

Ping Time

An adventure for Shadowrun by Aaron Pavao



COVER CREDITS

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INTRODUCTION

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

Preparing the Adventure

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

Adventure Structure

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

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

What's up, chummer? provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance. *Tell it to them straight* is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

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

Pushing the envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene.

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

Running the Adventure

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

players. This adventure is designed to run in a standard four hour convention time slot.

Step 1: Read The Adventure

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

Step 2: Take Notes

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

Step 3: Know The Characters

Prior to the start of the adventure, allow the players to choose from the sixteen sample archetypes given in the SR4 rulebook. You might want to make sure that at least one player takes either the Hacker or the Technomancer, and that at least one of the players takes a magician, to ensure that the team is balanced.

Step 4: Don't Panic!

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

General Adventure Rules

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

Non-Player Characters

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

A Note on Commlinks

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

Plot Synopsis

The team is hired by a group of high school students to find their friend Brent, a technomancer. The odd thing is that they can occasionally connect with him via the Matrix, but neither he nor they can figure out where he is. They hope the team can find Brent without revealing his dark secret.

With a little bit of legwork, Brent's whereabouts are determined: an island in the middle of a river in Salish lands, between a high-security military zone and a top-secret Aztechnology research facility. The team does some whitewater rafting to thread the dangerous needle and get to the island, fight off the kidnapers, and take the kid home.

Adventure Background

Brent Sihler is a teen with issues. While this is normally a tautology, Brent has problems above and beyond social acceptance and acne. Brent is a technomancer, a state that almost always causes "normal" people to distrust him around their PANs. He is also an orphan, a fact that he has been concealing through the use of his favorite sprite, a crack sprite named Peshtigo, because he has no family and does not want to be moved into the care of the state.

Lately, he's had yet another issue: he's been kidnapped, and his abductors have sent word to his parents to deliver the ransom in certified credsticks to a drone in 36 hours' time. The problem, of course, is that Brent has been covering for his dead parents for some time, and he is being held on an island in a Matrix-dead zone (or so his captors think). He can't acquire and deliver credsticks as a captive.

A little luck went his way when he suddenly was able to connect to his hacker friends at school. He was able to discern a bit of the network from his end, but was stuck when his only path went through an anonymizer. His link went down, and has been sporadic ever since.

One of the hacker club's members is the younger sister of the team's fixer, and she called her for help, becoming possibly one of the youngest Mr. Johnsons ever.

The Fixer

What's up, Chummer?

Miss Marble, a fixer, calls on the team to meet with a group, along with a little oddity.

Tell it to them straight

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

You've just picked out some promising condiments when your commlink alerts you to an incoming call. It's one of your fixers, Miss Marble.

"Hoi, chummers," she says in the same saccharine way she's greeted you for almost a year, "I've got a job for you, and you can't say no."

"A certain Mr. Johnson and company would like to speak to you about a search-and-rescue operation. Here's the kicker: I'm backing this one, and I'm offering five-K up front and another thirty if you bring the target back in one piece. Are we good?"

[After the team agrees]

"Great," she says, "here's the address for the Johnsons. It's a place called ... well, never mind what it's called. Just get to that address in ninety minutes, and dress casual." She disconnects and leaves you to your cooling breakfast.

Behind the Scenes

Use standard negotiation rules if the players want to haggle, but move things along if the conversation isn't interesting enough.

The address is for a late-night soda fountain in Bellevue, Juju Ice Cafe. Their specialties are malts and floats, and they cater to the middle- and high-lifestyle teen crowd.

It's about 50 minutes from the Ork with the Gold Tooth Tavern to the Juju Ice Cafe, if posted speed limits are respected.

After this scene, go to **Young Mistery Johnson**.

Debugging

If the team haggles, Miss Marble will match their haggling. She's got a Negotiation + Charisma pool of 10. If the team looks like they will refuse, she will tell them that it is for a good cause and they're on a deadline. If they still refuse, pack up your stuff and enjoy some free time; chat with the would-be players, do some shopping, take a nap, whatever you like.

Young Misters Johnson

What's up, Chummer?

The team reaches the Juju Ice Cafe, and has a chat with a small gaggle of teenagers. They get the low-down on the situation, and begin planning. The clash of street-level runners and one of Bellevue's safest areas may cause trouble.

