

B O R N I N F I R E

A Shadowrun™ Tournament

by Matthew Wrycraft

Version 1.1

Adventure Background

Peter Anton Wingrove is a Grade 4 Initiate Wyrms Druid and member of the London Lodge of Britain's Druids. Wingrove has close ties with the Lord Protector's Office and, with contacts in the government, had been controlling illegal drug traffic in to Seattle in UCAS. His activities stopped three years ago when Hanzo Shotozumi; Oyabun of Seattle's Yakuza, sent a group of Shadowrunners over to London stop 'foreign rivalries' from imposing on the city's drug trade. These 'runners were Jam; a mage-musician, Slide; a mercenary, Sleaze; a decker and Raze; a 'Samurai'. Smuggled into London by the Yakuza they hunted down Wingrove and finally caught up with him on Glastonbury Plain, far too close to Stonehenge for comfort.

There they attacked - not the best decision ever made- and soon realised they were out-classed. Wingrove had magical aid from an Ally spirit called Moedulas. Sleaze, the decker, was the first to die - fried by Wingrove's Hellblast. Then the Ally spirit attacked Slide with its sorcery, a mental blast that would mean death to the merc. Raze, after wrestling free of another of the druid's spirits (in this case a earth elemental) brought his SMG to bear and fired, dropping Peter Wingrove and giving the Shadowrunners the break they needed to cut their losses and run. Moedulas, with Raze's actions against his conjurer, was given the opportunity for freedom and took it. A painful twist of fate, perhaps brought about by the close proximity to Stonehenge, stopped the spirit in his tracks. His attack on Slide had opened a link between them in the Astral Plane and Moedulas was forced in to the dying body of the Mercenary. He was trapped and awaited a new form of death. But, it wasn't to be; the spirit's energy kept the body alive and 'Slide', and his friends walked away from the worst, and last, Shadowrun of their career.

Once back in Seattle they decided to leave the 'shadows' and, with Jam's contacts in the music business, they formed a band with Rogue; a singer, Ali; a sasquatch, and Animal; a dwarfen drummer with a Heavy metal fetish. Moedulas, still trapped in the body of Slide, decided that he actually liked the 'physical' plane and set about learning to play the Synth-Axe with Jam. After finding a manager in Damien Harvey and with Raze taking role of bodyguard they hit the circuit as "Born In Fire" (It was 'Slide's suggestion!).

Recent Events

Three years later Born In Fire (BiF) have yet to make it big-time and even Rogue's amazing vocals haven't changed the fact that moneys are getting a little low on the ground.

Moedulas' different outlook on life had become increasingly more obvious and ten days ago, after being challenged, he finally explained everything to Jam; from his summoning at Stonehenge to the entrapment in Slide's body. The two decided that, for the group's sanity, their secret should remain exactly that. Unfortunately their manager over-heard the conversation and came to the conclusion that the Lord Protector's Office in London would be very interested in a rogue free spirit and a group of Shadowrunners that caused a lot of trouble back in 2051. Harvey also needed money. Like most music people working the clubs in Seattle he was in debt to the Yakuza and figured that the substantial reward that would soon be coming his way would be more than enough to pay the Yaks off.

He arranged for a three night club date in London at the Toxic Shock night-club and explained to the group that his contacts abroad indicated that BiF are popular in London and a tour would revitalise the band. It took a little persuading but they finally agreed. Everything was arranged and as the group climbed onto a Sub-orbital at Seattle-Tacoma Airport Damien Harvey smiled: This dead-end band would soon be gone and he would soon be rich.

At Primrose Hill in London the fully recovered Peter Anton Wingrove received a very interesting message through internal dispatch regarding a rock band from across the pond...

Plot Synopsis

The PCs start the adventure in the Toxic Shock night-club in the West End of London. They have been in London less than a day and have yet to book into a hotel. Just as they are about to finish their set an Interrogation Squad of His Lord Protector's Templars enter the night-club and, in an unashamed act of violence, try to take the PCs in for "Questioning", killing innocent clubbers during the attempt. The runners head out the back right into the club owner; Emmy Silvereyes, who informs them that their manager has just made a very hasty exit! Emmy can tell them that he was arranging to meet with someone after 'the delivery' and that the name Blue Haze was mentioned.

With this information they can track down Damien Harvey, a course of action which finally takes them into the heart of the Lambeth Containment Zone (the "squeeze"). There they find Harvey, Blue Haze and Malik - a gang leader and shadowrunner. The PCs learn that Harvey has sold them out to their old enemy Wingrove, who is still alive, and that the druid has betrayed him also. Harvey will also inform the rest of the PCs of Moedulas' and Jam's secret. As long as they don't kill him he can arrange (through Malik) a fast exit from the country. Once they have fended off a group of Templars led by the vicious Abrahams; a samurai-killer, and Clancey; a powerful mage, they are told by Malik that his organisation cannot help them unless they can reduce the heat on them i.e.. take out Wingrove. Not an easy task and it's quite possible that Wingrove will attempt an astral quest to learn the true name of Moedulas and therefore recapture him. Fortunately Haze knows of Serena; an expert on spirits who may be able to help.

From there they can attempt to break into Wingrove's residence in Hampstead or see Serena. The Hampstead Mansion is a perpetual fortress and will take some exceptional skills to enter. Serena, a free spirit, owns a shop in the West End and, mysteriously, knows a lot about the PCs. She also knows the ritual to break Moedulas free of Slide's body. This will result in the Merc's proper death. Once free either Moedulas or Serena can open a gateway into the Astral Plane and all the PCs can enter and take on Wingrove or they can break into his Hampstead Home.

Notes for the Games Master

The PCs do have contacts in the music business in Seattle but they will be of little help in London.

The *Contact List* shows what information they do know.

They have some money but they can only buy items they can legally take through English customs.

Note that the exchange rate is 1¥ to £2.50.

Many of the locations in the adventure are taken out of the London Sourcebook. Access to that book would be useful but is NOT required for the Tournament; a summary of London has been included.

The adventure Starts at 22.23hours on Saturday the 15th of May 2055 and most of the encounters are presumed to take place relatively shortly after.

Running the Tournament

The tournament should reflect the foggy, cosmopolitan, creepy atmosphere of the "Smoke".

The PCs could very easily get side tracked. They should feel watched and hunted all the time by the Templars and the need for speed. Make them paranoid - the more, the better. They will be travelling quite a lot around the city but this will be uneventful and should be glossed over.

The tournament could take some time to complete so keep the players moving. If they're good, and fast, they should finish it.

The threat ratings have been added to give some idea of the relative strength of the NPCs. They should be adjusted if necessary for maximum dramatic effect.

Regarding Ali - be relatively lenient with the imitation skill and note that as a dual natured being his stats remain the same irrespective of which plane he is functioning on. Dual beings are detailed on p.148 SR2 hardback.

Try to encourage the player of Slide/Moedulas to keep his nature a secret in the Preparation time.

This is something that is best if it comes out in play.

Players Introduction

It took Mr Harvey a lot of persuading to get you to come over to London. 'Born In Fire' has not been the success you hoped it would and Damien reckoned that, what with your greater popularity in Europe, a short tour should help your flagging careers. Lets face it - it couldn't get any worse. It's been three years since the band was formed and you still haven't managed to "Cut Wax".

So after he hastily made a few arrangements you climbed onto the Sub-orbital for the trip across the "Pond". One hour later you touched down at Heathrow Airport and took short commuter flight into central London. 'The Smoke' as it is called certainly lives up to it's name; grey, foggy, almost gothic in nature. It gives you the feeling of history stubbornly refusing to accept the modern age and medieval architects gone wild. The centre of Europe's most important city lies shrouded under a series of domes designed to keep out the worst of the pollution so prevalent in the 'plex, although these have failed in their function and now give London a dark, broody atmosphere.

A Black Cab ride later through the capital and your deep in the cosmopolitan West End and outside the Toxic Shock; a wild night-club decorated like the inside of a human head (you would imagine). Once introduced to Emmy Silvereyes, manager, you prepare for the concert. Within two hours 'Born In Fire' are ready to Rock!

The beginning

The crowd below you move like a single creature hypnotised by the voice of Rogue, the chords of Jam's guitar, and the crash of Animal's drums. The music rocks, rolls, sighs and explodes in the hearts of the people in the Toxic Shock. Rogue's harmonies in the song 'City of Shadows' bring tears their eyes and Al's crystal clear Siren's call shocks them into a sudden silence which lasts but an instant before the cheers roar again. It's gonna be a good night! Then a burst of gunfire from the back of the club and a crash of cymbals signifies the death of Animal; three neat holes puncture his chest. The suits swiftly move through the crowd, their weaponry, their uniforms, everything evidence that they are Templars - agents of the Lord Protector's Office; Britain's Government. Just visible at the back a dark haired man; his gold cybereyes glowing, points straight at you and the suits move in.

The gold eyed man is Abrahams, a big hitter in the Lord Protector's office and a friend of Wingrove's. During the concert Harvey contacted the druid and Wingrove decided to send over Abrahams, Clancey and a squad of agents to bring in the runners for 'questioning'. Harvey left about five minutes ago after making another phone call; this one to Blue Haze, a decker and member of a shadowrunner team who will smuggle him out of the country.

