inside it. All of its windows have been boarded up.

Each floor of the Obiettivo Building is four meters tall. The only access to each floor above the ground floor is via the (now defunct) elevator. There used to be a fire escape on the west face of the building, but it has fallen off. Its roof is a twisted maze of HVAC ducting, and has an access door on the northwest corner of the building, which leads to a trapdoor and ladder to the 18th floor. By the night of the event, the Obiettivo Building will have the following security in place:

Physical Security

The walls of the building are Heavy Structural Material (**SR4**, p. 157).

The central elevator shaft opens on all floors but the ground and basement levels, and has monowire (**SR4**, p. 252) strung across the shaft on floors 1, 2, 5, and 11; this is installed the night of Day 5. The bottom of the shaft is about a meter lower than the opening at the sub-basement level. On the floor of the shaft are two Ingram White Knight LMGs with smartguns, mounted on standard smart firing platforms (note that the top of the shaft is medium range for the guns, and anything at the

16th floor or lower is within short range), pointing up the shaft; these are installed on Day 6 and activated on Day 11.

There are also a number of Mafia security guards on duty starting on Day 1, with the greatest number of them on Day 15. These are split up into the Outside Team (starts Day 1), the Game Floor Team (starts Day 10), the Reserve Team (starts Day 13), and the Vault Team (Day 15), the stats for each are given at the end of the scenario. There is also one lieutenant, who starts on-site duties Day 1.

The guests will have no security, as their safety has been guaranteed by the Mafia.

Astral Security

Astral security consists of a Rating 5 ward placed around the entire basement area on Day 8 by Iohanna "Sparky" Ciampi.

On Day 13, she summons and binds a Force 3 spirit of fire to help guard the building; it follows the orders of the on-site lieutenant. It remains on the basement level unless deployed by the lieutenant. If the lieutenant dies, it will return to Ciampi.

Ciampi will be in the building only on Days 8 and 13. She spends the rest of her time mostly at home in her Renton apartment, which is a Force 5 magical lodge. She will investigate the building astrally if her spirit returns to her or is destroyed or an attempt is made to attack or break through her ward.

The sub-basement is surrounded by earth on all sides but the top.

Ciampi's stats can be found at the end of this scenario.

Matrix Security

Matrix security is handled by Andrew "Musketeer" Di Cellini. All of the building's systems are handled by his commlink, which goes live on Day 11. This node handles the gun platforms in the elevator shaft, as well as the cameras that are placed around the building.

The cameras are installed on Day 9, and activated on Day 11. They cover the front door and the entire first floor.

The room containing the safe is a Faraday cage, preventing any wireless signal from entering or leaving the room.

The relevant statistics for Di Cellini and his commlink are given at the end of the scenario.

All Mafia personnel have rooms in the lower floors of the hotel, except Di Cellini, who lives on-site, and Ciampi, who has her own place.

Debugging

If the team tries to spend real time and energy on the safe in the penthouse, as opposed to having a crack at it for appearances, have Lady Orange point out that their time would be much better served working on the task at hand.

The Prep Work

What's Up, Chummer?

This section details the events leading up to the day of the event. There is no ***Tell it to them Straight*** section, since the players may investigate or ignore various events as they occur.

Behind the Scenes

The following events occur during the lead-up to the event.

Day	Events
0	The team meets and agrees to the run.
1	A Mafia work crew starts clearing out the first floor and basement. The Outside Team and the lieutenant begin to provide security. A limo arrives in the evening, and the gentleman inside meets with a member of the Chulos in the hotel restaurant; they are meeting to insure that the gang allows the Mafia to hold its event in peace, and the gang is paid for their trouble.
2	Clean-up continues.
3	Clean-up concludes.
4	A delivery truck arrives. Its electronic manifest lists its cargo (a SecureBox 2069 safe, four desks and chairs, a spool of monowire, armoring toolkits, two Ingram White Knights, two smartgun systems, two smart firing platforms, two sets of full body armor with helmets, two Ingram Smartgun X's).
5	Work on the sub-basement begins. Monowire is installed in the elevator shaft at night.
6	Work on the basement begins. The guns are placed in the elevator shaft.
7	A delivery truck arrives. Its electronic manifest lists its cargo (various carnival games, decorations, a sound system for a live band, several security cameras).
8	Ciampi arrives and erects a ward around the basement.
9	Work on the first floor begins. The cameras are installed.
10	Work on the first floor continues. The Floor Team arrives and begins providing security.
11	Work on the first floor continues. Di Cellini arrives and remains on-site. The building's node becomes active, as do the cameras and gun platforms.
12	Work on the first floor continues.
13	Work on the first floor continues. Ciampi arrives, summons and binds a spirit, and assigns it to follow the lieutenant's orders.
14	A delivery truck arrives. Its electronic manifest lists its cargo (cases of various liquors, various foodstuffs).
15	The swing band arrives. The event begins at 21:00 (see **The Heist**).
16	The safe, with its contents, is taken to Mafia HQ in the morning. A tear-down crew arrives to take anything valuable.