Tell it to them straight

The Juju Ice Cafe is done up in bright baby blues and pinks, but with a facade similar to those you would see on a Downtown nightclub. It looks as though the owner is trying to walk a thin line between child and adult, safe and adventurous.

The inside isn't much different. The walls are painted with random images, AR features bounce and leap spastically, like an old teen web site from the turn of the century. There is a bar with various flavors of what purports to be real ice cream, and various drink dispensers made to resemble beer taps. A human woman in her mid-thirties looks at you uncertainly from behind the bar, wiping down an ice-cream dish.

"Can I help you?" she asks.

[after the team has been directed to the back room]

It strikes you that the room you have just reached would be the likeliest result if someone crossed every seedy back room in every hard-boiled action flick with nothing like every seedy back room in every real-life bar in the Barrens. The decor is dark, and the seven teens seated around the table that dominates the room have the serious expressions of teenagers trying to be grown-up. There are enough open seats for the entire team.

A girl in the middle of the far end of the table stands up. "Hello. I'm Mr. Johnson. Have a seat."

She waits until you have settled before continuing, "We need you for a search-and-extraction job. The principal is a boy named Brent Sihler. The opfor is a group of at least three kidnapers. They are professional and armed. They have taken the target to an unknown location, but one away from the wireless mesh." She pauses and chokes a bit on the next sentence, "They have threatened to kill him in about thirty-four hours.

"Any questions?"

Behind the Scenes

Ice cream cones, sundaes, floats, shakes, and malts start around 25¥. The cafe has an extensive list of flavors and toppings.

The teens are the Bellevue Village Green Private High School's Unofficial Hackers' Club, minus one member. Mr. Johnson is actually Seraphina Levine, and is Miss Marble's younger sister. She is being coached via the Matrix by her sister on what to say and how to react; if Miss Marble is caught at this, she will ask that the team play along, and let the younger sister be the principal; this is worth up to 2,000¥ to her, if the runners ask.

The team should have some pertinent questions. Seraphina has the following information. Feel free to have Seraphina or one of the other teens offer up any

information here that isn't listed if the players don't think to ask.

- Brent is a technomancer. He's not very good yet.
- Brent has a crack sprite named Peshtigo that he keeps registered and with him at all times.
- The kidnapers demanded that Brent's parents deliver the ransom on certified credsticks to a drone on a Downtown dock thirty-six hours after the message was received. That message was sent two hours ago.
- Peshtigo was able to connect to the club via the Matrix for a little over eighteen minutes. His signal faded out about an hour ago.
- Brent's parents are "out of town" and so cannot deliver the certified credsticks at the appointed hour. [This is actually a lie, see below.]
- Seraphina likes Brent, but she doesn't "like like" him. [This is also a lie, but not important to the run.]

Brent's parents were killed about three months ago as innocent bystanders in a botched shadowrun. Brent fears being taken into the custody of either the government or a megacorp, and so has been using Peshtigo to cover up this fact and to pretend to be his parents as necessary. Brent is sixteen, and hopes to continue this charade until his eighteenth birthday, when it will no longer be an issue.

Brent's friends, the hackers' club, are sympathetic and know about his parents. They will keep his secret from the team unless pressed, but they will attempt to elicit a promise of secrecy first (not realizing that a shadowrun team usually isn't the type to alert the authorities of anything).

If the scene is dragging on, or the team is about to head out, Peshtigo will reconnect. Go to **Obey Your Techno-Thirst**.

Debugging

The team might try to intimidate or use force on the teenagers. If they try this, send them an ominous warning from Miss Marble. If the team attacks the teens, let them, and Miss Marble will turn the team over to various authorities.

If one of the team members hits on one of the club members, tell the player that sort of behavior is icky and you don't want to go there; if you're up for it, go nuts, but please remember that pedophilia is as illegal in 2070 as it is today.

If the team tries to stand in for Brent's parents, point out that the ransom is 2,000,000¥, and nobody's willing or able to pay it. If they go through with it to follow the drone, it turns out the drone is actually a submersible, and spends enough time underwater for dawn to arrive. If a bound spirit follows the drone, it is attacked by a Force 6 Spirit of Fire before the drone reaches its destination.

Obey Your Techno-Thirst

What's up, Chummer?

