

SHADOWRUN

Missions

SRM02-10 TWIST AND INSULT
BY: STEPHEN MCQUILLAN

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INTRODUCTION

Twist and Insult is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Twist and Insult* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-10B, *Twist and Insult, Playing Aids*.

Preparing the Adventure

Twist and Insult is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

Twist and Insult 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. *Shadowrun Missions* adventures are designed to run in a standard four hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. **(Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.)** This section offers some guidelines you may find useful in preparing to run *Twist and Insult* (or any *Shadowrun Missions* adventure).

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, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

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

Shadowrun Missions adventures use 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.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily comprise a "balanced" party. It's entirely possible that the party will be made up entirely of Technomancers or back-to-nature Shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

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.

The NPCs in this adventure should generally stand up to the average player character, but may need some adjustment to suit a particular group of characters,

especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (SR4 p.277). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

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 be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of

Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (SR4 p59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

Contacts

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

Tracking Faction

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through gameplay.

Paperwork

After running a *Shadowrun Missions* adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the GM, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs actions in the scenario when providing Reputation modifiers, per those rules (SR4 pp257-8).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, please fill out the Event Summary report and e-mail it to the campaign coordinator at missions@shadowrunrpg.com or use the web reporting form available at <http://www.srrpg.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

Adventure Background

With the exodus from Mother Russia, the Avtoritey and Vory have been bringing their families to North America and settling into their old ways. Six months ago, several of these families made their way to Denver. After dividing the city along the national boundaries, each Vor and Avtoritet began to slowly expand through their own means.

Maria Kirillova, the only daughter of Nikolai Kirillov, began seeing Tony a few months ago. After realizing that Tony was second in command, she did what any good Vory wife would have done and killed the leader of the gang. Unfortunately, Tony was distraught over Jonny's death and so Maria never told him. Now Tony wants to runaway from the gang and Denver, so that he and Maria can get married and live together.

Meanwhile, Nikolai Kirillov has learnt of the death of the leader of the Three Kings and wants to make his move to absorb the gang before they join someone else. The runners have just completed a run for him so they are immediately at hand when he decides to move.



Plot Synopsis

Running through the Shadows, it takes a lot of effort to maintain a social life, much less a serious relationship. Gathering together outside the meeting spot for a job offer, the runners are approached by a young woman. She says that she needs their help. The Johnson from inside barks something in Russian and the girl flinches and hands directions over quickly. The Johnson then comes out and offers the runners his job.

The players have to decide whether to work for the Vory who are expanding their control over some of the local gangs or do some pro bono work for the daughter of their Vory Johnson. Either they will eliminate certain key members of the gang and enforce the Vory agenda or preserve young love and garner the enmity of a growing syndicate.

GM Note: Some scenes will be approached differently depending on who the runners side with. The scene progressions are as follows:

Young Lovers

1. Fair Maiden
2. Pride and Prejudice
3. Star-Crossed Lovers
4. The Fronts
5. Mercutio's Fall
6. Fighting in the Streets
7. Fallout by Faction

Vory

1. Fair Maiden
2. Pride and Prejudice
3. Fighting in the Streets
4. Mercutio's Fall
5. The Fronts
6. Fallout by Faction

Runners following the Young Lovers storyline will go through this Mission linearly, those following the Vory storyline will force the GM to jump back and forth slightly.

If the runners attempt to play both sides of the fence, use the intros given under Tell it to them Straight—Young Lovers if Tony and/or Maria is there. If neither is present use the Tell it to them Straight—Vory text.

This Mission starts in media res, with the runners already outside the Vory warehouse. Start out by giving them a chance to describe and introduce themselves.

Fair Maiden

What's up Chummer?

The runners are approached by Maria Kirillova, daughter of Nikolai Kirillov. She needs their help keeping her and her boyfriend, Tony, out of sight for a few hours. The meeting is interrupted by a Vory messenger.

Tell it to them straight

Walking out of the warehouse with money in hand, you look to your teammates with relief that one more mission was successfully completed. As your team prepares to climb onto motorcycles and into cars for a night on the town, there is movement in the corner of your eye. A human woman approaches you. Her dark eyes and long wavy brown hair glint in the moonlight, as she moves furtively down the alley.

"You are the men who work for Kirillov? Help me, I need protection."

Her heavy Russian accent sounds like it is only a few months removed from Moscow. The girl moves forward cautiously, but flinches and the sudden sound of shouting from inside the warehouse. Words are muffled and distorted as they are barked out in Russian, but it is obvious that someone inside is upset.

After the players have asked a few questions, read the following:

"Please, help me. Meet me soon."

The smells of flowers in a meadow and fresh linens wash over you as she sends a file and 100¥ to your commlink. She turns and runs down the alleyway, as you realize you never got her name. Checking the file, you see the name Maria and an address. Slowly the sun sets.

Behind the Scenes

There should be a chance for the players to get in a few questions without the GM giving out too much information. The players can learn the following:

- She and her boyfriend are in danger
- They're currently staying in the Warrens
- They need protection until the next morning

Maria will tell the runners that she isn't safe here and cannot talk

This woman is Maria Kirillova, Nikolai Kirillov's daughter. She has come here to hire the runners to help keep her and her boyfriend safe. The problem is she needs protection from her father's and uncles' men, so she cannot be seen by anyone inside. Maria's boyfriend Tony is the de facto leader of the Three Kings, a sub gang of the Fronts. The address is for the safehouse that the two star-crossed lovers are staying at on the edge of the Warrens. Gang Territories + Intelligence (2) will identify the turf as belonging to the Three Kings, 1 success notes that it is controlled by the Fronts

Debugging

If the runners attempt to keep her in the alley she will say that she must go and try to pull away. Should anyone unwisely use force to attempt to keep her, or if she fears for her life, she will scream and draw the attention of the Vory inside. When that happens, the Russians won't ask questions, they will simply see a bunch of expendable assets who have reached their expiration date by touching the boss's daughter. Violence ensues. If any runners survive, end the adventure here and fill out their debriefing logs, making certain to notate that they have lost two (2) boxes of faction with the Kirillov Vory.

