

# **EIGHT ALBERT SMASH**

**A SIXTH WORLD ADVENTURE  
FOR SHADOWRUN, 5<sup>th</sup> EDITION**

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## COLD SATURDAY MORNING

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The children were throwing snow balls at each other in the courtyard of the apartment complex that had once been a motel and not even the decades-old paint job could mask its previous life. Years of Seattle weather had taken its toll on the four-story building; its roof sagged in many locations, the apartment doors that looked in on the courtyard and covered swimming pool were warped in their frames.

One of those doors, on the second floor, creaked open and the children froze as if mimicking the misshapen snowmen they had built last night. A young man emerged from the apartment. Exceedingly thin, his jeans fit poorly, the belt holding them up cinched painfully tight around his waist and the bland white T-shirt he wore was tucked in randomly. As he shut the door, he pulled the hood of his heavy jacket over his top-heavy malformed head which also hid the decade-old datajack on his bizarrely up-sloping temple.

The children scattered, whispering "it's Stuffer-head, it's Stuffer-head," as they took cover around corners and behind planters. Oblivious the young man made his way down the stairs and into the courtyard. A couple of boys bravely popped out from behind their hiding places and called out teasingly, "hey Stuffer-head!"

The young man didn't seem to notice. He was lost in his own world, smiling as his feet kicked through the snow.

He was near the front hallway of the building that led to the street when a snowball shattered against his back. The young man turned and awkwardly waved away the children with confused annoyance.

"Oh drek!" one of the boys yelled in excitement laced with fear. The other children started running.

The young man turned back around to see several men, clothed in black unmarked HTR outfits and wielding HK227s, rushing through the hallway. The first one passed him and stopped, leveling his weapon and taking stock of the courtyard. The second and third violently grasped the young man's arms and began dragging him down the hallway towards the street. Two others covered them as they exited.

A black SUV awaited them. One of the escorting men opened the back passenger door.

Then silenced automatic gunfire tore through the cold morning air. Two of the men were knocked flat, one of them was bleeding.

The men fired back at other men, similarly dressed, who were taking cover behind cars parked along the street, as they leap-frogged closer to their quarry.

Men on both sides began to bleed into the snow and slush. One of the men holding the strange young man took a round to the face, shattering his protective goggles, and fell back. The other man holding Stuffer-head, let go and began returning fire in earnest as he moved for cover.

Stuffer-head ran. He ran as his mind reached out for help. A wisp of the essence of the Matrix arrived and immediately understood the child-like mental images that the young man sent to it. The wisp shot towards the man that had first entered the courtyard. The man rushed towards Stuffer-head and grabbed him then cried out as his commlink sent deadly biofeedback into his mind.

The young man tore away. Gunfire continued behind him and. He neared the back exit of the complex, rounds hit the apartments in front of him as the man with the smoldering commlink returned fire on the set of attackers that had pushed through to the hallway.

The young man didn't look back. He kept running, even as the men behind him bled for him, running out into the streets with his mind locked on getting to the place where he felt the safest.

# A SIMPLE JOB

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Eight Albert Smash is a short mission designed for relatively new players to the Shadowrun universe or as a filler adventure between larger campaign story arcs.

The mission also serves to hit home the darker aspects of being a Shadowrunner. The PCs (and therefore the players themselves) will have to make a choice between handing over an innocent victim to his assailants for further violence or to double-cross their Johnson for the moral good. If your players prefer a more light-hearted action-adventure style of play, this may not be a good adventure to run for them.

## ADVENTURE BACKGROUND

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Patient 237 was one of Dr. Halberstam's original subjects, just two years old in 2050, and served as a prototype for many of the doctor's later developments.

In 2054 Halberstam had to abandon the research facility he was then using in Hong Kong, including Patient 237. Patient 237 was later found and healed as best as medical doctors could at the time. Though for years the boy had to have many invasive surgeries to adjust the datajack implant as the boy grew. But because he was placed in orphanages, he was often in constant pain with staff failing to recognize, or outright ignoring, his medical needs until severe damage was done. This caused Patient 237 to develop neurological development disabilities, the most prominent of which is a child-like demeanor and amplified emotional reactions to stimuli. The experience has also left him with an enlarged and malformed skull atop his thin gangly frame, which for many prospective adopters was unnerving and still is for many to this day.

In 2059, when he was 11 years old, the boy was adopted by the Lui family and given the name Lok. His older adopted sister, Ming eu, became very protective of him.

Things went well for nearly a decade but then in late 2068 Dr. Halberstam returned to Hong Kong under the name of Dr. Thomas Shalbermat and found Lok. The doctor kidnapped him and soon discovered that the young man had technomancer-like abilities.

Ming eu set to searching for her brother and in 2070 discovered he was at Queen Elizabeth Hospital. She managed to hire a team to extract Lok just before the NeoNET raid, the Hong Kong Incident, that ended up killing the doctor.

Soon after the raid, NeoNET learned of Patient 237 and began searching for him and in 2072 they found him. Ming eu managed to flee with her brother to Seattle where they began living with friends of her parents, the Chin family in northern Tacoma. MCT learned of NeoNET's attempt to capture Lok and both megas began waiting for Lok to resurface.

In early 2075, MCT got lucky. Lok snuck out from his home and visited an MCT owned ARcadeYama™ where he won at several arcade games and got himself on the

AR wall of fame. Facial recognition software flagged Lok's smiling and distinctive head and an MCT recovery team was organized and sent to find and retrieve the boy.

Eric O'Malley, a dwarf spider for MCT and marginal decker, saw Lok's alert in the system and recognized Lok from some stolen paydata he sold to Evo a couple of years ago that included notes about NeoNET looking for Lok after the Queen Elizabeth hospital raid. For a finder's fee, O'Malley sold the info to his Evo contacts including that MCT is close to finding Lok.

The MCT and Evo teams descended upon the apartment complex where the Chins, as well as Lok and his sister Ming eu, lived. Evo got there first and as they were escorting Lok out through the courtyard to their vehicles, the MCT team attacked. With the two groups engaged in a firefight, Lok managed to flee and began making his way towards Fisherman's Warf.

With both recovery teams nearly decimated, Evo hired Vory criminals to track down Lok, while MCT, going through the local Yakuza, hire the PCs. Panicked, Ming eu hires runners to find her brother.

