

COOKWARE

**A SIXTH WORLD ADVENTURE
FOR SHADOWRUN, 5th EDITION**

(by Logan Z. Hill)

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LIGHT THE STOVE

Two-Ton's extremities felt as if they were pawing through wet mud, slipping ever-so-slightly as they sought out traction with the old road. The Aztechnology Governor van's engine hummed in his chest as the FLIR sensors illuminated the night ahead of him as if his eyes were shooting out high-beams, or at least that's how his control rig implant translated the vehicle sensors to his senses.

The slipping wasn't a huge concern, but the rigger slowed the van down a couple more kph to play it safe. In response to the change in velocity, the mics in the van picked up the groans of his teammates, "for fuck's sake, you're slowing down?!"

"Relax, Oscar," Two-Ton had his thoughts translate through to the vehicle's speakers system, "we're making good time. We made it through Ashville with no sign of trouble, so with the weather having washed crap all over the roads I say better safe than sorry."

"I don't know why we always have to take the shipment to her instead of dropping it off with her people in town there. She's just going to have them come up and get it and this is, by far, the worst part of this trip," Oscar continued to moan.

Lioness rolled her eyes at her half-brother's all-to-typical rant.

"4K for a four-hour round trip every couple of weeks is a good gig, mate," Brixton tried to reason with the man.

"Why the fuck do we even bring you," Oscar shot back, "it's not like there's any Matrix work to be done out here, drek, Hell's Kitchen doesn't even get grid access!"

"It's spotty out here, sure. But it's here and there. Plus, you never know if I'm going to have to shut down the cyberware of some mad scientist's escaped plasma or something. Plus..."

Just as Two-Ton's voice yelled over the speakers, "Shut up!" lights flooded into the van from the front and back windows. Two-Ton slammed on the Governor's breaks. His hands and feet felt like they were being dragged over gravel as he fought to bring its mass under his control and avoid slamming into the tree that had just fallen across the road ahead of him.

Over the mud-slicked road the van started to spin. Its side smacked against the tree, throwing Oscar against Brixton. Lioness laughed at them even as she hit the van's wall in tandem with Oscar.

The source of the lights became clear as the sound of choppers and other heavy motorcycles revved their engines outside.

"Bet it's those fucking Chulos," Oscar growled as he righted himself and secured his AK-97 in his grip.

Just then the front of the van exploded, the force throwing the three runners in back into the crates of munitions and medical supplies that they were delivering. Two-Ton's vaporized in that millisecond of violence made manifest.

"Grenade?!" Brixton shouted over the ringing and blood in his ears.

"RPG!" Oscar replied as he slid the side window open and let loose a volley of rounds from his assault rifle.

Lioness moved up towards what was left of the passenger side of the front of the Van, her Ares Predators readied in her hands, and began shooting at the assailants on the other side of the fallen tree. Brixton began searching for the commlinks of the attackers, but the Matrix grid was so piss poor that it took him what felt like minutes just to realize that they weren't running silent.

The standoff lasted nearly a minute as both groups exchanged fire on the lonely road out in Hell's Kitchen. But the team realized the gangers were just wearing them down, making them burn through their ammunition. In that time the gang members had inched closer and closer to the ruined Governor.

Oscar, sensing the futility, called out to the enemies, "you can have the shipment...just let us go."

They answered with three flash-bang grenades landing just past the torn-apart front seats.

The night lit up as if a giant strobe light had gone off, three flashes in quick succession. Then the gangers rushed the van, combat knives in hand. Brixton was the first to fall. Lioness and Oscar took out three assailants each before blades finally found their hearts.

BASICALLY A MILK RUN

Cookware is a short *Shadowrun 5th edition* introductory adventure designed to be a filler run during long downtimes or in between more campaign-oriented runs. It includes an “Around the World” (well, western North America) tour to give players the opportunity to become comfortable with having their characters travel outside their home-sprawl for work.

ADVENTURE BACKGROUND

Kettle is a recluse hermit-decker living in an old relay substation on Spar Pole Hill in Hell’s Kitchen, Puyallup. She officially “retired” a couple of years after Crash 2.0, but she loves the Matrix and is a constant contributor to ShadowSea and other runner sites via her various sat-links and relays.

She has not been idle in the meat-world during her retirement. In addition to her love for the Matrix, she also is a bit of a gear-head and enjoys working on drones, welding together metal art, and juryrigging appliances, plumbing, and electrical systems around her home. These endeavors have coalesced with her reputation for having been a ‘hooding’ runner such that she has come to work with the people of nearby Ashville. Kettle supplies Ashville with public Matrix access relayed through her sat-links and pirated bandwidth as well as using her contacts to bring in medical goods, munitions, and other, hard-to-get, supplies. In return, Kettle gets the town as a buffer against rougher elements in the Barrens and first pick of any “junk” that comes through town.

Ashville isn’t Kettle’s only concern. Over the years of her “retirement” she has managed to create a distribution network around western North America. From her home in Puyallup, she oversees the transportation of goods between fixers that she trusts, often trading the items she has picked up at one location for the goods at the next. By and large her network is in the minor leagues of the smuggling world but she has built herself a solid operation.

The one element that Kettle has not gotten along with down in Ashville is the incursion of the Chulos gang. Where Kettle desires to make Ashville a place where people can live their lives freely, the Chulos seek to dominate and exploit the town for their own ends.

Kettle’s current conundrum is that the Chulos have killed the runners she normally uses to bring in supplies and in an unrelated incident, her downtown fixer that she uses to get the supplies has also died.

PLOT SYNOPSIS

The plot of *Cookware* is a fairly straight forward two-act run with the assumption that the year is early 2075. In the first act, one of the runners’ fixers sets up a meet with Mr. Johnson to haul a shipment of medical goods, ammunition, and weapons deep into Hell’s Kitchen in the Puyallup Barrens by tonight. The Johnson also hires the driver, Come-With-Me, who is also at the initial meet. She has a GMC Bulldog that can carry the shipment and, unknown to her and the runners at the time, Come-With-Me is also hired because she has a reputation as a good LAV pilot (who, currently, just can’t afford her own). The runners’ job is to simply guard the shipment as it makes its way from the Seattle docks to Kettle’s residence.

On their way, the runners will have to fight off a pack of roving free beast spirits, deal with Puyallup locals and members of the Chulos gang, and finally take down one of Kettle’s malfunctioning combat guard drones.

Once they unload the shipment the second act begins with Kettle asking for the runners to deliver some of the shipment to friends and contacts that she has located around western North America.

On their travels the runners will have the chance to network outside of Seattle while giving the GM the chance to plant seeds for future runs outside their home turf.

ITINERARY OVERVIEW

Both acts of *Cookware* are “travel runs,” where the action takes place during the course of the journey and while nothing within the adventure is hard-written as being time sensitive it may become important to know, in general, how long each act’s travel will take the PCs, especially if the GM uses this adventure as a filler between larger campaign arcs.

If all goes smoothly, the first act should take about two hours, not counting complications; just over an hour and a half in to get in and a half hour to unload the supplies. However, the various encounters planned (and unplanned) may alter the timeline considerably.

The party’s driver, Come-With-Me, plans to take the following route and if the PCs have their own driver that meets the Johnson’s needs then they will be supplied with the same directions.