Peshtigo, the target's crack sprite, reconnects and eventually comes through the link, getting confused. The team gets a few more clues.

Tell it to them straight

Just then, one of the kids shouts, "Wait a minute! It's Peshtigo!" He offers communications with your commlinks and you see the flat plane of a Matrix video conferencing session floating in your AR display. The figure you see looks like a chibi version of a wild cannibal, complete with spear and a bone through its nose.

"Hi guys!" says the figure, "Miss us?" A chorus of babble, both in real life and over the link, comes from the teens around the room. "Hold on a minute!" the sprite shouts over the din, and the window closes. An instant later, the sprite's icon flashes into existence in three dimensions on your AR; it looks like it's in Mr. Johnson's PAN.

[if the suggestion is made that it go back to Brent and keep track of its location]

The sprite gets even more excited. "That's a great idea!" it squeaks, "I'll pop back and trace my own route! It'll be easy!" The icon vanishes, and is replaced once again by the two-dimensional video link. "I have no idea how I got here!" it crows triumphantly.

Another voice cuts into the feed, deeper, but still young. "Guys? Are the shadowrunners there yet?"

Behind the Scenes

A number of things happen in this scene, and even more information is given to the team. A good deal of it will come from Peshtigo.

Peshtigo is an amazingly cheerful and enthusiastic sprite, capable of delivering good or bad news in the same kid-with-a-sugar-high style. He has no idea where Brent is, since he can't use Trace and didn't think to keep track of his location. If he is sent back, read the second section above, and introduce Brent into the picture.

Brent is afraid, but he's been through a lot lately, and can handle the stress. He's locked in a small room, about three meters on a side. He is being fed through a small slot in the door, near the floor. He thinks he's in the wilderness, because he doesn't hear any of the noises of the city, and can hear insects at night. He also knows that the kidnapppers use boats a lot; he thinks he may be on an island. There is only one wireless node that he can find, but he's afraid to do more than route a signal through it, since it looks very imposing. He's managed to trace a partial network map for his connection, which he can provide to the team (give them the **Brent's Network Map** handout).

Brent's connection will fade in a little over eighteen minutes. This is because the anonymizer is actually a satellite in low earth orbit, with an orbital period of about a hundred minutes, and a broadcast window to the uplink of about eighteen minutes. None of the kids know

this; it will be up to the team or their legwork to figure that out.

The map should clue the players into the fact that they're looking for an Aztechnology facility. However, there are many such facilities in and around Seattle.

Debugging

If the team tries to trace either Brent or Peshtigo, they can try, but there is an anonymizer that is running four Rating 5 agents, each running a Rating 4 Spoof program on anything going through the node, adding an average of 36 to a trace threshold every Combat Turn. Most hackers would be unable to keep up; let the team know this when they try it. You might even be able to get a jibe in when one of the teens mentions that he tried that himself, if you like.

If the team attacks the sprite, have them go play a wargame.

Vacation Plans

What's up, Chummer?

The team has located the target and now plans to move in.

Tell it to them straight

The bad news, of course, is that your target is sandwiched between Aztechnology and the Salish military. The good news is that it's on a popular river, known for its whitewater rafting. Most patrons are allowed to take rafts and kayaks down the river by the two powers, as long as none of them try to land on either bank of the river.

The Wild-Ork Recreational Ranch has the exclusive right to lease kayaks and six- and ten-person rafts for use on the river. As you approach, you see a small group of guest lodges and a high-ropes course some ten meters over a sand pit. The raft house and rental desk is just ahead.

Ironically, none of the staff seem to be orks.

Behind the Scenes

The Wild-Ork Recreational Ranch is on a river in the Salish-Shidhe Council lands, in the vicinity of Seattle. It isn't actually important which exact river; if you know the area, make something plausible up, otherwise fake it. [I have no idea which river it could be; the map is actually made from a picture of a river in Northern Wisconsin.]

The staff is friendly enough; the ranch is a less of a wholly owned subsidiary and more of a corporate sponsored mom-and-pop business. It is owned (or sponsored) by Northwest Pacifica Recreation, a subsidiary of Aztechnology.