Pride and Prejudice

What's up Chummer?

The runners go into the lion's den. Nikolai Kirillov wants the runners to go out to Aurora and either recruit the Three Kings for the Vory or wipe them off the map.

Tell it to them straight

Scant seconds after Maria turns the corner out of the alley, one of the shestiorka comes out into the alley.

"Good, you's all here. The boss has some more work for you, go inside."

The errand-runner holds the door open for you. Unlike many of the Avtoritey and Vory you've worked with, this kid who is barely sixteen obviously grew up in the streets of Denver. His accent and clothes reek of Aurora, even though he has recently showered.

Inside the warehouse, several large men are driving forklifts loaded down with crates. Most of them give off the air of violent convicts. Five meters above you on the catwalk, Nikolai Kirillov strides with confidence. Muscular and scarred, the Vor bears the marks on his arms and face of having fought his way to the top through brute force and unadulterated rage. You have to crane your neck up to look at him as he stops and looks down at you.

"I have a job for you."

Behind the Scenes

Kirillov (see **Cast of Shadows**) is in charge of gaining more manpower for the growing syndicate. His plan is basically to use the street gangs from the sprawl to bolster his own men. Currently he's targeting a sect of the Fronts known as the Three Kings. Right now the gang is in turmoil since someone killed their leader, so the Russian has decided the time is perfect to move. Unfortunately, someone else has already begun moving.

Word has come in from the street that someone is moving to sweep up the Three Kings before the Vory can get their hands on them. This is what caused Nikolai to begin shouting earlier. Kirillov wants to hire the runners to impress the gang into the service of the Vory. If the gang disagrees, he

wants them to all die, in a public and messy manner as a lesson to future gangs. The Vor is willing to pay 1,000 ¥ upfront and 1,500 * TR ¥ when it's all over. His preference would be to give the runners gear, specifically weapons, armor or street drugs in which case he will offer an additional 30% (1,950 * TR ¥ in gear). Every net hit on a negotiation test will increase the payoff by 100 * TR ¥. He will also give the team directions on how to get to the Three Kings headquarters.

The truth, which Kirillov isn't telling the runners, is that he does not have sufficient manpower to do this. He is keeping his bojeviks out of the fighting because their loyalty is beyond reproach and he needs to use them to control the street gangs as they roll over. The Vor is not looking forward to having to trust a group of "Americans" who tried to weaken and destroy the motherland in the past.

If the 'runners accept this job, and choose to ignore Maria's request, proceed to **Fighting in the Streets**. If they want to hear about her job, proceed to **Star-Crossed Lovers**.

Debugging

Should the runners attempt to decline the job, Kirillov is not above intimidating the runners. Additionally, any runners who earned Enemy status from the Vory V Zakone in previous Shadowrun Missions will be told that this is their last chance to earn forgiveness from the syndicate before they are hunted down and killed, including their family, neighbors and pets.

If any of the runners attack Kirillov or his men, they will respond with immediate deadly force. See **Cast of Shadows** for relevant stats. In this case, surviving runners can either pack everything up or follow the Maria arc knowing that the Vor is going to hunt them down. There are currently 2 Bojeviks, and three Enforcers in the warehouse. The Shestiorka is a non-combatant.

Runners who have knowledge skills about Aurora Gangs, Gang Turf, etc should realize that the meeting with Maria is in Three Kings turf. Those with Local Knowledge or a GPS, will notice that the two buildings are only about two kilometers from each other.

Star-Crossed Lovers

What's up Chummer?

If the runners meet with Maria it's a short drive along the edge of the Aurora Warrens. She and Tony have scraped together some money that they can pay the runners to keep them out of sight.

Tell it to them straight

Every time you drive in the Warrens, you ask yourself the same question. *Why am I here?* The answer always seems to go back to monetary figures, which you and your conscience have decided to deal with later, whenever that is.

You reach the location that your commlink tagged, but as many of the street signs have either been spray-painted over or stolen, you're not absolutely positive that the map was correct. With peeling avocado green paint and a trim that may have been brown a few decades back, the rundown apartment building looks like it was abandoned shortly after the decision to cut all utilities in the Warrens. At several places, three golden crowns have been tagged onto the building, a clear sign of marked territory.

Unit number five has a plaque hanging on by the residual adhesion of paint, which reads "Manager." Love must be blind or dead broke to be living here. When you knock, a baritone male voice calls out to come in.

Behind the Scenes

The furniture inside consists of a few card tables and several folding chairs. At one card table Maria and Tony are sitting and talking. They both rise when the runners enter. Tony will cross the room, introduce himself by first name only and shake hands. Maria stays just behind him, shy but with obvious relief on her face that the team came.

The two lovers have scraped together 4,900 ¥ total, not counting the earlier deposit to raise it to a whole 5,000 ¥ for the team. (Note: That's total, not per team member.) They just need to stay in town until morning so that Tony can straighten a few things out and then they want to leave and head for

New York. Maria has family in Brighton Beach that she thinks will keep them safe. The runners are being hired to protect Maria from harm and keep Tony alive while he wraps up the last few pieces of business before he leaves. (This is important to him because of the family-oriented nature of the gang lifestyle—he's moving and turning his back on them, but Tony feels the need to set a few things right first.)

Now is the time for any socially-inclined runners to talk with Tony and Maria and find out what's going on, and learn the whole picture. Tony will openly admit that he is part of the Three Kings, he used to be the right hand to their leader. Now with Jonny (their old leader) dead, some of the gang have been looking to Tony for answers. Tony actually wants out of the gang lifestyle so that he can settle down and start a family with Maria, but hasn't told the rest of the gang that yet. He's reluctant to tell them because he knows that it will not go over well.