Debugging

The main concern is that the players have their plan ready to execute with enough time left to complete it. It is strongly recommended that the actual heist begin with between an hour and forty-five minutes to two hours left in the time slot.

If for some reason the team's position in the hotel is compromised, Lady Orange can find them a nearby squat in an abandoned residence.

The Heist

What's Up, Chummer?

The team executes their plan, and come off a lot richer (or a lot deader).

Tell it to them Straight

Well, chummers, tonight's the night. The proverbial balloon goes up. In the morning, you'll be filthy rich. Or maybe fast-talking a Mafia interrogator. Or maybe face down in a gutter.

What's it going to be?

Behind the Scenes

The following is what happens on the evening of Day 15, or what would happen if the shadowrunners do nothing.

The guests begin arriving around 20:50, and continue to arrive until around 21:35. Each guest or couple arrives in a black sedan, which drops them off at the door. They are greeted by members of the Game Floor Team, who are wearing tuxedoes. The Outside Team patrols the exterior of the building; their presence is unobtrusive, but obvious.

The swing band starts playing at 21:00, and takes ten-minute breaks at the top of each hour. The games begin at 22:00. There is an open bar serving various drinks and hors d'oeuvres.

The Game Floor Team circulates among the patrons, watching for trouble. The Reserve Team is stationed in the basement, along with the lieutenant, who keeps in touch with all members of his team, except for the Vault Team, via commlink.

The Vault Team is stationed at the door to the room with the safe in the sub-basement. They are cut-off from wireless transmissions by that room. They will maintain their watchful guard until about 22:30, when their discipline will slip a bit and they will start chatting (-1 to surprise tests, may be audible from the elevator shaft).

In the event of a physical fight, the Floor Team will gather the guests and bring them all onto the stage, along with the band, where they will guard them. The Outdoor Team will remain outside and establish a perimeter. The lieutenant will order the spirit in immediately, followed by the Reserve Team. The teams will maintain their morale as long as the lieutenant is still functioning; if he falls, they will attempt to complete their tasks, but flee or surrender if they appear to be about to lose the fight.

If the spirit is disrupted, or Ciampi feels that someone is tampering with her ward, she will immediately inform the lieutenant, and arrive in astral form the following Combat Turn.

If the node goes on a system alert, Di Cellini will launch his agent, and then seek out and attack the intruder along with his agent. If he thinks he can handle it, he will not warn the lieutenant until he has already dealt with the problem.

The Vault Team will withdraw if attacked, trying to get either to the stairs or the elevator shaft, where their commlinks will be unblocked by the room with the safe, and call in reinforcements.

The safe is made of Hardened Material (**SR4**, p. 157). It is also wireless-capable, with a Device Rating of 4 and an IC program with Black Hammer, Attack, and Armor, all at Rating 4.

The band will stop playing and the party guests will start leaving around 01:00. They are picked up by black sedans, again escorted to the street by members of the Game Floor Team. After the guests and the band have left, the Outdoor Team and the Game Floor Team will leave for the hotel. The Reserve Team and the Vault Team are on duty all night.

In the morning, assuming nothing untoward has happened, a Mafia crew arrives in a truck to remove the safe, the cameras, the guns, the platforms, the armor, the sound system, and the remaining liquor. They leave the furniture, the remaining food, and the monowire. The Reserve Team guards the crew, and accompanies the truck when it leaves.

Pushing the Envelope

If things are going too smoothly, and the players are infiltrating the party, one of the guests is one of the characters' Contacts, and recognize the character.