The fight in the night-club will be very confused. The agents will have difficulty getting across the club which should give the runners enough time to leave quickly. There will be bullets flying all over the place but very few, if any, will actually hit. The agents and the PCs only have a 2 in 6 chance to see each other on any given action and all perception checks, including target numbers are at +8 due to minimal light and glare.

Once in the back of the Toxic Shock they run into Emmy Silvereyes, the manager of the club and an ex-shadowrunner. She will hastily tell them that Damien Harvey left the club by the back exit a few minutes ago, after making a phone call. He mentioned something about a delivery on the phone and the name 'Blue Haze' was mentioned a once or twice. Emmy doesn't know anything further but was rather impressed by the band's performance and will give them the name of Beni - a troll who may be able to help them. He can be contacted at The Unicorn on BTG 713(202-4481). They should leave by the rear exit as quickly as possible.

Once outside in a back street they encounter two further agents watching the back door.
 After they've sorted them out they'd better leave the area real fast!

Templar Agents (10)

BODY	5		<u>Skills</u>	
QUICK	5		Firearms	5
STR	4		Unarmed Cmt	6
CHR	2		Negotiation	2
INT	5		Car	3
WILL	3			
REA	5+2D6			
ESSENCE	5			
THREAT	3	PROFF	3	

Cyberware

Boosted Reflexes 1

Smartlink

Equipment

Vest with plates(4/3)

I.W.S. RS2(equal to Ingram Smartgun) with smartlink

1 spare clip

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC

STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Although the agents of the Lord Protector's Office seem to come from the same mold they are not mindless troopers. Each has training in tactics and negotiation and some of them even have families. These men are not prepared to give their lives up for the government (though few will admit this). None of the agents know anything about Wingrove or Harvey; they're just following orders from Abrahams.

James ABRAHAMS - Male Human - Samurai

Age: 32 Dark brown hair, strong features, Gold cybereyes

BODY	6(7)	<u>Skills</u>	
QUICK	4(6)	Armed Cmt	5
STR	6(8)	Corp Etiquette	4
CHR	2	Firearms	8
INT	5	Stealth	6
WILL	5	Unarmed Cmt	6
REAC	9+3D6	Interrogation	8
ESSENCE	0.3		
THREAT	6	PROFF	4

Cyberware

Gold Cybereyes with Low-light, thermographic and flare compensation

Dermal Plating 2 Muscle replacement 1

Retractable hand razors Wired reflexes 2

Smartlink

Equipment

Armour Jacket 5/3

Bond & Carrington PW20s (equal to Ares Predator with Smartlink) Signature Gun (See *New Weapons*)

I.W.S RS2 (equal to Ingram Smartgun) with Smartlink

2 clips spare ammo for each

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Abrahams is simply a killer. He used to work as a bounty hunter and travelled the world hunting his prey before finding permanent employment in the Lord Protector's Office. He has driven

and will stop at nothing to find his victims. Abrahams has simply crossed the line of sanity - he will not return.

CLANCEY - Male Human - Grade 1 Initiate

Age 28 Black hair, handsome, dark features

BODY	2(4)		<u>Skills</u>	
QUICK	4	Conjuring		3
STR	2	Firearms		3
CHAR	2	Sorcery		6
INT	5	Unarmed Cmt		4
WILL	6	Latin(Centering)		5
ESSENSE	6		<u>Spells</u>	
MAGIC	6	Manaball		4
REAC	4+1D6	Confusion		4
THREAT	4	Detect Enemies		5
PROFF	3	Power Bolt		5

Shielding Dice 5

Equipment

Armour Jacket 5/3

I.W.S RS2 (Equal to Ingram Smartgun SMG) with Lasersight

- Quickened Spell - Detect enemies (4 successes)

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Where Abrahams is fire, Clancey is ice. He keeps his head in every and all situations and has, in the past, had to calm the samurai down when he has gone over the edge. Clancey does have faults, however. He has both a conscience and a little mercy.

Emmy Silvereyes - Female Human - Club owner

Age 36 Strikingly attractive with dark skin and silver eyes

BODY	2	<u>Skill</u>	
QUICK	2	Etiquette(Media)	4
STR	3	Etiquette(Street)	3
CHR	5	Negotiation	5
INT	4	Firearms	3
WILL	4		
ESSENCE	5.8		
REAC	4+1D6		
THREAT	3	PROFF	2

Cyberware

'Zeiss' Cybereyes with Low Light, Thermographic, Flare Compensation

Equipment

I.W.S P20 (equal to Ares Predator)

PHYS	+1/-1		+2/-2			+3/-3			UNC
STUN	+1/-1		+2/-2			+3/-3			UNC

Emmy, isn't new to the biz and when Harvey contacted her regarding Born in Fire she was genuinely interested. She had heard that the band were pretty good but had been unlucky not to get onto wax. The woman is both shrewd and careful. She also realises that these guys need a break and is concerned about Harvey's phone call. Silvereyes doesn't want to get involved but will cover for the PCs whilst they get out of there. After everything has sorted itself out she might even offer them another date, preferably without Templars this time...

Tracking Down Damien Harvey

The PCs are in the unfamiliar dark streets of London with Lord Protector's Office agents after them. Harvey obvious knows something and Blue Haze (whoever he is) may be able to shed some light on the situation.

The PCs really have the following options:

1. Contact Beni the Troll.
2. Find a Place to stay.
3. Ring contacts in Seattle for help.
4. Give themselves up/ Contact the Lord Protector's Office.
5. Leave the country.

Each is dealt with below;

1. Beni the Troll

You enter the Unicorn and scan the place for Beni. Decorated in clean modern pastel colours, the Pub (that's short for Public House, or 'bar') looks more like a watering hole for stock-brokers than a troll bar. Small groups of suits discuss corp business and you quickly feel out of place. Then you see him. Sitting over at the bar, talking to the elven barmen is 2 and a half metres of troll in an Italian suit. Must be Beni.

If the PCs ring the number (possible from any one of the public Comm Units in the streets of the West End) they are answered by Arven Morn, the elven manager of The Unicorn. He puts them through to Beni who promptly tells them he "don't deal wiff people on da BT" and they should come over. The address is 46 Soho Square - a short journey.

Beni - 2 and a half meters in height and dressed in a Italian suit sits by the bar talking to the manager. He has never heard of Harvey but knows that Blue Haze is a Shadowrunner who frequents Toadslab - a Fry-Up restaurant at 458 Bethnall Green Road in Bow, East London. Beni can also obtain

equipment for them quickly for twice normal cost (Sterling only) within the hour but only those items with an availability of 4 or less. All guns he obtains will be British make. See *New Weapons* for details,

Arven Morn knows quite a few people and can get them a van for a £5000 deposit. He also knows that Haze is a decker and he hangs out with Malik an Ork gang member of the Rabid Black Boys. The Boys' turf is in The Squeeze (Lambeth Containment Zone). Morn knows that Wingrove is a Wyrms druid in the lodge at Primrose Hill but he will not mention this unless directly questioned about the druid. If the PCs want more information on Wingrove Morn will direct them to Tribal; a Decker-Bar in Oxford Street "there should be someone there willing to help you".

Beni - Male troll - Fixer

Age 25 Terribly ugly. One very large horn

BODY	9	<u>Skills</u>	
QUICK	3	Street Etiquette	4
STR	9	'Fixing'	7
CHR	2	Unarmed Cmt	4
INT	3	Armed Cmt	3
WILL	2		
REAC	3+1D6		
ESSENCE	6		
THREAT	3	PROFF	2

Equipment

Data reader

Knife

PHYS	+1/-1		+2/-2			+3/-3			UNC
STUN	+1/-1		+2/-2			+3/-3			UNC

Beni is your typical 'east-ender' from London; friendly, suspicious and trustworthy all rolled into one. As long as the moneys right he is not bothered with the legality of anything he aquires.

The troll does have quite a lot of money and is never seen in town without his made-to-measure(!) Italian suit; gangster-style three-piece with all the trimmings. Beni (short for Benyllin - his parents had a sense of humour) takes his dress sense VERY seriously and a few customers in the past has been strung up outside the Unicorn because of a casual remark.

Arven Morn - Male Elf - Bartender and Manager

Age approx. 30 Splash of blond hair and very pale blue eyes

BODY	5	<u>Skills</u>	
QUICK	6	Etiquette (street)	5
STR	5	Rumormill	4
CHR	4	Firearms	8
INT	5	Unarmed Cmt	4
WILL	4		
REAC	5(9)+3D6		
ESSENCE	2.5		
THREAT	4	PROFF 3	

Cyberware

Wired Reflexes 2 and Smartlink

Equipment

Defiance T - 250 Shotgun. Just in case of trouble...

PHYS	+1/-1		+2/-2			+3/-3			UNC
STUN	+1/-1		+2/-2			+3/-3			UNC

Arven Morn is an ex-bounty hunter and owner of the Unicorn Public House in the West End of the London. Stoic and a little threatening, he says nothing that he doesn't consider important. When he does talk it is very easy to think that he is nervous; Morn never makes eye contact.

2. Finding a place to stay

Fortunately for the them there are a few places to stay (cheaply and semi legally) in the West End. The locations and basic information can be obtained by phoning the Visitors Helpline (BTG 008-4211), clearly marked at any Comm Unit.

