
N.E.R.P.S.

NET ENHANCEMENTS FOR ROLE-PLAYING SHADOWRUN

EDGE

RUNNERS

**Based on the original Edge Runners by Erik
Jameson**

NERPS Edition Edited by Gurth

Meet The Editors

Erik S. Jameson

• *“On tonights episode of 30-30, we will be talking to Erik S. Jameson, a rising star in the land of cyberspace. How are you tonight Erik?”*

“Mr. Jameson please. And I’m doing quite well, thank you.”

• *“Why is it that you are becoming such a hot item in cyberspace?”*

“I personally loathe the free usage of the word cyberspace, but I’ll answer your question anyway. I am rather fond of the game Shadowrun, and have been writing ‘new’ material for it, unofficially of course, for several years now. Not until recently have I started posting these writings onto the Internet. I started with America Online, and I am currently branching out to the real Internet.”

• *“Hmmm. But is there a correlation to the real world?”*

“Not likely. I am a graduate of the University of Arizona, I am a lifeguard and an Emergency Medical Technician Basic. I lift weights and hold political aspirations. Not exactly what you normals might expect from someone active on the Internet.”

• *“Not entirely. You earned a reputation for a while as list.member.grumpy; would you explain that for us?”*

“We wouldn’t mind at all. One of the features of the Internet is that it is so wide open. This leads to people asking the same question, giving the same answers, and in general, not reading the manuals. After a time, this becomes rather tiresome.

“Add upon this the stress of making sure I graduated from Arizona, and you can see why I became grumpy. That phase is largely past me however.”

• *“I see. And if you were to be reincarnated as an animal, what would it be? And why?”*

“I must agree with a past guest of yours, Count von Doom, that this is a pedantic, even moronic, question. And since I must limit myself to real animals, the answer is easy.”

• *“And that would be?”*

“A cat. Because they just don’t give a damn.”

Gurth

• *“Contestant number one, please tell us something about yourself!”*

“Well, I’m 21 years old...”

• *“You come from Zoutelande, don’t you? Could you explain where that is exactly, for the viewers who’ve never heard of it?”*

“It’s a small town in the south-west of the Netherlands. I was coming to that just before you interrupted, you know.”

• *“Sorry.”*

“Look, do you want me to tell you about myself or not?”

• *“Well, yes. We want to meet our contestants, of course.”*

“Anyways, I’m pretty active on the ShadowRN mailing list, and got made NERPS Project Leader on 21 August 1995.”

• *“Isn’t that your birthday as well? And talking about that, I’m pretty sure ‘Gurth’ isn’t the name your parents gave you, is it?”*

“YES, it is my birthday—that was my twenty-first to be exact, in case you wondered. I picked that name myself, yes. While playing Wing Commander, if you must know. And no, I’m not going to tell you my real name. Now can I get on with it?”

• *“We wouldn’t want you to think we’re not interested, you know!”*

“Right. That’s it. I’ve had enough of this nonsense, I have a NERPS book to finish, so I’ll be off. Goodbye and don’t bother calling me again.”

• *“But... But...”*

Shadowrun is a registered trademark of FASA Corporation. The game sells pretty good, I understand.

The articles in this book are copyright © 1995/1996 by the original authors. The copyright to this compilation is held by Gurth, © 1996. Feel free to give a copy of the file to anyone who wants one, just don’t charge any money for it apart from that needed to cover reproduction costs.

NERPS: Edge Runners

CREDITS

Design and Writing: Erik Jameson <Gkoth2258@AOL.com>

Original Editor: Erik Jameson (list.member.grumpy)

NERPS Editor: Gurth <Gurth@xs4all.nl>

Editorial and Writing Assistance from: Michael Ruane, Scott Harders

Additional Writing Assistance from: James Cueno

Special Technical Assistance: Jani Fikouras, J.D. Falk, Michael Ruane

Character Submissions from:

Michael Ruane <Nethicus@AOL.com>

Dave Jordan <dave_jordan@intuit.com>

Shadow <diamant@jardin.ens-info.uvsq.fr>

James Cueno <james-cueno@augustana.edu>

Rin Parks <GungaDon@aol.com>

Mike Goldberg <m_goldberg@cc.colorado.edu>

Gurth <Gurth@xs4all.nl>

Scott Harders <YUBM21a@prodigy.com>

Brion Waters <bdw@navvax.ucc.nau.edu>

Brandon Riddle <briddle@marsh.vinu.edu>

James Prier <PRIER@ubaclu.unibas.ch>

Paul E. Buchanan <JVXNSYA@grove.iup.edu>

Jani Fikouras <feanor@informatik.uni-bremen.de>

Erik's Notes: This is a catalogue of some of the real characters being played today in Shadowrun, by people all over the world. Many of these characters are also in use on the ShadowTK role-playing mailing list. With this in mind, when using these characters as NPCs in your own campaign, be as true as possible to their original intent. In other words, be nice.

These characters are intended to be very high powered players in the Sixth World. The increased Attributes x1.5 Optional Rule was used in a number of cases, and one character even has Delta-grade cyberware. There are also some "new" spells and a new house rule regarding how contacts get gear and information. This optional rules and spells will all be explained at the end of the chapter. In addition, all bonuses have all ready been added to statistics and skills, unless otherwise noted. If you still can't find something, contact the individual who created the character via e-mail.

And again, a special thanks to all those who contributed to this catalogue. I wouldn't have been able to do it without you (obviously). Some of you people are very sick... ;-) I may have changed something about your character, but I tried to keep with the original spirit of the character. And in some case, I exaggerated the personality traits to try and make the character more interesting and different. Not to mention in almost every case I made the character stronger. In some cases, what seem like mistakes (such as a wrong birthplace) was deliberate deception. In other words, Counselor and friends got it wrong, and they don't know any better. In almost all cases their "errors" have been addressed in the Notes: section.

A very special thanks to Mike, Dave, and Scott. We've burned a lot of karma on each other.

The people included in Edge Runners: A Corporate Guide to the Shadows represent some of the best, and the worst, running the shadows today. Not all are shadowrunners. Included are a number of fixers of various talents. But most indeed are what has come to be called “shadowrunners”. They are talented and diverse, and there is bound to be at least one ‘runner who will fit your blackest operation. Keep in mind that the information included was accurate at the time of publication, but may have changed as recently as today. Much of it was taken from messages on the illegal “Shadowland,” with our decryption computers working 24 hours a day for well over four months to break them open so we could bring them to you. So go ahead, sit back, have the butler bring in a scotch, and take a look at your secret weapons, before your enemies do.