A kayak rental is 100¥, a six-person raft is 250¥, and a ten-person raft is 450¥. The Ranch is not particular about the time of day that guests take their trips. The put-in point is the ranch, and the take-out point is down the river a few kilometers, a bit off of the **Aerial Map** handout, where the Ranch offers a free van service back to the Wild-Ork Ranch, once in the morning, and once in the evening.

If you have the time, feel free to play out the absurdity of a shadowrun team signing up for a family trip down a river. If not, just charge them the nuyen and start the trip.

If anyone asks, it's a Class IV river. No, there are no rigged rafts or kayaks.

The Rafting Trip

There are several features of the river on the way to the island, and each one has been nicknames, as whitewater rafters are wont to do with river features. The trip to the island is done as a vehicle chase, pitting the river against the runners and using combat turns of extended length.

While most vehicle skill rolls involve Reaction, rafting requires a lot of Agility due to the more athletic nature required to paddle a craft. Some rolls will also require other attributes, as well.

The river is a chaotic element of an Awakened world, and so it will make rolls against the team, with the dice pool given as a Rating for the river. It cannot glitch.

Characters in a raft must designate one member to be the lead rafter. This character sits in the back of the raft and steers the craft. All the other runners in the raft support the lead rafter in a Teamwork test for rolls involving piloting the craft. A character in a kayak is on her own for making rolls.

A character who glitches a roll on the raft must succeed in a Strength + Pilot Watercraft roll against a threshold equal to the negative Tread Water modifier of the area he is in, or fall into the river. A critical glitch indicates a fall without a chance to catch oneself; a critical glitch by a lead rafter is treated as a critical glitch for herself and a glitch for all others in her raft. See **SR4** p.119 has all the rules for floating and swimming. Feel free to slow the action down from chase rounds to tactical rounds if someone goes overboard; in this case, do not forget about the Complex Action required to keep the vehicle from going out of control.

Characters without an appropriate skill must roll their Attribute alone, with an additional -1 pool penalty.

The River

Here is what the team will encounter as they approach the island. Feel free to describe torrential eddies, fearsome rocks, and rushing adrenaline.

- Three rounds (minutes) of calm.
- **The Razorback** (Tread Water -3)
A series of short eddies and drops, with a number of hidden rocks. An Opposed Agility + Pilot Watercraft vs. Rating 4 to avoid risking getting stuck and having to roll again the following round.
- Two rounds (minutes) of calm.
- **The Triple Drop** (Tread Water -2)
Three one-meter drops in rapid succession. An Opposed Agility + Pilot Watercraft vs. Rating 6 to avoid taking 5S damage.
- Two rounds (minutes) of calm.
- **The Thunderhole** (Tread Water -4)
A curved line of large boulders, with only a few gaps large enough for a kayak and fewer for a raft, all feeding into a limited area. An Opposed Agility + Pilot Watercraft vs. Rating 6 to avoid forcing rolls as though all aboard had glitched.
- **The Boatbuster** (Tread Water -2)
A large number of rocks, just below the surface. An Opposed Agility + Pilot Watercraft vs. Rating 2 to avoid destroying the craft and having to swim the rest of the way.
- One round (minute) of calm.
- **Ten-Foot Falls** (Tread Water -4)
A three-meter drop. An Opposed Agility + Pilot Watercraft vs. Rating 6 to avoid 4P falling damage and forcing rolls as though all aboard had glitched.
- Five rounds (minutes) of calm before the target island.

Debugging

If the runners make mischief at the ranch, warn them that they do have a PANICBUTTON, but this one calls Aztechnology security, not Lone Star.

One or more runners may try landing (or swimming) to one of the banks of the river. Those that choose to go to the Aztechnology side of the river must make an Intuition + Perception (3) test, modified by visibility modifiers, to spot the monowire (8P, resisted with Impact armor) along the bank. On the Salish side, it's an Intuition + Perception (2) test, modified by visibility modifiers, to spot the electrified wire (5S, plus electrical). In either case, the runner has about one minute (plus thirty seconds for every hit on an Agility + Stealth roll) before being picked up by several security patrol squads (if you feel like it, use the stats for the Red Samurai Detachment on page 276; there are a lot of them).

It is unlikely but possible to lose one or more runners in this scene. If this happens, and you feel comfortable with it, give the players that lost their characters a chance to play one of the kidnapers as an NPC against the remaining runners (remind them that they're the bad guys now, though).