They are as follows;

The Crescent Moon at 81 Edgware Road. BTG 713(446 9247) - Average

Hotel Thursday at 22 Bedford Way. BTG 713(241 1769) - Cheap

Julian Hotel at 8 Broadwick Street. BTG 713(272 1420) - Average

Nightingale Hotel at 11 Devonshire Street. BTG 713(818 4227) - Cheap

The Standard at 181-2 Gloucester Place. BTG 713(872 1115) - Luxury

Status Quo at 188 Charles Street. BTG 713(315 2948) - Average

Prices are £25 per room(cheap), £160 per room(Average) and £1250 per room(luxury).

3. Phoning Contacts

The PCs can phone contacts in Seattle if they wish. The *Contacts List* gives information on role-playing this course of action. Bear in mind that Seattle is 8 hours behind London time.

4. Giving themselves up/Contacting The Lord Protector's Office

The PCs can walk into the local Police Station if they wish. The Metropolitan Police will not take their story seriously at first - "bloody septic cranks". But will call the P-Office if they start talking about the events at the Toxic Shock etc.

Abrahams and Clancey arrives quickly and takes the PCs to Wingrove's Hampstead home under armed guard. The PCs have botched big time and should have a hard job beating Wingrove, Abrahams and Clancey under these circumstances. Wingrove just wants Moedulas and will make the short lives of his companions very painful.

(Note: This writer does not expect the PCs to take this rather extreme course of action. But, you never know...)

Phoning the Lord Protector's Office will bring slightly different results. During office hours (9 - 5) they will have to wait for at least five minutes before the phone is even answered, then transferred around the different departments at least six times. Persistence will pay off however. They will finally be put through to the Administrative Bureau where, due to a error, they will be faxed the home address of Peter Anon Wingrove and promptly cut off! Outside Office hours and all they get is an ansa-phone.

If they actually visit the Lord Protector's Office at Chancellery Lane they will be left in a waiting room (to rot...)

It is possible that they may decide to tell the Office about the shadowrun at Stonehenge and Wingrove's drug dealings. They will ignored as the Druid is well... a Druid! If they persist the PCs will be retained until the arrival of Interrogators i.e. Abrahams and his men.

5. Leaving the country

Leaving Britain will prove impossible without help. All the Airports, Seaports and the Chunnel are being watched by Templars.

Following up the clues

There are a few leads the PCs can follow after their encounter with Beni and Morn:

1. Toadslab
2. Malik and the Rabid Black Boys
3. Primrose Hill
4. Tribal

1.Toadslab

The toadslab seems more like an organised punch-up than a restaurant. The people here are mostly orks and obviously enjoy having their meals 'flipped' to them by the management as much as eating the stuff. Saying that, the food looks like it's been designed more as projectile weapon than as a source of nourishment!

Toadslab is a rather chaotic restaurant in Bethnall Green Road frequented by orks throughout east and south London. The restaurant's speciality is "toad in the hole" and is certainly very popular amongst the clientele. Buying drinks here is the easiest way to gain information and most of the orks know of Blue Haze. Although not an ork himself Haze has close ties with The Rabid Black Boys.

For 100 'quid' one young ork named Carlos will take them to No 26 Paradise Street; a crumbling Victorian house a stones throw away from the river Thames in Bermondsey, and the 'Black Boys' "doss house". The leader of the gang, Malik, has connections in the underworld and has, in the past, arranged for people to be smuggled out of the country. Oh yea, and some time ago (about 45mins after he left the Toxic Shock) a man met Blue Haze outside and they left pretty fast!! Any of the orks here can give them the information but only Carlos will take them to the Black Boys' house.

Carlos - Male Ork - Street Kid

Age 17 Greasy black hair, faded "Metahuman Testing - No Thanks" T-shirt

QUICK 4 Etiquette(street) 4
 STR 3 Unarmed Cmt 3
 CHR 2 Stealth 5
 INT 2
 WILL 1
 ESSEENCE 6
 REAC 3+1D6
 THREAT 1 PROFF 1

Equipment

Knife

£5.67 in small change

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Carlos is both brash and cowardly at the same time. His voice, always loud and obtrusive, can easily be heard across a room and he is the first to stand and say "I" whenever there is a chance of money being involved. Carlos, for all his loudness, is never around when the bullets start flying; sneaking off before even guns are drawn.

2.Malik and The Rabid Black Boys

Malik is the leader of the Rabid Black Boys; an Ork street gang who usually call the area around Bermondsey, on the South Bank, their home. Gang colours are a rabid dog on a black background and fangs tattooed at the corners of the mouth. The gang has 34 members.

Finding the gang, once in the Squeeze, shouldn't be much of a problem as Malik has quite a big reputation as a shadowrunner and most people know that the gang are prominent in and around Bermondsey. Members of the gang can easily be found talking in door-ways and crowding in local Fish'n'Chip shops. A few careful words and the PCs will be taken to 26 Paradise Street to meet Malik.

Throughout their search for the gang, either with or without the help of Carlos, the PCs should be reminded of the poverty and near anarchism of the Lambeth Containment Zone. Crime is rife and guns are carried openly on the streets. Entire families sit huddled in doorways and paranoia seems the way of life here.

3.Primrose Hill

The PCs may try to go-to or contact Primrose Hill; the central lodge of the New Druidic Movement. The results will ultimately be the same as at the Lord Protector's Office. Although they will find it much easier to confirm that Wingrove is still alive. They will Not be able to obtain any more information about the druid.

4.Tribal

The Tribal is both dark and loud. Split onto two levels, the restaurant/bar sees the younger type of customer. On the bottom level a 'Cyber-Punk' band billed as "Society Sux" thrashes out their noise much to the cheering of the crowd. Up on this level though the noise is quieter and you can just here yourself think

Tribal is a small restaurant and bar at 161 Oxford Street. Split onto two levels with a overhanging balcony, it is both cheap and noisy. On the bottom level a stage is set up for live acts and this evening the Electro-Slam group "Society Sux" is wowing the crowd with their ear-piercing vocals. At the back by the door sit the deckers, an elitist group of teenage Data-Jockeys prepared to try any system for the right money. They are;

Charles - male human no older than 16 years of age

Linna - Ork female about 20

Jargon - a spaced-out male human about 18

Ice - suspicious looking elf with a bad attitude.

For £10k one of them will crack into the Primrose Hill System and deliver them information on Peter Wingrove (*Players' Handout 1*). They won't touch the Lord Protector's System - that's far too hot, even for them.

Actually talking to the deckers could prove a problem. Even though they understand English perfectly they use 'decker-slang' when talking to outsiders; using phrases such as "slot and play" for 'speak' and "jack-out" for 'go away'. You get the picture.

NOTE: It is very possible that the PCs will ask one of the deckers to run Matrix Cover for them when they attack Wingrove at his home. This is covered later in the appropriate section.

The Deckers

Charles, Linna, Jargon and Ice all have the following stats.

BODY	2	<u>Skills</u>	
QUICK	4	Computer(Decking)	8
STR	3	Electronics	5
CHR	4	Tekno-Jargon	6
INT	6		
WILL	5		
REAC	5+1D6		
ESSENCE	5.8		
THREAT	3	PROFF 1	

Cyberware

Datajack

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

The deckers are all the same when it comes to once thing - their love of technology. They are also are very sure of their computing skills and find it very easy to brag about there abilities, much the each others detriment. Oh yes.. and they all loath mages.

Finding Harvey, Malik and Blue Haze

Paradise Street sits nestled close to the Thames on the south-side of the river. Many of the buildings here have long since fallen into disrepair. Standing both in the street and on the pavement are jacketed Orks, their backs painted with Rabid dogs. They watch you closely as you approach...

The PCs will arrive here in one of two ways. Either they were brought here by Carlos or they have tracked the gang down by talking to the people of the Squeeze. The gangers will be very suspicious of them and one 'spokesperson'; Craze, a zoned-out Ork, will do her best to scare them off. Luckily for them Malik is close by and will stop any encounter before it gets too serious.

Once in the gang's HQ the PCs may be surprised to see Damien Harvey. The chances are that their arrival will be known well in advance so why is Damien still around? Well, Malik isn't stupid and has heard some nasty rumours about Mr Harvey and when he found out that the PCs were looking for him and Blue Haze he decided to hold Damien until he knew exactly what was going on.

Blue Haze, a good chummer of his, is currently negotiating a deal to transport Harvey out of Britain quickly and quietly.

When the PCs arrive their manager will obviously look both shocked and scared, and at first will try to run for it. Malik's boys will stop him and Malik will ask for an explanation. In his current emotional state Harvey will break down and explain everything; from his financial difficulties with the Yakuza to his eavesdropping on Slide's and Jam's conversation (this may be a shock for the rest of the PCs) and the subsequent call to the Lord Protector's office. At the Toxic Shock he was shocked to see the Templars arrive in force and knew, from that moment, that he had been betrayed by Wingrove. He contacted Blue Haze and they met at the Toadslab forty five minutes later. From there they headed for Paradise Street and have been here ever since. Blue Haze will confirm his story and mention that it's probably a good idea if the PCs leave the country quickly. Harvey will apologise profoundly, saying that it's all been a big mistake and he will do what he can to help. The PCs should, by now, realise just what a spineless wimp their manager really is and can make up their own minds whether to trust him (it doesn't really matter anyway).