Outside the building, or in an abandoned area, the team might encounter a territorial squatter who threatens to scream.

Debugging

This is where the players make it or break it. If their plan doesn't seem too far-fetched, cut them some slack. It is safest, perhaps, to remain the impartial gamemaster.

The Take

What's Up, Chummer?

This is where the runners ultimately end up. Hopefully, they get here all the richer.

Tell it to them Straight

[if the team got the credsticks]

How sweet it is. Champaign flows through the back room of the Ork with the Gold Tooth Tavern for the first time in the buildings history. You checked the credsticks and discovered the total to be 235,248,400¥, to be split evenly, as agreed. Everyone is all smiles and you kick back and swap plans about how you're going to spend your fortune.

[if the team did not get the credsticks, but survived]

You're back at the Ork with the Gold Tooth Tavern, licking your wounds and going over your mistakes. Barry O'Leary is conspicuously absent, but Lady Orange is very sympathetic.

Ah, well. It's only money. Back to the shadows.

[if the team did not survive]

Your bodies slip under the surface of the waters off of Marine View Drive, and a pair of black sedans drive off into the Tacoma morning. Their owners have some money to count.

Behind the Scenes

If there's time, have the players describe what their characters will (or would have) done with their share of the money. Other than that, wrap things up. If you have time, please distribute the one-shot evaluation sheets.

Legwork

The following tables list what the shadowrunners can discover if they ask around. Each topic lists one or more suggested rolls for the runner to make. Compare the hits from that roll to the "Skill" column of the table to determine what is learned. If a Matrix search is performed instead, use the "Matrix" column instead, keeping in mind the rules for a Data Search (**SR4**, p. 220).

If a runner asks an appropriate Contact, and you do not have the appropriate stats for that Contact, roll the Contact's Connection x 2 and use the hits in the "Skill" column of the table.

Omnicron Security, Inc.

Roll Charisma + Etiquette (Corporate), or Logic + Knowledge (Security Companies).

Matrix	Skill	
0	0	"Is that a trideo show?"
2	1	Omnicron makes top-of-the-line physical security products.
4	2	Omnicron is owned by MCT.
8	3	They often stage events challenging all comers to break into their products, but no one has done so to date.
16	4+	All of their challenge events are faked; they make it impossible to break into the target they provide.

Hotel Furto

Roll Charisma + Etiquette (Corporate), or Logic + Knowledge (Security Companies).

Matrix	Skill	
0	0	"Yeah, I know that song. 'Welcome to the Ho-tel Fur...' wait, that isn't it."
2	1	It's a hotel in the Puyallup Barrens. Somehow, it actually manages to make enough money to stay there.
4	2	I hear that the hotel is owned by the Mafia.
8	3	Some people say it's owned by the Mafia, but actually it's owned by Capital Real Estate, Inc.
16	4+	The hotel is owned by Capital Real Estate, Inc. Capital Real Estate is secretly owned by Brackhaven Investments.

Obiettivo Building

Roll Charisma + Etiquette (Government), or Logic + Knowledge (Local History).

Matrix	Skill	
0	0	"Isn't that in Hong Kong?"
2	1	It's an old building in the Puyallup Barrens. It used to be a casino.
4	2	*[Give the players the Obiettivo Floor Plan Handout]*

Federated Rescued Orphan Newborns Trust

Roll Charisma + Etiquette (Corporate), or Logic + Knowledge (Security Companies).

Matrix	Skill	
0	0	"What a weird name. It's got a terrible acronym."
2	1	It's a charitable organization that takes care of who are orphaned.
4	2	They take care of orphans who are less than two weeks old.
8	3	They are not a real charitable organization.
16	4+	They are a front for the Seattle Mafia.

