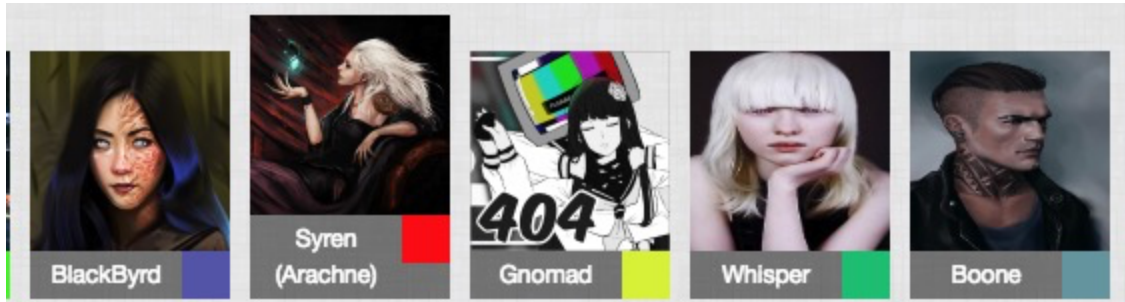


# Man on FIRE

By GM Dominus



**Hired** Man on Fire {2018-09-03 23:59 UTC} (self.EmeraldGrid)

submitted 2 days ago \* by khaolo **Dominus**

**Expected Duration: 4-5 hours (7:00 PM CST 9/03/2018)**

**In game location: Seattle**

**Threat Level: Mirrorshade (Medium Threat)**

**Job Type: Investigation**

**Mood: Good Feels**

**Prerequisites: 5e characters**

**IC Description:**

It's 7 p.m. when your commlink rings, A J sent me a request for some runners, "I need some crime investigated and the culprit captured."

<<Interested>> <<Not Interested>>

- [Louie](#) or appropriate fixer

**OOO Requests:** Your "role"; Street Cred, Notoriety, Public Awareness; Last time you played; Number of runs in the past four weeks

**Runners:**

- BlackByrd/lo
- Whisper
- Syren
- 404
- Boone

**404:** First run since coming back from Czech. Made sure a few things were ready.. A new runner identity, my disguised gnome, and most importantly, drugs.. Because winners do drugs.

I was told to meet at the Ale & Wail at 9 pm, and Louie points me to a table. I 'recognize' Boone, Syren, IO, and Whisper. That said, technically, I only met Boone and with the A&W's new policy on drones, I try to make the meeting as brief as possible.

Louie gives us all a look, and two fingers up. He seems to be doing a lot of sign language but I don't want to give up that I know it.

**Johnson as 404 sees it:** "Get this thing done fast. Who is everyone?" Going through a checklist, he seems very amiable and 'nice'... But seems to know a lot about us, or least in a general sense. There's a slight pause as he questions the gnome's involvement and I try to explain I'm a new runner slotted instead of his other request.

IO chimes in about 'hazard' pay, and I add my bid that 'street' work is my specialty.

Mission details:

- Take a meanie off the streets.
- An arsonist who has been running rampant for the last few weeks.
- KE was unable to keep up with this, and set a few residentials, vehicles, and business offices.
- There was a certain girl that was always there. A reporter. Blaise.
- The J has a commcode for when the job is complete.

Syren suggests we torture the reporter for information. IO and Boone raise up professionalism as something we should aim for.  
T3 matrix search

IO and Boone are going to investigate the last fire night.

Whisper, Syren and 404 are going to check the grave site in Pullayup where Blaze has visited. "Gnomad" will set up a noizquito net, and Syren/Whisper are there for facing/muscle.

**[Scene change: IO and Boone heading to a residential ??]**

[ooc] Residential area: Place is burned down. IO goes into the astral as Boone catches her. Boone looks through his thermal

and low light vision. (7 hits on perception) There seems to be a thermal swirl that started from an origin point, but visually, only ash was there. Boone sticks his chem sniffer ring there to see if he can figure what happened. There seems to be some quick burning 'fuel' of some sort.

They gather some more information, and Boone gives a security risk eye to the place. It seems they snuck into the place, and then started it at the drier of the place. For a normal person, it may seem accidental, but Boone figures it must be something off.