From downtown Seattle the directions take the PCs onto 5 Freeway south to 161, then 161 to 512-410, then turn on to 162 to enter the Puyallup District, all of which should take approximately 23 minutes.

Approximately five minutes after traveling on 162, the party is attacked by a pack of free beast spirits which may change how the runners are able to travel.

If their vehicles are still operational, the runners will reach the city of Ashville after another 4 minutes of travel, otherwise they are walking about 5 km, where they can attempt to barter for a vehicle or repairs in town.

After Ashville, the road deteriorates quickly as it is covered in years of packed pyroclastic flow. Come-With-Me follows the general path of Orville Road to Brooks Road, then to Fisk Road, and then up dirt roads on the south-side of Spar Pole Hill, all of which takes nearly an hour (20 km distance).

ACT 1 TRAVEL TIMES				
ROUTE	AVG. SPEED	DISTANCE (TOTAL)	TIME	TOTAL TIME
5 to 161	120 kph (80 mph)	26 km (26 km)	13 min	13 min
161 to 512/410	100 kph (62 mph)	11 km (37 km)	7 min	20 min
512/410 to 162	100 kph (62 mph)	5 km (42 km)	3 min	23 min
162 to Ashville	80 kph (50 mph)	12 km (54 km)	9 min	32 min
Ashville to Orville Rd	55 kph (35 mph)	4 km (58 km)	4 min	36 min
Orville Rd to Brooks Rd	55 kph (35 mph)	6 km (64 km)	7 min	43 min
Brooks Rd to Fisk Rd	40 kph (25 mph)	4 km (68 km)	6 min	49 min
Fisk Rd to "lower mnt road"	35 kph (20 mph)	5 km (73 km)	9 min	57 min
"lower" to "upper"	8 kph (5 mph)	5 km (78 km)	38 min	95 min

In act two, it is largely up to the GM to determine what events occur outside of dropping off the goods. Each drop, if unimpeded, is assumed to take approximately 20 minutes. The travel times listed assume that the PCs are following the route that Kettle gives them which makes use of border security intel she gathered for the run.

ACT 2 TRAVEL TIMES (660 km/hr average with minimal stop time)			
ROUTE	DISTANCE	TIME (EST. ARRIVAL, PST/LOCAL)	DROP NOTES
Seattle to Billings	1320 km (820 mi)	2 hours (1:30 am/2:30 am)	Munitions drop, Talislegging pick up
Billings to Chicago	2305 km (1430 mi)	3.5 hours (5:20 am/7:20 am)	Munitions & Talislegging drop, Talislegging pick up
Chicago to Denver	1770 km (1100 mi)	2.7 hours (8:22 am/9:22 am)	Music chips & BTL pick up
Denver to Las Vegas	1305 km (810 mi)	2 hours (10:42 am)	Half music & BTL drop, Weapons pick up
Las Vegas to Santa Rosa	965 km (600 mi)	1.5 hours (12:12 pm)	Talislegging pick up
Santa Rosa to Seattle	1315 km (820 mi)	2 hours (2:30 pm)	Drop off at Kettle's.
Totals	8980 km (5580 mi)	15.0 hours	

Both acts together should take less than 24 hours to complete barring serious complications or GM-added events and side jobs.

SCENE 1: THE MEET

SCAN THIS

In this scene the runners are offered a job through one of their regular fixers. They are to meet Mr. Johnson at Murphy's Law in downtown Seattle. There they will be interviewed for the job and introduced to the vehicle rigger, named Come-With-Me (see the Cast of Shadows section), that the Johnson has also hired for the job.

TELL IT TO THEM STRAIGHT

"Hey [PC's Name]. Wake up. Come on, [PC's Name]. Wake up. I know you're awake. You're always awake. Good morning, herr Shadowrunner. Got a job lined up. Easy stuff. A few hours, maybe five at most. Maybe not the most exciting of work, but it pays. The Johnson's setting up a meet, you and your crew want the work?"

"Yes? That's great! Okay, so the Johnson wants to meet down at Murphy's Law. I don't know, maybe he has a thing for great pizza, still, get your team together, ready to roll, and head down there by seven o'clock tonight, again...ready to roll."

HOOKS

One of the goals to this scene is to bring home to the players the idea that the 'business' world of shadowrunning is small. For this reason the fixer and dealer/Mr. Johnson should be among the PCs' original, character creation, contacts of different PCs.

The fixer, if pressed for more information, can then give clues as to the identity of the dealer that matches the contact of the other PC.

Otherwise, this is as milk-run as it gets; easy money for a quick job.

BEHIND THE SCENES

Both the fixer and the Johnson should be contacts of the PCs already, preferably not for the same characters. Ideally, the fixer should have some street ties and the dealer/Mr. Johnson should have a munitions smuggling background.

The fixer has been fixing for Kettle for about a year now, arranging deliveries of food, weapons, ammo, and fuel to Kettle's compound in Hell's Kitchen. The fixer had been using a tried and true crew of runners and dealers who all had grown to trust one another. But then the usual crew died in a shootout with gangers and the regular weapons dealer got pinched by KE all in the same week, so the fixer is frantically looking for another dealer and a crew to make the delivery.

The new dealer wants to act as Johnson since it's her weapons and ammo that she's selling and she wants to vet the crew that will deliver them. Depending on the relationship between the dealer and

the fixer, the dealer may or may not be aware that the PC she is a contact of is being offered the job and should act accordingly when the meet takes place. The dealer has rented out the party room, uses a white noise generator, and gets down to business.

Come-With-Me is at the meet for two reasons; she has a GMC Bulldog that fits the specifications for the shipment and, more importantly, she can fly aircraft (especially military models).

The Johnson will be very upfront about the job and expected opposition. Specifically that they are delivering to a woman named Kettle in Hell's Kitchen and that the previous shipment was taken by a Puyallup gang, most likely either Ancients or Chulos.

The base pay is 4,000¥ apiece with 1,000¥ up front. The PCs can negotiate the pay. It is best to determine if the PC(s) are going to negotiate before telling them the base sum. Have the Johnson say something to the effect of, "shall we discuss compensations" and then let the dice determine the outcome. Each net hit that the winner of the Negotiations test gets adjust the base pay in their favor by 200¥ (or 250¥ for, 100¥ against the PCs for generous GMs).

PUSHING THE ENVELOPE

If things seem to slow down or the players are just itching for some action, Mafia and Triad members in Murphy's Law may start a shootout. It might be because they're bored, angry, amped on too much jazz, or maybe one side thinks the other has brought in outside talent (the PCs) to make a hit on them, or all of the above.

DEBUGGING

While fairly straight forward there are a few things that can go wrong in this scene.

First, if the PCs don't have appropriate contacts to fill the roles of the fixer and dealer/Mr. Johnson and it would harmfully stretch the campaign's internal consistency to layer these roles on other pre-existing contacts, then you should just introduce new contacts to make the adventure work. Use the Friends-of-Friends approach, so that the fixer calls one of the PCs having been recommended by one of their contacts and the dealer recognizes the street name of another PC at the meet by having heard about them through one of their contacts.