By the time the runners begin their search, agents working for Celedyr (and by proxy NeoNET) hear through the rumormill that Lok has been found and is on the run where they too begin looking for him.

## PLOT SYNOPSIS

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On Saturday, January 19<sup>th</sup> of 2075, the runners are hired to locate a missing person, Lui Lok, by a corporate Johnson. Lok is developmentally arrested, mentally scarred, and running for his life after being caught in a firefight between two corporate retrieval teams at his home.

Lok soon boards public transit and heads for his safe place in downtown Seattle, a video game arcade located just south of the Space Needle.

At the same time Lok's sister, who also fled from the firefight, calls contacts she has to find runners to find and bring her brother to her at a safehouse.

Both corporate retrieval teams sustained heavy wounds and their respective bosses decide to hire outside talent to track down the young man in order to avoid any more public and street awareness of their activities.

The Johnson for MCT hires the PCs through one of their contacts while the Evo Johnson uses Vory muscle.

Word gets around enough that NeoNET operatives decide to get involved and hire two Welsh brother's known in the shadows for their ruthless efficiency, to track Lok down.

And the race to get Lui Lok is on.

## SCENE 1: GETTING THE JOB

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### SCAN THIS

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This scene is the standard Meet-n-Greet with some local events added in. It sets up the parameters of the mission as a whole and hints at who the PCs are going to be working for and against. Adjust the contacting contact as needed for the PCs.

### TELL IT TO THEM STRAIGHT

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Typical. Same vague information for a rush job. All your contact told you was, "Meet Mr. Johnson at the Sheraton Tacoma Hotel (South 13<sup>th</sup> street & Broadway Plaza) in private conference room C21."

As you pull up to the hotel you see about fifty protestors across the street holding up signs saying; "Seattle is for Humans!", "Metas are Malicious", and "Bury Troggs Underground!" Looks like Mother's of Metahumans are holding their monthly meeting in the conference halls. But at least you can park in the hotel's parking to avoid the crowd outside and the Knight Errant cops at either end of the street watching the protestors with a wary eye.

On your way to the conference room you pass one of the convention halls. The doors are slightly ajar and there's a sign that reads "Keynote Speaker: Beatrice Jackson." Inside you hear a powerful woman's voice ringing out "and with legal oversight to the Underground our estranged children will gain a level of safety that has been long due!" [Applause].

You finally reach C21. Inside, at the far end of a boardroom table with a single white-noise generator on it, you see a tall and thin Japanese business man who smiles and says, "please, sit. We have limited time."

### BEHIND THE SCENES

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As the runners pass through the hotel, if any of them are metahuman (especially ork or troll) they may be stopped by the attendees under the assumption that they are there to speak at the MoM conference. Beatrice Jackson (Human female African-American, late 50s) lost her ork daughter to anti-meta violence in 2057 and is giving the speech in the convention hall that the PCs overhear,

The Johnson, Ito Watada (Human male Japanese, late 40s), is a Yakuza lawyer who hires the runners to find Lui Lok. Watada is Old Way Yakuza and will prefer to speak to the male humans (if any) in the group first and foremost. He is a man of few words, straight to the point, and expects respect and etiquette from all. In reference to the job he never refers to himself and always uses "my employers" or similar phrases.

Watada will give the players the following information once they agree to take the run: His employers are looking for a young man named Lui Lok who has suffered mental and physical trauma. Lok had escaped from the Queen Elizabeth Hospital in Hong Kong several years ago. Watada's employers finally

found him and attempted to retrieve him early this morning, less than an hour ago, but ran into another team and Lok managed to flee. The other team is presumed corporate and Watada assumes they are still looking for Lok as well. Lui Lok has an adopted sister and both live with relatives in northern Tacoma. Lok also has a part-time job working at a Stuffer Shack™ in Tacoma as part of a Metroplex sponsored work program to place special needs individuals in the workplace. Additionally, Lok attends a small private daycare, also in Tacoma. Watada thinks these three locations are the best places to start looking for Lok or for information or to interrogate those who know him as to where he would be. Watada is fully aware that Lok is probably alone, scared, and prone to over-reacting to surprise stimuli. He also has a short video of Lok that he can send to the PCs' commlinks which clearly shows a gangly young Chinese man with a large and slightly malformed head sitting in fetal position, rocking back and forth, whispering "eight Albert smash."

If asked why the Johnson doesn't just use the team that botched the first attempt to get Lok, he will reply that the team took heavy losses and that with the public heat that has come down it is better to use quieter (and deniable) operatives.

Watada does not know why his employers want Lok, but will not admit to that. He will state that "it is not important" if the PCs ask why. A successful Judge Intentions roll will reveal that the Johnson is probably not in the know as to why Lok is important.

Watada's base pay for the run is 40,000¥ (divided between the runners). Net hits on a Negotiations test (Charisma 5, Negotiations 7 for Watada) will add/subtract 5% (2,000¥) in favor of the winner (maximum 5 hits). If there are no male human runners present, Watada gets a bonus 2 dice to the Negotiations test, reflecting his preference to not pay for "the diseased ones" as they obviously will do a lesser job than human men. To play this out it is best to determine if the PC(s) are going to negotiate before telling them the base sum. Let Watada say, "shall we discuss compensations" and then let the dice determine the outcome. If Watada wins and the PCs are offered less than 40K, then hint at their Johnson's sexism and racism.

Watada will give the PCs 10,000¥ up front and will stress that Lok is to be taken alive. If Lok dies then the total payout will be halved and Watada will want the body (both stipulations he will make sure to stress).

Once the runners have Lok, they are to call Watada to get the location for the drop and final payment.

### PUSHING THE ENVELOPE

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If you want some action for this scene, at any time participants in the anti-metahuman protest outside could break out into violence. Whether they do so on the street or members sneak in to gun down or fire-bomb Ms. Jackson during her speech is up to you. Use Thugs & Mouth Breathers (SR5, pg 381) for standard

protesters, and Gangers & Street Sum (SR5, pg 382) for hotel infiltrators.

## DEBUGGING

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This is the last scene that you want anything going wrong. If you players are prone to derailing things or are relatively new to playing Shadowrun, then it may be best to not include the protests and the MoM convention at the hotel.