**[Scene change: Graveyard]**

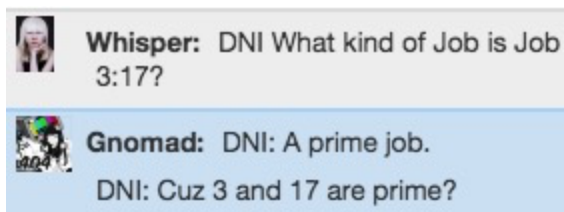
I send out a fleet of noizquitos and task AI-chan to watch over the scene to the best of her ability. Mainly to look for Margaret "Blaze" Smith who may have possible more information on the arson. Whisper does some amazing athletics over the graveyard and I make a montage of her jumping prowess over the stones.

Syren tries to talk to a drunk but he seems pretty out of it.

Whisper reads me some of the tombstones, "Martha Graves... wow! In a grave too!" is what I get over DNI and chuckle a bit over it at the joke. Syren comments about how the 'exposition' was a bit high, but Whisper spots the 'Smith family' graveyard with some dead flowers.

**[Scene change: IO and Boone heading to a residential ??]**

IO spots an aura on the scene, it looks awakened. She goes back to her body.



As Boone and IO keep on searching, we joke a bit over DNI but someone interjects that it might actually be a biblical. Adding a somewhat somber tone to the joking.

Boone sends me the chemical compound, and I spool it through the aerial drones and they actually get a hit.. The factory just a half mile away from the Graveyard.

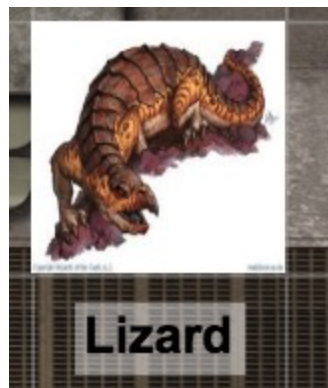
**[Time lapse? 0030 to 0045, Factory near the graveyard]**

We leave the CU^3 (thanks Whisper) x3 swarmed at the Graveyard to watch for her. That way I can wholly focus on the factory. (Got the T6 search done in 3 hrs)

I map the outside, but wait for Whisper to come close before sending a swarm with her to infiltrate the inside. She climbs to the roof and spies some cars and motorcycle. We get lucky and turns out one of the bike's is registered to Margaret Smith. We decide to wait for the rest of the team.

IO goes inside via the astral, and an air spirit is there? And it follows her back to her body. She can't go past it without starting a fight.

We decide to use a rotodrone for a side entrance through a window. After a few minutes of work, its able to bust it open pretty quietly. Boone and Whisper along with some drones get inside.