Another issue could arise through Comes-With-Me. Some runners have a team mentality that balks at the idea of working with outside talent (and especially paranoid players may fear that she is an enemy plant). Additionally, the players may have both a large vehicle, like a GMC Bulldog, and one of the PCs can also expertly fly a LAV with (Pilot Aircraft skill of 5 or higher). If the PCs have both, or at least have Pilot Aircraft skill of 5 or higher, then the fixer does not need to hire Come-With-Me at all. It is possible for the Johnson to supply a GMC Bulldog (assuming one or

more of the PCs can adequately drive it without GridGuide) or the PCs can rent an appropriate vehicle in time and not hire Come-With-Me. But if none of the PCs have Pilot Aircraft skill of 5 or higher then the Johnson will be adamant that Come-With-Me goes on the run.

If Come-With-Me is not needed for the run, then it's best to just leave her out of the adventure all together. However, if she is not needed and one or more of the PCs have a high Notoriety score (3+) the meet is a good place to showcase how Notoriety works by having Come-With-Me decline the run after learning that the offending PC (or PCs) are going to be in on the job.

If the runners, for what ever reason, seem reluctant to take the job, the Johnson can sweeten the deal with a discount on ammunition, small arms, or other gun-related gear.

PLACES OF INTEREST

The meet is at Murphy's Law (*Seattle 2072*, pg 58), a "dim, smoky haze, smell of stale beer, run-down environment" that serves some of the best pizza in the metroplex. The backrooms are usually rented out for children's parties, low-key business dinners, and the like. The basement regularly hosts illegal gambling which tends to attract local organized crime of all 'families' looking to settle scores through cards rather than guns... usually.

GRUNTS AND MOVING TARGETS

While there is no planned encounter with hostiles in this scene, feel free to use anything from Thugs & Mouth Breathers up to Organized Crime Gang (SR5, pg 381-383) as members of the Mafia or Triads if the envelope needs to be pushed.

SCENE 2: THE PUYALLUP PACK

SCAN THIS

After the runners enter the Puyallup Barrens, as they head towards Hell's kitchen on 162, they and their vehicle(s), are swarmed by a pack of free beast spirits known locally as the Puyallup Pack.

TELL IT TO THEM STRAIGHT

After twenty minutes or so of smooth sailing through the central Metroplex, you've entered the Barrens. The first couple of kilometers wasn't so bad, the western outskirts of what used to be the city of Puyallup resembles a more tired version of the rest of the sprawl. But soon the low-income high-rises give way to abandoned, shelled-out even, buildings and abandoned vehicles only to clean up as you pass McMillin Correctional Facility heading south on 162.

Then even those glaring guard-tower lights dissipate into the cold creeping fog that's forming this evening. It seems like nature has fully taken over with only the occasional light of some compound or corporate research facility straining against the mist. Ahead of you, the Bulldog's headlights illuminate only road and fog.

HOOKS

This scene is an ambush of sorts, so fighting for their lives and the safety of their vehicles and cargo should be hook enough to keep things moving.

BEHIND THE SCENES

Heading in the runners' direction is Will Love, a down on his luck magician who had headed out to the barrens to get some reagents from a talismonger in Ashville for his planned initiation ritual. Unfortunately for Will, he has the Spirit Bane (Beast spirits) negative quality and the Puyallup Pack, a roving pack of free beast spirits, found him as he left Ashville and is trying to end his life as he pushes his faded banana-yellow Dodge Sprint to the limit.

The headlights of the vehicles only illuminate out to about 80 meters.

Come-With-Me is driving her GMC Bulldog at a running rate of 40 m/turn. Will Love is gunning his faded banana-yellow Dodge Sprint at 40 m/turn as well.

In Turn 1: Come-With-Me and Will Love will see each other and need to make Driving Tests to avoid crashing. If they both succeed, at the end of the first Combat Turn they will be side by side to each other (moving 40 m/Total Initiative Passes per Pass towards each other). Player's observing Will Love will see him mouth some explicative in surprise and fear as he passes. On the second pass of the Turn, the leading

members of the Puyallup Pack, materialized, will appear at the edge of the mist.

Come-With-Me: Pilot Ground Craft + Reaction + Control Rig 2 [Handling] (2): 16 Dice

Will Love: Pilot Ground Craft + Reaction [Handling] (2): 8 Dice

In Turn 2: Will Love will continue on his way hoping the larger vehicle will pull the attention of the spirits away from him (which it does). Come-With-Me will also continue forward at full speed, thinking the spirits are birds at first. 1D6+3 Force 1 Puyallup Pack members, one Force 2, and the Force 3 spirit will collide with the GMC Bulldog in the 2nd Pass, taking 16P, resisted, damage. The Force 1 spirits will be disrupted dramatically as they take 16P, resisted with only 5 dice plus 1 automatic hit. The Force 2 and 3 spirits will likely survive, though not undamaged. The remaining 11 spirits (1 Force 2, 10 Force 1) will surround the front of the Bulldog. Will Love will be just a fading glow (from his Dodge Scoot's lights) in the fog.

In Turn 3: Most of the surviving spirits will attack the wheels of the Bulldog, though at least four will dematerialize and then materialize within the Bulldog, at which point Come-With-Me will likely stop the vehicle unless the PCs argue against it. Between two to four of the surviving Force 1 spirits will be attacking the tires (one of the moving tires, and both of the spare tires on the roof).

Once the combat is over, the GMC Bulldog should have both of its spare tires and at least one installed tire destroyed; leaving the PCs the option to walk 1.5 km to Ashville (Orting) or 3.5 km back to McMillin (towards the correctional facility). They may also try calling a tow service...the only one that will service them in this area is from Ashville (see Scene 3: Ashville Blues, below).

It is up to you to decide whether the spirits fought in this scene are the entire Puyallup Pack or are simply a smaller group of the larger whole and how, or if, the people of Ashville will react to learning that the PCs have encountered the pack.

PUSHING THE ENVELOPE

If the Force 1 spirits prove to be too easy for the runners or if the runners brought some of their own vehicles, you can add more, and of varying Force, as you deem appropriate. This scene isn't designed to kill the PCs, just make their work harder and give them a reason to interact with the residents of Ashville.

DEBUGGING

If time is short, skip the first combat turn and a half by describing the two vehicles nearly missing each other, the splattering of spirits against the GMC Bulldog, and the surrounding surviving spirits beginning their attack as cinematically as possible.

You may also choose to preemptively determine the damage caused by the Bulldog against the Force 3 and Force 2 spirits to help save time.

The spirits, especially the lower force ones, are essentially playing out the age old scene of dog-chases-car. They aren't bright and the tires are especially chewy. This helps to ensure that the spirits will effectively neutralize the cargo vehicle; which is the primary goal of this scene.

PLACES OF INTEREST

The site of the spirit attack is essentially the middle of no where. Young pine and brush emerging from the last layer of expelled ash and debris of Mt Rainer to either side of the mud and ash caked 162 road is all there is.

Passing McMillin Correctional Facility should send chills up the runners' spines, or at least add some tension as they pass the facility with illegal hardware.

GRUNTS AND MOVING TARGETS

The Puyallup Pack are all standard Beast Spirits (SR5, pg 303), and have the following appearances;

The Force 3 Beast Spirit appears as a sleek, almost feline, black bear

The Force 2 Beast Spirit that hits the vehicle appears as a wolf.

The Force 2 Beast Spirit that slows in time to not be hit by the vehicle appears as a cougar.