There's no intent on Watada's part to backstab or double-cross the PCs. He will freely give them the any information that he has. Watada has guesses as to who the other corporate team that screwed up the original retrieval are working for, but he's not sure if it's Evo, NeoNET, Horizon, or Aztechnology.

## SCENE 2: SEARCH OPTIONS

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### SCAN THIS

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This scene revolves around the player's choices; how and where to look for Lok. The Johnson gave them three locations and they must decide whether to search each one as a team or split up and hit each location in order to save time.

### TELL IT TO THEM STRAIGHT

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You head out of the hotel for your vehicles as you bring up your AR maps of Seattle Metroplex. Zooming in on Tacoma you enter the three addresses that Mr. Johnson gave you and discover that you're about equal distant to each. The estimated travel time for this morning is 20 minutes to the Stuffer Shack™ Lok works at and his school, and about 23 minutes to his apartment complex.

### BEHIND THE SCENES

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There are three locations that the Johnson supplied as possible locations for Lok; that he returned home, that he's hiding at his work, or that he's gone to his school. Lok isn't in any of these places (see Lok in the Crowd scene below) and the PCs will only discover his favorite spot after visiting at least two of the locations.

The first location the players visit will be uneventful save for possibly noticing the two-man team that Ming eu hired (who decided to sit on this location and see if anyone interesting, or Lok himself, shows up). After the runners leave this location Ming eu's team will try and follow them but will quickly bolt if discovered or noticed.

The second location is where the PCs are ambushed by the Vory crew hired by Evo (see Cast Of Shadows, below). If the contact(s) at that location are killed before the PCs learn of Lok's special place (and the PCs survive), they will have a chance to learn about it in the third location. The contact(s) at the second location will also mention that two dark-suited individuals (NeoNET) had visited them about thirty minutes ago.

## PUSHING THE ENVELOPE

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If the players and/or PCs are experienced and well suited for combat, then you can increase the number of goons in the Vory crew as you deem appropriate.

Additionally, Knight Errant may be conducting interviews with witnesses and friends/coworkers of Lok at any of the locations (use Police Patrols Lieutenants x 2, SR5 pg 383) who could decide to stop and interrogate the PCs.

## DEBUGGING

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The worst thing that can happen in this scene is that the PCs do not learn of Lok's love for ARcadeYama™. If the PCs fail to learn of the location from anyone at the 2<sup>nd</sup> or 3<sup>rd</sup> locations, it's possible that someone from the first location will call them having remembered the fact after they left (and if the PCs gave them their contact information/had commlinks not running silent when they met).

Even if everyone in the know dies during the encounter with the Vory, then the PCs should still have the 3<sup>rd</sup> location as well as those from the first location who remember Lok's favorite hang out.

## PLACES OF INTEREST

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### THE THREE LOCATIONS

**Lok's Home:** Lok lives with the Chin's in the Emerald Bay apartment complex (Brakhaven Investments owned via Emerald Management Systems subsidiary) in northeastern Tacoma, near the Sea-Tac Mall. It is a four story building which used to be a hotel. It is rectangular shaped and apartment entrances are only accessible from the courtyard. The courtyard has a large swimming pool and playground/park. The complex has a rating 3 host.

Knight Errant has already swept the crime scene and taken the Chin's down to the local precinct to interview them about the attack earlier today.

If this is the second or third location that the runners visit, then several children playing the courtyard around the Knight Errant crime scene tape and mostly-cleaned blood stains will accost the players and, with sufficient bribes for 10 year-olds, tell them about how Lok talks about the ARcadeYama™ in downtown Seattle and that two scary twins had been here looking around earlier but they (the kids) didn't go near them.

If this is the second location that the runners visit, then the Vory crew will arrive as the PCs are walking away from the children (who will be running off to play in the swimming pool).

**Lok's School:** When not at his part-time job, Ming eu/the Chins pay for Lok to attend the Sunshine Day Care School which is a large two-story house in a lower-middle-class neighborhood of Tacoma that caters to children too young to attend public school as well as special-needs individuals of all ages and is open 24/7 for parents that work non-standard shifts. Matthew Erikson (human male, Anglo, mid-40s) runs the day

care and is a very kind, always smiling, gentleman though his thoughts are scattered as he always has 2-5 young children interrupting him, asking questions, or pleading to play one game or another. He will be very surprised and concerned to learn of Lok's situation for if the PCs mention it, it will be the first that he's heard of it. The school has a rating 2 host.

If this is the second or third location that the runners visit, then Erikson will remember that Lok often talks about how he loves ARcadeYama™ and that he thinks it's the one in downtown Seattle, the one by the Space Needle.

If this is the second location that the runners visit, then the Vory crew will be coming around the corner (having parked their car out of sight) as the runners are finishing up their conversation with Erikson.

**Lok's Work:** A Stuffer Shack a few kilometers south of the Sea-Tac Mall, on the west side of Five Freeway, is where Lok works as a part-time employee. Jason Chaldis (human male Anglo-Asian early 20s) is a stoner twenty-something pimply full-time employee that often works during Lok's shifts and tends to treat him like a younger brother. Maggie T'sarka (ork female Anglo mid 20s) is the day-time assistant-manager typically on duty. The store has a rating 3 host.

If this is the second or third location that the runners visit, then Chaldis will be just cognizant enough to recall that Lok likes ARcadeYama™ in downtown Seattle and that just the other day he wouldn't stop talking about how he made the AR wall of fame for his score in some virtual FPS.

If this is the second location that the runners visit, then the Vory crew will enter the store just as Chaldis is finishing telling them about ARcadeYama™ (reference the introductory Food Fight adventure in the Quick-Start rules of the *Beginner Box Set*).

## SCENE 3: LOK IN THE CROWD

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### SCAN THIS

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This scene provides the climax of the run. The PCs arrive at ARcadeYama™ and find Lok playing an AR version of a paint-ball like FPS game in the arcades courtyard dedicated to activity-based AR games. But both Ming eu's team and the NeoNET twins arrive at nearly the same time with all three rushing to get their hands on Lok.

### TELL IT TO THEM STRAIGHT

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Downtown's always such a mess and Saturday near lunch hour is one of the worst. Tourists are everywhere and the one's not walking seem to have forgotten to just let GridGuide™ take over.