Jonny died last week in a shooting. He was on his own when somebody shot him fifteen times in the back. None of the gangers know who killed him but there was a call for revenge from the gang. Any runner watching Maria during talk of Jonny or his death will notice that she seems uneasy (Intuition + Charisma (2)). She'll initially state that it's just nerves, but if pressed or intimidated, she will drop a fairly large bombshell—she killed Jonny. Tony will sit in stunned silence, looking like a gutted fish with his mouth still opening and closing. Maria's then explains that by killing Jonny she made Tony the leader of the gang, and she knew that her father wanted to recruit the gang. This way she and Tony could be together, her father would be happy, and Tony could be left in charge of the gang rather than a Bojevik outsider. (There is an implicit second bombshell. She will admit that her father is Nikolai Kirillov.) She would rather stay in Denver but her love for Tony is stronger than her ambition—she feels bad about killing Jonny, but only because she hadn't realized he was Tony's friend.

Maria then admits that she was scared earlier because she knew what her father would do if he found her interfering in business instead of at home. Nikolai believes that Maria has been spending too

much time amidst the riffraff, and he wants her to be a good daughter who goes to school and marries well. To this end, Nikolai assigned a watcher to look over his daughter. She gave her smotrityel [trans: watcher] the slip early this morning and is trying to stay unnoticed by her father's men.

After a few minutes Tony will begin to make sense of the world again, he wants to know why Maria didn't come to him in the first place and why she didn't tell him what she had done. It almost feels scripted, but Tony says he loves her and they will be able to work this out. She can't tell the rest of the gang, as they wouldn't understand, but it is all the more pressing that they get on a train to New York in the morning.

Some perceptive runners may realize that Maria had plans and doesn't want to leave Denver. The problem here is that Tony wants out of the gang lifestyle. His motivation for going to Brighton Beach is that it will give him a chance to live a safer life with Maria. The 'runners can attempt to convince him to stay in Denver with his "family" in the safety of Vory backing. Maria will chime in and help supply faltering runners with some of the same arguments she has already thought through but not had the courage to say. (Negotiation + Charisma ((TR+6)/2) with +2 dice from Maria, additional modifiers may apply. **SR4** p. 122) (GM Note: This is one of the few ways to end the Mission on a happier note rather than the impending tragedy which it is on its way to becoming.)

If the 'runners agree to protect Maria and Tony, proceed to **The Fronts**. If they decide to continue working with Kirillov, proceed to **Fighting in the Streets**.

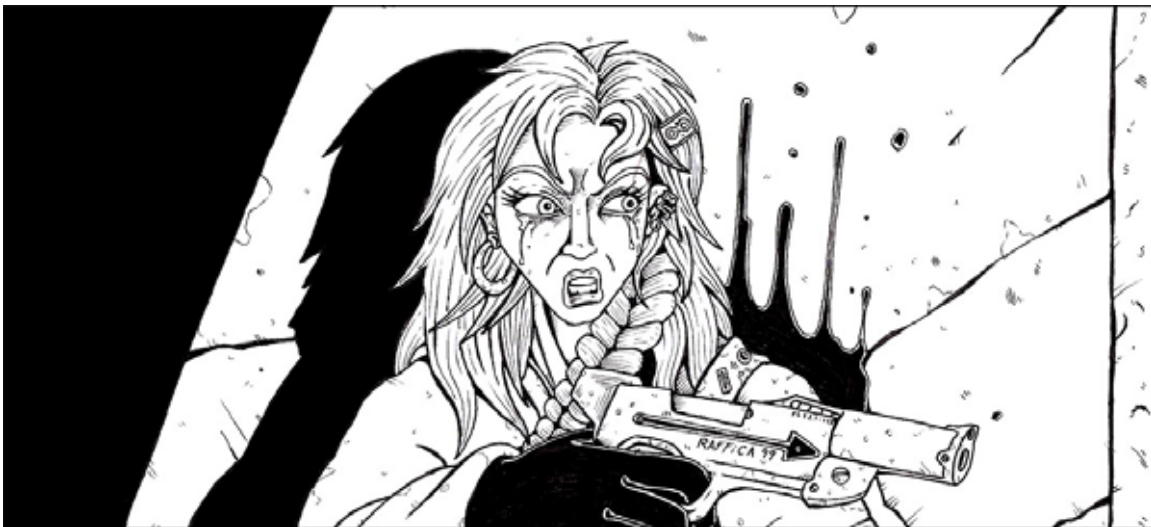
Debugging

If the runners refuse to help, keep on with the storyline from the Vory perspective. If they bring Tony and Maria to Nikolai, he will take the boy and order them back out to do their job while the Vor talks with his daughter.

Some runners may mention to Maria that they were just offered a job to either kill the Three Kings or bring them all over to the Vory. In that case she will grow pale and start crying. Once she gets control of herself, she will talk to Tony, saying that they have to stay in Denver, or at the least he has to convince the Kings to work for the Vory. This will lower the threshold of the Negotiation test to (TR+4/2), but Tony will still need convincing. He thinks that the Kings will be able to stand on their own against the Vory or they will call on the Fronts for help.

Pushing the Envelope

For tables at TR3+, an optional encounter can be added with several of the Vory V Zakone tailing the team on their way to the meet with Maria. Use stats for a Bojevik and (TR) enforcers from **Cast of Shadows**.



The Fronts

What's up Chummer?

Whether they protect the lovers or assault the HQ, there's going to be a meeting with the Fronts. This can either be a tense conversation or a straight out gunfight depending upon their choices.

Tell it to them straight

Young Lovers

The door rattles from the sound of a fist pounding on it three times. Opening the door, a woman in an armored long coat is flanked by two black men with street sweepers. Her skin is the color of leather soaked in coffee and she bears the marks of having lived her entire life on the street with the better part of twenty years in the gang lifestyle.

Tony looks past you and the shadow of fear crosses over his face.