The 10 Force 1 Beast Spirits that do not hit the vehicle appear as ravenous carnivorous fanged squirrels, foxes, wolverines, badgers, etc.

SCENE 3: ASHVILLE BLUES

SCAN THIS

The runners head to Ashville in order to get tires for the GMC Bulldog and have to deal with the locals while risking confrontation with the Chulos chapter operating out of the town's brothel.

TELL IT TO THEM STRAIGHT

It was only supposed to be one and a half clicks to Ashville; but at night, in the fog, on a quiet Puyallup Barrens road, with Spirit-knows-whats making strange sounds on either side...it feels like hours even though your commlinks let you know you've only been walking fifteen minutes when you spot the hazy yellow glow from some of the few remaining Ashville streetlights. And soon after entering the run-down town you see what you've been looking for, a flickering orange and blue neon sign proclaiming "DICK'S MECHANICS"

BEHIND THE SCENES

Dick died in '65 and his brother's son, Khuram, now runs the business. Khuram hates the sign and any mention of it. He's a terse, solidly-built, aging ork and good at his job. Khuram wants parts, gear, and items over nuyen. High-quality favors promised to him also help. He is relatively set at taking either 1,000¥ nuyen or 500¥ in gear and parts, per tire.

Khuram sees a good amount of smuggled gear and vehicles coming in and out of Salish-Shidhe and occasionally from the Tir. He knew the previous rigger (Two-Ton) of the crew that used to supply Kettle and will be curious about the runners if he learns that they are now supplying the Spar Pole Hermit.

Dick's also serves as a shadow clinic and local ER. Doctor Sylvia "Wrath" (ork, female, African, 29) makes a small living helping the locals and doing work for Chulos gang members and other criminals (like Shadowrunners) out of the basement. She keeps her clinic as sterilized and in the best working order that she can, for a medical facility located under a chop shop. Wrath is a good doctor, with quality medical equipment, but she doesn't have the contacts to get high grade cyber and bioware. But if she's supplied with it, she can install beta and alpha ware in her clinic.

Both Khuram and Dr. Wrath do their best to remain neutral, but they currently are being forced to pay protection money to the Chulos.

The Chulos: This, mostly, Latino gang has a chapter in Ashville where they run a protection racket over most of the businesses, including Dick's Mechanics, in addition to dealing drugs, BTLs, and prostitution. Their headquarters is at Hell's Twister bar and brothel, which used to be the old Union Bank, just a block down from Dick's Mechanics on the corner of Washington Ave (162) and Calistoga St.

PUSHING THE ENVELOPE

If the PCs were especially paranoid and didn't think to try and find a tow service (which would end up being Dick's Mechanics as the only one willing to come to the location where they broke down), they may split the team up so that there is someone to watch over the shipment while the others go for help. This creates the perfect opportunity to throw both groups into combat by having a Chulo's patrol find the shipment, and try to take it, while the Ashville gangers hassle their teammates in town.

If the PCs leave the Bulldog unattended as they head for help, anyone and their mother could steal it, leading the players on a hunt to find it, and the shipment, before it gets sold off (or used against them).

If the players easily walk over the Chulos, there's always the possibility that more of their members will emerge from Hell's Twister to take care of business or that one of their more heavy-hitting motorcycle patrols will come through town.

Players with addictions can also be tempted (especially with Addiction Tests) by their vices here as the Chulos have a barker standing in front of their headquarters who is calling out, physically and with hastily modified AR ads, the products that they have for sale; everything from BTL, to drugs, to prostitution and gambling.

Additionally, Ashville is a strange town, on the fringes of civilization, and it has more than enough eccentric individuals that could come crawling out of their hovels to cause problems for the PCs.

DEBUGGING

The only way to really screw this scene up is to get Kharum killed before he can replace the tires to the GMC Bulldog and all the PCs possess the Incompetent negative quality in the Engineering skill group. Otherwise they can take the time to find the tires at Kharum's shop and perform an Extended Automotive Mechanic + Logic [Mental] (3, 10 minutes) test to replace each tire that was destroyed themselves.

If the PCs walked to McMillin instead of Ashville, nearly every business that is open will be catering to off-duty correctional officers and their friends and families. Kind-hearted GMs may have locals direct the PCs to Dick's Mechanics in Ashville along with the number for a local taxi service willing to take them there. Otherwise, it's possible the heat may come down on the PCs hard as they are thought to be planning a prison break or some other illegal activity befitting their descriptions.

PLACES OF INTEREST

The players may wish to further explore Ashville for reasons that only players know. In addition to Dick's Mechanics and Hell's Twister, there is a local dive bar called Sally's, a run down all night diner with a sign that declares and demands "EAT!", and an abandoned miniature golf course that the locals have attached myriad rumors to.

The majority of Ashville, especially to the south and east, was covered by a lahar (a slow moving slurry of pyroclastic flow, water, and debris) after the eruptions of Mt. Rainer. Many of the residences of Ashville, especially ork and dwarven ones, have dug under the solidified flow into the buildings that were buried by the destructive forces. Underground tunnels connect houses and other buildings, creating a maze that roughly follows the old layout of the town.

GRUNTS AND MOVING TARGETS

A local Chulos patrol, led by the young and brash ork Ekrad, will intercept the runners at the worst possible moment in order to extract a toll from them for passing in, through, or around Ashville.

CHULO ORK GRUNTS x 3

PROFESSIONAL RATING 2 MALE OR FEMALE ORKS										
B	A	R	S	W	L	I	C	EDG	MR	ESS
7	4	3	6	3	2	3	2	2		5
Initiative	6+ 1D6									
Condition Monitor	12									
Limits	Physical 8, Mental 4, Social 4									
Armor	11									
Skills	Blades 4, Clubs 3, Etiquette (Street) 3 (+2), Intimidation 4, Pistols 4, Unarmed Combat 3									
Qualities	Toughness									
Augmentations	Dermal plating 2									
Gear	Armor vest, Sony Emperor Commlink, Jazz (2 doses)									
Weapons	Browning Ultra-Power [HP, Acc 5 (6), DV 8P, AP -1, SA, RC -, 10(c)], Knife [Blade, Acc 5, Reach -, DV 5P, AP -1]									
Notes	Low-Light vision									

CHULO ORK SHAMAN

PROFESSIONAL RATING 2 MALE ORK										
B	A	R	S	W	L	I	C	EDG	MR	ESS
6	4	3	5	4	2	4	3	2	3	5
Initiative	7+ 1D6									
Condition Monitor	11									
Limits	Physical 8, Mental 4, Social 4									
Armor	11									
Skills	Banishing 3, Binding 3, Blades 4, Clubs 2, Counterspelling 3, Etiquette (Street) 3 (+2), Intimidation 4, Pistols 3, Spellcasting 5, Summoning 4, Unarmed Combat 3									
Qualities	Toughness									
Augmentations	Dermal plating 2									
Spells	Clout, Fireball, Increase Reflexes									
Gear	Armor vest, Sony Emperor Commlink, Jazz (2 doses)									
Weapons	Browning Ultra-Power [HP, Acc 5 (6), DV 8P, AP -1, SA, RC -, 10(c)], Knife [Blade, Acc 5, Reach -, DV 5P, AP -1]									
Notes	Low-Light vision									