—Counselor

>>>>[In other words, some corp whores like Counselor got together and put together a catalogue of the best and brightest running the shadows today. Now, don't get too upset. I think we all know there isn't a truly safe data encryption invented yet. And it took them so long to crack the files open that most of what they found is out of date and obsolete by now. So don't worry too much. All they did was take all the available corporate dossiers and files that exist on each and one of us, and added the Shadowland dirt. Counselor and friends just put a bunch of them together, into one compilation. Then *we* decided to crack their encryption (soooo easy!) and add some of our *own* dirt to this catalogue, and give it to you out there on Shadowland. Now, if some Mr. Johnson starts to read you like a book, you now know why. Because he has. So you have been warned. Information is Power.]<<<<<

—St. Stan (15:57:02/1-15-56)

>>>>[Personally, I look at this thing as free advertising. I expect my business to increase by over 50% within the first month this is out. People will come to me...]<<<<<

—Johnny Rotten (21:23:21/1-15-56)

>>>>[Yeah, and it may not be for business you slag.]<<<<<

—Corsendonk (00:10:35/1-16-56)

ARCHANGEL

STREET SAMURAI/DECKER

Nick Fikouras (submitted by Jani Fikouras

<feanor@informatik.uni-bremen.de>)

Name: Sean Duhan
Aliases: Archangel
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Residence: Seattle, UCAS
Height: 1.96 m
Weight: 80 kg
Eyes: green
Hair: brown
Distinguishing Features: none
Birthdate: unknown
Birthplace: Tir Tairngire
Psychological Profile: arrogant and brash, easily irritated
Known Allergies: none known
Lifestyle: High

Background: Archangel, Alek Hune, and Peregrine Myrtin (the group calling themselves "Fallen Angels") are all believed to be dead from unknown causes. There are persistent rumors to the contrary however, so all three members are included.

The reasons behind Sean Duhan's exile from Tir Tairngire are unclear. Duhan is believed to have been a member of a secret cell of the Young Elven Technologist, and his father was a prominent computer scientist in Tir Tairngire. It is believed that during this time he received his custom cyberware and his martial training. It would appear that Duhan was being trained as a covert agent or a black operations specialist. Shortly after the death of Duhan's parents in an fiery automobile accident however, he was exiled from Tir Tairngire.

Further investigation reveals that the death of Duhan's parents may not have been an accident. A confidential autopsy revealed that both bodies had been doused in a gasoline or a similar refined petroleum product and burned previous to the vehicle's accident. Rumors also indicate that Duhan's father was working on a top secret government project at the time. Further information on the accident/murder is not available.

Duhan apparently began a desperate search for those responsible for killing his parents. It is believed that Duhan may have pushed too far, or may have learned something he wasn't intended to, and so was exiled. Due to the fact that he is still alive we believe that someone, possibly an associate, within either Tir Tairngire or the Young Elven Technologist was afraid Duhan might uncover sensitive information, and took steps to make sure he didn't.

Duhan went to Seattle, UCAS, when exiled where he joined a former acquaintance from Y.E.T. (Peregrine Myrtin) and Alek Hune to form the "Fallen Angels" and begin shadowrunning. Several years ago, Duhan started Archangel Securities, a small Seattle based security operation (see document 12564.523.6-Alpha for further information on Archangel Security). Archangel Security was just recently awarded the Seattle security contract for the simsense entertainer Maria Mercurial.

Skills: The primary use of Archangel is not in his security company. Rather, he is a prime candidate for a combat decker. He has formidable fighting skills and is a proficient decker. There are better deckers available, and better street samurai, but very few have the combination of skills that Archangel has.

>>>>[And few will piss you off quite like Archangel will. His favorite phrase, uttered whenever possible, is "Shut the f*ck up!" He is irritable, mean, testy, and very good at what he does. Too bad he's dead. Insect spirits will do that to you.]<<<<<

—White Buffalo (17:12:03/12-29-55)

>>>>[You're right on everything except his demise. They did go up against a Hive, right in the middle of the recent chaos surrounding the Universal Brotherhood, the insect spirits, and Chicago. I still haven't heard how, but the Fallen Angels managed to stay alive, if barely.]<<<<<

—McSchlueter (23:07:36/1-3-56)

Sean Duhan, a.k.a. Archangel

Attributes	Skills
Body: 7	Computer (Software, Decking): 7
Quickness: 8(12)	Computer Theory: 6
Strength: 7(11)	Electronics: 6
Charisma: 7	Etiquette (Street): 6
Intelligence: 6(8)	Firearms: 7(8)
Willpower: 5	Speretiel: 3
Reaction: 7(16)	
Body Index: 6	
Essence: 0	
Initiative: 16+4D6	
Threat/Professional: 5/4	

Cyberware	Bioware
Datajack	Cerebral Booster (2)
Smartlink	Enhanced Articulation
Softlink (4)	Muscle Augmentation (4)
Wired Reflexes (3)	Suprathyroid Gland

Gear
 (Archangel does not really have a set group of gear, however he does prefer the Savalette Guardian, the Ruger Thunderbolt, and the various models of shotguns.)

Linguasoft (German): 9
Harley Scorpion Motorcycle
Fairlight Excalibur Cyberdeck
Analyze: 8
Attack: 10
Deception: 6
Evaluate: 4
Shield: 6
Sleaze: 8
Smoke: 6

Notes: Archangel is a jerk, and he is very irritable. Not to mention arrogant. But he is good at what he does, and he knows it. He is a capable street samurai, and a capable decker, but he is clearly not the best. However, the combination of talents make him a very valuable NPC.

Archangel and the rest of the Fallen Angels are indeed alive, having barely escaped from a assault on the primary Insect hive of the Salish-Sidhe council lands. Exactly what shape they are in can be determined by the individual GM.

Black Market Rating: 3
 Information Rating: 4

ARIA

FIXER/RIGGER

The GREAT Cornholio

<Nethicus@aol.com>

Name: Andi Forbes
Aliases: Aria
Sex: female
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Residence: Seattle, UCAS
Height: 1.85 m
Weight: 75 kg
Eyes: blue
Hair: brown
Distinguishing Features: none
Birthdate: unknown, 2030
Birthplace: unknown
Psychological Profile: unknown, insufficient data.
Known Allergies: none
Lifestyle: High

Background: Aria is known to have been a rigger for Gaetronics Seattle for some time before being “asked to leave” by her boss, a man referred to by her only as “Mr. Smith”. After leaving Gaetronics she began shadowrunning, working mostly as a combat rigger.

Aria ran the shadows for approximately one year. During this time, it is believed that she earned enough money to buy a vehicle repair shop. It is believed that she began doing retrofits and repairs for other shadowrunners, and dealing in gray market vehicles.

After only several months, Aria was approached by “Gomer”, “Leslie”, and “Mr. Shortwrench”, all mechanics and riggers, with a business proposition. “Gomer” had spent time in Germany and knew of a forgotten government mothball yard, filled with old, broken aircraft. These craft, and later many others, were recovered, brought back to Seattle, and repaired to working condition. This was the beginning of the Underworld Opera, a quasi-legal operation specializing in retrieving and repairing old military and security craft, often from the previous century. The Underworld Opera is licensed for security grade vehicles and weaponry, but it is also believed that they do some illegal military conversions also.

The Underworld Opera currently has four warehouses and workshop facilities. They are considered to be one of the premier vehicle retrofit and repair companies in the Seattle areas, and they have a broad and impressive clientele. They also have issued a small amount of stocks which are currently being traded on the Seattle Exchange.

Skills: Aria’s primary use lies in her ability, with the Underworld Opera, to perform almost any conversion or repair at reasonable prices. She still is a very competent rigger, but rarely does she do shadowruns any more.