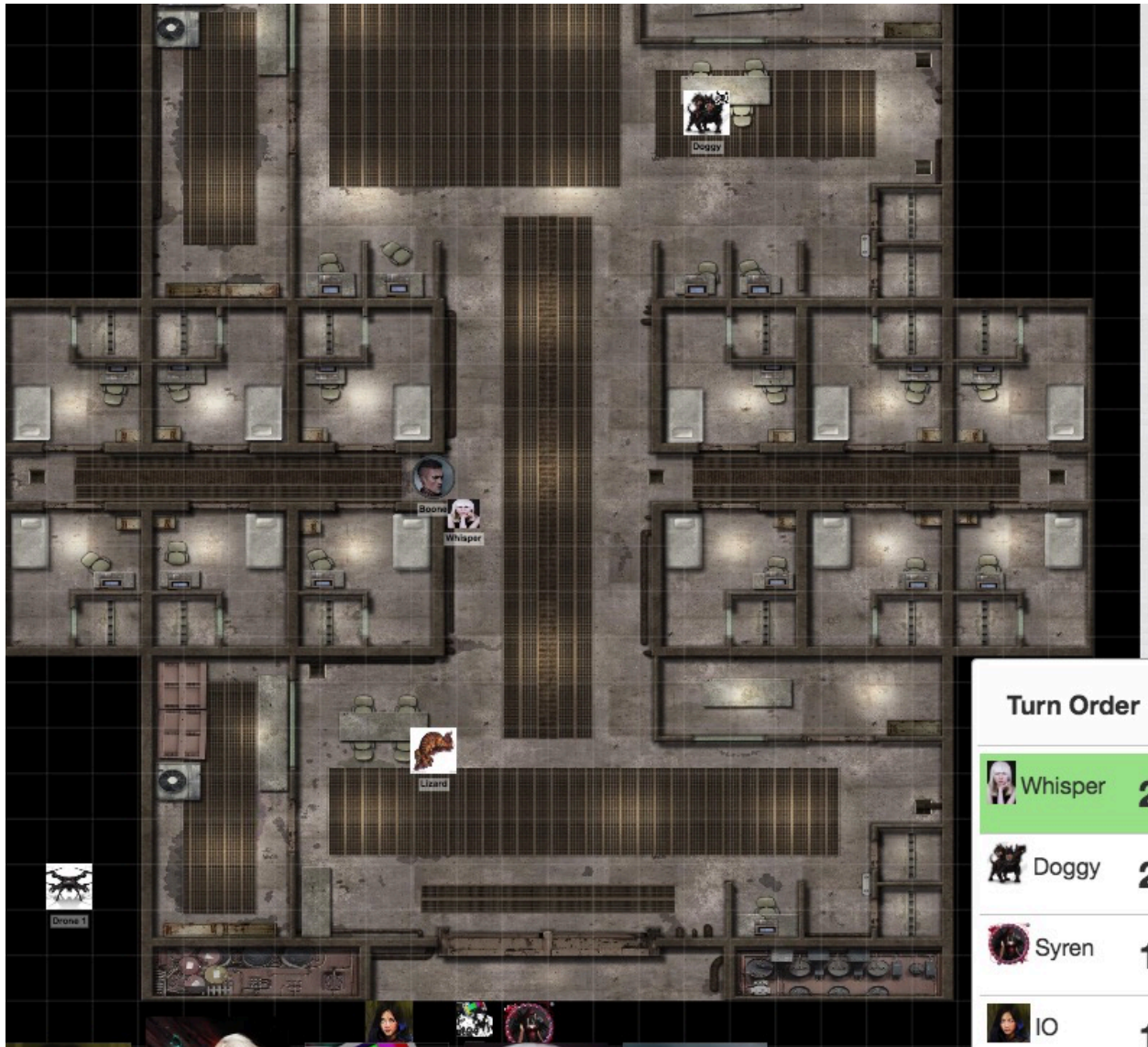


I roll a surprise! And get lucky as a lizard hanging on the ceiling tries to eat one of my noizquitoes. They have the standing orders to evade, and take full defense, then leave the scene as the tongue lashes out and similar at them.



Boone and Whisper round a corner and ... surprise, they see a 3 headed doggo!

A brief RATATATA from Boone, and it was silenced gunfire... we don't hear it from the outside.