ERKAD, CHULO LIEUTENANT

PROFESSIONAL RATING 2 MALE ORK										
B	A	R	S	W	L	I	C	EDG	MR	ESS
7	4(6)	3	6(8)	4	3	3	3	2		3
Initiative	6+ 1D6									
Condition Monitor	12									
Limits	Physical 9, Mental 5, Social 5									
Armor	11									
Skills	Blades 6, Clubs 3, Etiquette (Street) 4 (+2), Intimidation 5, Pistols 5, Unarmed Combat 5									
Qualities	Toughness									
Augmentations	Dermal plating 2, Muscle replacement 2									
Gear	Armor vest, Sony Emperor Commlink, Jazz (2 doses)									
Weapons	Browning Ultra-Power [HP, Acc 5 (6), DV 8P, AP -1, SA, RC -, 10(c)], Knife [Blade, Acc 5, Reach -, DV 5P, AP -1]									
Notes	Low-Light vision									

SCENE 4: FRYING PAN, MEET FIRE

SCAN THIS

With new tires and after a long hour of slowly traversing the destroyed roads and overgrown fire trails of Hell's Kitchen, the players arrive at Kettle's compound only to be targeted by a malfunctioning combat drone that's failing to stay within its protocols.

TELL IT TO THEM STRAIGHT

These back roads can hardly be called that. At one point you drove by, nearly over, a street sign that had been buried under Mt. Rainer's last eruption. It looked like it said "Brooks Rd." Soon after that you started the slow arduous drive up the back side of Spar Pole Hill where most of the pine and brush are only ten years old or so, slowly growing out of nature's destruction.

After nearly an hour of arduously crawling over the rough terrain, made even more excruciatingly boring by the lack of any solid Matrix access, lights appear through the fog above you. As you climb higher the lights come into view revealing an old telecommunication's relay substation. The small complex is surrounded by two razor-wire topped fences where two clearly visible LMGs sit atop the inner fence on either side of the gates.

The good news is as soon as you're within 100 meters of the compound, Matrix access becomes clean and green as texts and news alerts start flooding your commlinks.

The bad news is that as you roll up to the gate at the outer fence a two-legged, 4-meter tall, combat drone stands up from within a junk pile. "Halt!" it's bullhorn robotic voice calls out as it steps forward, pointing the barrels of its machine-gun arms at you.

BEHIND THE SCENES

Kettle had been working on a combat drone, musingly named Pot, to patrol her home in addition to her rigged sentry guns around the perimeter. The problem is, Pot "got away" from her earlier that evening while she was working on it. Pot shut down its wireless on its own, and decided anything larger than a squirrel is a threat. She sent out a warning to the Johnson to let the runners know she needs some help reworking its hardware (i.e. destroy the thing) but the runners will only receive the Johnson's warnings by the time they reach the gate and Pot has begun targeting them.

Additionally, much to Kettle's chagrin, the perimeter LMGs are not loaded (she was going to get around to reloading them with her last boxes of ammo, but she was just too excited to get Pot up and running) but unfortunately Pot's two assault rifle arms are.

PUSHING THE ENVELOPE

For experienced or well equipped runners, Pot could have LMG or MMGs instead of assault rifles as well as 40mm grenade launchers and a higher Device Rating and Autosoft ratings.. Or Chulo gang members could ambush the fight as they look to settle a score. Or Barrens spirits or paracritters could attack. Or some combination of all of the above.

DEBUGGING

The only thing that can really go wrong here is the runners die from lead poisoning. As a simple end-boss style fight, the runners should be encouraged to unleash everything they have on the drone (including any of the supplies they're delivering), barring weapons and munitions that would damage Kettle's compound. If the Bulldog is heavily damaged or destroyed, Kettle will help with that so long as the runners remain professional (see Sharing the Meal, below).

PLACES OF INTEREST

Kettle's compound is an old relay station atop Spar Pole Hill in Hell's Kitchen. Twenty meters out from the structure is the first 4-meter tall chain-link fence, and four meters further out is the second. Both are topped with razor-wire. There is one primary entrance, five meter automated gates. On either side of the inner gate are two stationary drone LMGs on thin towers. Around the compound there are four more such LMG drones.

GRUNTS AND MOVING TARGETS

POT, KETTLE'S COMBAT DRONE

Pot is a work of art; a true automated combat drone cobbled together from hundreds of other drones and vehicles and based on schematics that Kettle herself stole from some MCT research facility's databanks. Kettle hates to see it damaged, let alone sanction its destruction, but she's not so eccentric as to not be aware of the greater good; keeping her supply network in motion.

Pot should be played much like ED209 from Robocop; dog-like oblivious to how it's failing to understand the job it was created for.

HANDL	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
5	3	1	7	14	5	5	NA
Initiative			10+3D6				
Condition Monitor			12				
Device Rating			5				
Autosoft Slots			4				
Autosofts	Clearsight 4, Electronic Warfare 3, Evasion 3, Maneuvering 3, Targeting 4						
Weapons	Colt M23 x 2 [AR, Acc 4, 9P, AP -2, SA/BF/FA, 40(c)], Slam Attack [Club, Acc 4, 8P]						
Notes	<p>Pot is a versatile autonomous combat drone.</p> <p>Pot uses Device Rating x 2 (10 dice) for defense tests, but it is unable to take the Full Defense, Dodge, Parry, or Block interrupt actions.</p> <p>It has the equivalent Strength of 6 and Agility 3 for Melee Combat with a dice pool of 8 for its slam attacks.</p> <p>Pot will typically split its actions between two simple actions; Active Targeting and firing a short burst.</p>						

SCENE 5: SHARING THE MEAL

SCAN THIS

This scene wraps up the initial job given to the runners with Kettle who then offers them a second job that should take less than 24 hours to complete.

TELL IT TO THEM STRAIGHT

As soon as the drone falls silent, the door to the compound facing the parking lot swings open. There's no one there, but a voice calls out over the loudspeakers, "alright! It's down. Don't shoot!"

When it seems safe, a woman steps out onto the driveway. Her graying black hair is tied back in a loose bun that frames her slightly AmerIndian face which is covered in a sheen of sweat. She's solidly built, slightly under average height for a human, and dressed in grease-stained work overalls over jeans and a Jet Black t-shirt. A Ruger Super Warhawk and a massive tool belt hangs on her hip. She has an Enfield shotgun in one hand, and a toolbox in another. As the freight door of the complex begins to open she calls out, "get the shipment in there, behind the yellow lines. Come in after to get your pay. You," she points at the driver of the Bulldog, "see me after you park."

BEHIND THE SCENES

Kettle is going through menopause and despite the cold Pacific Coast evening she's hot as hell and really fucking annoyed by it. She's cool enough to not take it out on the runners, but if they are annoying or rude the rage might break through.

Kettle immediately goes to Pot, and disables its core processor and removes the magazines from the weapons. She then takes an ice-back out of the toolbox, places it on her neck for a moment, then packs up and heads in when Come-With-Me (or the team rigger) goes to her. Kettle will talk with Come-With-Me briefly to make sure that she knows how to fly a GMC Banshee and that she would be willing to make the trip Kettle has planned.

If anyone asks her about the drone, she'll mutter something about bad programming, sentry guns were out of ammo (hence part of the reason for needing the shipment), and her primary deck is going through a long diagnostics test. All in all, bad luck.