The Kidnappers

What's up, Chummer?

The runners infiltrate and attack the island and rescue the lost technomancer.

Tell it to them straight

The island is about sixty meters across and appears to be about a hundred and thirty meters long, and sparsely populated with young trees. You can make out a small shack standing on the top of a slope in the middle of the island.

Behind the Scenes

This is the final showdown between the runners and the kidnapers, Brimstone and Recoil. The baddies are pretty desperate at this point; they will fight until incapacitated. Neither Aztechnology or the Salish military particularly care what happens on the island as long as none of it spills over to their territory; some might even appear on the banks as spectators.

Brimstone, a mage, has a watcher patrolling the island's banks for intruders, and will alert her as soon as it notices the runners. The kidnapers are awake and prepared for a fight, but not necessarily expecting one. Brimstone will also have already conjured a Force 6 Spirit of Fire, which she has on standby (she does so every sunrise and sunset).

Feel free to give the players the **Players' Island Map** handout. Also, feel free to place the kidnapers anywhere you feel is most dramatically appropriate.

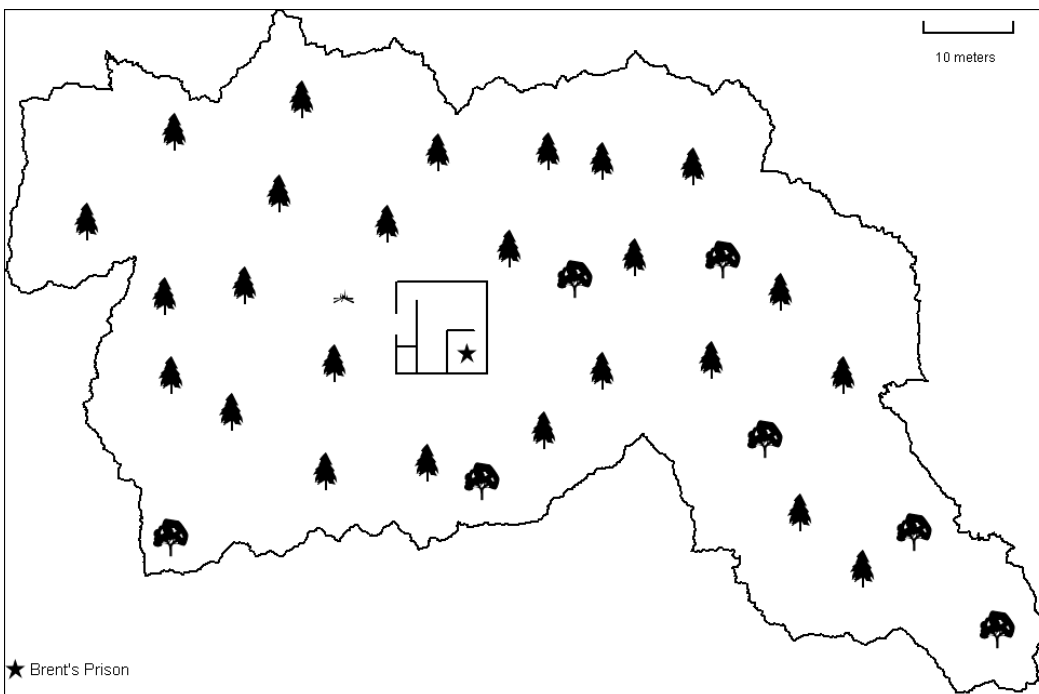
If captured and interrogated, the kidnapers will explain that they needed the money.

When the team wins, go to **OMG! Yay!**

Debugging

It's a big fight. What could go wrong?

If the team lets the fight spill onto either bank of the river, the appropriate interest will retaliate by wiping out everything on the island; see the *Debugging* section of **Vacation Plans** for stats.



OMG! Yay!

What's up, Chummer?

The team (or what's left of them) return triumphantly with Brent in tow.

Tell it to them straight

Cheers erupt from the Juju Ice Cafe as you bring Brent back to his questionably normal life. Miss Marble is in attendance, and has credsticks and ice cream for you. Mr. Johnson joyously invites you to stay for the party, and Brent asks if you take interns. Congratulations on a job well done.

Behind the Scenes

This is the big finish. Take this time to wrap up loose ends, finish any weird subplots that may have cropped up, and make the players want ice cream.