>>>>[Aria is a little frightening to some people. She has a strong personality and doesn’t take crap from anyone. Add to this her sexual orientation, and her intense love of the opera, and the fact she can’t sing but is always trying...and some drek-brained idiots get a little spooked.]<<<<<

—Red Wolf (14:13:46/12-28-55)

>>>>[Yeah, but who cares? The only thing of any real importance here is the Underworld Opera. Ever seen their catalogs? They have fraggin’ fighter

jets from the 1980's for sale!! And I keep hearing they are going to put out a catalog devoted to old tanks and APCs and such, which should be out soon!]<<<<<

—Red Rock Aussie (11:29/50/1-3-56)

Andi Forbes, a.k.a. Aria

Attributes	Skills
Body: 6	Aircraft B/R: 7
Quickness: 6(10)	Armed Combat: 5(6)
Strength: 4(8)	Bike: 6
Charisma: 2	Car: 5
Intelligence: 4	Etiquette (Corporate): 3
Willpower: 6	Etiquette (Street): 4
Reaction: 5(9)	Firearms: 7(8)
Body Index: 5.4	Ground Vehicles B/R: 8
Essence: 2.1	Gunnery: 4(5)
Initiative: 9+3D6*	Motorboat: 4
Threat/Professional: 6/4	Negotiation: 4
	Rotorcraft: 7
	Truck: 4
	Winged: 4

Cyberware	Bioware
Cybereyes	Enhanced Articulation
Flare Compensation	Muscle Augmentation (4)
Low-Light	Synaptic Accelerator (2)
Thermographic	
Datajack	
Smartlink	
Vehicle Control Rig (2)	

Gear
(Since she doesn't actively shadowrun anymore, she can have whatever is needed. Vehicles she owns are listed below. All have been heavily modified.)

- Ford Bison
- Dassault-Embry Mistral
- Yamaha Rapier
- Ford America (not modified)

Notes: Aria is the primary spokeswoman for the Underworld Opera. They do "shadow" modifications, but before they do, they subject the potential customer to a very thorough background check.

Aria is a slightly different character. She is very active in sports, lives for opera, and is not very feminine. She is indeed a lesbian, but she is not open about it. She just isn't very subtle in general. And besides, why should it be a problem in the enlightened 21st century?

Black Market Rating: 7
Information Rating: 5
Vehicle Acquisition Rating: 10

BARSINI, MICHAEL

ASSASSIN

Erik Jameson

<GKoth2258@AOL.com>

Name: Michael Barsini
Aliases: none
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Current Residence: Chicago, UCAS
Height: 1.70 m
Weight: 114 kg
Eyes: brown
Hair: black
Distinguishing Features: Extremely sweaty. Barsini has an unknown condition that causes his sweat glands to be extremely overactive.
Birthdate: May 4, 2008
Birthplace: Chicago, UCAS
Psychological Profile: very reticent, motivated by loyalty to the Mafia
Known Allergies: none
Lifestyle: Middle

Background: Michael Barsini was orphaned on the streets of Chicago at the age of 5 when his parents were killed by a bomb meant for the Don of his neighborhood. Out of compassion and a feeling of debt, the Don adopted Michael, and brought him into the "business" early, at the age of 14. Michael showed very early on however that he lacked the leadership skills necessary to be the Don. He did show an aptitude for planning and for target shooting. Realizing this, and to save some honor, the Don had Michael trained as a Mafia assassin. For the next 8 years, he served as an apprentice, learning about weapons, bombs, and how to plan assassinations. At the age of 22, he went off on his own, and worked for the Mafia down in Atlanta. By the time he was 28, he had earned enough of a reputation that he was recalled back to Chicago by the capo de capo of the North American Mafia, and he has worked for whoever has held that position since that point.

A major point of interest is the fact that he has never spent even an hour in jail, and in fact, has never been caught or even officially accused of a crime. It is a testament to the level of planning and perfection he demands from himself, and those select few he will work with.

Barsini does do some free-lance, corporate work, but only if the objective will also benefit the interests of the Mafia.

Barsini knows that he is one of the best, and he will not suffer fools. He very much wants to find a cure for his sweat problem, but modern medicine has no answer, and he has an extreme distrust of magic.

Skills: Barsini does little else other than assassinations. However, he can kill a man in a whole variety of ways. He is highly proficient with the sniper rifle, explosives, and with poisons. He also knows exactly how to cover his tracks, probably one of the reasons he has never been jailed.

>>>>>[Barsini may sweat like a pig, but no one is smoother on the job then his is. Well, okay, those Tir na n g hitmen with those special rifles are better, but they aren't exactly for hire.]<<<<<

—Black Dog (03:16:14/12-29-55)

>>>>[Ugh. He may be good, but those sweaty hands of his tend to wander...]<<<<<

—Plain Janetta (12:18:01/1-6-56)

>>>>[What separates Barsini is the fact he really has no specific modus operandi. I don't think he's ever used the same weapon twice. And those few over-the-counter weapons he's used have all been heavily customized.]<<<<<

—Dreher (19:09:19/1-7-56)

Michael Barsini

Attributes	Skills
Body: 2	Armed Combat: 2
Quickness: 2	Chemistry: 8
Strength: 3	Demolition: 10
Charisma: 1	Electronics: 4
Intelligence: 7	Etiquette (Corporate): 3
Willpower: 5	Etiquette (Street): 6
Reaction: 4	Etiquette (Mafia): 8
Essence: 6	Firearms: 6
Initiative: 4+1D6	Firearms (Rifles): 10
Threat/Professional: 7/4	Firearms B/R: 9
	Gunnery: 7
	Stealth: 10
	Unarmed Combat: 2

Gear

Armor Clothing, three-piece suit (3/0)

Firearms B/R kit

Chemistry (Demolition) B/R kit

(Barsini has the resources and the connections to get almost any items short of military grade weaponry. Whatever the situation demands, he will use the weapon most appropriate for that situation.)

Notes: Barsini is totally loyal to the Mafia, and nothing can change that. He is one of the best in the business, and will take weeks, even months planning a hit. Sometimes he will craft his own, one-shot weapon for just that job. Barsini also knows that he is not cut out for normal combat, and so avoids it at all costs. Remember, he hasn't been caught for a reason, so make sure to play him that way.

Black Market Rating: 4

Information Rating: 6

Mafia Information Rating: 8

BASILISK

DECKER

Prier

<PRIER@ubaclu.unibas.ch>

Name: Matthias Emenegger

Aliases: Basilisk

Sex: male

Metaspecies: Caucasoid Homo Sapiens Sapiens

Residence: Seattle, UCAS

Height: 1.72 m

Weight: 64 kg

Eyes: blue

Hair: blond, short and spiked in the middle

Distinguishing Features: none

Birthdate: May 24, 2029

Birthplace: Basel, Switzerland

Psychological Profile: unknown, highly strung

Known Allergies: none

Lifestyle: Low

Background: The circumstances surrounding Matthias Emenegger, known as Basilisk, are made somewhat difficult by the obscure information protection laws of Switzerland. We have been able to retrieve much of the basic information, but other information, such as where Emenegger went to school, or was employed, is unavailable.

A person matching Emenegger's description worked for Sandoz, the Swiss/European corporation, working in the Cyberware/Bioware development division as a research decker. It is believed that his father also worked for Sandoz in a similar department, which may explain why no official records of Emenegger's employment exist. It has been guessed that it was during his employment at Sandoz that he acquired his cyberware, bioware, and the spare parts he has apparently used to construct his own cyber-deck.