"Amy, please come in."

As the three gangers come in, Amy Steur scans her eyes across the room.

"Tony, we need to talk."

Vory

Two black men and an older woman in armored long coats walk down the street towards the safe house of the Three Kings. Both men have street sweepers in hand leaning against their shoulders, the middle woman wearing an underarm holster for a heavy pistol. The woman has dark tanned skin and muscles as tense as wire. Her eyes are cold but burn like a well banked fire.

Murmurs run through the gang as they all recognize the woman walking down the street.

"Friends...Brothers, we need to talk. Dark times approach, the families have accepted our part of the land but there's a new threat. We will have to stand together, unify our strength, if we want to survive."

Behind the Scenes

Some of the Fronts are concerned about the Vory moving into the Warrens and rolling street gangs. Because of this they are trying to tighten their grips of the sub-gangs that are loyal to them and not let any slip over to the Russians. The Fronts have sent out

three gangers to talk with Tony and the Three Kings. This is mainly a solidarity speech for the gang, but is also a test on Tony's loyalty. Once you're in the gang, there's only one way out and that generally requires a six foot black bag and a trip to the morgue.

Young Lovers

The gangers want to talk with Tony and won't abide by any attempts to pat them down, take their weapons etc. After all, why would Tony need bodyguards? Runners who push the issue will cause trouble and the Fronts will say that they have business to discuss that doesn't involve outsiders. This is a loyalty test for Tony, thus runners who push too hard are actually only going to make things worse for Tony. If the runners push things, Amy will demand that they go outside while she talks with Tony. Tony will support her in this to defuse the situation. None of the gangers are awakened, thus an astrally projecting mage or spirit can sit in the room and provide overwatch, if they go outside.

Amy is short and to the point. She wants to know how Tony plans to stand up to the Vory and makes veiled demands that the Three Kings rejoin the Fronts including bringing their turf under her control. Mages watching Amy will note that she employs psychological tricks and arguments, attempting to use Tony's own desires to prove to him that he needs to do what she wants.

Tony is afraid of Amy and it shows in his reactions as most of his answers to questions are deflective. He's loyal as far as he wants the best for the Three Kings. The phrase "I only want the best for them" will be repeated several times. Runners can drop small suggestions in and prod Tony in one direction or another. This will bring Amy's attention on them—she wants to know why they are here.

Attempts at deflecting her questions meet with mixed results, as she has a different agenda with the runners than she does with Tony. Admission to working for the Vory or being approached by the Vory will lead Amy to try and drag out every detail she can. She asks brutally direct questions, number of people, addresses of strongholds and safehouses. Mentioning the train station and the plan for Tony to cut out on

the gang will end the conversation. That is the information that she needed to know: whether Tony was loyal or not.

Vory

Amy Steur is one of the leaders of the Fronts. She will address the gang openly, calling for solidarity against the Vory. This can create some interesting role play dynamics as players speak up against the Fronts, or have gangers point out that the runners are from the Vory. The initial decision for violence has to come out of role-playing. This can be a time for further negotiation and intimidation as different factions vie for control.

If calmer heads prevailed and Tony and Maria came to talk during Fighting in the Streets, talk about Jonny here could make Maria crack and admit her part in events as mentioned in Star-Crossed Lovers. If that comes out in front of the gang, all hell breaks loose as gangers that had been loyal to Tony start questioning that and the Fronts and their followers claim betrayal. There will be shouts, screams and eventually someone will pull a gun. It will be up to the runners to attempt to defuse the situation before that point as Tony will still be caught in shellshock (if it did not come out earlier).

This scene's roleplaying dynamic will fluctuate depending on the number of Loyalists Tony has. If Kev's badge was not displayed to the Three Kings in Mercutio's Fall then it is a three-way fight. Should his badge have come out, then it is the runners versus Amy. For a quick resolution use an extended Negotiation test, with appropriate modifiers for good role playing. The first side to 10 successes wins the Three Kings. This test should not replace the necessary roleplaying but serve as a simple way for GMs to determine which side is winning. Remember the players may simply choose to kill any gangers who resist their negotiations.

If the players are following the Young Lovers thread, proceed from here to Mercutio's Fall. If they are following the Vory storyline, proceed to Fallout by Faction.

Debugging

Should the runners use force against the Fronts, they will find that all of the Three Kings will come to the aid of the Fronts. For players in the **Young Lovers** arc, this will mean that Amy and her two enforcers will fight a retreating battle and Tony will get in the middle attempting to defuse the situation. For the **Vory** arc, it will be a final solution with all of the gang members targeting the runners.



Mercutio's Fall

What's up Chummer?

Trouble breaks out in gangland as Tony's right hand comes back bleeding. There are mixed reports of Kev being a cop or talking to cops, but it's obvious he's going to die soon unless one of the runners helps out fast.

Tell it to them straight

Young Lovers

Clear sounds of shouting come through the thin walls of the apartment. Checking outside you see two gangers wearing the Three Kings symbol on their jackets carrying a third ganger who has obviously been shot. From the look on the middle ganger's face, their method of carrying him is obviously causing the bullet to move further into his body.

Both of the other gangers are clearly arguing about something but it's hard to tell what from this distance. As they approach, words edge their way into your senses, words like Lone Star, pig and traitor.

Vory

From down the street a rust and blue colored pickup barrels towards the Three Kings safehouse. Angered voices are occasionally drowned out by the sound of metal scraping on asphalt where the truck bottoms out in the poorly maintained street. Screeching to a halt, almost non-existent brake pads locking down, the truck stops in front of the large gathering.

Both gangers get out and continue shouting at each other about Kev being a pig or talking to the pigs. They both head in opposite directions one going to the group on the north and the other to the south. Meanwhile, a ganger continues to bleed out in the back of the truck, the trip obviously having aggravated his wounds.