But finally you make it. You walk out of the parking structure and head towards ARcadeYama™. It takes up the first two floors of Tower-West of the KOMO Plaza on the corner of 4<sup>th</sup> and Broad St and you have to walk

through the outdoor AR-dedicated playground of the arcade to get inside.

As you walk through the gate, just as ARcadeYama's AR Samurai Gatekeeper appears asking for ¥20 for basic play access, you notice a giddy malformed young man running round the obstacle course shooting at other kids with outrageously fantastic AR weapons.

## BEHIND THE SCENES

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Lok is playing the live-tag version of Metal MachineGun Madness in the outdoor plaza of the arcade amongst the regular crowd.

Both NeoNET's hired Twins and Ming eu's Runners have also tracked Lok to this location (see Cast Of Shadows, below for both groups).

Ming eu's team spot him first and enter from the eastern gate to the courtyard. Blackrock provides the firepower while Skillz will cover Blackrock and attempt to get commlink address from the PCs if they get their hands on Lok so that she can try and negotiate with them later.

The Twins, Argos and Fenrir, entered the arcade from the front, and will notice Lok through the windows from inside. They will move in once the PCs try and make a move and they prefer the shoot first, count the bodies after approach.

If Lok feels threatened from any particular individual he will try to get away from them while also calling on his registered sprites to protect him.

## PUSHING THE ENVELOPE

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Between Ming eu's team, the NeoNET twins, and ARcadeYama™'s security, there should be enough trouble to keep the PCs worried. Additionally, the PCs will have to deal with Lok, who tends to overreact to people confronting him. Unless they are able to convince the man-child that they are his friends, then they may have to knock him out and carry him or drag him away (both of which may cause passing Knight Errant patrols to take pause).

Additionally, if your players are experienced and/or have an abundance of Matrix or Magic capabilities, you can add additional operatives to ether opponents' teams (or both) in order to balance things out or push the envelope.

## DEBUGGING

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If Lok is killed, the fight is not over until the PCs escape the body for their Johnson (or they could give up, take the 10K they got up front, and just take the hit to their street cred).

If one of the other groups captures Lok, then the PCs will have to follow or track them in order to retrieve him. NeoNET will take him to a safehouse in Everette until later this evening when a corporate team will come to take him away. Ming eu's team will take Lok to Ming eu's friend's place in northwestern Puyallup

where they'll get ready to skip town once again, maybe heading for somewhere in CalFree.

## PLACES OF INTEREST

**ARcadeYama™:** This arcade is in KOMO Plaza, occupying the first few floors of a building on 4<sup>th</sup> and Broad St., as well as an outdoor AR park on its southern side where games that encourage physical activity are played.

The building is 8 meters on the north and runs 35 meters down 4<sup>th</sup> St, 35 meters on the south side, and 44 meters along Broad St. The courtyard extends 20 meters further south down 4<sup>th</sup> St., and 40 meters along the south border, then 12 meters up to meet Broad St., to create a sort of cut-off triangle shaped play area.

The Courtyard is strewn with obstacles, both real and in AR, that are of various odd shapes from boulders to rock climbing walls (with AR interfaces) to amorphous blobs, all of which the FPS gamers are using to take cover from each other as they play.

There is one security guard standing at the entrance from the courtyard to the arcade proper and another that is walking around the courtyard. Both appear as manga-style armored samurai knights with extravagant silicon and foam-rubber costumes that cover their actual armor and weaponry. Inside, there are several other security guards that will rush to their patrons' aid but it will take several combat turns from them to do so.

### ARCADEYAMA™ HOST (RATING 5)

**Iconography:** Modeled after Neo-Tokyo arcade designs from the 2050s, the host sports rows upon rows of games many of which are overlaid on physical machines allowing the players in AR, VR, and the physical world to play together. The games' "consoles" are laid out in a spoke-wheel pattern, the isle of which all lead upward towards the CPU at the center which appears as giant gojira-like monster playing on an equally giant Dance N' Prance Revolt game. IC takes various forms as noted in the security response below.

Legal access costs 20¥ which allows for day use of any of the AR games and most of the VR games. The newer VR games cost between 5 to 20 additional nuyen to play.

ATTACK	DATA PROC.	FIREWALL	SLEAZE
5	8	7	6

#### Security Response:

**Always Running:** Patrol (Red *PacMan* parodies)

**Turn 1:** Probe (ScryEyes from *BloodDungeon* fantasy MMO)

**Turn 2:** Marker (Gymroom Wet Towels from the risqué *High School Pressure Anxiety Good Time* game)

**Turn 3:** Track (Night-goggled Special Ops from *DesertBattle IX*)

**Turn 4:** Scramble (Static Man from *Static Man: The Staticing*)

**Turn 5:** Crash (The Blood Dodge Ball from *Dodge Ball Mayhem*, the live action AR game)

**Turn 6:** Killer (MiniMegaNuke Launcher from *WastedLife: Apocalypse II Again*)

**Note:** Technically, ARcadeYama™ has one security spider that watches over the system but in reality the college kids hired for the job spend most of their time playing the games than watching the system. If something major happens they will alert physical security and are just as likely to freak out and pull the plug on the whole system (and possibly dumpshocking a couple dozen of kids in VR) as they are to do anything constructive.

## GRUNTS AND MOVING TARGETS

### ARCADEYAMA™ SECURITY PERSONNEL

Unlike the security spiders, ARcadeYama™ spares no expense for physical security as arcades have always been prone to become gang hang-outs in addition to the malevolence inherent in pubescent kids and teenagers engaged in adrenaline pumping competitive play. Each security guard wears light body armor that is overlaid with a light foam-rubber outfit that resembles manga robo-samurai-knights and the same goes for their weapons. The guards are keen on stopping violence and protecting the customers.