Little else is known about Emenegger. He has been seen for the past several months in Seattle, UCAS, and it can be safely assumed that he has taken up residence there.

Skills: Basilisk is a decker, and cannot be expected to enter physical combat. He does have a good scientific background, which may come to play on certain black projects. His primary usage is as a proficient decker however. One possible drawback/advantage is his relative newness and naiveté. He lacks much of the paranoia common to the vast majority of shadowrunners, which could be a possible advantage.

>>>>[Have you ever seen some of this guys posts to Shadowland? His command of the English language is, shall we say, less than commanding.]<<<<<

—Lindemann (22:51:23/12-28-55)

>>>>[Oh, come on, cut him some slack. He's doubly cursed; first he's not a native speaker, and second, he grew up learning that bastardized gobble-dygook they call Swiss German. Besides, he's good enough to slash your credit rating to the red, real quick. Not that he would. He's too damn nice.]<<<<<

—Samichlaus (10:44:25/1-4-56)

>>>>[And something else about Basilisk. He may not know his English very well, but he does know his medicine well enough to have saved those Whidbey Island orks a little while back. He might not be able to say it himself, but a lot of families owe him their lives.]<<<<<

—San Miguel (17:41:15/1-9-56)

Basilisk

Attributes	Skills
Body: 3	Athletics: 4
Quickness: 6	Biology: 6
Strength: 3	Biotech: 8
Charisma: 5	Car: 4
Intelligence: 6(8)	Computer (Software): 10
Willpower: 5	Computer B/R: 7
Reaction: 6(7)	Computer Theory: 7
Body Index: 2.1	Cybertechnology B/R: 6
Essence: 5.52	Etiquette (Corporate): 4
Initiative: 7+2D6*	Etiquette (Street): 4
Threat/Professional: 1/3**	Firearms (Pistols): 3
	Stealth (Urban): 7
	Unarmed Combat (Boxing): 3
	English: 3
	French: 4
	German: 5
	Swiss German: 6

Cyberware (all beta grade)	Bioware
2x Datajack (4)	Cerebral Booster (2)
Softlink (4)	Damage Compensator (5)
	Synaptic Accelerator (1)

Gear

Narcojet Pistol
(Basilisk has other gear, but the only item of note is his cyberdeck)
MPCP: 10/8/8/7/7
Hardening: 4
Active Memory: 300
Storage Memory: 1,500
I/O Speed: 50
Response: 2
2 Hitcher Jacks
Detachable Vidscreen

Notes: Basilisk is something of a mystery man. But he is a helpful, normal, and generally nice person, who might fit in as an NPC in almost any campaign.

Basilisk's icon is a multicolored, photo-realistic metallic cockatrice, with all programs (all rating 6) appearing to emanate from the cockatrice in a suitable medieval fashion.

Of note is the fact that the custom deck will allow someone with two datajacks, as Basilisk has, to project a second ghost persona into the Matrix. This ghost can do little other than function as an observer, but it does allow Basilisk to be in two places at once. This does impose a large (+4) penalty on all actions in the primary persona however.

Black Market Rating: 2
Information Rating: 6

BLACK WIDOW

ASSASSIN/RIGGER

Shadow

<diamant@jardin.ens-info.uvsq.fr>

Name: Kelly Winthrop
Aliases: Black Widow, Mandragore
Sex: female
Metaspecies/Race: Caucasoid Homo Sapiens Nobilis
Current Residence: Seattle, UCAS
Height: unknown
Weight: unknown
Eyes: unknown
Hair: unknown
Distinguishing Features: none
Birthdate: unknown, 2030
Birthplace: unknown, possibly Seattle, UCAS
Psychological Profile: insufficient data
Known Allergies: sunlight, severe
Lifestyle: High

Background: Little facts are known, but it would appear that Black Widow is the daughter of Renraku Vice-President James Winthrop. When sent away to private school, she ran away from home (age 14), where she became a part of the Black Angels street gang. It is believed that she rapidly acquired a position of leadership within the gang. Several years later, an assassin by the name of "Max the Shooter" led her away from the street life, and taught her how to be an assassin. It is believed that he was a father figure for the young Ms. Winthrop. He was killed when she was only 18. She carried on his legacy, and quickly became one of the top snipers of the North American region. The peak of her assassination career came when she was 22, with the infamous "Farewell Speech" assassination. Her victim was outgoing UCAS Senator Farwell, who was in the midst of making his farewell speech to Congress, and was going to announce his candidacy for President. Since that time, she has mostly laid low, quietly running the shadows. It is during this time that she acquired her vehicular skills.

The only other item of note was that the daughter of James Winthrop was not elven. The Black Widow most clearly is elven however. The question of whether this means that the Black Widow is really not Kelly Winthrop has not been satisfactorily answered at this time, due to conflicting evidence.

Skills: Black Widow is a consummate professional. She appears to prefer acting as a sniper, but she has shown that she is very capable in close combat. She also has displayed a more than adequate talent as a rigger, using her Mitsubishi Nightsky to great affect on several occasions. It also appears the Black Widow is attempting to gain some facility as a decker, as it is known that she has hired a Matrix instructor on several occasions.

>>>>[Black Widow is pretty good. She's not exactly an elite in anything, but her versatility more than makes up for it. I'm just curious to see what her Matrix icon will look like.]<<<<<

—Xingu (15:21:52/12-30-55)

>>>>[True enough, but she relies on her skillwires a wee bit too much. One of these days, she'll want to do something those damn wires of hers

won't let her do, and she'll pay dearly. And I don't want to be around to see that day.]<<<<<

—Thomas Hardy (12:27:22/1-4-56)

>>>>[What I don't get is how she became an elf. I mean, that sort of thing is genetic. Been proven a thousand fold times. But little Ms. Winthrop took off to Japan with some of her chummers, and next thing you know, she comes back and she's got pointy ears. I really need to know.]<<<<<

—Leeuw (21:02:54/1-7-56)

Kelly Winthrop, a.k.a. Black Widow, a.k.a. Mandragore

Attributes	Skills
Body: 6(7)	Armed Combat: 6
Quickness: 7(8) [10]	Biotech: 4
Strength: 5(6) [8]	Car: 6
Charisma: 8	Computer: 6
Intelligence: 6	Computer B/R: 3
Willpower: 5 [7]	Etiquette (Street): 5
Reaction: 6(8) [12]	Firearms: 7(8)
Body Index: 3	Firearms (Pistols, UltraPower): 10
Essence: 0	Gunnery: 4
Initiative: 8 [12] +3D6	
Threat/Professional: 5/4	

[] denotes stat with adrenal bonuses

Skill Chips

Athletics: 3

Bike: 3

Car B/R: 6

Electronics B/R: 6

Etiquette (Corporate): 3

Interrogation: 6

Negotiation: 6

Psychology: 3

Stealth: 6

Unarmed Combat: 6

Cyberware

Cybereyes

Flare Compensation

Low-Light

Electronic Mag. (3)

Datajack (1)

Fingertip Compartment

(2, one with mono-whip spooled inside)

Skillwires Plus (6)

Smartlink

Softlink (4)

Vehicle Control Rig (2)

Bioware

Adrenal Pump (2)

Reflex Recorder (Firearms)

Suprathyroid Gland

Synaptic Accelerator (2)

Gear

Browning UltraPower (smartlink, customized, firing APDS ammo)

Remington 950 (smartlink, customized)

Ares Viper (smartlink)

Monowhip

Armor Jacket (5/3)

Hunt Ball Gown (2/3)

Retro Business Suit (3/1)

2 Radio Headsets (encrypted Rating 6)

Thermographic Goggles (made to look like sunglasses)

Mitsubishi Nightsky (as standard, plus rigger control gear, roll bars, HMG in pop-up turret, Body at 6 and Armor to 2)

Notes: The Black Widow may not really seem like much stat-wise, but she makes up for it with her unusual skill diversity and careful planning and intelligent tactics, something a large number of shadowrunners forget about. She doesn't run very often anymore, content with her luxury life style. But when she does, she prefers to work with people she knows and trusts, such as Lincoln, a cat shaman.