Just when events are beginning to turn about Abrahams and his men turn up and attack the building. Their attack is fast and vicious; amongst the gang members they are not taking survivors. Abrahams has many contacts on the streets and it didn't very long to track down the PCs (there aren't many sasquatch in London!). He strikes with 10 agents and the 34 Black Boys are both out-skilled and out-gunned. If the PCs have been very cautious during the meeting allow them a round of actions. When the attack happens Malik will try to co-ordinate a fighting withdrawal, Blue Haze will back him up, and their manager will try to run for it. This time, however, his flight is short lived; a burst from one of the Templar's guns later and we say good-bye to Mr Harvey. It is quite possible that at least a few of the PCs will be seriously hurt during the firefight and Blue Haze may well buy the farm. Malik should come out of this one alive.

After the fight Malik will state that he is still prepared to transport them out of Britain but not while they still have Wingrove after them. He knows of these Wyrms druids, once they are onto you they never give up. They have to take out the Druid if they want to get out of London alive. Malik can help, however. He can supply weapons the same way as Beni and he knows of a woman called Serena who owns a shop at 7A Frith Street in the West End (back we go!). Serena is known for her knowledge of magic and may be about to help Slide/Moedulas with his/their problem. She also has friends in high places and should know some info on Wingrove. Neither Malik or Blue Haze (if he is still alive) will accompany the PCs to Serena's or Wingrove's home.

It is possible, though unlikely, that the PCs will be captured by Abrahams and his men. They will be stripped of weapons and taken to Wingrove's as per giving themselves up.

Craze - Female Ork - Psycho

Age 23 Scarred face and blood-shot eyes

BODY	6	<u>Skills</u>	
QUICK	4	Armed Combat	5
STR	7	Cyberweapons	8
CHR	1	Etiquette(street)	3
INT	4		

WILL 4
 REAC 4+1D6
 ESSENCE 5.9
 THREAT 5 PROFF 4

Cyberware

Hand razors(7L Dam)

Equipment

Knife

Armour Jacket (5/3)

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Madness has gripped Craze since she goblinized 7 years ago. Now she constantly walks the line of reality and no-one knows why Malik still puts up with her. Craze will be very quick to start a fight and once started will fight to the death.

Malik - Male Ork - Gang leader/Shadowrunner

Age 26 Asian features and accent

BODY	9		<u>Skills</u>	
QUICK	5		Firearms	7
STR	8		Unarmed Cmt	6
CHR	4		Etiquette(gang)	5
INT	5		Bike	4
WILL	4			
REAC	7+2D6			
ESSENCSE	3.9			
THREAT	4	PROFF 3		

Cyberware

Wired Reflexes 1

Spurs(8M)

Equipment

Ares Predator with Lasersight

Lined Coat(4/2)

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Malik the Ork is both strong willed and a good leader. He has many contacts throughout London and a very competent organisation working in the removal of people from Britain in a less than legal fashion. Malik is friendly, almost overly so, and is a good listener. The Ork is also a good judge of character and it is rare that he doesn't know where he stands with a person after their first meeting.

Blue Haze - Male Human - Shadowrunner

Age 28 Blue Mohican and chromed cyberarm

BODY	4	<u>Skills</u>	
QUICK	5	Computer	6
STR	5	Unarmed Cmt	4
CHR	4	Firearms	5
INT	5	Etiquette(street)	4
WILL	3		
REAC	5+2D6		
ESSENCE	4.3		
THREAT	3	PROFF	3

Cyberware

Chromed cyberarm with STR+2, a cybergun SMG - Dam 7M, and Spurs - Dam 7M)

Boosted reflexes 1

Datajack

Equipment

Armour jacket(5/3)

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Though grown up and well out of his rebellistic age Blue Haze still styles himself in the Punk subculture (enjoying a revival on the streets of London in the 2050's). The decker says little and looks bored most of the time. He met Harvey during a trip to the shadows of Seattle a few years back and is relatively loyal to the man.

Damien Harvey - Male human - Manager

Age 39 Black hair, greying at the temples, Steel grey eyes

BODY	3	<u>Skills</u>	
QUICK	3	Etiquette(media)	6
STR	2	Negotiation	5
CHR	3	Stealth	2
INT	4		
WILL	2		
REAC	3+1D6		
THREAT	1	PROFF	1

Equipment

Armour Vest(2/1)

PHYS	+1/-1		+2/-2			+3/-3			UNC
STUN	+1/-1		+2/-2			+3/-3			UNC

Damien Harvey is a worried man. He thought that his plan would pay off handsomely for him and get him out of trouble with the Seattle Yaks. Now everything's gone wrong. The Brits have double-crossed him and the band are still alive and out for blood. If that wasn't bad enough he can't leave the country now without drawing too much attention to himself. Damien is very nervous and sweats alot. They way he looks and acts at the moment it would be difficult to believe him when he is telling the truth.

Serena's

Nestled in Frith Street, off Tottenham Court Road, "Serena's" purports to be a 'Shop for the telling of Fortunes'. It's currently locked up and seems deserted. A quick glance through the window proves that it's still in business and brings your attention to a cat sitting in the near-darkness. It stares at you intently then disappears. In an upstairs window a light blinks on. It seems someone knows your here.

Serena, a free spirit and part-time medium, will invite them into her shop and be very interested to hear their story. Mysteriously she seems to know a lot about each of the PCs and may make some comments regarding any secrets they have been hiding. If asked she simply states that "the world of spirits mirrors that of your world, with shadows of events past and present reflecting in the minds of those prepared to see". She will speak no further on the subject.

If asked about Wingrove she can explain that being a Wyrms Druid he has a deep sense of revenge even if he is a little slow to act. It is very possible that even now he is performing an astral quest to learn to true name of Moedulus and, with that information, he will be able to conjure and control the spirit no-matter where he runs. Wingrove also has a few contacts in the Lord Protector's Office and a man named Abrahams is currently trying to track them down. Abrahams has an independent mage called Clancey working for him.

Serena also mentions that, being a Wyrms Druid, Wingrove has probably kept this little problem away from official government records i.e.. he is working against the PCs without the help of the druids or the Protector's people. Both of those organisations have more important things to do than come to the call of not-so-important druid with personal problems.

Serena knows a ritual which will allow Moedulus to leave to body of Slide and be able to use his powers again. The ritual will, for obvious reasons, mean the death of Slide. If Moedulus agrees she will draw a summoning circle and a short, and very painful, ritual later Moedulus will be literally torn from the Merc's body.

Serena will look a little worse for wear after the ritual and ask that the PCs leave. She will not accept payment of any kind stating that she is "just helping a fellow spirit".

If the PCs seem a little stuck as exactly what to do next she re-enforces the fact that Wingrove could already be projecting and obtaining the information he needs to control Moedulas, and that whilst the druid is still alive none of them are safe. Serena also suggests that they either try to break into his home in Hampstead (she has the address if they haven't) or open a gateway so all of them enter the astral plane and attack the Druid when he attempts the quest (which he no-doubt will). She is prepared to use her power of Astral Gateway to help them and will suggest this if they decide to attack astrally. Serena will allow any astral travel to take place from here if necessary.

If the PCs get a little out of hand and try to attack Serena, she will fend them off with her sorcery then leave quickly; contacting the police as soon as possible. Joseph, the cat seen through the window, will also attack after manifesting from the astral plane where he has been watching the proceedings with some interest.

From here the PCs really only have one option - take on Wingrove (with or without the full powers of Moedulas).

Serena - Female Free Air Elemental Spirit

Age ? Shimmering white hair, crystal blue eyes

FORCE 6

SPIRIT ENERGY 5

BODY 9

QUICK 14 Skills/Powers

STR 8 Engulf, Manifest Form, Movement, Noxious

CHR 11 Breath, Psychokinesis, Astral Gateway, Aura

INT 11 Masking, Human Form, Sorcery Skill - 8

WILL 11

ESS 11

REA 8

THREAT 4 PROFF 4

Spells

Power Missile 8

Sleep 9

Detect enemies 6

Chaotic world 7

Heal 10

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Serena has had her shop in the West End as long as anyone can remember. Through contacts in the Government she has been allowed to exist unhindered by the Lord Protectors staff. The free spirit enjoys her existence in the heart of the west end and will not do anything that could jeopardise her unique position as fountain of knowledge and information broker. Serena sees very few free spirits and Moedulus sparks a fire within her. She can feel for his entrapment in human flesh and doesn't think twice about helping him. Serena is friendly and can tell the PCs alot about London life; knowing the best night-clubs and pubs.

Joseph - Blackberry Cat

Age ? Black/brown fur with large amber eyes and a long-haired tail

BODY	2	<u>Powers</u>
QUICK	5	Accident, Adaptive colouration, Blindness
STR	2	compulsion, darkness, desire reflection
CHR	3	enhanced movement, enhanced reaction, low
INT	3/8	light vision, hypnotic miaow, illusion
WILL	5	Weakness to Catnip
ESS	6	Attack Dam 6L, -1 reach
REA	6+3D6	

THREAT 4 PROFF 2

PHYS	+1/-1		+2/-2			+3/-3			UNC
STUN	+1/-1		+2/-2			+3/-3			UNC

Joseph is a Blackberry cat, a faerie creature of unknown origin. He resides with Serena perhaps out of friendship or maybe something more sinister. Overly friendly to strangers, Joseph has stopped many a Samurai from attacking Serena with his loud miaow and nasty claws.