Building Security Forces

Grunt: Outdoor Team — Professional Rating: 3

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	4	4	3	3	3	3	4	6	7	1

Skills: Dodge 3, Pistols 3, Automatics 3; Unarmed Combat 3, Perception 3

Alt Init/IP: ____ ____

Armor (B/I): 8 / 6

Pool

Group Edge: 3

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Ares Predator IV	5P	-1	SA	-	Standard	15(c)
Stun Baton	6S(e)	-half	Melee	1	-	10

Equipment/Cyberware/Spells: Armor Jacket, Commlink (Device Rating 3), Sunglasses (ImageLink, SmartLink)

Damage Tracks: -1 -2 -3 -4 -5 -6

Grunt: Reserve Team — Professional Rating: 3

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
3	4	4	3	3	3	3	4	6	7	1

Skills: Dodge 3, Pistols 3, Automatics 3; Unarmed Combat 3, Perception 3

Alt Init/IP: ____ ____

Armor (B/I): 8 / 6

Pool

Group Edge: 3

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Ares Predator IV	5P	-1	SA	-	Standard	15(c)
Stun Baton	6S(e)	-half	Melee	1	-	10

Equipment/Cyberware/Spells: Armor Jacket, Commlink (Device Rating 3), Sunglasses (ImageLink, SmartLink)

Damage Tracks: -1 -2 -3 -4 -5 -6

Grunt: Game Floor Team — Professional Rating: 3

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
4	5	4	3	3	4	3	4	6	9	1

Skills: Dodge 3, Pistols 3, Automatics 3; Unarmed Combat 3, Perception 3

Alt Init/IP: ____ ____

Armor (B/I): 6 / 4

Pool

Group Edge: 3

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Ares Predator IV	5P	-1	SA	-	Standard	15(c)
Stun Baton	6S(e)	-half	Melee	1	-	10

Equipment/Cyberware/Spells: Armor Vest, Commlink (Device Rating 3), Sunglasses (ImageLink, SmartLink)

Damage Tracks: -1 -2 -3 -4 -5 -6

Grunt: Vault Team — Professional Rating: 3

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
4	5	4	3	3	4	3	4	6	9	1

Skills: Dodge 3, Pistols 3, Automatics 3; Unarmed Combat 3, Perception 3

Alt Init/IP: ____ ____

Armor (B/I): 12 / 8

Pool

Group Edge: 3

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Ingram Smartgun X	6P	-1	BF/FA	3	Explosive	32(c)
Stun Baton	6S(e)	-half	Melee	1	-	10

Equipment/Cyberware/Spells: Full Body Armor w/ Helmet (ImageLink, SmartLink, Low-Light, Thermographic, Ultrasound, Flare Comp), Commlink (Device Rating 3)