Kelly Winthrop did start life as a Homo Sapiens. Due to bizarre circumstances involving a dark ritual centered in the toxic zone of Hiroshima, for unknown reasons, both Lincoln and Black Widow did indeed change into elves.

Black Market Rating: 4

Information Rating: 4

BOAZ, ALEXANDER**FREE SPIRIT**

The GREAT Cornholio

<Nethicus@aol.com>

Name: unknown
Aliases: Alexander Boaz
Sex: male
Metaspecies/Race: appears as **Caucasoid Homo Sapiens Sapiens**
Residence: Seattle, UCAS
Height: 1.70 m
Weight: unknown
Eyes: unknown
Hair: white
Distinguishing Features: none in human form. See below
Birthdate: unknown, irrelevant
Birthplace: unknown, irrelevant
Psychological Profile: unknown, seems to be a “guardian” spirit, but that classification is not inclusive enough.
Known Allergies: none
Lifestyle: Middle

>>>>[Alexander Boaz does not really fit in here. He is an incredibly powerful free spirit (I use that term loosely) that at least rivals the power of the great dragons. He has hired a number of runners, and he seems likely to hire more as some great cataclysm he fears draws nearer. If Alexander Boaz hires you, do exactly what he tells you to. It could mean your life.]<<<<<

—St. Stan (21:41:44/12-20-55)

Background: Boaz is, to most observers, obviously a free spirit. There is a great deal of debate about exactly what kind of spirit however. He is not from this plane, and it has been theorized that he is from another dimension entirely, or perhaps another “metaplane”.

In his human form (see above), Alexander Boaz works at the Seattle Museum of Natural History. It is believed that the curator knows that Boaz is a powerful free spirit, and often consults with him. Boaz has a small office there, which is filled with books on history and magic. The contents of the shelves change nearly every week, as Boaz reads inhumanly fast, and he is a voracious reader.

Boaz has been known to hire powerful shadowrunners for strange missions. The objectives of these shadowruns are often obscure to the normal observer, and seem to make very little sense. It has also been guessed that some of these shadowruns involve journeys to the metaplanes.

In his “natural form”, Boaz appears as a 2.5 m tall glossy black skinned humanoid, with large wings and red glowing eyes. Despite this demonic appearance, Boaz is generally considered to be “good” and a protector of humanity. He has never, to our knowledge, attacked anyone.
Skills: Alexander Boaz is a very powerful spirit. He cannot be coerced to use these formidable powers however. He is not a mercenary and has no apparent desire for power or wealth. Instead, Boaz serves as an incredible source of knowledge. It can be presumed that there are none that know more about magic or history.

>>>>[This guy is seriously bad news. I heard he caught a grenade in his hand, looked at it as it went off, and there wasn't even a single mark on him. Wherever he is from, he is not to be fragged with.]<<<<<

—LaTrobe (23:14:05/12-30-55)

>>>>[And what is up with those strange missions he sends people on? He only hires the best (which means not me), and he sends them all over God's green earth. I heard the last time he hired runners, he was working with some other alien spirit like him call Epis Darcalus or something and Dunkelzahn, and the Carib state of Technos. They all got together with some shadowrunners down in Tir Tairngire, and did some strange things. I don't really want to know who else was involved, or what they did or saw.]<<<<<

—Nagoma Awooyo (12:44:19/1-10-56)

Alexander Boaz

Attributes	Skills
Body: 14	Archeology: 35
Quickness: 20	Armed Combat: 20
Strength: 14	Biology: 20
Charisma: 18	Chemistry: 15
Intelligence: 28	History: 35
Willpower: 26	Magical Theory: 35
Reaction: 14	Mathematics: 20
Essence: 16	Parabiology: 30
Initiative: 24+6D6	Physics: 15
Threat: 15, possibly more	Projectile Weapons: 15
	Sorcery: 25
	Stealth: 20

Powers

Assume Any Form
Banish (vs. spirits)
Destruction (attack, 16D vs. Body, area effect)
Detect Invisibility
Detect Life
Detect Magic
Fireball (16S, as spell)
Force Field (Barrier spell, as Force 16)
Gateway (opens gate to Metaplanes)
Immunity to Normal Weapons (48 points of armor)
Immunity to Weapon Foci (16 points of armor)
Linguistic Mastery (can speak any language)
Linguistic Understanding (understand any language)
Spell Absorption (absorbs up to 16 force points per day)
Subdual (16D stun, individual affect)
Telepathy (resisted test, Boaz's Essence vs. Target's Willpower)
Teleport (to anywhere)
Regeneration
Resurrection (can bring back others to life once per day)

Gear

(Boaz doesn't really have a need for gear. However, he does possess a “weapon focus.”)
“Klisma” [16M, Reach 0]
Flame Projection 20 meters, for 10M damage
Dancing (attacks on own, as if Boaz was attacking)
Summons to Boaz at his will
Linguistic Understanding

Notes: No, Boaz does not really conform to the normal rules. But he doesn't really break them that much either, especially since he should *never* have to use his powers. His main purpose is to involve the characters in a very long

and drawn out battle between his “people”, who are the good guys, and the evil spirits (also from his home time/dimension) led by Nethicus. For reasons that are still fuzzy to Boaz, the battle is to be fought on Earth, and so Boaz is here to study us and to help us fight the battle. This battle is not going to happen for a *very* long time, but the characters don’t need to know that.

Don’t want to have a strange, dark battle in the distant future? Then Boaz can be used as an alien spirit with a vast thirst for knowledge. He will send the runners on quests for strange information and to strange places. At least he pays well.

Boaz will NOT attack anyone unless first attacked by someone else. He first will try to Subdue the offenders, but if that is not enough, he may decide to kill them.

In addition, Boaz cannot be fooled. He does not suffer fools, and does not help those who merely wish to serve their own greed. He is interested in protecting humanity, not destroying it.

Black Market Rating: 2
Information Rating: 24

DAISHI

STREET SAMURAI

Dave Jordan

<dave_jordan@intuit.com>

Name: Julian Fontaine
Aliases: Daishi, MadCat, Apache
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Residence: Bellevue, Seattle, UCAS
Height: unknown
Weight: unknown
Eyes: green
Hair: blond
Distinguishing Features: none
Birthdate: unknown, 2024
Birthplace: Salish-Sidhe Council
Psychological Profile: unknown. Subject has exhibited numerous homicidal rages.
Known Allergies: none
Lifestyle: Luxury

Background: Despite the fact that Julian Fontaine has changed his identity several times, he has been very easy to track. His fighting style and personality have changed very little over the last decade, making tracking him relatively easy.