When the runners finish unloading the supplies, Kettle will pay the runners their remaining 4,000¥ (3,000¥ + the 1,000¥ paid upfront) as well as 1,000¥ each for taking out Pot.

She will then offer them the job that she just finished confirming with Come-With-Me: Take a portion of the shipment and some stuff she has at her compound and make drops/pickups near Billings, Sioux, north-side Chicago, UCAS, UCAS sector Denver,

just north of Las Vegas, PCC, and north of Santa Rosa, CFS.

Kettle doesn't provide the names or descriptions of the people the PCs are to meet with, just spy-like phrases to be said with an appropriate reply for each of them.

When asked how, Kettle shows them her GMC Banshee that she has stored down a 40 meter shaft in a hidden garage that opens up on the north face of Spar Pole Hills.

The pay for this second run is 2,000¥ each, plus hazard pay should they encounter any heavy threats (which they aren't expected to, but if they do the extra pay will be between 2,000¥ to 5,000¥).

DEBUGGING

It's possible the PCs will not want to take Kettle's second job. Leaving their home-sprawl is often a player's top fear, rivaling hives of bug spirits or playing virtual chess in hot-sim with the AI Deus while Lofwyr gives them a personal and creepy back-rub. If the PCs are resistant, hammer home the excitement that Come-With-Me has at the opportunity to fly a Banshee. If the players have their own rigger, then hopefully for them it is just as an exciting opportunity as it is had Come-With-Me been there.

You can also have Kettle stress the following points:

1. The planned route is using up-to-date intel on the border patrols of the various nations they will be traveling through so that they can slip in undetected (and hence won't need visas or passports) as well as spoofed flight data for the places where they will get noticed.
2. Each drop off will be right at the landing zone, they won't have to travel away from their mode of transportation to make the drops.
3. Each drop is with people that Kettle knows and trusts, they are a part of her North American network and are "good people to know."

PLACES OF INTEREST

Kettle's compound is an old concrete satellite and microwave relay station on the top of Spar Pole Hill. The relay towers on top of the structure are largely stripped bare. The few relays remaining are pointed down at Ashville. There is enough room outside of the structure, within the fenced area, to park several vehicles as well as a helicopter landing pad that can handle most medium-sized LAVs and small VTOLs. Most of the parking lot is littered with salvaged vehicles, parts, and debris, along with Kettle's personal Ford Teton 2068 (Toyota Gopher equivalent)

Inside the compound the walls and space are covered with welded art pieces that Kettle has made over the years. Some are functional as support beams, water filtration systems, soycaf brewers, etc., while others are eclectic surreal art that typically embodies

feminist ideals, forms, and structures without being green/Mother-Earthy.

There are four main areas of the building. The large garage can hold four GMC Bulldog sized vehicles, their unloaded goods, and also has a workstation area for vehicle repairs as well as an area where Kettle welds and constructs her art pieces. The central "hub" is laid out like a cramped air-traffic control room with many decks, commlinks, and computers all in various states of being built or cobbled together to help manage the Matrix grid being supplied to the area. Off of the central hub, around its northern and eastern sides, are the kitchen, commissary, restrooms, and showers. The second floor is Kettle's living quarters.

A service elevator is at the northwestern corner of the hub and opens both into it and the garage. The elevator goes down, about 40 meters which opens into a lengthy garage that houses Kettle's GMC Banshee. The garage door is camouflaged to look like part of the side of the hill when it is closed.

SCENE 6: DENVER OMELETS

SCAN THIS

This scene is comprised of five parts that are left bare so that you can flesh them out according to the needs of your campaign. It takes the PCs on a round trip from Seattle to Billings, then Chicago, then Denver, then Las Vegas, then Santa Rosa, and finally back to Seattle.

TELL IT TO THEM STRAIGHT

The engines of the Banshee roar to life. It feels like a rattling deathtrap as the vehicle begins to hover inside the garage until Come-With-Me kicks in the fly-by-wire stabilizers and then you feel like you're in some mechanized womb as the finely tuned engines begin gliding you out into the night sky. Then you're slammed back into your seats as your rigger hits the throttle and rockets you out over Salish-Shidhe territory, furiously hugging the tree line, in this flying tank.

BEHIND THE SCENES

Each drop should be handled with at least a little role-playing between the PCs and the fixers/smugglers. Each of the NPCs, in their own way, are looking to fill their virtual rolodex with new runners and runners should always be looking to expand their contact list.

Each drop lists information about the meet location, the lead contact, the goods being exchanged and possible issues that you may want to include.

BILLINGS, SIOUX NATION

Location: A remote ranch and warehouse southwest of town.

Lead Contact: Bill Winter Bear, a mundane human male Sioux, age 28. He is combat-skilled, often sleepy but inquisitive. He likes to push the buttons Anglos (though he does it just to see how they react and not out of true malice) and will flirt with female AmerIndians just about any chance he gets. Winter Bear works primarily with Sioux Mafia but is officially a freelance fixer in the region. He will typically have 4-6 competent men and women with him working as guards, drivers, and movers.

The Shipment: The PCs are offloading several crates of small arms ammunition and picking up talislegging reagents and materials.

Possible issues: Angry Anglo's could start sniping from the hills. Piasma or spirits could attack. There could be irresolvable social issues between Sioux and non-AmerIndian PCs. A surprise Sioux patrol or Sioux Mafia may drop by to see what's going on and why they weren't invited.

CHICAGO, UCAS

Location: A U-shaped warehouse on the shore of Lake Michigan in Northside Chicago.

Lead Contact: Russ Whitmore, a mundane troll male Anglo, age 35. He is combat-skilled but shell-shocked; his gaze is often distant, he mumbles rhetorical questions about whether or not the person(s) he's talking to are bugs or not. Despite his odd behavior, Whitmore does a lot of fixing in and around Chicago for all types of goods and services. He has a staff of about a dozen or so individuals of various ages, metatypes, and skill that work for him and live on site at the warehouse.

The Shipment: About half of the weapons and ammo the PCs brought to Kettle are dropped off to Whitmore in addition to almost all of the reagents that they picked up in Billings. In return, the PCs load up several crates of Chicago-specific reagents.

Possible issues: Raiders from any number of factions could attack the warehouse. Snipers like to randomly pick off Whitmore's group now and again from the taller buildings in the area. A UCAS, Ares, or Lone Star patrol could come to investigate the Banshee that flew in over Lake Michigan to Whitmore's warehouse.

DENVER, FRFZ

Location: The parking lot of a burnt-out grocery store in the eastern Aurora Warrens of the UCAS sector of Denver.

Lead Contact: Whisper, a technomancer human male of mixed Latino and Anglo descent, age 32. Whisper, despite his name, is quite loud, friendly, and outgoing. He will have breakfast ready for the PCs when they arrive (from his own personal Mexamerican Food Truck that he brings with him any chance he gets). Whisper is accompanied by armed guards who help him move the goods as well as his mage girlfriend, Venus.

The Shipment: The PCs are here to pick up crates of chips, some blank, some BTLs, some bootlegged music, as well as other electronics parts for both commlinks and cyberdecks. In addition to the cargo, Whisper refuels the LAV for the team here.