Damage Tracks: -1 -2 -3 -4 -5 -6

Grunt: Lieutenant — Professional Rating: 3

Bod	Agi	Reac	Str	Cha	Int	Log	Wil	Ess	Init	IP
4	6	5(6)	5	3	4	3	4	4.0	10	2

Skills: Dodge 4, Pistols 4, Automatics 4; Unarmed Combat 4, Perception 4

Alt Init/IP: ____ ____

Armor (B/I): 8 / 6

Pool

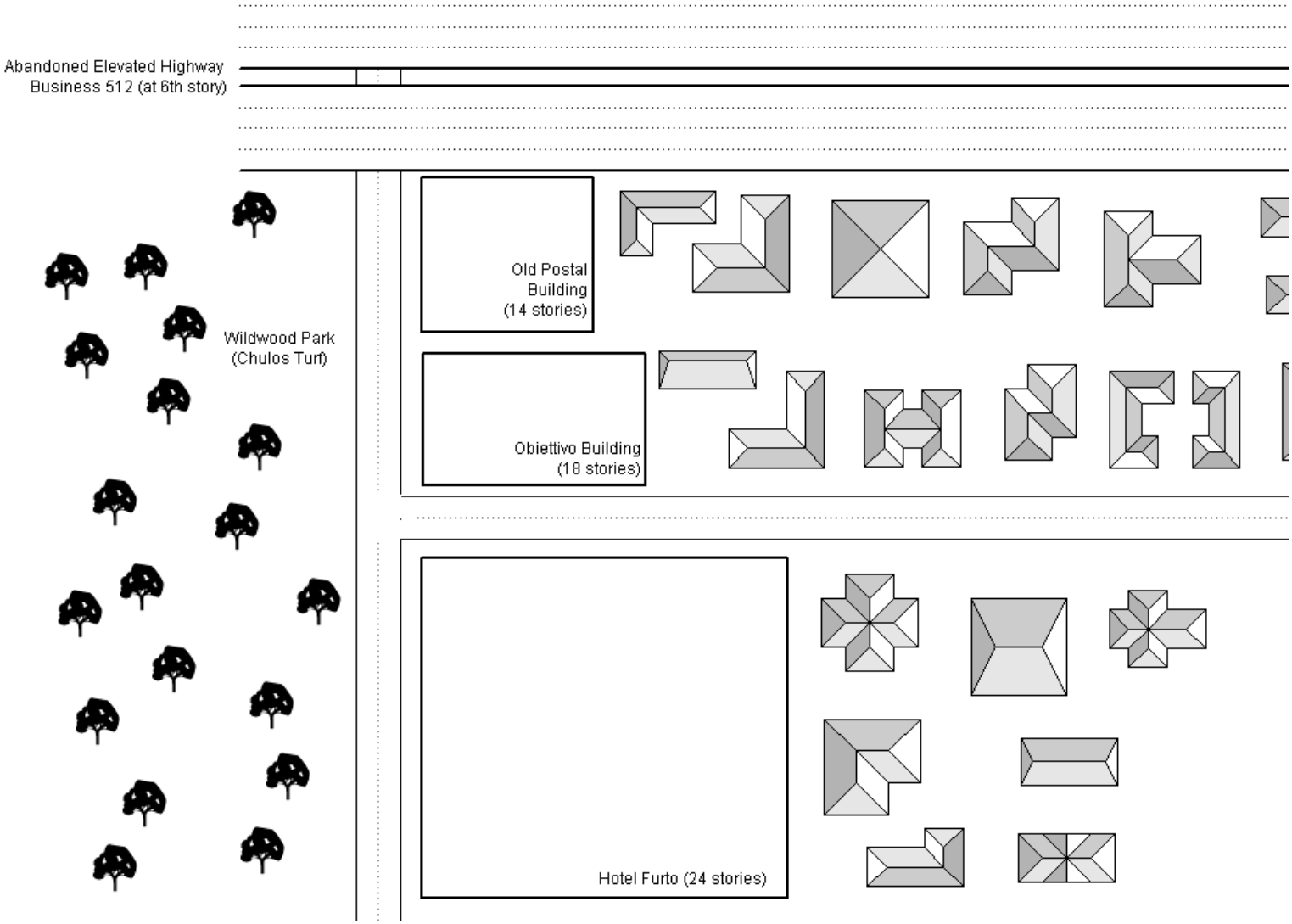
Group Edge: 3

Weapon	Damage	AP	Mode	RC/Reach	Ammo Type	Ammo
Ares Predator IV	5P	-5	SA	-	APDS	15(c)
Stun Baton	6S(e)	-half	Melee	1	-	10

Equipment/Cyberware/Spells: Armor Jacket, Commlink (Device Rating 3), Sunglasses (ImageLink, SmartLink), Wired Reflexes 1