Fontaine was left on Makah lands when he was only two years old, where he was raised much as any other youth. When he came of age, he left his adopted family and went to Seattle in search of his blood parents. Needless to say, he was not successful. However, he did meet “Tommy”, a fixer of some repute. Tommy recognized Fontaine’s potential and began to expand on Fontaine’s weapons training. After some time spent as Tommy’s bodyguard, Fontaine left and began to run the shadows as “Apache.”

Apache soon began to develop a reputation for being almost psychotic. He would do anything and everything to complete a mission, which would sometimes include charging straight into incoming fire, or attacking elementals with his bare fists. He also developed a reputation for being very loyal to his friends and for being something of a “party animal.”

The major turning point in Apache’s life came during an attempted run into Salish-Sidhe lands. The team (which included Darkwolf, Facet, Paladin, and Spellslinger) had been set up, and was arrested at the border crossing. However, the weapons search was not very thorough, and Apache was left with a Predator II. At some undetermined point, Apache went into what can be described as a “beserker rage” and began to shoot his way out of the border station. After a very intense firefight, the group managed to escape. However, due to the political ramifications (relations between the UCAS and the Salish-Sidhe council were tense for several months), all the members of the team were forced to change their appearance and identities. Most of the other members later reclaimed their good names, but Apache did not. Instead, Apache underwent complete and extreme cosmetic surgery and became MadCat, a black man with a chrome skull plate.

Now as MadCat, his career went much as it had before, becoming something of a street legend. He achieved an

expertise in killing few had ever achieved, and completed mission after mission with little or no error.

Several months ago MadCat voluntarily changed his identity to Daishi (a corruption of a Japanese word meaning "Great Death") and again underwent complete and extreme cosmetic surgery. He is now a tall blond man with green eyes, as mentioned previously.

Daishi is currently under retainer by the Carib League nation of Technos. He currently functions as a arms and tactics advisor. He rarely takes freelance missions anymore, but will occasionally do so if it involves a new challenge or protecting his friends.

Skills: Daishi is considered to be one of the pre-eminent street samurai running the shadows today. While his motivations are unknown, he is extremely good and highly professional. He can be recommended for any mission.

>>>>>[Need something blown up? I've got the C-12. Need someone killed? I got the G-12. Need anything else? See a mage.]<<<<<<

—Daishi (14:51:38/12-28-55)

>>>>>[Uh, yeah. Don't hurt me, okay? Daishi is the most complete killing machine ever born and made. He fraggin' scares the livin' drek outta me, and that's no lie.]<<<<<<

—Grenzquell (09:02:59/12-30-55)

Julian Fontaine, a.k.a. Daishi

Attributes	Skills
Body: 9(13)	Armed Combat: 6(7)
Quickness: 9(14)	Athletics: 7(8)
Strength: 9(14)	Demolitions: 7
Charisma: 7	Electronics: 6
Intelligence: 8(12)	Etiquette (Street): 7
Willpower: 9	Firearms: 11(12)
Reaction: 8(21)	Gunnery: 8(9)
Body Index: 8.4	Interrogation: 5
Essence: .05	Interrogation (Torture): 6
Initiative: 21+4D6	Military Theory: 5
Threat/Professional: 13/4	Negotiation: 6
	Parazoology: 5
Cyberware	Projectile Weapons: 9(10)
(all beta grade)	Rotorcraft: 5
Commlink X	Special Skill: Set Snares: 6
Cyberears	Stealth (Urban): 8(9)
Amplification	Throwing Weapons: 4(5)
Damper	Unarmed Combat: 8(9)
Cybereyes	Makah: 6
Electronic Mag. (3)	
Flare Compensation	Bioware
Low-Light	Cerebral Booster (2)
Thermographic	Damage Compensator (8)
Datajack (4)	Enhanced Articulation
Dermal Plating (3)	Muscle Augmentation (4)
Encephalon (4)	Suprathyroid Gland
Internal Voice Mask	Symbiotes (1)
Retractable Spur (dikoted)	Trauma Damper
Skillwires Plus (3)	
Smartlink II	
Softlink (3)	
Wired Reflexes (3)	
Gear	
Ares Dragon	
Armor Jacket (gel-pack) (5/3 hardened)	

Deluxe Gyro-mount
 Form Fitting Body Armor Ivl 3 (4/1)
 H&K G12 (gas vent 4, smartlink II, fires APDS)
 Hughes Stallion
 Ingram Smartgun (gas vent 4, smartlink II, fires APDS)
 M107 GPHMG (gas vent 4, smartlink II, fires APDS)
 MagLock Passkey (7)
 Medium Military Grade Armor (full tactical sensor suite)
 (16/12 hardened)
 Nightglider
 Ranger-X Bow (smartlink II)
 Savalette Guardian (smartlink II, fires APDS)
 Steel Lynx Drone (voice command)
 Yellowjacket F series

Notes: Let's just say that Daishi is a little out there. He is hyper and doesn't have a very long attention span (maybe something to do with his Suprathyroid gland). He is also very intense. This makes him a very interesting running companion. There are times when he is so wound up when it's not clear who he will kill, friend or foe. He has, however, never killed any of his running mates, despite their worries.

Daishi is the ultimate killing machine. You name it, he can kill it. Make sure you present him that way, but remember, he *isn't* arrogant. He just knows he's the best.

Black Market Rating: 8

Information Rating: 4

FINNIC, MAYA

GATOR STREET SHAMAN

Maurice Francke (submitted by Gurth)

<Gurth@xs4all.nl>

Name: Maya Finnic
Alias: none
Sex: female
Metaspecies/Race: Caucasoid Homo Sapiens Pumili-
 nis
Residence: Westwood, Seattle, UCAS
Height: 1.22 m
Weight: 70 kg
Eyes: brown
Hair: black
Distinguishing Features: overweight
Birthdate: 2036
Birthplace: Brooklyn, UCAS
Psychological Profile: powerhungry, lazy
Known Allergies: unknown
Lifestyle: High

Background: Maya Finnic was born and raised in Brooklyn, NY; her exact birthdate is unknown. In 2052 she moved to Seattle, and through various means came to running the shadows, first as a freelancer working for whoever paid, and then as the shaman in a group of four (see Steve Lewis, page xx).

Maya Finnic is overweight and not very fast—a situation she appears to have found a solution for by frequent use of a Levitate Person spell, which also seems to make her even more lazy than she already is.

She is a Gator shaman, normally providing combat magic support to the rest of the team she runs the shadows with. She is a high-grade initiate and appears intent on initiating to an ever-higher level. Maya Finnic is a member of the magical group known as the Swampsters, which consists completely of Gator shamans. She has conjured an ally spirit at some point, which takes the form of a neatly dressed, negroid elf when ordered to manifest in the physical world. Finnic's main use for this spirit is to guard herself and her apartment.

Skills: Maya Finnic's main strength is in sorcery. She hardly ever carries a firearm, relying instead on her spells to take down any opposition.