Behind the Scenes

Kev, the middle ganger, is in actuality an undercover Lone Star detective working for Vice. He initially infiltrated the Three Kings in a hope to get information about the leadership of the Fronts and make a bust. During his time with the gang, he has fallen

into a condition similar to Stockholm syndrome—he wants to help Tony and the Three Kings but needs to turn information over to Lone Star regarding the Fronts. Kev knows that Maria is a Vory princess but has not passed that information on to his handlers. The argument that the two gangers stumbled upon was Kev arguing with his handlers to be left in the field—Lone Star is starting to suspect that Kev may have gone native.

The two gangers carrying him are the ones actually responsible for his wound as they caught him talking to his handlers. One (Mike) believes that Kev actually is with Lone Star. The other (Andrew) thinks that he was just being harassed by a few "pigs."

Runners with First Aid will be able to immediately recognize the signs of shock and blood loss to realize that Kev is going to die quickly without medical care. If the runners don't seem to care about Kev, GMs can casually remind them that if he is a Lone Star detective there will be trouble if he dies.

Young Lovers

Andrew is winning the argument between them and they agreed to bring him to Tony so that he could decide what to do with Kev. Unfortunately, because they didn't take any care while moving the injured man the bullet has become lodged more deeply causing additional damage and pushing Kev into shock.

Any runner who pats Kev down can make a Perception + Intuition (3) check to find his hidden badge. If Kev is healed, the discovery of his badge can lead to another round of truths being revealed as Kev comes clean with Tony. Whether or not the badge is found, Tony decides that he must go and talk to his gang. His reasoning is that Mike and Andrew used to be friends, if they are arguing this intensely, then the gang is beginning to fracture. Tony will ask the runners to come with him as backup in case the gang has fractured further than he thinks. Maria will stay with Kev if he is conscious, otherwise she will ride with Tony on the back of his bike.

Vory

Mike won't listen to anything Andrew has to say and thus overrode his fellow ganger. Mike is driving and decided to take Kev to the gang safehouse while they straighten

everything out. Mike has sided with the group of gangers that want to re-join the Fronts. (He also pulled the trigger and shot Kev.) Andrew is a loyalist to Tony and trusts Kev because he's a part of the gang and Tony's right hand.

Any runner who pats Kev down can make a Perception + Intuition (3) check to find his hidden badge. If the badge is revealed, support for Tony is going to be shaken. The gang will turn on him if he is present, most of his loyalists will begin questioning themselves, and slowly move across the street. Runners who are socially inclined can use this as a bargaining chip, twisting the knife that the gang's own leadership is in bed with Lone Star. This will result in +2 dice for intimidating the Three Kings into submission to tow the Vory line. More violent runners can fan the flames and get members of the Three Kings to fight their own.

If following the **Young Lovers** storyline, proceed to **Fighting in the Streets**. If following the **Vory** thread, then proceed to **The Fronts**.

Debugging

Depending on the attitudes of the players a DocWagon med-evac team can come to take Kev or additional Lone Star units (see *SR4* p. 275) can respond to the officer down call that Kev sent from an internal commlink. This second option should only be used if the runners callously avoided helping Kev in an attempt to save their own hides and not be identified. The arrival of Lone Star units will blow the operation but when they come in force, they will arrest everyone and ask questions later.

Within five minutes, four squad cars will arrive each with two police squad members. They will move to contain the area and fence in the runners. A Lone Star mage (see **Cast of Shadows**) will arrive in astral space with two bound earth elementals (Force TRx2). Fifteen minutes later, if the Lone Star agents have received any resistance, a full 8-man SWAT team (see **Cast of Shadows**) will arrive in a CityMaster.

Fighting in the Streets

What's up Chummer?

When the runners arrive at the headquarters, there's an obvious fight going on out front between two members of the Three Kings.

Tell it to them straight

Young Lovers

Following Tony's motorcycle, your team moves deeper into the Warrens. Here the deprivation of humanity is truly sickening. You pass by women and young boys being slapped around by pimps, glimmering beacons of vice which signal Mafia casinos and Yakuza bordellos. Sin and corruption palpable enough you can almost taste it—maybe it's just the bile building up.

Looking ahead past Tony's taillights, you see a large gathering in the street. Shouts of encouragement carry down the street as two gangers roll back and forth in the street beating on each other. Gang colors from both sides demonstrate that everyone here is a member of the Three Kings.

Vory

The Three Kings are based in a neighborhood where most people have the windows rolled up, the doors locked, and speed through at sixty miles an hour. In the shadows of the huge skyscrapers, there are smaller buildings in areas carved out by brute force and intimidation. On the southside of the Warrens, a little over a mile southeast of the Meat Market, the Three Kings have established themselves.

Cruising down the street towards the Three Kings' storefront base, you notice two gangers rolling in the street. They continue to grapple as they punch and kick each other. Several other gang members are holding people back so that the fight stays between these two. A few gangers move with hands up for you to stop your vehicles.

Behind the Scenes

The gangers in the street are fighting over whether or not the Three Kings should stay loyal to Tony. One of them believes that the gang should go back to the Fronts because Tony obviously cares more about

his girlfriend than the gang, the other thinks that Tony is a King and would never leave them.

Right now the gang stands divided, those on the north side of the street are siding with the Fronts, the south side loyal to Tony. Neither side really wants to join the Vory. The gang is a mid-sized one, there are twenty-five members in all, as it stands fourteen are on the North and eleven on the South.

Young Lovers

Tony is going to try and re-solidify the gang without making any promises. He knows that he is leaving in the morning but cannot leave in good conscience if his "family" is destroying itself. The runners can chime in here and help Tony through use of social skills, aiding him in bringing the extremists back to the center.

If the runners bring up the Vory, Tony will begin to distance his position from the runners. He wants the Three Kings to stand strong on their own or go back to the Fronts. Unless, of course, the runners have convinced him of the logistical benefits of staying in Denver. (See **Star-Crossed Lovers**)

If the runners have convinced Tony to stay in Denver, he will talk about more money, better guns, and running water. This won't go as well for Tony as he is still hesitant to admit who is going to provide these things. The gang leader wants to bring the Three Kings around to the idea of being Vory lapdogs slowly.