Debugging

If Brent is not returned for some reason, the scene is much less joyous. Some of the teens will blame the runners, and some will simply sit quietly, wracked with sobbing. On the way out, the runners will spot a new bit of AR graffiti: "Brent 4 Ever."

Legwork

The following tables list what the shadowrunners can discover if they ask around. Each topic lists one or more suggested rolls for the runner to make. Compare the hits from that roll to the "Skill" column of the table to determine what is learned. If a Matrix search is performed instead, use the "Matrix" column instead.

If a runner asks an appropriate Contact, roll the Contact's Connection x 2 and use the hits in the "Skill" column of the table.

The Sihler Family

Roll Charisma + Etiquette (High Society), or Logic + Knowledge (Bellevue).

Matrix	Skill	
0	0	"Is that a trid show?"
2	1	The Sihlers are a wealthy reclusive family.
4	2	They have only one child, a son named Brent.
8	3	No one has seen the family, except for their son, for months.
16	4+	"I thought I had heard that they had died, leaving their son an orphan."

Seraphina Levine

Roll Charisma + Etiquette (Teen), or Logic + Knowledge (Bellevue Teen Scene).

Matrix	Skill	
0	0	"Is that some kind of porn star?"
2	1	She's a student at a Bellevue private school.
4	2	She's a promising young computer programmer.
8	3	She's part of a secret hacker's club at the school.
16	4+	She's got a huge crush on Brent Sihler.

Aztechnology

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

Matrix	Skill	
0	0	"They make Crunchy-Yums. Great!"
2	1	Aztechnology has a lot of proprietary equipment that is named after Aztec legends and myths.
4	2	"They have a number of facilities in and around Seattle, but nobody knows where they all are."
8	3	The locations of a number of facilities in and around Seattle (including the important one).

Satellites

Roll Charisma + Etiquette (Matrix), or Logic + Knowledge (Communications Technology).

Matrix	Skill	
0	0	Satellites go around the Earth.
2	1	Satellites in Low Earth Orbit have an orbital period of at least 100 minutes or so.
4	2	A satellite with a period of 100 minutes would have a broadcast window of about 18 minutes from any given place on Earth along its path.
8	3	There have been a few satellites launched into Low Earth Orbit by the Reality Hackers for their own nefarious purposes.
16	4+	The Reality Hackers have launched a satellite into Low Earth Orbit to use as an anonymizer.

Reality Hackers

Roll Charisma + Etiquette (Matrix), or Logic + Knowledge (Seattle Street Gangs).

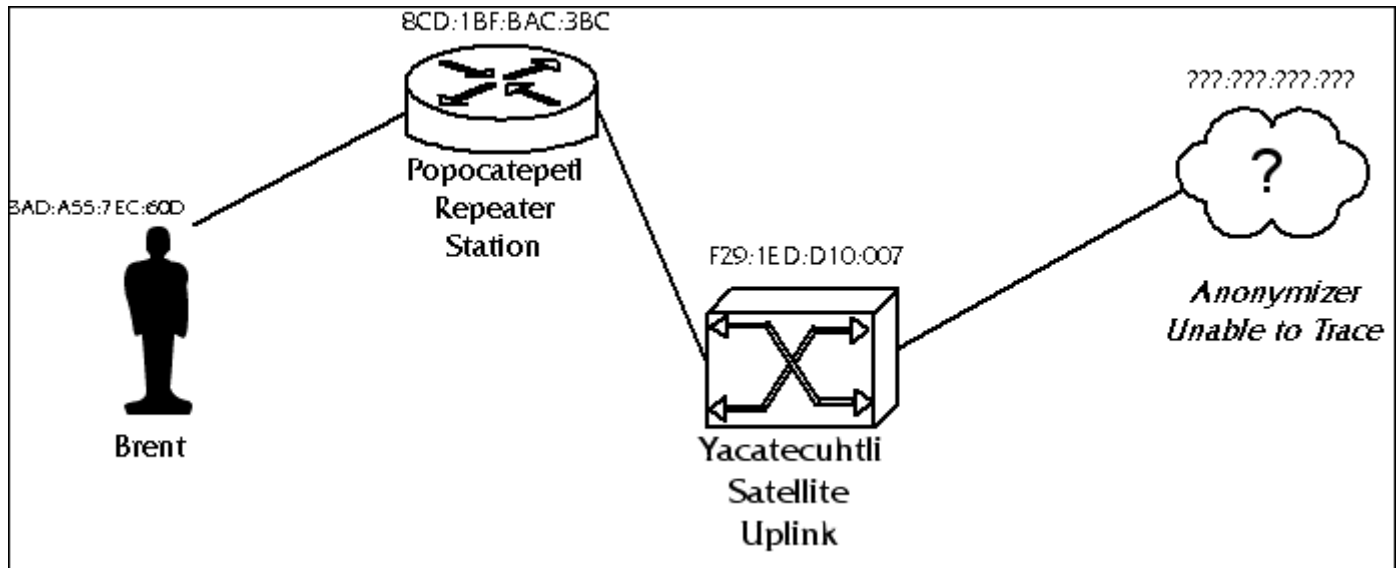
Matrix	Skill	
0	0	"Isn't that what magicians do?"
2	1	The Reality Hackers are a gang that gets off on body mods and infiltrating high-security places. Their colors are chrome and gold.
4	2	The Reality Hackers hang out at a place in Tacoma called the Cathode Glow.
8	3	A Reality Hacker named WTF has been spearheading a project to put an anonymizer in Low Earth Orbit.
16	4+	The Reality Hackers often have a soft spot for kids, but the language they speak best is money.