>>>>[Her ally also does the shopping, which he seems to like a lot, by the way.]<<<<<
 —Steve (01:27:05/1-19-56)

>>>>[Has anyone ever seen these "Swampsters" in action? It's not a pretty sight, let me tell you...]<<<<<
 —French (19:35:17/1-23-56)

>>>>[What do you mean? Too violent?]<<<<<
 —MARILYN (13:28:09/1-24-56)

>>>>[I know what you're thinking, these are Gator shamans so they're bound to kill things, but it's the other major trait of the Gator totem you have to look at: they eat like pigs.]<<<<<
 —Mike "The Lounge" Staring (22:52:10/1-24-56)

>>>>[Is this the chick that killed 10 of my buddies plus about three dozen others with one spell, that one time in Columbia? Anyone have her address?]<<<<<

—Widow-Pretender (15:16:42/1-29-56)

Maya Finnic

Attributes	Skills
Body: 4	Conjuring (Nature Spirits): 6
Quickness: 3	Etiquette (Street): 2
Strength: 2(6)	Firearms: 4
Charisma: 5	Magical Theory (Design, Shamanic): 5
Intelligence: 4	Singing: 2 [Centering]
Willpower: 7	Sorcery (Spellcasting): 7
Reaction: 3	
Essence: 6	
Magic: 12(14)	
Initiative: 3+1D6*	
Threat/Professional: 5/4	
Initiate Grade: 6	

* 3+4D6 with spell lock

Spells	Ally Spirit
Flying Ball: 4 EX	Force: 3
Improved Invisibility: 4 EX, RF	Body: 4
Levitate Person: 4 RF	Quickness: 4
Lift & Push: 3 EF	Strength: 3
Mana Bolt: 6 EX	Charisma: 4
Mana Cloud: 4 EF	Intelligence: 2
Maya's Flame Burst: 2 RF	Willpower: 7
Mob Mind: 5 EF	Reaction: 3
Multi-Target: 2 EF	Powers
Personal Bullet Barrier: 6 EX	3D Movement
Power Bolt: 6 EX	Immunity to Normal Weapons
Shapechange: 4 RF	Manifestation
Small Meteors: 4	Sorcery
Treat: 4 EX	Telepathic Link
Wall of Fire: 5	Spells
	Power Missile: 2 EX

Gear

- DocWagon Contract (Platinum)
- Enchanting Shop
- Expendable Fetishes
 - Lift & Push
 - Mana Cloud
 - Mob Mind
 - Multi-Target
- Forged SIN (4)
- Form-Fitting Armor: 3 (4/1)
- Medicine Lodge (6)
- Power Focus (2)
- Reusable Fetishes
 - Improved Invisibility
 - Levitate Person
 - Maya's Flame Burst
- Secure Jacket (5/3)
- Spell Lock: Increase Reflexes +3D6 (1)
- Spell Lock: Increase Strength +4 (1)
- Wrist Phone with Screen

Notes: Maya tends to show off her magical capabilities, such as using Levitate spells on the cars of opponents

(with them in it, usually), the intention being to frighten the opponent.

Her aura is always masked to appear as an uninitiated magician.

Black Market Rating: 1

Information Rating: 2

Magic Information Rating: 6

FRYPP, FREDDY

FIXER

James Cueno

<james-cueno@augustana.edu>

Name: Frederick Frypp

Alias: none

Sex: male

Metaspecies/Race: Caucasoid Homo Sapiens Nobilis

Residence: San Francisco, CFS

Height: 1.86 m

Weight: 70 kg

Eyes: unknown

Hair: unknown

Distinguishing Features: missing both ear tips, despite birthdate apparently has not aged past 25

Birthdate: November 6, 1975

Birthplace: Portland, USA (now Tir Tairngire)

Psychological Profile: an insulting drunkard, has exhibited homicidal rages

Known Allergies: sunlight, moderate

Lifestyle: High

>>>>[Freddy, sad to say, was not in the original corp version, which would probably suit him just fine. Imperial Japan and the Imperial Marines apparently wanted him censored, and Counselor and Co. were more than happy to do so. But we all thought he belonged here, so we nabbed an Imperial Marine (the I-Marines) dossier on Mr. Frypp. We kept it mostly intact, but we did edit it somewhat. And you know what, it really loses a lot in the translation from Japanese, but those I-Marines *really* don't like him...]<<<<<

—St. Stan (22:23:18/12-20-55)

TO: Office of the Imperial Governor

FR: Imperial Marine Expeditionary Force Intelligence Command

RE: Frederick "Freddy" Frypp

COMPILED BY: Sho-sa Kiro Okinaga, Imperial Expeditionary Force Intelligence - September 15, 2055

SOURCES: Imperial Marine Expeditionary Force Intelligence Assets, I.M.E.F. Irregular Intelligence Assets, Corporate Intelligence Asset, Public Records

BACKGROUND: The subject's birthdate and metaspecies categorize him as a possible "spike baby". This category automatically is subject to Class IX surveillance by all Imperial Intelligence.

Little is documented of the subject's early life, with the exception of birth documents.

At the age of seventeen, the organization later to become the Xavier Foundation (document 19254.a.7-Delta) brought civil suit against the subject's parents in the Oregon State Court. The unprecedented case resulted in the Foundation being declared the subject's legal guardian. Little in the court records indicate why this decision was made, or why it was upheld in appellate court.

No documentation exists for the period of time he was the ward of the Xavier Foundation. Intelligence assets assume (based on later events) that during this period the subject received magical training in pre-Awakening hermetic magic. Documented experiences with pre-Awakening magic is documented in 4692.v.2-lota.

The subject next appears in the public record in 2009 in a marriage certificate. The woman's name is curiously unavailable, though rumor suggests that she was killed in the 2014 anti-magic riots in Portland.

Again, no official documentation appears until his second marriage, to one Josephine Carter in 2032.

Upon further investigation, the subject has been positively identified in photographs of Sean Laverty (document 195247.a.1-Alpha), Lugh Surehand (document 195200.a.1-Lambda), and in photos taken of Walter Bright Water (document 11235.a.1-Zeta) just prior to Bright Water's death. Analysts strongly doubt that the subject was acting in any sort of advisory capacity. Rather, it would appear that he was acting as a bodyguard.

After the secession of Tir Tairngire, the subject's presence has been confirmed by photographic evidence at several high level diplomatic conferences around North America, again acting as bodyguard.

California Free State border control records indicate that the subject entered Sacramento just prior to Tir Tairngire's 2036 California Offensive, as part of a Tir diplomat's entourage. After the Battle of Redding the diplomat and his entourage were expelled, and the subject returned to Portland.

Rumors persist that the subject's wife, Josephine Carter, took part in the Battle of Redding as part of the Tir's paranormal assets. She was listed among the official list of casualties.

Within five days of returning to Portland and the death of his wife, the subject applied for permanent residence in the CFS. The subject came into the employ of the Bay Area Security Corporation, based in San Francisco, as an advisor on magical affairs.

Evidence exists to support the conclusion that the subject has not engaged in any magical activities since the death of his wife. Imperial Marine Irregular Assets believe that the subject lost his powers as a result of extensive cybernetic modification.