Possible issues: Gangs could ambush the meet. Spirits or a pack of ghouls (if the morning is overcast enough) could attack. A FRFZ DF patrol could stop buy with a HTR team after having detected the Banshee come in.

LAS VEGAS, PCC

Location: An abandoned partially-constructed casino northeast of the Las Vegas sprawl.

Lead Contact: Red Queen, a magician human female Anglo, age 42. She grew up in the rougher parts of the Vegas sprawl and knows her way around a fight, physically and magically. She and her half-dozen armed guards will ride out from the parking structure on ATVs with attached trailers carrying the goods to meet the PCs in the casino's outside parking lot.

The Shipment: About half of the music and BTL chips that the PCs picked up in Denver will be dropped off for the Red Queen. She gives them several crates of pistols, submachine guns, and assault rifles with accompanying ammo to take with them.

Possible Issues: Violence-hungry go-gangs could arrive to try and make the casino their new base of operations. Half the unfinished casino could also be occupied by dangerous denizens such as ghouls or a newly forming bug spirit hive and the Red Queen needs help getting her part of the shipment back from them.

SANTA ROSA, CFS

Location: A clearing in the Armstrong redwoods near the Russian River, just north of Santa Rosa.

Lead Contact: Silas Wilder, a shaman human male Anglo, age 56. Silas is a true hermit who spends his time gathering magical reagents from the redwoods. He lives in a geodesic dome home that is little more than a shack and walks down to the small towns along the Russian River to make contact with Kettle when he has reagents available and to set pick up times and locations.

The Shipment: The PCs are just picking up several boxes of talislegging materials.

Possible Issues: Silas isn't the only back-to-lander in the area and there are several groups of anti-meta humans rednecks that despise the old hermit. Additionally, the area is teeming with spirits, dangerous wildlife, and HTR team-level security patrols that watch over the nearby Bohemian Grove which is still used as a retreat by powerful world leaders (some say only Black Lodge members now meet there).

PUSHING THE ENVELOPE

The entirety of this scene is left to you to determine hostile responses, set-backs, and other issues the runners may face. You could develop each of the five parts into their own scenes or even create full blown side runs out of one or all of them.

How the PCs handled themselves in the first act of this adventure should help you determine the level of threats to throw at them in this scene. Additionally, you should work in threats and problems that target PCs that may not have gotten much spotlight in the rest of the adventure. Such as providing obstacles that hackers or riggers are best suited for.

DEBUGGING

At face value, there's very little that can go wrong in this scene unless you introduce elements that could cause problems (which it is highly suggested you do).

The only main issue is that the PCs may let their sociopath-freak flags fly and attempt to kill all the fixers they meet, steal their cargo and the LAV, and strike out on their own. This is actually okay (though not encouraged if the players care about their characters' Notoriety scores), as Kettle has enough money and friends to put out hits on the PCs and it could be quite fun to see what the players do with their new gear and reputation. Remember, Kettle provided the border crossing flight itinerary; good luck to the PCs in finding flight paths and fueling depots that aren't hostile to military grade LAVs.

PICKING UP THE PIECES

MONEY

- 4,000¥ for completing the initial job of delivering the goods to Kettle (modified by +/- 250¥ per hit on a Negotiations test), with 1,000¥ paid up front.
- 1,000¥ for taking out Pot (modified by +/- 50¥ per hit on a Negotiations test).
- 2,000¥ for completing the North American tour (modified by +/- 100¥ per hit on a Negotiations test) with an additional 2,000¥ to 5,000¥ in hazard pay depending on how much trouble the PCs encounter on the trip.

REPUTATION

- 1 Street Cred for delivering the shipment to Kettle
- 1 Street Cred for completing the North American tour.
- 2 Notoriety if any of the shipments are abandoned.
- 4 Notoriety if the PCs steal Kettle's GMC Banshee.
- If the PCs do anything that gains the attention of the authorities or general public while in or near the GMC Banshee, increase their Public Awareness by at least 2 points.

KARMA

- 1 Karma for each character that survives the first act.
- 1 Karma for each character that survives the second act.
- 1 Karma if they protect the employees of Dick's Mechanics from being harmed by Chulos gang members.
- 1 Karma if all the goods reach Kettle.
- At least 1 Karma for each of the North American tour locations that provided hostiles or obstacles for the PCs to deal with.
- Bonus Karma based on other encounters or events the GM includes during the adventure.

CONTACTS

Cookware is a veritable smorgasbord of contact acquisition. By just working for Kettle, if they do so competently and professionally, they have the opportunity of gaining the following NPCs as 1/1 contacts:

- Kharum: Ashville/Hell's Kitchen Mechanic
- Wrath: Ashville/Hell's Kitchen Street Doc
- Kettle: Hell's Kitchen Smuggler/Decker
- Bill Winter Bear: Billings Fixer/Talislegger
- Russ Whitmore: Chicago Fixer
- Whisper: Denver Technomancer Fixer
- Red Queen: Las Vegas Mage/Weapons Dealer
- Silas Wilder: Santa Rosa Shaman/Talislegger

LEGWORK

Contacts make a Connection + Connection Test when asked about information, the hits of which determine the most the contact knows. The PC rolls Charisma + Etiquette + the contact's Loyalty rating [Contact's Connection + Connection Test hits], the hits determining what the contact will freely divulge. If the contact still knows more, then they will require (50¥ x Connection rating) per "additional" hit.

If a contact comes up with nothing, or the PCs want the contact to "do a little digging", the contact can "ask around" and make an Extended Connection + Connection (1 hour) Test which will cost the PC a base fee of (100¥ x Connection rating) per hit.

PCs can do Matrix Searches (or have their own agents or sprites do it for them), with an Simple Computer + Intuition [Data Processing] test.

There isn't a whole lot of legwork for this adventure. The PCs know the fixer and Johnson that set the run up

COME-WITH-ME

STREET, LAW ENFORCEMENT, OR CRIMINAL CONTACT

Net Hits	Information
0	Where to?
1	If I want to live, right?
2-3	Cheeky name, I've heard of her. Rigger, driver mostly from what I've heard. No marks against her that I know of.
4+	Yeah, she's a solid driver for just about any job. Heard she's done some smuggling for the Cascade Ork in the past.

COME-WITH-ME

CORPORATE OR GOVERNMENT CONTACT

Net Hits	Information
0-1	Old trid reference, watch out for cyborgs.
2-3	The dwarven rigger? I heard she's smuggled goods in and out of the 'plex. The Guard and Salish border patrols are learning her name.
4	I know a guy who used her to get him out of Seattle. Solid rep on that one.
5+	I heard she flew T-Birds for the Salish back when things got hot with Tsimshain. But never could find a data trail to confirm it.

COME-WITH-ME

MATRIX SEARCH: THRESHOLD 4 (NOT PUBLICIZED/PRIVATE), BASE TIME 1 HOUR

Net Hits	Information
Failure	"Come-With-Me" is a popular travel blog by Lisa Williams in Boston.
0 (success)	A few runner-related forums mention a rigger working out of the Pacific Northwest by that name with relatively positive reviews of her skill.
1-2	Solid rigger/smuggler rep on several runner's forums. Not big on drones though.
3+	One forum post mentions she used to fly LAVs for one of the NAN in a past life.