PROFESSIONAL RATING 3 FEMALE OR MALE HUMANS									
B	A	R	S	W	L	I	C	ESS	
5	5	5(6)	4	4	3	4	3	3.7	
<b>Initiative</b>			10+2D6						
<b>Condition Monitor</b>			11						
<b>Limits</b>			Physical 6, Mental 5, Social 5						
<b>Armor</b>			14						
<b>Skills</b>			Athletics Skill Group 4, Close Combat Skill Group 5, Etiquette (Corporate) 4 (+2), Firearms Skill Group 5, Perception 3						
<b>Augmentations</b>			Cybereyes II [image link, smartlink, low-light vision], Wired Reflexes I						
<b>Weaknesses</b>			Light Body Armor (12), Helmet (+2), Erika Elite commlink						
<b>Gear</b>			Yamaha Pulsar [T, Acc 5, 7S(e), AP -5, SA, RC -, 4(m)], Stun Baton (Club, Acc 4, Reach 1, 9S(e), AP -5, 10 charges]						
<b>Weapons</b>									

## SCENE 4: WHERE'S THE DROP?

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### SCAN THIS

The final scene hinges on whether or not Skillz was able to get a commlink address of at least one of the PCs during the encounter at ARcadeYama™ in the previous scene (which is highly encouraged that she did).

If she did, she will contact the PCs (or one of them) that she got a number for and offer them 20,000¥ for Lok moments after the runners call their Johnson to secure the drop off with him; leaving the runners with a moral dilemma.

### TELL IT TO THEM STRAIGHT

Hightailing out of downtown Seattle as best as you can, you call your Johnson to get the deets on the drop. Watada picks up after only a few seconds.

“Do you have the package? Good. Tacoma docks, warehouse 32 on Taylor Way, please be there within the hour.”

No sooner to you rest your weary mind against the headrest when another call pings on your commlink, an unknown number.

Finally picking up, you here a woman’s voice, “nice work back there. Look, the kid, his sister wants her brother safe, alive. We can give you 20K if you deliver him to her instead of who ever the drek is paying you.”

### BEHIND THE SCENES

It should be clear by this time to the runners that they aren’t working for the good guys. The Johnson admitted that Lok has an older sister. And Lok himself is far from an extracted biological weapons scientist out to create weaponized VITAS.

If the PCs managed to get Lok without harming him or knocking him unconscious, play up his childlike innocence before both the calls. If Lok notices any runner with a commlink, he’ll attempt to play AR games with them during the ride, laughing and smiling as he does. Once Lok has gotten to the hearts of the runners (or at least one of them) then bring in the Johnson with his cold instructions and then the runner-with-a-heart calling and pleading on Lok’s sister’s behalf.

### WHO GETS LOK?

**Sister gets Lok:** Ming eu will arrange for a meet in the northern Puyallup Barrens at a junkyard. She will be accompanied by Skillz, Blackrock, and 4 hired muscle (use Gangers & Street Scum, SR5, pg 382). She will embrace Lok with tears in her eyes and Skillz will hand over thirteen standard credsticks that total 19,740¥. “It’s all that we could get,” will be Ming eu’s plea. If the runners agree to the slightly-less than 20K, she and her brother will drive off in a run down Toyota Gopher, heading east into Salish Shidhe lands (and she doesn’t know where she’ll stop).

If the runners play hardball, withholding Lok until Ming eu can get more money then the best that she

can do is another 10,000¥ after a week. During this time everyone else will still be looking for Lok.

**Johnson gets Lok:** MCT will arrange for a meet at a shell-company warehouse by the docks in Tacoma. Mr. Johnson will have 6 HTR corporate guards with him and will use a VTOL, that is able to park outside the loading dock of the warehouse, to transport Lok to a secret MCT research facility in Everett.

During the hand off, a doctor will come out of the VTOL to take Lok. On seeing the doctor, Lok will start screaming, “Eight Albert Mash,” and crying in frantic horror. He will do everything his child-like brain can conceive of to escape.

Once Lok is secured, the Johnson will hand over several standard credsticks with the full total agreed upon. If the runners were swift, efficient, and caused no trouble (at least for the Johnson), then he will add a bonus of 10,000¥.

**Someone else gets Lok:** It’s possible that the runners somehow got the commlink numbers for either the Vory or the Twins or both. The PCs may try to cause a bidding war between any and all parties that they have access to. The Vory will be able to offer 25,000¥ up front and the Twins can offer 30,000¥. If the runners try to haggle with either party they will get the PCs in touch with the Johnsons that hired them so they will have to haggle with professionals (typically at least 11+ dice for a Johnson’s Negotiation’s test with +/- 5% base offering per net hit in favor of the winner). The Vory will be more likely to double cross the PCs than the Twins, but if either see an opportunity to get Lok without paying they will take it and it’s possible that MCT/the Yakuza and Ming eu will also find the location of the new drop.

### PUSHING THE ENVELOPE

At some point, Skillz and Blackrock will have tracked the runners to the meet with the Johnson, where they will have used the 20K that the runners declined to hire several gangers to bolster their forces as they attempt to take Lok back. You can use this to catch the runners in end-scene firefight or as background “noise” as they’re driving away.

If the runners give Lok to his sister, then you can have either the Vory or NeoNET (or both) track them to the meet at the junkyard for a knock-down drag out fight.

You can also have one (or more) of the various opponents in this mission give chase to the runners as they make their way out of downtown Seattle which could draw the attention of Knight Errant, roving go-gangs, or the like.

### DEBUGGING

Very little should go wrong in this scene unless the players get crazy. Even then, that’s their choice and their characters will have to live or die by it.

## PICKING UP THE PIECES

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### MONEY

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- 40,000¥ total for completing the job for Mr. Watada (modified by +/- 5% for a Negotiations Test), up to 10,000¥ of which will be given up front if asked for.
- 10,000¥ bonus if the PCs swiftly and efficiently bring Lok back alive which Watada will not mention before hand.
- 19,740¥ if the PCs give Lok to his sister with an extra 10,000¥ if they wait a week.
- 25,000¥ (modified by +/- 5% for a Negotiations Test) if the PCs give Lok to the Vory/Evo.
- 30,000¥ (modified by +/- 5% for a Negotiations Test) if the PCs give Lok to the Twins/NeoNET.

### KARMA

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- 2 Karma for each character that survives the mission.
- 2 Karma if Lok is kept alive.
- 2 Karma if Lok is given to Watada/MCT, the Vory/Evo, or the Twins/NeoNET.
- 4 Karma if Lok is given to his sister.
- 1 Karma for the overall difficulty of the mission (increase if more grunts or encounters occurred).
- Bonus Karma based on other encounters or events the GM includes during the mission.