Wild-Ork Recreational Ranch

Roll Charisma + Etiquette (Sports), or Logic + Knowledge (Whitewater Rafting).

Matrix	Skill	
0	0	"Orks Gone Wild? Count me out."
2	1	It's an extreme-sports ranch with very good ratings and reviews.
4	2	Most whitewater rafters have been to the Wild-Ork Ranch at some point in their careers.
8	3	The place is owned by Aztechnology, but it's run by some sweet people.
16	4+	There aren't actually any orks that work there.

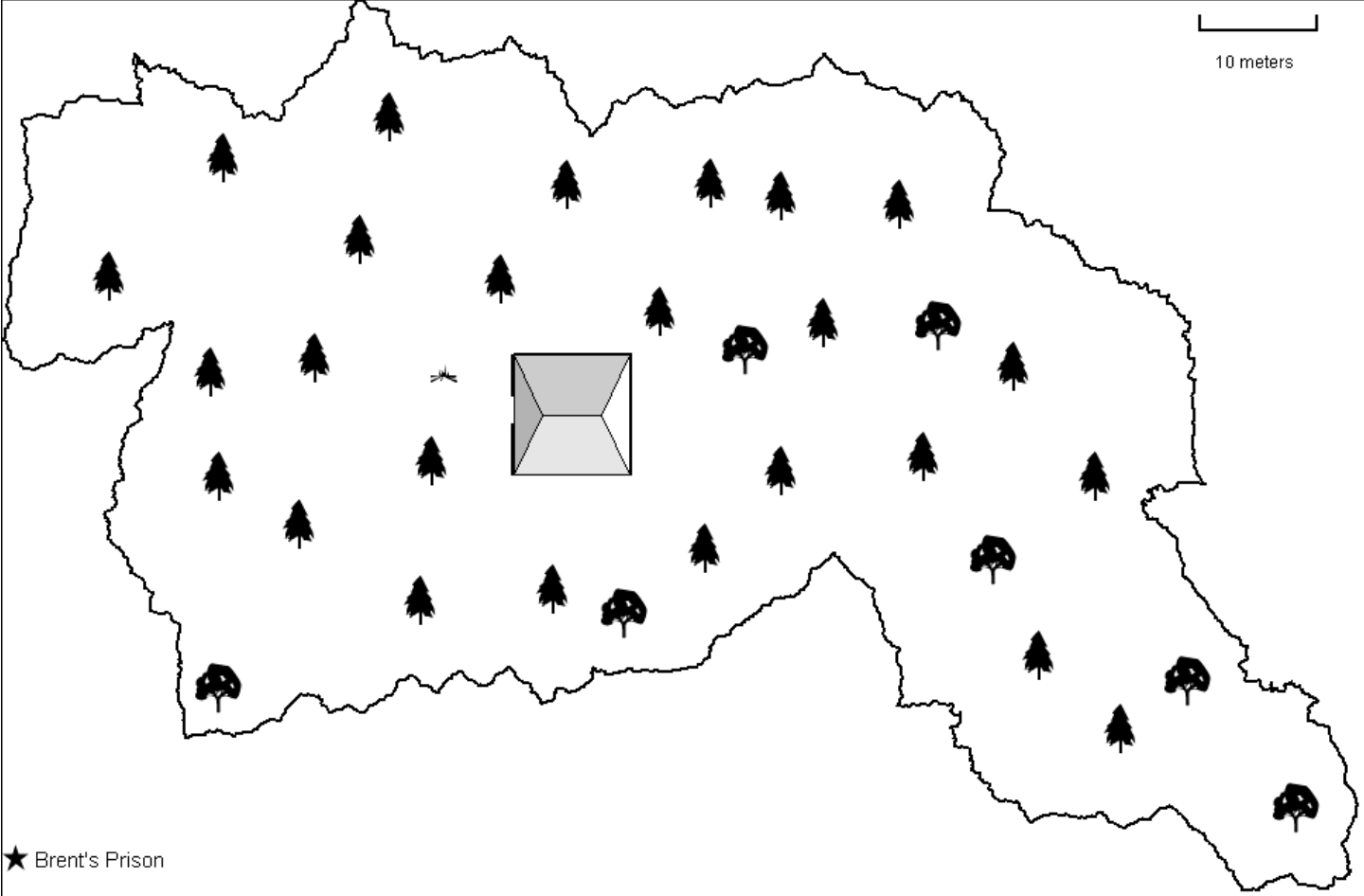
Handout: Brent's Network Map



Handout: Aerial Map



Handout: Players' Island Map



NPC Record Sheet



Street Name: Brimstone Metatype: Human Sex: F Age: 23 Affiliation: Kidnappers

Physical Attributes	Mental Attributes	Special Attributes	Special Attributes
Bod 2	Cha 4	Edg 4	Init 9
Agi 2	Int 5	Edge Pool	IP 1
Rea 4	Log 5	Ess 6.0	Astral Init/IP 10/3
Str 2	Wil 5	Mag/Res 6	Matrix Init/IP -

Physical Damage Track

8+(Body÷2, round up) boxes

Stun Damage Track

8+(Willpower÷2, round up) boxes

Armor: **8** / **6**
Ballistic / Impact

Physical Damage Overflow:

Skills
 Conjuring Group 4, Spellcasting (Combat) 4(6), Counterspelling 5(6), Dodge 4, Pistols 3