Attacking the Druid

The large detached house sits in its own grounds across the road from Hampstead Heath; the largest area of park land in London. You are away from the gothic centre of the Smoke and no longer feel dominated by the Domes covering most of its grey heart. The house itself is brick-built with large stained-glass windows and ivy protected walls. Every so often you catch a glimpse of a guard walking the gardens with a massive black dog in tow. Its red eyes look around dangerously and its large teeth seem to glow in the relative darkness of the grounds.

Peter Anton Wingrove is very security conscious and employs many different ways of stopping entry into his home. Unfortunately (or perhaps fortunately), Wingrove spends a lot of time at home studying magic etc. so the chances of seeing him outside are very slim.

Physical security

The perimeter wall is 3 metres tall with half a metre of monowire fence running along the top. Climbing over without protection means resisting against 7S damage with only half impact armour.

The gate is controlled via a security room and an intercom links the two. The lock itself is electronic, controlled by the computer in the security room, and requires an Electronics 6 check to open with a base time of 5 minutes.

There are 8 fixed security cameras on the gate and around the perimeter wall. These are relayed to the security room in the house on 8 screens which are always manned.

There are 3 guards patrolling the grounds at any one time. Each has a Barghest with them. The guards try to keep in visual contact during their patrols and have radios linking them to each other and the security room. They check in every 5 minutes.

There are always 2 guards in the security room watching the screen. They are instructed to contact the police only if intruders cannot be stopped by the guards outside.

Each window is locked and has a sensor alarm which activates when the window is broken.

All external doors are locked with rating 6 maglocks. Base time to break past one is 5 minutes.

Astral security

The house is covered by a rating 6 Ward

The grounds are patrolled by 2, rating 5, fire elementals with instructions to manifest (to alert the guards, via the cameras) then attack, trying to keep fire damage to the garden to a minimum.

Inside the building Wingrove's new Ally spirit, Synolinus, scouts astrally and will first alert her master then attack if intruders are discovered.

The Matrix...

If the PCs wish to find a decker to run the matrix to help them enter Wingrove's house their only option is to contact the group at the Tribal. For 5K one of them will run the Grid and take over the security system; controlling the cameras, the locks on the windows, doors and the gate, and stopping the guards from contacting the police. Thinking of this plan makes the PCs' job a little easier...

The Guards(5)

All wearing armoured combat fatigues

BODY	5		<u>Skills</u>	
QUICK	3		Firearms	5
STR	4		Unarmed Cmt	4
CHR	2		Interrogation	3
INT	4		Stealth	4
WILL	5			
REAC	3+2D6			
ESSENCE	5.3			
THREAT	4	PROFF	3	

Cyberware

Boosted reflexes 1, cybereyes with thermographic vision

Equipment

Partial heavy armour (6/4)

I.W.S. ASR65(See *New Weapons*) with lasersight

Bond & Carrington P20 (Equal to Ares Predator)

Personal radio

1 Spare clip for each gun

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

All these men have been transferred from guard duty in Chancellery Lane and are under the official titles of 'Bodyguard'. Due to British laws private security teams are frowned upon by the Police, especially those carrying assault rifles! The men themselves are cautious and have a reasonable level of self-preservation.

Barghest(3)

Black mastiff-like dog with red eyes and glowing teeth and saliva

BODY 7 Powers
 QUICK 6(X4) Fear, Paralysing howl, Enhanced Senses(Sonar)
 STR 5
 CHR - Attack Dam 9S
 INT 3/6
 WILL 3
 ESS 6
 REAC 6+2D6

THREAT 3 PROFF 4

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Fire Elemental(2) - Force 5

Fire-drake creatures constantly burning

BODY 6 Powers
 QUICK 7(X3) Engulf, Flame aura, Flame projection, Guard
 STR 3 manifestation, movement
 CHR 5
 INT 5 Weakness- water
 WILL 5 Attack 5M dam range 10meters
 ESS 5
 REA 6+10(+20 astrally)+1D6

THREAT 3 PROFF 3

PHYS	+1/-1		+2/-2			+3/-3				UNC
------	-------	--	-------	--	--	-------	--	--	--	-----

STUN	+1/-1		+2/-2			+3/-3				UNC
PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Synolius - Ally Spirit

Appears as a 6 foot long black dragon with piercing yellow eyes, alternative form of a tall dark haired woman with elven ears.

BODY	7	<u>Skills/Powers</u>
QUICK	6	Immunity to normal weapons, manifestation
STR	8	Sense link, telepathic link, 3D movement
CHR	5	
INT	6	Sorcery 8
WILL	6	
FORCE	5	
REA	6+10(+20 astrally)+1D6	
THREAT	5	PROFF 4

Spells

Clairvoyance 4

Detect Magic 5

Fire Missile 6

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Summoned after Wingrove recovered from the incident at Stonehenge, Synolius is loyal to her master, for the moment. She is wild, almost savage, and is growing a little too independent. She taunts her prey, believing herself immortal in all ways. She hates Moedulas both for allowing her master to nearly die, those years back, and for being free; something she wants so badly. Synolius gives no quarter and expects none.

Peter Anton Wingrove - Male Human - Grade 4 Wyrms Druid(English)

Age 45 Short, ugly, and overweight with grey hair and dark eyes

BODY	5(9)	<u>Skills</u>	
QUICK	4	Sorcery	8
STR	8	Conjuring	6
CHR	4	Armed Cmt	6
INT	6		
WILL	6		
ESS	6		
MAGIC	11		
REA	5+4D6		
THREAT	8(9 because of combat sense)	PROFF	4

Spells

Mana Bolt	6
Hellblast	9
Stunblast	6

Personal Combat Sense 4(quickened with 5 karma)2 successes

Increase reflexes+3 5(quickened with 4 karma)

Control action 7

Barrier 8

Armour 6(quickened with 4 karma)8 successes

Flame bomb 10

Equipment

90% form-fitting armour (4/1)

Staff (rating 3 Power focus)

Rating 3 combat fetish focus x2

Ritual dagger (rating 2 weapon focus)

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Peter is an Wyrm druid and this outlook on life affects the way he acts. He is lazy and slow to act, but when he feels the taste for revenge he never gives up. Wingrove is harsh and almost evil, he is more than prepared to kill to destroy Moedulas and the Shadowrunners that nearly took his life. The druid is both powerful and greedy, sure signs of the Wyrm inside him. Even Abrahams has cause to fear him.

The PCs' Plan

The different ways in which the PCs actually arrive at the Druid's house will affect what security they will be up against.

If they have all come here astrally then the only problems will be the 2 elementals, the barghests(if they get close enough), Synolinus and Wingrove himself. As they enter the building he will just have finished the astral quest to learn Moedulas' true name and will be starting the conjuration (which he will probably not get a chance to finish).

If they have come here normally then they will have to get past all the security guards, the astral critters and the systems.

The other option is if they were brought here under-guard because of their earlier actions or capture in Bermondsey. In this case they will have no weapons and Wingrove will already have Moedulas' true name. Oh and Abrahams and Clancey (if alive) will also be there. Good Luck!

The chances are that they will either come here all astrally or some physically and some astrally. In the second case Wingrove will have completed the astral quest and gain control of Moedulas just as they are entering the building; the free spirit will promptly be summoned to the Druid's sanctuary.

The exact timing of the druid's take-over is left to the GM for maximum dramatic effect and annoyance factor.

Assuming that Wingrove has taken control of Moedulas he will order the spirit to attack his comrades. Unfortunately, with Wingrove knowing his true name Moedulas MUST obey. The only way out is either get to the Druid and kill him or for one of the mages to try to gain control of their fellow PC using conjuring to contest the Druid's control. In the second instance it is best if Wingrove and the contesting PC come to a stalemate and Moedulas is freed (again).

Finally, it is possible that Moedulas still be trapped inside Slide when they attack the Druid. In this case when Wingrove summons him he will be forced out of his body and Slide will die.

The End...

Whether Moedulas is free or controlled, Wingrove will fight to the end, trying to kill everyone, including Moedulas, by setting the spirit against his companions.

Note: If the PCs are having an easy time with the druid Abrahams (and Clancey) can turn up, mad as hell and out to kill!

After the 'Run

Because of the open format of the tournament there is no single narrative to completely seal off the adventure. But the following should suffice.

Well, Peter Wingrove; Druid, nemesis and general bad-guy is out of the way and, if what Serena said was true; you haven't got the British government breathing down you neck, you can relax. Finish off your tour, find a new manager, see the Crown Jewels(!). But whatever you decide, Born In Fire's career in not going to end in Hampstead!

Let them decide.

FIN

Contact List

Below are listed each of the PCs' contacts with the information they know.

Rogue

Ripper - Street Samurai

Ripper knows of Abrahams - was an Assassin working for the British Government a few years back.

Ripper knows no further details

Rashiko - Street Doc

Dr Rashiko knows nothing that can help other than medical related questions

Doozer - Dwarf Tech

Doozer can confirm that English equipment is double the cost but is usually very good quality

Kasumi - Fuchi Wage Mage

Kasumi warns that the druids do use ritual magic alot and usually have lots of magical foci on them.

He knows that the Lord Protectors office is a dangerous enemy and that they won't get out of Britain whilst they are being hunted.

Jam

Jester - Decker

Jester can be very useful. She knows that the British matrix is dangerous but is mad enough to go into the system and obtain information on Wingrove and even offer matrix cover during the attack on his house if asked.

Slide

Has no contacts available

Raze

Paulos - Fixer

Paulos warns that British fixers are even worse than Seattlites when it comes to prices (untrue).