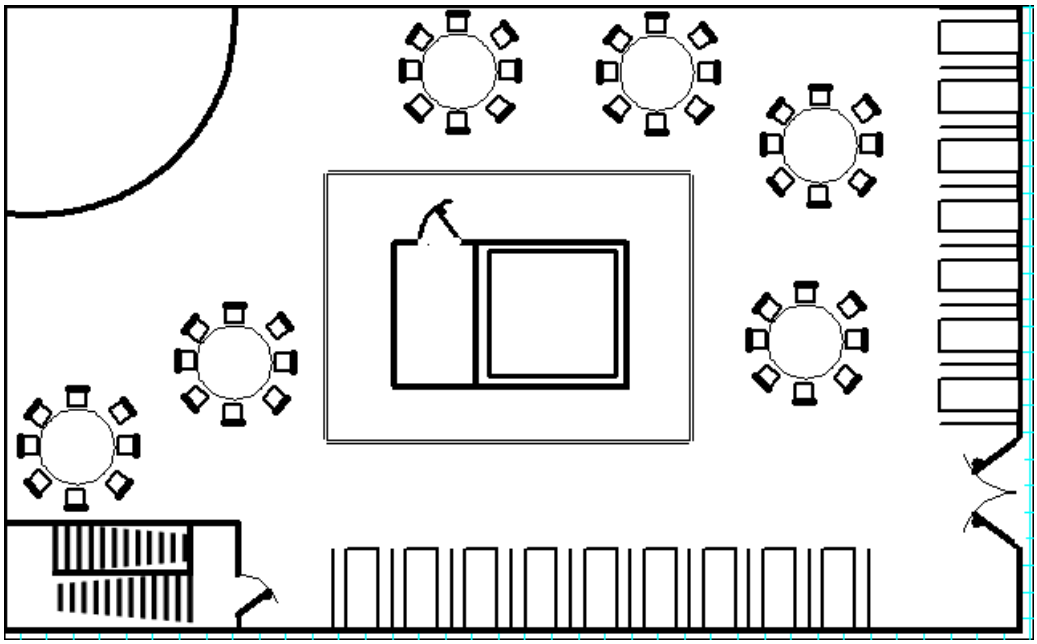
Damage Tracks: -1 -2 -3 -4 -5 -6

Area Map

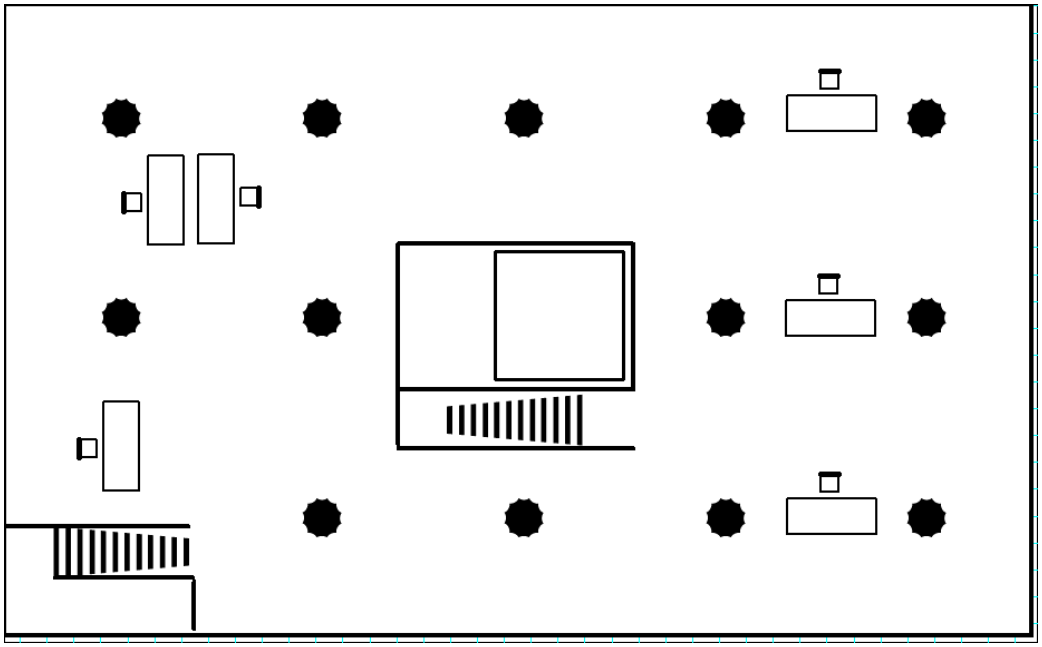

Abandoned Elevated Highway
Business 512 (at 6th story)
Wildwood Park
(Chulos Turf)
Old Postal
Building
(14 stories)
Obiettivo Building
(18 stories)
Hotel Furto (24 stories)

Obiettivo Floor Plan

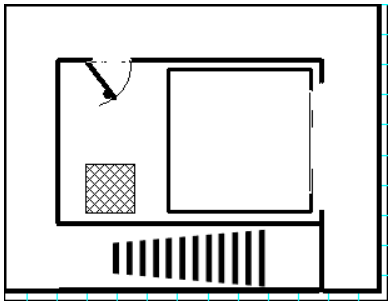
First Floor



Basement



Sub-Basement



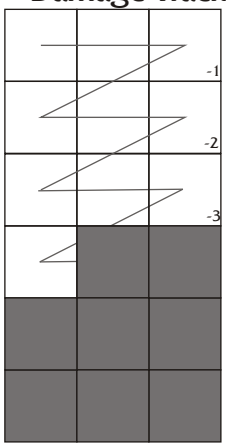
NPC Record Sheet

SHADOWRUN

Street Name: Iohanna "Sparky" Ciampi Metatype: Human Sex: F Age: 36 Affiliation: Seattle Mafia