Additional Gear/Spells/Powers:
 Physical Barrier, Ignite, Resist Pain, Initiate Grade 1, Shielding.

Qualities
 Magician

Weapon or Spell	Damage	AP/Drain	Mode	Recoil Comp	Ammo Type	Ammo/Reach	Dice Pool
Flamethrower	(F)P	F/2+3	LOS		Fire		12
Fireball	(F)P	F/2+5	AoE		Fire		12
Fichetti Security 600	4P	-	SA	(1)	standard	30(c)	5

Street Name: Recoil Metatype: Ork Sex: M Age: 17 Affiliation: Kidnappers

Physical Attributes	Mental Attributes	Special Attributes	Special Attributes
Bod 7(8)	Cha 1	Edg 3	Init 8
Agi 4	Int 2	Edge Pool	IP 3
Rea 4(6)	Log 2	Ess 3.0	Astral Init/IP -
Str 6	Wil 3	Mag/Res -	Matrix Init/IP -

Physical Damage Track

8+(Body÷2, round up) boxes

Stun Damage Track

8+(Willpower÷2, round up) boxes

Armor: **10** / **8**
Ballistic / Impact

Physical Damage Overflow:

Skills
 Automatics 5, Close Combat Group 6, Dodge 6, Perception 2.

Additional Gear/Spells/Powers:
 Wired Reflexes 2, Goggles w/ Smartlink, Armor Jacket, Helmet

Qualities
 Toughness

Weapon or Spell	Damage	AP/Drain	Mode	Recoil Comp	Ammo Type	Ammo/Reach	Dice Pool
Ingram Smartgun	5P	-1	SA/BF	2(3)	Ex	32(c)	11
Combat Axe	10P	-1	melee			2	10