### REPUTATION

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- The Street Cred earned for completing the mission for Mr. Watada (2 Street Cred points) negates the Notoriety for the nature of the run (1 Notoriety point) so it is up to the GM to either award those points and let the PCs decide if they want both or to use the Street Cred to negate the Notoriety or just not award the points at all.
- If the PCs give Lok to his sister, they gain 3 Street Cred and 1 point of Notoriety (for double-crossing their Johnson).
- If the PCs give Lok to either the Vory/Evo or the Twins/NeoNET, they gain 1 Street Cred and 2 points of Notoriety (1 for double-crossing their Johnson and 1 for not even doing so to help siblings reunite and escape the hell that will return to Lok's life).
- If the confrontation at ARcadeYama™ is especially spectacular or violent, the PCs will gain 1 point of Public Awareness.

## CONTACTS

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- If the PCs give Lok to any of the three corporate entities, they will gain that Johnson as a 1/1 contact.
- If the PCs return Lok to Mr. Watada alive and in an efficient manner, then the contact that set up the meet for the PCs will have their loyalty and connection increased by 1.
- If the PCs give Lok to his sister, they will gain Skillz and Blackrock as 2/2 contacts.

## LEGWORK

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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 at a -2 dice pool modifier due to the obscure nature of the subject matter.

In general, this mission has very little legwork to be done. Lui Lok is such a small player, and his life in Seattle these past few years is so under the radar, that only on very successful tests will any real information about him be obtained and it's still vague at that. Additionally, the time constraints on the mission will most likely result in Extended tests or Matrix searches only yielding results after the mission is over.

## LUI LOK

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### STREET, LAW ENFORCEMENT, OR CRIMINAL CONTACT

Net Hits	Information
0-3	No, I think it's "Louie Louie."
4	Yeah, real weird looking kid at a Stuffer Shack in Tacoma.
5+	I heard that name, weird looking kid? There's some rumors that corporate ops got in a dust-up over him. MCT, the Azzies, Evo, and NeoNET are the usual suspects.

## LUI LOK

### CORPORATE CONTACT

Net Hits	Information
0-2	Who's lock?
3-4	Name rings a bell, some corp was looking for him after the Queen Elizabeth Hospital incident in Hong Kong back in '70.
5+	Yeah, I think he's MCT's boy. Experimental technoshaman or something. I heard MCT found him today but the pick up got botched when someone else also showed up to get him.

## LUI LOK

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

Net Hits	Information
Failure	Seattle directory lists a Chin Lui Lok at the Chin's address.
0 (success)	Lui Lok, Chin, is registered with the Tacoma Department of Education as a special needs individual, assigned a work program through Stuffer Shack™.
1	Lui Lok is listed as a patient at the Queen Elizabeth Hospital in Hong Kong from 2068 to 2070.
2	Lui Lok's medical record indicates several physical and mental traumas due to datajack implantations he is estimated to have obtained before he was 1 years old.
3+	Lui Lok is reported as kidnapped from Queen Elizabeth Hospital on June 29 <sup>th</sup> , 2070. Holopic image from hospital archives dated June 27 <sup>th</sup> , 2070 indicates a 84.37% match to the patient in the video supplied by Mr. Johnson.

## QUEEN ELIZABETH HOSPITAL

### STREET OR CRIMINAL CONTACT

Net Hits	Information
0-1	Why, you feeling sick?
2	Sure, it's that hospital what blowed up real good back in '70 in Hong Kong.
3-4	Oh yeah, when it exploded technomancers burst out of it like bugs at an old UB revival meeting.
5+	I heard there was a small rob done the day before the explosion, someone got their brother out of it or something. No one's sure if the two events are related though.

## QUEEN ELIZABETH HOSPITAL

### CORPORATE OR LAW ENFORCEMENT CONTACT

Net Hits	Information
0-2	Hospital in Hong Kong, it's basically where all the technomancers came from and began infecting others after the explosion that set them free back in 2070.
3-4	MCT owns the hospital, they kept technomancers there in the early days of their emergence on the world stage.
5+	Day before the explosion, some kid, technomancer probably, was kidnapped. Some say MCT hit their own hospital the next day to cover up the kidnapping but that's never made sense to me, probably two unrelated incidents...well, except the technomancer connection.

# QUEEN ELIZABETH HOSPITAL

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

Net Hits	Information
Failure	Queen Elizabeth Hospital is located in Hong Kong.
0 (success)	QE Hospital was hit by terrorists in June of 2070. Resulting explosion allowed for many patients to escape. The media's description of the event is the first recorded use of the word "technomancer," which referred to the 10 escaped patients.
1	The hospital is own by MCT and was a site of their research on the technomancer phenomenon. The day prior to the explosion there was a reported kidnapping of a patient there by the name of Lui Lok.
2	Shadow sources claim that MCT performed terrible experiments on technomancers at QE Hospital under the guidance of Dr. Thomas Shalbermat who died in the explosion of June 30 <sup>th</sup> , 2070.
3+	A few buried conspiracy posts on shadow sites link Dr. Thomas Shalbermat to a "Project: ROM" with funding from several San Francisco accounts and includes, supposedly, copies of Project: ROM research on technoshamans, much of which is redacted, with citations to a Project: MB by a Dr. R. T. H.

# CAST OF SHADOWS

## VORY TEAM (EVO)

### DEMETRI “KOSSAK” LUTSENKO

Kossak is a Russian-born ork worked his way up the Vory ladder in Vladivostok after Crash 2.0 and made a name for himself in retrieving personnel whether they were those wanted by his bosses or those who had escaped their flesh-trade markets. He made his way to Seattle in the early 70s and has been doing work that straddles Vory and Evo lines, becoming a go-to when Evo Johnsons want a deniable asset with strings.

Kossak is stoic, gruff, and prone to wearing garish European style outfits accompanied by flashy gold jewelry under his Armani armored jacket. He slicks his black hair back and has piercing blue eyes. He gets to the point, while making sure those listening know it is sharp and violence is always an option.