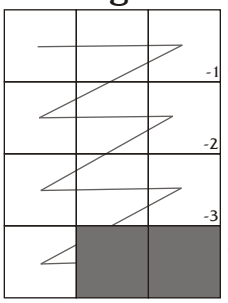
Physical Attributes		Mental Attributes		Special Attributes		Special Attributes	
Bod	3	Cha	4	Edg	2	Init	8
Agi	4	Int	3	Edge Pool		IP	1
Rea	4	Log	4	Ess	6.0	Astral Init/IP	6/3
Str	3	Wil	4	Mag/Res	5	Matrix Init/IP	

Physical Damage Track



8+(Body÷2, round up) boxes

Stun Damage Track



8+(Willpower÷2, round up) boxes

Armor: 6 / 4 (Ballistic / Impact)

Physical Damage Overflow:

Skills

Astral Combat 3, Blades 2, Conjuring Group 3, Counterspelling 3, Dodge 3, Ettiquette (Street) 2(4), Perception 2, Pistols 3, Spellcasting 5

Additional Gear/Spells/Powers:

Weapon Focus (Katana, Rating 1), Armor, Clout, Increase Initiative, Lightning Bolt, Manabolt, Stunball, Physical Barrier, Armor Vest

Qualities

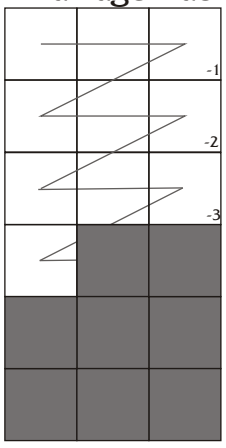
Magician
Mild Allergy (Sunlight)
Sensitive System

Weapon or Spell	Damage	AP/Drain	Mode	Recoil Comp	Ammo Type	Ammo/ Reach	Dice Pool
Katana (physical space)	5P	-1	Melee	-	-	1	7
Katana (astral space)	5P	-	Astral	-	-	-	8
Manabolt	(F)P	(F/2)	Spell	-	-	-	10
Lightning Bolt	(F)P(e)	(F/2)+3	Spell	-	electricity	-	10
Stunball	(F)P	(F/2)+1	Spell	1	area	-	10

Street Name: Andrew "Musketeer" Di Cellini Metatype: Dwarf Sex: M Age: 23 Affiliation: Seattle Mafia

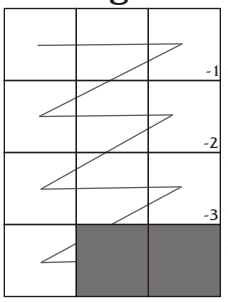
Physical Attributes		Mental Attributes		Special Attributes		Special Attributes	
Bod	2	Cha	3	Edg	3	Init	10
Agi	3	Int	5	Edge Pool		IP	1
Rea	5	Log	4	Ess	4.4	Astral Init/IP	-
Str	3	Wil	3	Mag/Res	-	Matrix Init/IP	11/3

Physical Damage Track



8+(Body÷2, round up) boxes

Stun Damage Track



8+(Willpower÷2, round up) boxes

Armor: 8 / 6 (Ballistic / Impact)

Physical Damage Overflow:

Skills

Cybercombat 4(6), Dodge 2, Electronics Group 4, Electronic Warfare 5, Ettiquette (Matrix) 1(3), Forgery 2, Perception 3, Hacking 5, Pistol 2

Additional Gear/Spells/Powers:

Armor Jacket, Commlink (all Ratings and programs 4, plus one Rating 4 agent), Ares Predator IV, Cybereyes (Rtg 3, Flare Comp, Low-Light, Smartlink, Thermo, Protective Covers), Datajack, Datalock, Sleep Regulator

Qualities

Codeslinger (Attack)
Photographic Memory

Weapon or Spell	Damage	AP/Drain	Mode	Recoil Comp	Ammo Type	Ammo/ Reach	Dice Pool
Ares Predator IV	5P	-1	SA	-	Standard	15(c)	7
Attack Program	4	-	-	-	Matrix	-	10