Faust - Street Mage

Faust knows alot about spirits and will give just about any information on them you could think of

Ali

Linna - Metahuman Rights activist

Other than being very concerned for his welfare Linna can't help Ali at all

Angel

Mr Sherman - Media Producer

Sherman can give them basic facts about London but that's about it

Mr Hirohito - Yakuza Kobun

Hirohito can confirm that Harvey owes the Yakuza money though he will not say how much. He would be very interested to hear that Wingrove is still alive.

Sampson - Dwarfen technician

Sampson knows alot about security systems and he strongly recommends they get matrix back up before breaking into anywhere.

New Weapons

Because of the strict gun laws in Britain there are far fewer firearms on the streets than in UCAS or the Native Nations. Even so Britain does have one company which supplies arms to the country's security forces and foreign nations - Integrated Weapon System Plc. The company manufactures two types of weaponry; I.W.S SMGs, ASRs, Rockets etc. for the Military and security services and Bond & Carrington personal weapons, usually for corporate employees.

Signature Guns

Bond & Carrington guns make use of the newly developed Signature System for those with Smartlinks. When a gun is gripped and the contact is made, through the induction pad, the firing mechanism is unlocked and the gun is ready to fire. Each gun is programmed to unlock with only one Smartlink so if a gun is used by another it will not fire. Signature guns that respond to a user's fingerprints are still in development.

For the purposes of this adventure the following guns are available (probably through Beni) with the equivalent gun from SRII:

B & C PW20 is equal to Ares Predator pistol at double the price ¥900 or £2250

B & C PW20s is equal to Ares Predator pistol with Signature System at triple price ¥1350 or £3375

B & C PW25 is equal to the Ares Viper pistol at double the price ¥1200 or £3000

B & C PW25s is equal to the Ares Viper pistol with Signature System at triple the price ¥1800 or £4500

I.W.S RS2 SMG is equal to the Ingram Smartgun at double the price ¥1900 or £4750

I.W.S ASR65 is an assault rifle and has no equivalent, looking similar to the L85A1 used in the last century with it's bullpup design.

Concealability 2 Ammo 20(c) Mode SA/BF/FA Dam 8M

Weight 5.3 Cost ¥3300(£8250)

Note: The Signature System can be removed from a weapon with a successful Firearms B/R 6 with a base time of 10mins.

For those weapons without Smartlinks a internal version can be added for double the price of the weapon.

A Rough Guide to London

The London of the 2050s, with its population of nearly 10 million, is a vast metroplex covering hundreds of square miles. The centre of the city is surrounded by commuter districts reaching out to the M25 orbital road and beyond. The areas covered in the adventure are a part of the heart of London and are detailed below.

The general atmosphere of the city is that of brooding architecture, dark crowded streets, grey skies and rain. Most of central London is covered by a series of massive domes designed years ago to keep out most of the pollution in the ever present rain. The filters covering the domes have greyed over time and leave the streets in a diffused grey light even on a sunny day. Travel around the city is through the world famous Black Cabs, buses (including some of the old red double-deckers), and the London Underground tube system. The last is both archaic and dangerous with little in the way of security for passengers. London is a cosmopolitan city with many different subcultures in evidence, including Punk-Rockers, Heavy Metal gangs and fashion styles to make even the most worldly person blush!

The Districts...

West End Underplex

Sitting under the streets of the West End the Underplex is a high-tech shopping centre catering for shoppers from all over Europe. With its clean malls and strong but subtle security teams, the underplex is certainly not the place for Shadowrunners.

West End Overground

Once the heart of London the West end is now nicknamed 'Shadowntown'. It is aptly named. The Metropolitan Police only come here in force and street crime is common. The district is now populated with clubs and night-clubs catering for the wilder side of life.

The City

The financial heart of London is full of tall skyscrapers and very clean streets. The police are very careful about maintaining a high level of security which makes travel through the district difficult.

The Temple

Named after the 12th century Temple Church and central to the rule of the Government with the Lord Protector's Offices along both sides of Chancery Lane and along Holborn Road. It is also the centre of the judicial system of Britain with the Central Criminal Court at the Old Bailey and the new Criminal Justice Courts within its boundary.

The Isle of Dogs and the Docklands

Sitting by the River Thames this district is now no more than low class housing and the new commercial centre at Canary Wharf. There is little of interest to tourists and the Government can do little to encourage the economical growth desperately needed in the district.

The East End

Shrouded in mists most of the time, the East End seems to be lost in a bygone age. Crumbling Victorian buildings and winding narrow streets give the district its unique character.

The Palace and the Estates

Nestled away from the poverty of the other districts of the London, the Palace houses many of Britain's nobles including, of course, the Royal Family. Writers, poets and artists also make this district their home.

Westway

Surrounding the beginning of the A40 road which runs west out of London, the Westway is poorly maintained and rife with gangs. The district also has some of the worst housing estates in London.

The Village

Shining green in the grey of London the Village has the only large area of parkland left in the capital; Hampstead Heath. The district is home to the druids at Primrose Hill and has some of the strongest security in the city.

Angel Towers - The Arcology

Sitting on the south bank of the Thames on and around the site of the old Battersea power station, Angel towers is dominated by the arcology of British Industrial PLC, one of the country's largest corporations. As imagined security is very tight.

Lambeth Containment Zone - The Squeeze

With the exception of the Arcology, south of the river is just a mass of crumbling buildings and urban warfare. After the Adams-Hoffmann "Project 42-20" which allowed the experimentation of the people of Lambeth causing thousands of deaths, the area was closed off and is still in a state of near anarchy. Not a nice place...

London Slang.

Septic	-	American
Baggie	-	Policeman
Baldrick	-	Ork(insult)
Elvis	-	Dead
Rags	-	Cigarettes
Rakk Off	-	Go away
Sate	-	Friend
Sandal	-	Druid(insult)
The Smoke	-	London
Templar	-	Officer for the Lord Protector

Note: All information regarding London, including the slang, is taken from the London Sourcebook for ease of play.

Players' Handout

-OFFICIAL GOVERNMENT DOCUMENT-

<<PERSONNEL INFORMATION>>

<<REQUESTED DATA? [WINGROVE]>>

<<FOUND>>

NAME:Peter Anton Wingrove
DOB: 10/02/10
GENDER: Male
ID NUMBER: 045/028/10
STATUS: Wyrms Druid (English) 4th Grade.
CURRENT RESIDENCE: 24 Wildwood Road
Hampstead
NW11

<FOR MAGICAL STUDIES DETAILS SEE FILE 012485AA687-52 - CHANCELLERY SYSTEM>

-

Rogue

Female Human Rocker

Age: 21

Description: Strikingly beautiful with pale skin and a flash of blonde hair. Has a Neon tattoo of a curled Aztec snake across left temple.

BODY	5	<u>Skills</u>	
QUICKNESS	6	Armed Cmt	5
STRENGTH	4	Perkins-Athabaskan	6
CHARISMA	6	Etiquette(street)	8
INTELLIGENCE	4	Firearms	4
WILLPOWER	6	Musical Composition	4

ESSENCE	5.8	Singing	7
REACTION	5	Negotiation	4

Dice Pools

Combat	8
Karma	4

Cyberware

Datajack

Contacts

Ripper - Street Samurai

Rashiko - Street Doc

Doozer - Dwarf Tech

Kasumi - Fuchi Wage Mage

Equipment

Black and silver jacket (armoured - 5/3)

£25000

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Background

Born and bred in the dark streets of Seattle you always dreamed of being the next Maria Mercurial. The shadows of the 'plex were your home for many years and only when life really got desperate did you turn to shadowrunning. The dangerous occupation of corporate mercenary brought it's rewards however, both in the money and the material for your music - your only true love. In late 2051 you were contacted by Jam - an elven guitarist and shadowrunner who was looking to leave the shadows and set up a band. You agreed and the stage was set. Jam brought with him two comrades; Raze, a Samurai and Slide, a Merc. Raze could act as the security and Slide was pretty good with the Synth-Ax but that still left you without a drummer, a fixer for working the 'circuit' and a manager. The first came weeks later in the form of Animal - a dwarfen heavy metal freak who'd been playing the smaller clubs with a few bands. Angel, an information gatherer, agreed to join and act as both a street fixer and technician and finally you found Mr Harvey; a small time manager.

Even with all this enthusiasm there was still something missing, something new. Something to make the difference. Then you found him. An impersonator in a dive in the Barrens, Ali was Sasquatch with the ability to imitate any number of sounds. You picked him up and took him out for a drink. Soon a strong friendship grew and you learned the Perkins-Athabaskan sign language to help communication. Not that you really needed it; Ali has a great love of old 'Television' and cinema, spending most of his time quoting from them.

With the sasquatch in tow you were ready to make the big time. Slide suggested a name - "Born In Fire"; derived supposedly from their last (and botched) shadowrun. You were ready to bring Rock to the hearts of the Nation.

That was three years ago and you've yet to make it big-time. "Born In Fire" really need something to boost your failing career.

Role-playing

Rogue is headstrong to the point of recklessness. She is a lover of music and of people and always finds herself in the thick of negotiations. Rogue has strong leadership qualities which she has yet to fully tap and lives by the ethos "When the going gets tough, the tough get going!". She also finds herself subconsciously writing songs about any and all situations, usually with a controversial statement about modern society involved.