MALE ORK										
B	A	R	S	W	L	I	C	EDG	ESS	
7	4	4(8)	5	4	2	4	3	3	2.1	
<b>Initiative</b>		12+3D6								
<b>Condition Monitor</b>		12/10								
<b>Limits</b>		Physical 9, Mental 4, Social 4								
<b>Armor</b>		12								
<b>Skills</b>		Automatics 4, Close Combat Group 6, Intimidation 4, Leadership 5, Perception 5, Pistols 6, Sneaking 3, Tracking 6								
<b>Knowledge Skills</b>		Organized Crime 3, Smuggling Routes 3, Russian (N), English 3, Japanese 2								
<b>Augmentations</b>		Cybereyes II [flare compensation, image link, low-light vision, smartlink, thermographic vision], Reaction Enhancers II, Wired Reflexes II								
<b>Gear</b>		Armored Jacket, Erika Elite commlink, Fake SIN (4), Standard credstick (3,219¥)								
<b>Weapons</b>		Ares Predator V [HP, Acc 5(7), DV 8P, AP -1, SA, RC 0, 15(c)], Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]								

### VORY GOONS x 2

The goons accompanying Kossak are professional Vory thugs that have latched on to Kossak’s coattails in the hopes of rising further up the ranks in the organization.

PROFESSIONAL RATING 4										
MALE HUMANS										
B	A	R	S	W	L	I	C	EDG	ESS	
4	5	4(6)	4	4	3	4	3	5		
<b>Initiative</b>		10+1D6								
<b>Condition Monitor</b>		10								
<b>Limits</b>		Physical 6, Mental 5, Social 6								
<b>Armor</b>		9								
<b>Skills</b>		Automatics 5, Blades 5, Intimidation 6, Perception 2, Pistols 4, Unarmed 6								
<b>Augmentations</b>		Reaction Enhancers								
<b>Gear</b>		Renraku Sensei commlink, Fake SIN (3)								
<b>Weapons</b>		Ceska Black Scorpion [MP, Acc 5, DV 6P, AP -, SA/BF, RC (1), 35(c)], Knife [Blade, Acc 5, Reach -, DV 5P, AP -1]								

## THE TWINS (NEONET)

The twins are company men through and through. They were recruited from a street gang by NeoNET in Wales and soon found themselves working as metahuman acquisition specialists for the company as they were shuffled between corporate properties around the world.

They're tall, lean, and in their mid-twenties but act as if they've been doing their job for eons. They dress in fine Mortimier of London business suits and wear aviator sunglasses over their blue eyes.

### ARGOS

Argos is the quicker and more talkative of the two brothers. He is judgmental and quick-witted and prone to bursts of laughter at otherwise inappropriate moments.

Argos wears his shoulder length black hair back in a pony-tail.

MALE HUMAN									
B	A	R	S	W	L	I	C	EDG	ESS
4	4(6)	5(7)	3(5)	4	3	5	4	3	3.9
<b>Initiative</b>				12+3D6					
<b>Condition Monitor</b>				10/10					
<b>Limits</b>				Physical 7, Mental 5, Social 5					
<b>Armor</b>				12					
<b>Skills</b>				Automatics 4, Close Combat Group 5, Intimidation 4, Leadership 5, Perception 5, Pistols 6, Sneaking 3, Tracking 5					
<b>Knowledge Skills</b>				Corporate Safehouses 3, Smuggling Routes 3, Datahavens 4, Cooking 3, Wines 3, English (N), Welsh (N), Gaelic (5)					
<b>Qualities</b>				Bilingual					
<b>Augmentations</b>				Cybereyes II [flare compensation, image link, low-light vision, smartlink, thermographic vision], Muscle Replacement II, Synaptic Booster II					
<b>Gear</b>				Armor Jacket, Erika Elite commlink, Fake SIN (4), Black Mortimier of London business suit, aviator sunglasses.					
<b>Weapons</b>				Ares Predator V [HP, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)]					

## FENRIR

Fenrir is the quieter and stronger of the two brothers and prefers to get up close and personal in combat where he is prone to becoming exceptionally violent.

Fenrir wears his shoulder length black hair loose where he habitually removes strands from his cheeks where it gets caught in his very short-trimmed beard.

MALE HUMAN									
B	A	R	S	W	L	I	C	EDG	ESS
4	4(6)	4(6)	4(6)	4	3	5	4	3	3.9
<b>Initiative</b>				11+3D6					
<b>Condition Monitor</b>				10/10					
<b>Limits</b>				Physical 8, Mental 5, Social 5					
<b>Armor</b>				12					
<b>Skills</b>				Automatics 4, Close Combat Group 6, Intimidation 4, Leadership 5, Perception 5, Pistols 5, Sneaking 3, Tracking 3					
<b>Knowledge Skills</b>				Corporate Safehouses 3, Smuggling Routes 3, Datahavens 4, Norwegian Metal 3, Men's Fashion 3, English (N), Welsh (N), Gaelic (5)					
<b>Qualities</b>				Bilingual					
<b>Augmentations</b>				Cybereyes II [flare compensation, image link, low-light vision, smartlink, thermographic vision], Muscle Replacement II, Synaptic Booster II					
<b>Gear</b>				Armor Jacket, Erika Elite commlink, Fake SIN (4), Black Mortimier of London business suit, aviator sunglasses.					
<b>Weapons</b>				Ares Predator V [HP, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)]					

## FAMILY FRIENDS (MING EU'S TEAM)

### JACKIE "SKILLZ" YAMATACHI

Skillz is a child of Seattle. She was born to middle class parents in Everett and ran away when she was fifteen out of simple boredom. She then took to pan handling, then joined up with a couple of gangs over the years until she drew the attention of the Triads as a capable gopher. Always trustworthy, but never one for long-term loyalty, Skillz went independent in her early 20's and has been running the shadows ever since.

Skillz sees herself as a true Robin Hood figure and is a sucker for pro bono runs.

She is of mixed Asian ancestry and wears her long dark hair in various styles but ties it back for runs. She never hides her dark brown eyes unless a job calls for it.