Vory

The ball is in the players' court at this point. They can either go in guns blazing and not bother trying to negotiate, or they can talk to the Three Kings. Talking will be met with resistance. None of them have any ties to the Russians and they don't want to have any. The South side says that Tony is the only one who could make that decision. The North will chime in saying that he's sweet on "that Russian whore," so he would probably sell them out. This will cause the more hot-headed ones to attempt to start a fight again and be held back by their friends. If the GM wants to turn this into a Grand Melee, it's possible to not hold them back, in which case the fight will quickly enwrap all of the gangers and boil over onto the PCs.

A more civilized peaceful approach (i.e. no grand melee) will lead to one of the gangers calling Tony and forcing him to come out here and talk with the runners. (Maria will come in tow.) From here it's negotiation, intimidation and some fast talking. Skill + Charisma (10, 10 minutes) The runners can try to persuade them that the Vory have better gear and can equip them. Alternatively, they can bring up the darker side and let them know that every ganger here and any family that can be found will die, painfully, if they don't join up.

Debugging

This scene like most things in this Mission is designed to be able to be solved through roleplaying and social skills. For groups that don't have those skill sets, brute force is an option. Depending on the combat worthiness of your table and the TR, adjust the number of combatants who actively target the runners rather than their fellow gangers.

For the **Vory** side, **Mercutio's Fall** is next. However, for those tables, bring **The Fronts** in early if it looks like the fight is going badly for either side. If the runners somehow take out the entire gang before the Fronts arrive, push on to the next scene while they are catching their breath.

For the **Young Lovers** side, this scene leads into **Fallout by Faction**.

Pushing the Envelope

In the face of force, have a higher proportion of gangers jump the PCs or add in a few lieutenants by giving them Longarms 2 (Shotguns +2) and Remington 990s.

Fallout by Faction

What's up Chummer?

Resolution and the lives of gang members hang in the balance. Will the runners allow the Vory to strong arm their way in or will the Three Kings stave off the Russian advance and join up with a different faction?

Behind the Scenes

Vory

A great deal of this run is determined by the choices of the players. If the runners decide to push the Vory agenda, Kirillov will want them to let him know when they are finished so that he can send one of his bojeviks to take care of things. Kirillov himself will meet with the runners back at the warehouse, this time outside with a car waiting for him. The payouts will be quick and efficient, if they are bartering for gear he asks them to compose a list and it will be delivered within the week.

Kirillov will seem fairly preoccupied and is on his way to find his daughter who gave her smotrityel the slip. He is wearing body armor with two obvious pistols at this point, and has several bojeviks getting into the car with him.

Young Lovers

Going with the Young Lovers will create some problems if the runners want to work for the Kirillov Vory again. Should the runners take this route, they will need to do a lot of fast talking to keep their heads attached to their shoulders if they take the money and run after accepting the job from Nikolai. Another meeting can happen in the warehouse this time with the big guns loaded and taking aim.

If the lovers are still on course to go to the train station, the runners should take them the next morning. Moments after arriving at the train station, Nikolai will arrive with several of his bojeviks. (They tracked Maria down through the RFID tags in her purse.) The Vor will demand that Maria come home with him and give up all this nonsense about running away. She says that she is going wherever Tony goes. Guns get drawn, and Nikolai guns Tony

down in cold blood. Maria will throw herself onto Tony's body and grab his gun.

She waves it up towards Nikolai, screaming at him. He made her into a monster. It is obvious that she is in a flashback of some kind, probably to Jonny's death. As soon as the gun is pointed at Nikolai, the bojeviks immediately aim at Maria but are ordered to not shoot. "So much blood" are the last words Maria will say before shooting herself.

Runners should be warned to beat feet before the Vor draws the parallel with them and his daughter's death, as well as the arrival of Lone Star.

Debugging

It's possible that the group will try and do both tasks, turn the gang over to the Vory and get Tony and Maria out of town. This may be viewed as a simple solution, Tony is out of the gang lifestyle and free to leave while the runners don't upset a growing syndicate. The problem here will be keeping Tony and Maria out of the line of fire and not letting them know what the runners are doing when they leave the apartment complex instead of guarding the lovers. Suggest some fast talking, and remind the players that blood and gore from open fighting will raise a lot of suspicions when they go back to the apartment.

If the PCs attempt to interfere in a shootout at the train station, allow them to do so. However, please consider the ramifications of their actions when tracking faction during **Picking up the Pieces**.

Picking up the Pieces

Money

Siding with the Vory

1,000 ¥ upfront and 1,500 * TR ¥ (per runner) for successfully eliminating the Three Kings or bringing them over to the Vory (or 1,950 * TR ¥ in gear, maximum availability 10)

Siding with the Lovers

5,000 ¥ (divided amongst the team) and a warm fuzzy feeling for doing a good deed. They may also have the upfront money from the Vor, if they accepted his assignment.

Karma:

1 – Saving Kev's life

AND

1 – Completing the Mission for the Vory

1 – Unifying the Three Kings under the Vory, with less than 5 deaths

OR

1 – Getting Tony and Maria to the train station

1 – Unifying the Three Kings with the Fronts with less than 5 deaths

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is **6** karma.

Reputation

Any runner who switches sides or takes money from a side without completing the mission will gain one (1) point of Notoriety. Gaining the Vory as an enemy for 3 reasons or more will qualify for another +2 to notoriety

Any runner who actively helps Kev gains one (1) point of reputation. If they kill or interrogate him instead, they gain one (1) point of Notoriety.

Contacts

If the PCs successfully complete the mission for Nikolai Kirillov without allowing Maria to be physically injured or to leave Denver, they earn him as a contact at loyalty one (1).