Jam

You have a lot of respect for this guy, almost to the point of infatuation. He's smart, handsome and broody; everything a Rocker should be. Though you won't admit it many of your love songs are written with him in mind.

Slide

A generally friendly guy, he seems totally the wrong sort to be a mercenary. He threw himself completely into the role of second guitarist and has a strong love of life. Recently you've been noticing some change in the man, though you can't quite put your finger on it.

Raze

This guy is so Serious! He's also very capable. Raze obviously has a high level of personal honour and a deep set loyalty to his friends. Not that you fully trust him. Cybers like that put you too close to the Edge and you wonder how long it will be before steps over the line.

Ali

A true friend. You are still amazed by his vocal ability and his carefree spirit. When not quoting he has to rely on you for communication as only you have learnt the P-A language. Ali has a heart of gold and is a voice of wisdom to you when things go wrong. He can be a bit overpowering sometimes.

Angel

You chief rival for Jam's attention, you always get the feeling you're being watched when shes around. The woman seems very resourceful though.

Jam

Elven male Rocker - Grade 1 Hermetic Mage

Age: 28

Description: Long thin features. Straight black hair right down his back. immaculate clothing.

BODY	3	<u>Skills</u>	
QUICKNESS	7	Sorcery	7
STRENGTH	2	Conjuring	4
CHARISMA	6	Firearms	3
INTELLIGENCE	6	Street Etiquette	5
WILLPOWER	5	Magical theory	4
ESSENCE	5.8	Centering Skill -	
MAGIC	6	Guitar	6
REACTION	6		

Dice pools

Combat	9
Magic	7
Shielding	8
Karma	4

Cyberware

Datajack

Spells (25 points to distribute amongst spells)

Fireball	—	Mana Missile	—
Analyse Truth	—	Heal	—
Chaos	—	Invisibility	—

Magic fingers —

PHYS	+1/-1		+2/-2			+3/-3			UNC
STUN	+1/-1		+2/-2			+3/-3			UNC

Contacts

Jester - Decker

Equipment

High quality Synth Ax with built-in power, Amp and speakers

Lined Coat(4/2)

£15000

Background

Born in Seattle you quickly learned that after the change into an elf that you were destined to become a mage. Your obsession with playing the guitar would have stopped you continuing with magic had you not learned to combine the two; using your mastery of the instrument as a way of centering your magic. Six years back you hit the shadows and in 2051 everything went haywire. With your comrades; Sleaze the Decker, Raze the Samurai and Slide the Merc you were hired by the Seattle Yakuza to track down and take out Peter Wingrove, an English Druid who had been controlling alot of the BTL trade into the city. After a prolonged hunt you caught him at Stonehenge in Britain. The ensuing battle didn't go as planned. First Sleaze was killed by one of Wingrove's Hellblasts while you were distracted then the Druid's spirit, a small black dragon, attacked Slide. Fortunately Raze had finished off his opponent and shot Wingrove, killing him. The dragon disappeared and you all ran, dodging bullets all the way out of Britain (via the Chunnel). After that near disaster you all decided to leave the shadows. You persuaded Raze and Slide to help you start a legitimate business - a Rock band! With the help of Rogue - a female singer you knew of, "Born In Fire" was er...born(?!). Rogue gathered together Animal; a heavy metal dwarf drummer, Ali; a Sasquatch(!), and Angel; an information expert and Tech. She also obtained the services of Damien Harvey as manager. Together you hit the music biz...

Ten days ago you challenged Slide, your closet friend, over his strange behaviour of late. He told you why. He was no longer Slide. The Mercenary had died back in England in '51 during the fight with Wingrove. He was now Moedulas, the spirit that had attacked the merc at the time of the Druid's death. An Astral link had formed between the two combatants and just as the spirit was released from servitude and free he was 'sucked' into Slide's body, killing the merc's essence.

Moedulas also found that he had lost all of his abilities. He grew to enjoy his new life and decided to keep his 'problem' a secret until he found it too difficult to hide.

You were understandably saddened, angry and amazed at the story but decided, with Slide/Moedulas, to keep it a secret until you found out what to do. You knew that it was beyond your ability as a conjurer to help.

Role-playing

Jam is cool, calm, and sophisticated. He does not like fools and has a short temper for those who act stupidly. The Elf loves music and enjoys the company of 'music people', although he finds that most in the business have rather inflated egos. Jam's Guitar is never far from him (he treasures it above all else) and he loves magic, finding happiness in combining the two. Jam dislikes the Astral plane and finds little pleasure in projecting.

Rogue

You stand one step away from falling in love with her. She is like a young sprite; full of life and love. You are sometimes overprotective of her and don't wish to force yourself on the girl.

Raze

A trusted friend. He is hard - a killer, but he also cares for those in his protection. The samurai has been through a lot with you and he seems to know when you need a listening ear.

Slide/Moedulas

Everything about your relationship has changed. You know you should trust him and help him escape from his body but you still harbour a feeling of sorrow and anger at the death of Slide. You don't know how long you can keep his problem a secret

Ali

You don't understand him and still don't feel comfortable in his presence. He acts like a careless child, and that angers you, but you can't deny he has a hidden wisdom which sometimes shines through.

Angel

Rogue's rival for your attention. You feel trapped by their battle of wits to gain your attention. You really like her, however, and feel that you could easily succumb to her attentions.

Slide

Human male Mercenary

Age 29

Description: Blonde hair, strong features with a crooked smile

BODY	5	<u>Skills</u>	
QUICKNESS	4	Armed Cmt	4
STRENGTH	5	Firearms	4
CHARISMA	4	Magical theory	3
INTELLIGENCE	6	Stealth	5
WILLPOWER	6	Guitar	5
ESSENCE	3.4	Unarmed Cmt	4
REACTION	7+2D6		

Dicepools

Combat 8

Karma 2

Cyberware

Cybereyes with Low light

Radio - receiver

Wired reflexes 1

Contacts

None

Equipment

Lined Coat(4/2)

£10000

PHYS	+1/-1		+2/-2			+3/-3			UNC
STUN	+1/-1		+2/-2			+3/-3			UNC

Background

You were summoned and given intelligence at Stonehenge three years ago; in 2051. Your master was Peter Wingrove, an English Druid and he named you Moedulas. Wingrove informed you

that he had summoned you because there were men (mortals) trying to kill him and you were there to stop them. The men came and you attacked, blasting one of them with your mental spell.

The rest of the details are little unclear but you remember that one of the men killed your master at that moment and you were given the chance of freedom - which you took. Unfortunately an astral link had formed between you and the dying "shadowrunner" and, as you gained freedom, you were 'sucked' into the body. You were trapped in the body of a mortal without any of your magical or spiritual abilities. What a hand fate had dealt you! The remaining men, who you later found out were named Jam and Raze, dragged you away and took you to the city known as Seattle.

You quickly adapted to your new form and enjoyed the lifestyle of Slide - the name of the mercenary you inhabited. Jam decided to 'leave the shadows' and start up a Rock band with a few others: Rogue the singer, Ali the Sasquatch, Angel the fixer, Animal the drummer, and Mr Harvey the manager. When the question of name came along you suggested "Born In Fire" (it seemed appropriate). You learnt the "Synth-Ax" from Jam and the Band started playing.

That was three years ago and you've continued to keep your true identity secret, although it has become considerably more difficult as time goes by. Ten days ago you decided to tell Jam your problem with the hope that he could help you. He couldn't, but said that he would find a way.

It's just a matter of time now before you're truly free...

Role-playing

Moedulas has a unique outlook on life which he has taken pains to hide over the last three years. He has grown a care for his friends greater than any human ever could, being a creature built more of emotion than flesh. Because of his real state Moedulas is given to extreme outbursts of emotion, both negative and positive, and finds it impossible to hide these emotions sometimes.

Rogue

You feel a bonding to this young human. She is brimming with emotion just ready to explode and you enjoy her vitality.

Jam

Your most trusted friend. He is well disciplined and keeps his emotions in check. You are always by his side, both for protection and to make sure he doesn't tell anyone your secret without your consent.

Raze

This guy is dangerous! His emotions are always negative but he seems very loyal to his friends. You do trust him however and feel that if someone else is going to find out about you then you'd like it to be him.

Ali

Very interesting. This creature has been accepted by the humans and they take heed of his wisdom. He spends a lot of time impersonating and quoting old films which you find very funny.

Angel

A subdued woman. She says little and yet her eyes betray an inner fire. She spends a lot of time watching Jam and you forever feel that she's up to something, though you're not sure what it is.