KETTLE

CORPORATE, CRIMINAL, OR GOVERNMENT CONTACT

Net Hits	Information
0	Pot.
1	Tea sounds nice, thank you.
2-3	Oh yeah, solid runner back in the day. Decker, I think. Built quite the rep then...poof. Never heard if she died which means she either made powerful enemies or was lucky enough to retire.
4+	Kettle's quite the hacker. And not just Matrix-side. She was known for being able to slap a deck out of duct-tape and bailing wire, or so I've heard.

KETTLE

STREET OR LAW ENFORCEMENT CONTACT

Net Hits	Information
0	I haven't seen one of those things in years.
1	Puyallup hermit, I think. Probably eats babies, they all do out there.
2-3	Yeah, retired runner near Ashville in Hell's Kitchen. I've heard she either helps them folk out or she's enslaved them to her will. Take your pick.
4+	Good decker in her day. Retired out in the ash and trees of Hell's Kitchen. She was a real Robin Hood type back in the day. I hear she still helps out the locals, around Ashville, I think.

KETTLE

MATRIX SEARCH: THRESHOLD 4 (NOT PUBLICIZED/PRIVATE), BASE TIME 1 HOUR

Net Hits	Information
Failure	Sale at KitchenFarm; buy two kettles and get a pot for free.
0 (success)	A decker that made a name for herself in the late 50's. Old news.
1	Despite having had hits out on her by MCT and Yamatetsu way back in they day, she manage to retire. Rumored that she made bank but settled in the slums or the Barrens, even.
2	Only partially retired, rumors says she 'hoods for the people of Ashville, in Hell's Kitchen, these days.
3+	Retirement is a lie. Word is Kettle has built herself a solid smuggling operation out of Hell's Kitchen. It ain't large, but talk is she is looking to expand her operations down the Mississippi to New Orleans.

CAST OF SHADOWS

TINA “COME-WITH-ME” REESE

Come-With-Me is a 31 year-old dwarf of mixed Salish and Irish descent. She grew up outside of Vancouver and joined the Salish-Shidhe military in 2062 and flew T-birds for the Sioux-led STC forces during the Tsimshain civil war in 2064.

In 2066 she was honorably discharged but couldn't shake the need for the adrenaline rush she got during her time in the service so she began smuggling, largely for the Cascade Ork, until 2073 where she moved to Seattle and began working as a free agent. There she built herself a solid reputation as a good smuggler and driver.

Come-With-Me is one of the most pleasant and enthusiastic shadowrunners in town (who isn't also batshit crazy or psychopathic) and she loves a good vehicle. One of her dreams is to save enough nuyen to buy her own LAV and run smuggling routes up and down the Pacific Coast.

DWARF FEMALE									
B	A	R	S	W	L	I	C	EDG	ESS
3	5(7)	6	3	4	4	4	4	2	3
Initiative				10+1D6/9+3D6 Cold-Rigging/9+4D6 Hot-Rigging					
Condition Monitor				10/10					
Limits				Physical 5(6), Mental 6, Social 6					
Armor				12					
Skills				Computer 4, Electronic Warfare 5, Etiquette 4, Gunnery 5, Hardware 4, Longarms 4, Navigation 4, Negotiations 2, Pilot Aircraft 6, Pilot Ground Craft 6, Pilot Watercraft 5, Pistols 3					
Knowledge Skills				Backroads 4, Sci-Fi Flicks 3, Smuggling Routes 4, Rom-Coms 2. Languages: Salish (N), English 4					
Qualities				Gearhead, Juryrigger, Allergy (soy, severe), Prejudiced (biased, humans)					
Augmentations				Control Rig 2, Cybereyes 2 [flare compensation, image link, low-ligh vision, smartlink, thermographic vision], Cyberears 2 [audio enhacement 2, damper, select sound filter 2, sound link, spatial recognizer], Muscle toner 2					
Gear				Vulcan Liegelord RCC [DR 5, Data Processing 5, Firewall 6], Hermes Icon Commlink, Armor Jacket, GMC Bulldog Enfield AS-7 [Longarm, Acc 4(5), 13P, AP -1, SA/BF, RC -, 10(c) or 24(d)]					
Weapons									

ALEXANDRA “KETTLE” SMITH

Having been a young, but relatively unknown, gymnast in her youth, Kettle has kept her perfect posture, serious and focus countenance, and grace of movement for most of her 49 years on the planet. Cosmetically, however, she is the complete opposite. Her clothing is always covered in grease and oil stains and her tool belt is worn and stuffed full of every tool imaginable; from socket wrenches to hammers to electronics screwdrivers to even a few dental tools.

During her prime shadowrunning years (2048 to 2056) she had built a reputation as a non-nonsense focused decker that could get the job done. Things got to hot for her in 2057-58, but she has saved up enough money to retire out in the Barrens. For several years she fell into a depression, mainly focusing on learning about vehicles, getting her hands on parts to work on, and so forth when she could bring herself to do so. Crash 2.0 brought her out of her downward spiral as she found a new purpose; helping the citizens of Ashville.

Through helping the residents of the people “down the hill”, Kettle found herself constantly dealing with scheduling supplies for the town which brought her to her current role as local smuggling tzar. She prefers working as a fixer and, occasionally, as a Johnson rather than taking full control of the burgeoning organization despite the fact that she is seen by those who work for her as the “boss.”

Aside from the Chulos, Kettle's biggest problem lately is The Change. She had just gotten her life settled and was feeling secure and comfortable when her body decided to physically start yelling at her “you're getting to old for this shit” which has only added to the anxiety and irritability of the situation. Menopause is kicking her ass, and though she'll be damned to let anyone know, the hot flashes are a dead give away for those aware of the effects.

HUMAN FEMALE									
B	A	R	S	W	L	I	C	EDG	ESS
3	4	4	2	4	5	4	2	7	5,9
Initiative				8+1D6/					
Condition Monitor				10/10					
Limits				Physical 4, Mental 6, Social 5					
Armor				12					
Skills				Armorer 4, Artisan (metal art) 4 (+2), Automatics 2, Cracking Skill group 7, Electronics Skill group 7, Engineering Skill group 5, Gunnery 4, Gymnastics 3, Heavy Weapon 2, Longarms 4, Pilot Aircraft 2, Pilot Ground Craft 3, Pilot Walker 2, Pilot Watercraft 1, Pistols 3, Survival 2, Unarmed Combat 4					
Knowledge Skills				19 th Century History 2, Datahavens 5, Mechanics 4, North American Politics 4, Physics 3, Puyallup Gangs 3, Safehouses 3. Languages: English (N), Japanese 3, Salish 3					
Qualities				Analytic Mind, Code of Honor (Robin Hood), Day Job (Ashville Matrix), Juryrigger					
Augmentations				Datajack					
Cyberdeck				Custom Built Cyberdeck [Shaiwase Cyber-5 equivalent]					
Programs Loaded				Any programs needed, Kettle has access to.					
Gear				Armor Jacket, various survival gear, computer parts, and odds and ends, Ares Dragon (out on loan to some smugglers), Ford Teton (Toyota Gopher), GMC Banshee.					
Weapons				Ruger Super Warhawk [Pistol, Acc 5, 9P, AP -2, SS, 6(cy)], Enfield AS-7 [Longarm, Acc 4(5), 13P, AP -1, SA/BF, 10(c) or 24(d)]					