If the PCs manage to tighten the relationship between the Three Kings and the Fronts without injuring Amy Steur, they earn her as a contact at loyalty one (1).

If Kev lives, he can become a contact for the runners. He starts at Loyalty 1, but can be earned at Loyalty 2 if the runners magically heal him or show special concern over Tony's well-being.

Faction

Harming Maria loses one (1) point of faction with the Kirillov Vory. Killing her loses an additional one (1) point.

Failing to complete the mission for Nikolai loses one (1) point of faction with the Kirillov Vory.

Successfully completing the mission for Nikolai earns the team two (2) points of faction with the Kirillov Vory.

Keeping the Three Kings under the control of the Fronts will earn one (1) point of faction with the Fronts.

Killing any members of the Fronts will lose one (1) point of faction with them.

Legwork

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 50¥ * TR.

If the PCs have worked all of their contacts, and are still missing important information, they may ask a contact to ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ * TR.

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Logic + Data Search rolls times equal to their dice pool (**SR4** p.58). Hits on this extended test may be substituted per the standard Data Search chart (**SR4** p.220).

Nikolai Kirillov

Street Contact Information Table
Appropriate Knowledge: Vory

0. "Who?"
1. "He's one mean SOB."
2. "I hear he runs the UCAS part of the Vory."
3. "He and his brother in law watch each others back while they stab every other syndicate out there."
4. "Kirillov has been rolling street gangs all through out the Warrens under his control—Serve or Die."
5. "Rumor has it that he's bringing in a Vaudun to give his people a magical edge."

The Three Kings

Street Contact Information Table
Appropriate Knowledge: Street Gangs or Aurora Warrens

0. "That'll beat my two pair."
1. "Go-gang in the Warrens—they've had trouble recently"
2. "I hear their leader was shot fifteen times in the back—fraggin messy."
3. "They used to be part of the Fronts, and word has it that they might be heading back that way."
4. "The way I hear it, every group with something to gain has courted these guys down to the Mafia, Fronts, and even the Russians."
5. "Their endless troubles have given the Aurora Angels a slight reprieve." (See **The Flip Side** for more information. The Aurora Angels are a small time go-gang based in the Warrens that were encroaching on the Three Kings turf.)
6. "I know a guy who knows a guy who said a woman gave Jonny the final rest."

The Fronts

Street Contact Information Table
Appropriate Knowledge: Street Gangs or Aurora Warrens

0. "Frag off"
1. "Huge gang in UCAS and CAS—they've got a dozen chapters"
2. "Most of them operate out of the Warrens"
3. "Amy Steur has been leading them for about a year now, working deals with the Mafia."
4. "Over 600 strong, they dabble in smuggling, drugs, chips and protection."
5. "The BBs have come to the forefront within the gang and are absorbing smaller chapters."

Cast of Shadows

Tony (Gang Leader)

Human Male; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 5 4 3 3 4 3 4 6 8 1 10

Active Skills: Blades: 3; Dodge: 3; Intimidation: 3; Automatics: 3; Unarmed Combat: 3; Pistols: 3

Gear: Ceska Black Scorpion, Lined Coat, Knife

Tony is a reluctant gang-leader. He enjoyed being second-in-command but has problems with direct leadership. He wants to make everyone happy but hasn't realized that such a plan is impossible. Just shy of two meters and 90 kgs, Tony has a natural tan that hints his grandmother may have slept with someone not exactly Caucasian. Dark hair cropped short to keep it from curling and eyes that are a chocolate color, round out his diver's build.

The new leader of the Three Kings has an accent straight out of Denver with hints of the Georgia. The southern touch has been tempered by many years of hard living but creeps in when he is tired or under a lot of stress. He makes strong eye contact and speaks directly, which can be misconstrued as overbearing or brisk. Under that façade of confidence is a boy who doesn't know himself or where he is going in life.

Gangers

B A R S C I L W E S S I N I T I P C M

3 4 4 3 3 4 2 3 6 8 1 10

Active Skills: Blades: 3; Dodge: 3; Unarmed Combat: 3; Pistols: 3

Gear: Ares Predator, Leather Jacket, Knife

Vory V Zakone

In the late twentieth century, there were two organized groups of criminals the Vory V Zakone (Thieves of the Code) and the Avtoritey (The Authorities or Bosses). As a generic distinction between the Vory (vah-ree) and Avtoritey (Ahv-tohr-ee-tyey), the Vory are violent street level thugs rather than the international level crime that the Avtoritey focus on.

With the fall of Communism in the USSR, the Avtoritey began to take advantage of the corrupt establishment and consolidated a power base as black market kingpins and high level racketeers. The two groups began intermingling in the early twenty-first century as the Avtoritey used Vory enforcers on the streets. By 2026, General-Secretary Kropunin had set himself on a collision course with the Avtoritey and Vory as his hardliner nationalism clashed with the illicit control that the syndicates had over local and regional governments. Many ruthless Avtoritets and Vors (the effective Dons of each group) left the motherland at that point heading for North America and Western Europe.

By 2070, the term Avtoritey and Vory have become synonymous—referring more to a difference in MO than organization. There are still Vor who deal with the hands on, bloody aspects of the business and Avtoritet who sit in positions of power and wield political and economic control over large areas. The traditional Vor (vohr) worked his way up to his position and has bartered his soul away for ruthless efficiency and fortitude. An Avtoritet (ahv-tohr-ee-tyet) on the other hand is quite often an ambassador or well-appointed minister living in foreign countries and in touch with the organization through a group of well-trusted lieutenants who give orders and get involved when examples must be set.

Within the shadows and on the street, most runners will only interact with shestiorka (shehss-tyor-kah) or errand runners, and bojevik (boh-yeh-vick) which are soldiers.

See *Shadows of Europe* (p. 30, 34-5) for more detailed information about the Vory V Zakone structures.