Moedulas

Force 5 Free Ally Spirit

Description: A six foot long black dragon, or a tall dark man in a three piece suit with a monocle and cane

		<u>Skills/Powers</u>
BODY	8	
QUICKNESS	8	All those of Moedulas/Slide plus:
STRENGTH	8	Sorcery 7
CHARISMA	4	Manifestation, 3D movement, Astral
INTELLIGENCE	6	Gateway, Aura Masking, Possession,
WILLPOWER	6	Alternative form
ESSENCE	8	
MAGIC	8	
SPIRIT ENERGY	3	
REACTION	10(20 in Astral)+7+1D6	

Dice pools

Magic	7
Combat	10
Karma	2

Spells (Distribute 20 points among any/all spells)

Mana Bolt	—	Fireball	—
Mind Probe	—	Heal	—
Chaos	—	Shadow	—

Note that any damage taken whilst in Slide stays the same

Raze

Human Male Street Samurai

Age 35

Description: Black Hair, glowing yellow cybereyes

BODY	6(7)	<u>Skills</u>	
QUICKNESS	5	Firearms	7
STRENGTH	6	Unarmed Cmt	6
CHARISMA	3	Armed Cmt	5
INTELLIGENCE	6	Street Etiquette	4
WILLPOWER	5	Interrogation	5
ESSENCE	0.55	Stealth	8
REACTION	9+3D6		

Dice pools

Combat 8

Karma 4

Cyberware

Cybereyes with thermographic, low light and flare compensation

Smartlink

Wired Reflexes 2

Improved retractable hand razors(damage 10L)

Chromed cyberarms (with increased strength 2. Gives one level of dermal armour)

Contacts

Paulos - Fixer

Faust - Street Mage

Equipment

Wrist phone with screen and booster pack

Armour Jacket(5/3)

£15000

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Background

Born in Terminal in New York your entire life has been a struggle. You learned to survive and quickly became an Urban Predator - a Street Samurai. At the tender age of 18 you left the Big Apple and moved across to Seattle and became a mercenary. After 5 years work as a mercenary in the Corporate Desert Wars, where you lost both arms to a mortar round, you entered the dark world of the Shadowrunner and met Jam; a musician-mage, Sleaze; a Decker, and Slide; a mercenary like yourself.

In 2051 you were all hired by the Yakuza to track down a Druid and kill him. The trail led to Stonehenge in England and you attacked him there, killing him with a finely aimed burst from your Uzi, but not before his pet Dragon (only a small one) nearly killed Slide. You spend a bad time getting out of Britain and after that all decided to give up shadowrunning and start a rock band (with you acting as security). You met up with a few others - Rogue the Singer, Ali the Sasquatch and Angel the Tech. Rogue found a manager called Damien Harvey and the Career of "Born In Fire" began.

Role-playing

Raze is a hard man to be around. He expects one hundred percent out of himself and others. Not prone to idle conversation and always looking for signs of trouble he can easily cause paranoia in others with his constant alertness. Raze is VERY loyal to his friends and has the sense of honour more liking to the true Samurai of old. A good friend and a dangerous enemy.

Rogue

A likeable young girl, you feel a fatherly protection towards her. She has a big mouth which can be annoying sometimes. Her brash attitude means you have to be very alert when shes around.

Jam

The elf calls you his friend and you return the compliment. He makes good use of his mastery with the guitar, mixing it with his skills as a mage. You have noticed, however, that he has been troubled over the last two weeks but he won't say why.

Slide

Your closest companion, after Jam. The merc was strongly affected after the run in England back in '51 and is now liable to sudden outbursts of emotion. You treat him with well-deserved respect.

Ali

The Sasquatch is annoying. His mode of communication using film quotes forces all situations to take on a comical feel. This can mean others take the Band in a less-than-serious light.

Angel

A good woman. She acts like a professional and always keeps a cool head. She knows what she's doing but you wouldn't mind finding out a bit more about her.

Ali

Male Sasquatch Bear Shaman

Age 19

Description: Dark brown hair, 3 meters tall, big friendly eyes

BODY	8	<u>Skills</u>	
QUICKNESS	3	Sorcery	5
STRENGTH	7	Conjuring	4
CHARISMA	3	Unarmed Cmt	7
INTELLIGENCE	4	Sound Mimicry	9
WILLPOWER	4	Stealth	5
REACTION	3+1D6	Athletics	4
MAGIC	6		
ESSENCE	6		

Dicepools

Magic	5
Combat	5
Karma	4

Spells(Distribute 15 points among any/all spells)

Treat	—	Increase Reflexes	—
Sleep	—	Mana Dart	—
Entertainment	—	Light	—

Note: You follow the Bear totem and get +1 reach for the purposes of combat.

Ali is a dual-natured being -he has both an astral and a physical presence at the same time. (p.148 SR2 hardback)

Contacts

Linna - Metahuman Rights activist

Equipment

Lined Coat(4/2)

Data viewer with 4 chips containing films of your choice

£5000

PHYS	+1/-1		+2/-2			+3/-3			UNC
STUN	+1/-1		+2/-2			+3/-3			UNC

Special Rules

You can communicate in two ways. Either using the Perkins-Athabaskan sign language with Rogue acting as a translator or, being a classic film buff, quoting from your favourite films. During Preparation time select a genre of film and inform the GM. You then quote classic lines from that genre.

Examples and Suggestions

Action films (Lethal Weapon, Rocky, Die Hard)

Sci Fi (Bladerunner, Terminator, Star Wars)

Comedy (Naked Gun, Monty Python)

... To name just a few. Remember to choose a genre you're most familiar and use those classic quotes in appropriate situations!

Background

You were raised in the Athabaskan Council in Edmonton but, once, you reached maturity you decided to go to Seattle to become an entertainer - a prestigious career for a young sasquatch. You ended up in a dive and the Redmond Barrens telling cheap jokes and impersonating Trid personalities. Then you met Rogue. She pulled you out of the place and told you that she was intending to start a Rock band and wanted you as a vocalist.

What a Break! Within hours you had met the band - Jam the guitarist, Raze the bodyguard, Slide the (other) guitarist, Animal the Drummer, Angel the Tech and Mr Harvey the manager. With the name "Born In Fire" you were destined for greatness.

Role-playing

Ali is a big furry bundle of fun. He is very gregarious and can turn very broody when alone. In fact, the only time he is not hanging onto others he is watching old films from the last century and

he loves quoting from them - but only when appropriate! Ali also has a sense of inner wisdom and says many things that others would not even consider. He is warm and friendly.

Rogue

Your saviour! You put yourself in the place of servant when she is around, fawning over her, perhaps a little too much. You care for her a great deal and would be devastated if some should happen to her.

Jam

The elf plays games with Rogue's emotions and you don't really like him that much. Admittedly he is a good magician, probably because he treats the whole thing more seriously than you do.

Raze

Razes' use of violence scares you. He is not above killing and sometimes tries to get close to Rogue. It's very possible he could try to change her into a machine-man like him - with false limbs and funny eyes.

Slide

Ever since you met him you knew he was possessed by a spirit. He has not said anything to anyone else and, whilst he doesn't hurt anyone (especially Rogue), you've decided not to say anything. He's a very likeable fellow though.

Angel

Got to keep an eye on her. She is attracted to Jam in the same way as Rogue and may try to take action to stop the singer from winning the guitarist's heart. Angel is a very careful woman - best be careful.

Angel

Female Human Fixer

Age 29

Description: Short Red hair, Green eyes, small round black shades

BODY	4	<u>Skills</u>	
QUICKNESS	5	Firearms	4
STRENGTH	3	Street Etiquette	7
CHARISMA	6	Media Etiquette	6
INTELLIGENCE	5	Negotiation	6
WILLPOWER	5	Electronics	5
REACTION	5+2D6	Interrogation	5
ESSENCE	5.6		

Dice pools

Combat 7

Karma 4

Cyberware

Cybereyes with video link

Cyberears with hearing amplification and level 5 sound filter

Boosted reflexes 1

Contacts

Mr Sherman - Media Producer

Mr Hirohito - Yakuza Kobun

Sampson - Dwarfen technician

Equipment

Wrist phone with screen and booster pack

Electronics kit (with rating 4 maglock passkey)

Armour jacket (5/3)

£15000

PHYS	+1/-1		+2/-2			+3/-3				UNC
STUN	+1/-1		+2/-2			+3/-3				UNC

Background

You've been a freelance cyber-snoop for years, although you've not had many good stories. In 2051 you latched onto Rogue, a singer, who was setting up a band. She introduced you to Jam; an elven musician, Raze; a samurai, Slide; a mercenary, Ali; a sasquatch, Animal; a dwarfen drummer, and Mr Damien Harvey, their manager. You did some digging around and found out that Harvey had some Yakuza contacts and that he owed them money. It looked like you could be onto a big story so, when Rogue asked if you would join the band and act as a technician you agreed. You didn't tell them you were a reporter of course.

It's been three years since then and you've yet to get anything definite on Harvey. Not that you're that bothered, you enjoy the company of "Born In Fire", as they are called and find the work you do with them fun, if not profitable. You still look around for the story though and wait for the day when the band finally make it big.

Role-playing

Angel is very perceptive, always keeping an eye out for a new story. She is a professional and keeps her head under even the most dangerous situations. Her ethics lead her to believe that she must take whatever action necessary to get the story. Angel is obsessive in her work and walks the edge all the time.

Rogue

A nice girl, but you consider her a rival for Jam's attentions and also believe she has a better chance of winning the elf. She is naive and spends all her time squeaking out her songs. Rogue does have an inner, untapped, strength though.

Jam

You are extremely attracted to the elf. Grown out of respect for his music and his personality. You don't want to play it too cool though just in case he is not interested in you.

Raze

The samurai demands respect and you have to give it to him. He is a professional who also demands one hundred percent out of himself and everyone else. He has a lot of cyberware and you wonder where he got it all from.

Slide

The mercenary turned musician is an enigma. There are many unanswered questions about the man and you're determined to find out what they are. Press him too hard and he just might break.

Ali

You feel uncomfortable with the sasquatch around. He seems to know more about you than you do yourself. His friendly attitude is hiding something. That much you do know. Watch this guy carefully.