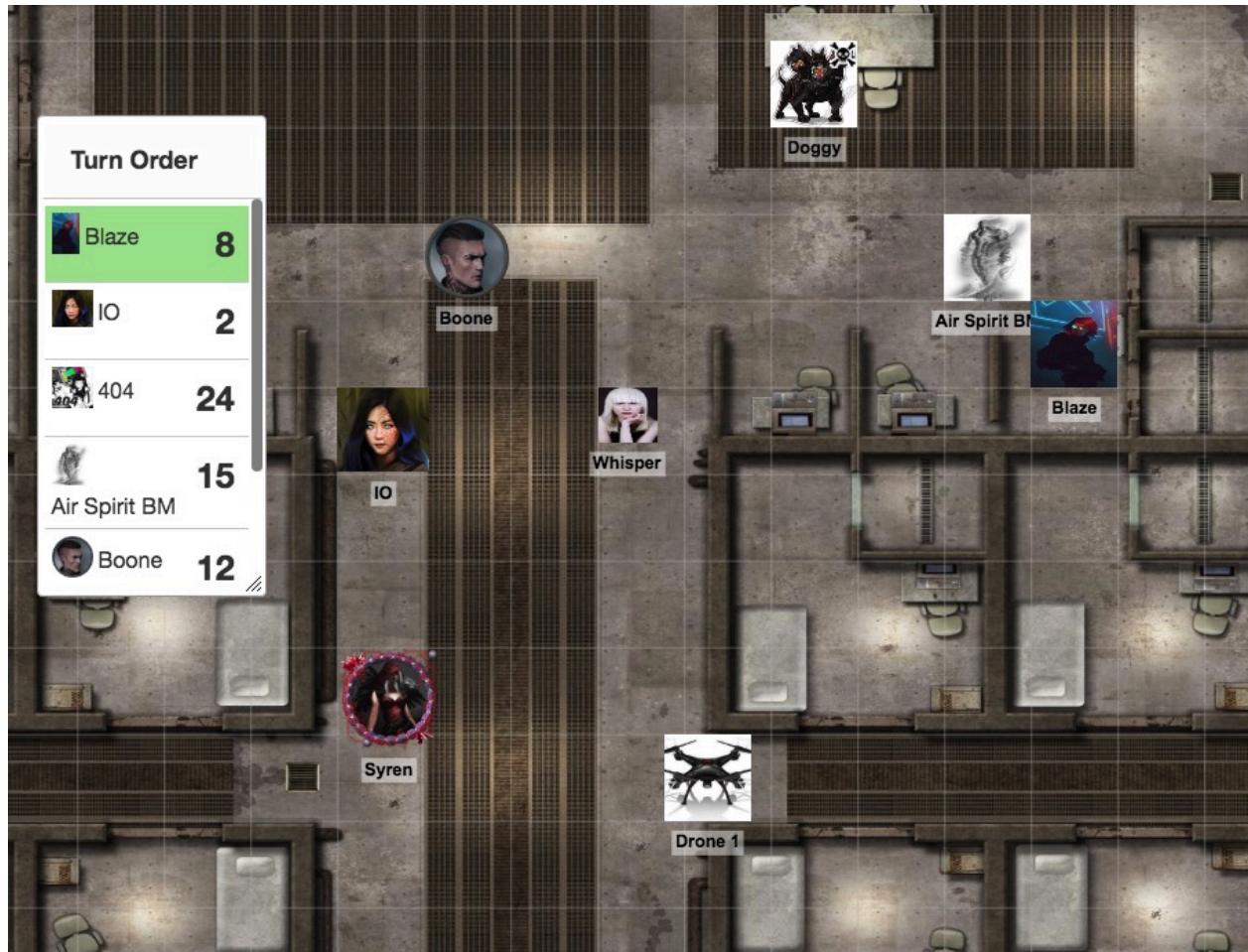


Whisper rounds another corner and comes to see the cowering Blaze. Syren opens up the front double doors, and IO runs inside after doing so.

I bring in the rotodrone at top speeds to avoid the lizard trying to hit it with a lick attack. Its super ineffective! As I round a corner and get an active target



lock on Blaze. Boone and the rest see what Blaze is going to do. And we wait for our 'faces' to come up as an air spirit materializes.



We try to parley but it turns out shooting full auto stick and shock makes our story a bit flaccid. Boone sprays the dakka all around him as the air spirit whirlwinds around his form. And then hits for (12s-3 elec), the bullets seeming to disrupt the form.

Combat montage ensues as turrets pop out. Blaze continues to say she's innocent as we lay into the various opposition as I miss badly twice in a row versus the air spirit on Boone.



Boone is starting to suffocate, and then he turns on his gas mask, able to fend off the lack of oxygen.

A grenade is thrown in the middle of us, and IO unfortunately is blind to it. She yells about it to Boone, and I DNI about using a jammer on it so it won't go off. Unfortunately, I can't do much except see Inferno, an on fire person that threw it originally.

I hit him with an ultraglide, and he ends up face planting in the sparkled lube. Syren binds him to the ground, and Boone switches to SnS as he gets stuck in the lube that almost everyone is in. The inferno grenade finally goes off!



(HAHAHAHA)

Boone protect Blackbyrd multiple times due to the Bodyguard BTL and soaks 4 grenade hits as the frag grenade bounces from the walls to his form multiple times (soaks +5 ap, 16, 15, 14, 13).

Blackbyrd leads the intimidation as Syren solves the mystery for the group as the brother (Inferno) was causing the trouble and the sister (Blaze) was covering it up. We record all of this on the body camera provided by Whisper.

Fallout: We get the two perpetrators and then tie them up for the Johnson. We then figure out the additional chemicals on both of them as well as the rooms they were storing them. Poor "Fluffy" has died from the previous frag grenade.

Boone goes around more and finds a trip wire, I send my paladin into the place and disarm it. Boone finds more of the chemical.

We make an evidence montage.

**BlackByrd:** rolling 14d6>5 WE

WILL KILL UR BROTHER IF U  
 DONT TELL US WHAT HAPPENED

(
 5 + 5 + 1 + 5 + 5 +  
 5 + 3 + 5 + 3 + 6 +  
 5 + 1 + 6 + 3
 )

= **9 Successes**

**Gnomad records on the body camera.**

**Whisper has a body camera**

We check for tags, scrub signatures, turn on electromagnetic shielding. We turn them in.

**Awards:** 9 karma / 10k nuyen