Nikolai Kirillov (Vor)

Human Male; Connection Rating 4

B A R S C I L W E S S I N I T I P C M

3 5 4(7) 4 3 4 3 4 1 9(11) 4 10

Active Skills: Clubs: 3; Perception: 2; Pistols: 3; Automatics: 4; Unarmed Combat: 3; Intimidation: 4; Negotiation: 2

Cyberware: Wired Reflexes Rating 3

Gear: Armor Jacket, Browning Max-Power with Smartlink and Contact lenses, Defiance Super Shock, Stun Baton

Nikolai started out running errands in St Petersburg for the local Vor. He worked his way up in a trail of blood, leaving Russia after a run in with a General in the Russian army. His brother in law Mikael has done his best to temper Nikolai's rage, which is viewed as his primary weakness. The Vor is an intimidating large bear, quick to anger but cautious.

Towering two meters in loose fitting work pants and a tight stretch tee, the Vor uses his mass and size to his advantage in negotiations and intimidation. The scars that he has are reminders to those who look at him that he has seen more fights than most people and silent reminders to himself that his position can be taken from him the same way.



Maria Kirillova (Vory Princess)

Human Female; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 3 3 2 5 5 3 4 6 8 1 10

Active Skills: Computer: 2; Data Search: 2; Etiquette: 3; Perception: 3; Pistols: 1

Knowledge Skills: Business: 3; Law: 4; Local Politics: 3

Gear: Armor Jacket, Colt Manhunter

The only daughter of Nikolai, Maria grew up in her father's shadow. She never saw the direct release of her father's anger but knows that he and his "friends" can be violent men. Thick, wavy brown hair and roasted coffee eyes give her a doll-like appearance. Skittish, yet bold, Maria knows that daddy will be very upset when he finds out what she has done, but is hoping he will also be pleased at some of the outcome.

Bojevik (Soldier)

B A R S C I L W E S S I N I T I P C M

3(5) 5 4 4 3 4 3 4 5 8 1 11

Active Skills: Dodge: 2; Unarmed Combat: 2; Pistols: 3; Automatics: 3

Cyberware: Aluminum Bone Lacing (+1 Impact Armor)

Gear: Armor Jacket, Fichetti Security 600, H&K 227, Stun Baton

Thug/Enforcer

B A R S C I L W E S S I N I T I P C M

3 5 4 3 3 4 3 4 6 8 1 10

Skills: Dodge: 2; Pistols: 1; Longarms: 3; Unarmed Combat: 2

Gear: Armor Vest, Ares Predator, Remington 990

Fronts

Amy Steur (Gang Leader)

Human Female; Connection Rating 3

B A R S C I L W E S S I N I T I P C M

4 5 4(5) 3 3 4 3 4 3.8 8(9) 2 10

Active Skills: Perception: 2; Negotiation: 2; Unarmed Combat: 3; Clubs: 3; Pistols: 3

Cyberware: Cybereyes with Flare Compensation, Smartlink, Wired Reflexes 1

Gear: Lined Coat, Ares Predator, Stun Baton

Amy Steur is slender and long-limbed, with muscles like steel cables under her tanned skin and spiked red hair, and ruthless as she is beautiful. Amy led the BBs sect of the Fronts before pushing into a broader leadership role. She doesn't say much, but when she does, people listen. She eliminates obstacles with a cold efficiency that would make a corporate hitman shiver.

Front Lieutenant

B A R S C I L W E S S I N I T I P C M

3 5 4 3 3 4 3 4 5.7 8 1 10

Skills: Dodge: 2; Etiquette(Street) 2 (+2); Long Arms(Remington 990): 2(+2); Thrown Weapons: 2; Unarmed Combat: 3

Cyberware: Retractable Spur

Gear: Armor Jacket, Remington 990

Lone Star

Kev (Undercover Cop)

Human Male; Connection Rating 2

B A R S C I L W E S S I N I T I P C M

3 5 4 3 3 4 3 4 6 8 1 10

Active Skills: Pistols: 3; Clubs: 2; Unarmed Combat: 4

Knowledge Skills: Law Enforcement: 2

Gear: Armor Jacket, Ares Predator

An undercover cop, chosen long before he should have been, Kev is going through Stockholm Syndrome. He wants to help out the Three Kings whom he relates with but also has to give info over to Lone Star. Kev is torn by his loyalty to both sides. He knows that Lone Star is getting ready to pull him out of the operation, but is not sure what to do.

Barely 20 yrs old, Kev is just shy of 6' (1.8 m) with red brown hair and green eyes. He is lithe, slim and a natural brawler.

Lone Star Mage

B A R S C I L W E S S M I N I T I P C M

3 5 4 3 3 4 3 4 6 5 8 1 10

Skills: Counterspelling: 3; Astral Combat: 3; *Conjuring*: 3; Spellcasting: 5; Dodge: 3; Etiquette(Street) 2(+2); Perception: 2; Pistols: 3; Blades: 2

Spells: Stunbolt, Analyze Truth, Detect Enemies, Detect Life, Stabilize, Physical Barrier, Heal

Spirits Bound: (TR+1) Force 3 Spirits of Earth, each with the Confusion Power

For TR3+ tables, include an unbound Spirit of Man, force 6 with Innate Spell Stunbolt and Movement

Gear: Armor Jacket

Note: The Lone Star Mage has 3 initiative passes in Astral Space.

Lone Star SWAT

B A R S C I L W E S S I N I T I P C M

3 5 5(6) 3 3 4 3 4 3.8 8(9) 2 10

Skills: *Athletics*: 2; Clubs: 3; *Firearms*: 5; Infiltration: 3; Dodge: 4; Etiquette(Corporate) 3(+2); Unarmed Combat: 4; Perception: 3;

Cyberware: Cybereyes with Flare Compensation, Smartlink, Wired Reflexes 1

Gear: Ares Alpha, Full Body Armor and Helmet, Stun Baton