FEMALE ELF										
B	A	R	S	W	L	I	C	EDG	ESS	
3	4	3	2	4	4	4	7	4	6	
<b>Initiative</b>		7+1D6								
<b>Condition Monitor</b>		10/10								
<b>Limits</b>		Physical 4, Mental 6, Social 8								
<b>Armor</b>		8								
<b>Skills</b>		Acting Skill Group 5, Blades 2, Cracking Skill Group 4, Electronics Skill Group 4, Clubs 4, Etiquette (Street) 5 (+2), Forgery 4, Intimidation 4, Leadership 4, Locksmith 4, Negotiations 5, Perception 4, Pilot Ground Craft 1, Pistols 4, Stealth Skill Group 2, Unarmed Combat 3								
<b>Knowledge Skills</b>		Business Fashion 4, Seattle Sports Teams 4, Triad Operations 3, Street Gangs 3, Seattle Bars & Nightclubs 3, Cantonese (N), English (N), Japanese 4 Bilingual								
<b>Qualities</b>		Renraku Tsurugi								
<b>Cyberdeck</b>		Armor, Blackout, Browse, Decryption, Encryption, Exploit, Stealth								
<b>Programs Loaded</b>		Armored Business Clothes (8), Ford Americar, Trodes, Hermes Ikon commlink, Fake SIN (4) x2, Fake Licenses (4) x 4, 10 stealth tags, jammer (area, rating 4), micro-transceiver, lockpick set, tag eraser, standard credstick (2,495¥)								
<b>Gear</b>		Browning Ultra-Power [HP, Acc 5, DV 8P, AP -1, SA, RC -, 10(c), silencer, concealed holster], Knife [Blade, Acc 5, Reach -, DV 3P, AP -1], 2 Smoke Grenades [Grenade, DV -, AP -, 10m blast], Walther Palm Pistol [HO, Acc 4, DV 7P, AP -, SS/BF, RC -, 2(b), concealed holster]								
<b>Weapons</b>										

## BLACKROCK

Blackrock was a Chulo ganger in the Puyallup Barrens until Skillz met him and it was like he had found the sister he had never known. He is protective of her to a fault and enjoys keeping the attention off of her in combat.

Blackrock is of West African descent. He wears his black hair in a short cropped Mohawk. His dark black eyes are intimidating to most (even if he wasn't a troll), and he loves his Concrete Dreams emblazoned armor jacket which has tens of patched repairs to it, mostly due to knife attacks and bullet holes.

MALE TROLL										
B	A	R	S	W	L	I	C	EDG	ESS	
10(12)	2	3(5)	7	3	2	3	2	1	1.56	
<b>Initiative</b>		8+3D6								
<b>Condition Monitor</b>		13/10								
<b>Limits</b>		Physical 9 (11), Mental 4, Social 3								
<b>Armor</b>		19								
<b>Skills</b>		Animal Handling 2, Archery 5, Pistols 6, Running 3, Survival 3, Unarmed Combat 4								
<b>Knowledge Skills</b>		Puyallup Barrens 4, Seattle Gangs 4, Mid-century Rock Bands 4, Coin Collecting 3, English (N), Aztlaner Spanish (3)								
<b>Augmentations</b>		Aluminum Bone Lacing, Cybereyes II [flare compensation, low-light vision, smartlink, Thermographic vision], Dermal Plating II, Skillkack III, Skillwires III, Synaptic Booster II.								
<b>Gear</b>		Armor Jacket (12, chemical 3, fire 3, non-conductivity 3), Transys Avalon commlink (hot sim), Helmet, standard credstick (874¥)								
<b>Weapons</b>		Ruger Super Warhawk [HP, Acc 5(7), DV 10P, AP -3, SS, RC -, 6(cy), explosive rounds, concealed holster], Combat Knife [Blade, Acc 6, Reach 1, DV 9P, AP -3], 3 Frag Grenades [Grenade, DV 18P(f), AP +5, -1/m blast], 3 Thermal Smoke Grenades [Grenade, DV -, AP -, 10m blast]								

# THE MISSING PERSON

## LUI LOK

Lui Lok has had a hell of a life, if one can even call it that. He spent a large part of his childhood in the Matrix and when in the physical world he spent it terrified of Dr. Halberstam. Then he was passed through Hong Kong orphanages until he was finally adopted by the Lui family. And just as things began to normalize for him he was kidnapped once again for experimentation.

Once freed from Dr. Halberstam a second time, his sister took him to Seattle where life for Lok became nearly idyllic; a family life with his sister and the Chins, an upstanding day care and schooling facility, and even part time work at a Stuffer Shack™. The one Achilles heel that Lok has is his addictions to arcades. That and his fear of lab-coat doctors.

While being one of Dr. Halberstam’s first “patients”, the developing Lok misinterpreted his captor’s name as “Albert smash.” Lok was given various Matrix educational tutorials and a random connection is brain made was around the word of octopus. It sounded much like the title Halberstam used, “doctor,” and it also meant “eight” to Lok. Thus he vocalizes his life-long fear as “Eight Albert smash.” It is not expected for the PCs to ever come close to understanding what the phrase means. His sister has never figured it out and even to Lok, on a cognitive level, doesn’t know what it means save that it is the embodiment of all that is terror to him.

Lok is of Chinese ethnicity. Always disheveled back hair sits atop his oddly shaped head. He wears white T-shirts and jeans over his very thin frame, with a heavy jacket on cold days.

MALE HUMAN										
B	A	R	S	W	L	I	C	EDG	R	ESS
2	2	3	2	3	5	6	2	1	6	5
<b>Initiative</b>				9+1D6, Hot VR: 11+4D6						
<b>Condition Monitor</b>				9/10						
<b>Limits</b>				Physical 3, Mental 7, Social 4						
<b>Armor</b>				3						
<b>Skills</b>				Compiling 7, Computer 5, Cybercombat 4, Decompiling 6, Electronic Warfare 5, Hacking 6, Hardware 3, Registering 6, Software 11						
<b>Knowledge Skills</b>				Deep Resonance & Matrix sites 5, Video Games 5, Stuffer Shacks 2, Cantonese 2, Japanese 1, English 1						
<b>Augmentations</b>				Datajack						
<b>Living Persona</b>				Device Rating 6, Attack 2 (3), Sleaze 6, Data Processing 5, Firewall 3, Submerged Grade 2, Fading Resistance 9 Dice.						
<b>Echos</b>				Attack Upgrade, NeuroFilter						
<b>Complex Forms</b>				Cleaner, Editor, Static Veil, Pulse Storm, Puppeteer, Resonance Spike						
<b>Registered Sprites</b>				Crack Sprite (level 4), Fault Sprite (level 4)						
<b>Gear</b>				Standard credstick (219¥), Meta Link commlink						
<b>Weapons</b>				None						
<b>Notes</b>				The extensive early-childhood datajack, and datajack upgrades as he grew, have done significant damage to his Essence (far beyond the standard 0.1 Essence loss for a standard datajack), which is why his Essence is 5.						