The subject remained in San Francisco after the Imperial Marine Expeditionary Force made its' presence in response to President Treacle's request. Due to the subject's position within the corporation, management sponsored a residence permit for the subject.

In mid 2046, the subject arranged for the purchase of the B.A.S.C. with funds from an untraceable source, believed to be Zurich-Orbital. Upon transference of ownership, the subject removed all Japanese Homo Sapiens Sapiens from the work force. The corporation was also renamed Frypp Security, Inc.

Today, the subject is suspected to be a major part of the so-called Underground's terrorist activities. Irregular Intelligence suspects that the subject is the head of the Metahuman Action Committee's "Family Stone"

The "Family Stone's" activities have been directly linked to numerous anti-Marine, anti-police, and anti-Japanese attacks. Internal records show that these attacks have been responsible for the deaths of over 80 Imperial Marines, 25 members of the San Francisco Police Department, and over 200 Japanese civilians.

In addition to his legitimate business activities, the subject is believed to have built an extensive smuggling operation, arming the East Bay communities in preparation for a general uprising.

PSYCHOLOGICAL PROFILE: The subject is an insulting drunkard and is generally considered to be quite offensive by all but his accomplices. He has been known to exhibit homicidal rages mercilessly killing innocents.

EVALUATION: It is the opinion of this office that the Imperial Marine Expeditionary Force should assign additional assets to the surveillance of the subject, based on evidence on suspected criminal activities against the Empire. It is also the opinion of this office that the subject, and those he controls, is a genuine threat to the Empire, and plans should be made immediately to remove the subject as a threat.

>>>>[Yea, he's a bastard, but he keeps giving me a paycheck every other week, and for that, me and my family are grateful. He's done a lot for us East Bay orks.]<<<<<<
—Buffalo Bill (21:33:43/1-11-56)

>>>>[Frederick Frypp must be eliminated as a threat to the Empire and the Emperor. I am officially authorized to place a substantial bounty on the head

of Mr. Frypp, payable only if he is brought to us alive, so that he may stand trial for his crimes against the Empire.]<<<<<<

—Col. Akage Tokugawa (13:43:49/1-12-56)

>>>>[Ah, blow it out your hoop, ya fraggin' Imperial S.O.B.!!]<<<<<<

—N'Gok (16:48:44/1-12-56)

Frederick "Freddy" Frypp

Attributes	Skills
Body: 5	Armed Combat: 8
Quickness: 7	Car: 6
Strength: 6 (7)	Computer: 3
Charisma: 5	Etiquette (Corporate): 9
Intelligence: 7(8)	Etiquette (Mercenary): 7
Willpower: 7	Etiquette (Military): 7
Reaction: 7	Etiquette (SF Underground): 9
Essence: 3.15	Etiquette (Street): 8
Magic: 8	Etiquette (Tir Tairngire): 7
Initiative: 7+1D6	Firearms: 6
Threat/Professional: 8/4	Firearms (Shotguns): 9
Initiate Grade: 5	Negotiations: 9
	Special Skill (CFS Shadowrunners):4
Cyberware	Special Skill (Pissing off half the room): 12
Cyberarm (right)	Special Skill (Pissing off the other half of the room): 8
Increased Strength (1)	Special Skill (SF Geography): 8
Shotgun	Special Skill (SF Power Groups): 9
Datajack (4)	Special Skill (Wiseass Crack): 8
Encephalon (1)	

Gear

(Freddy has access to the entire assets of Frypp Security, Inc., but below are his favorites)

Ceska Black Scorpion

Enfield AS-7 with 50 round drum

Eurocar Westwind Turbo

Form Fitting Armor lvl 3 (4/1)

French linguasoft lvl 6

Fuchi Cyber-4 with no applicable utilities

Handset portable phone

Mortimer of London Great Coat (4/2)

Ruger Thunderbolt

Notes: While Freddy is still very capable of using magic, he will never use it except under very extreme circumstances. He has a geas, his wedding ring from his second marriage, that he must have in order to even use his magic. Since it is in a safe deposit box in Portland, it would be very difficult (a run in itself) to get it.

The "Family Stone" and even the Metahuman Action Committee do not exist (unless you, as GM, decide otherwise). But in any case, Freddy has no part in them.

As advertised, Freddy is a jerk, but he does wield a lot of power in San Francisco, so most people let him get away with it. He claims to know every shadowrunner in CFS, and quite a few everywhere else. Knowing Freddy, this is a stretch of the truth, but not a very big stretch.

Frypp Security, Inc. is a small security corporation based in the Bay Area. There are large number of metahumans (orks and trolls), and a small percentage of shadowrunners on the payroll. Given Freddy's nature, both Matrix and Magical assets are lax, but that is slowly changing.

Black Market Rating: 11
Information Rating: 10

HUNE, ALEK

COYOTE SHAMAN

John Pandelides. (submitted by Jani Fikouras
<feanor@informatik.uni-bremen.de>)

Name: Alek Hune
Aliases: Firebringer
Sex: male
Metaspecies/Race: Caucasoid (Amerindian) Homo Sapiens
Residence: Seattle, UCAS
Height: 1.80 m
Weight: 80 kg
Eyes: brown
Hair: black, short
Distinguishing Features: none
Birthdate: unknown, orphaned
Birthplace: unknown, possibly Salish-Sidhe Council
Psychological Profile: unknown, claims unusually close affinity to Coyote totem
Known Allergies: none
Lifestyle: Luxury

Background: Alek Hune, "Firebringer", is the only known human member of the Fallen Angels group, which is believed by most to be dead. Rumors persist, however, that Hune and the other member of Fallen Angels are indeed alive and in hiding.

Nothing is highly unusual about the background of Alek Hune. He was found on the doorstep of Brand Hune, who raised the infant as his own son. Alek appears to have had a normal childhood, and a largely normal adult life.

During his teens it was discovered that Alek had magical powers. He received no formal training, and holds no Thaumaturgical degrees. At some point in his late teens, early twenties, he claimed to have seen a vision in which he spoke directly with his totem spirit, Coyote. Due to the nature of his claim, we are unable to check the veracity of this statement. What we do know is that after this "vision", he left his tribal lands and traveled to Seattle where he claims he is to do a "special task." What that task is remains to be seen.

Skills: Hune is a crafty and capable shaman. It is not known where the name "Firebringer" came from, as he is not believed to know any fire spells. It is thought perhaps that it is a tribal name of some type. He does however prefer the use of "Sleep." His list of known spells is limited, however he does have some facility with conjuring and with firearms. As a whole, Hune is not as capable a mage as some of the other mages found elsewhere in this compilation. As a member of the Fallen Angels, however, he is more powerful than mages with similar skills and powers.

>>>>[Damn it, what the frag was Counselor thinking? The Fallen Angels are dead. They got scragged by the bugs. I don't know why everyone wants to believe they're still around. Bunch of irritable, nasty drekheads anyway.]<<<<<

—Ol' Yeller (15:32:04/12-29-55)

>>>>[The best word to describe Hune is "random." Out of the blue he'll do something unexpected, and then say that "Coyote felt like it." Not that he

felt like doing it. No, that would be too normal. Instead, he claims his actions are driven by a damn dog.]<<<<<

—Watney (09:46:11/1-3-56)

>>>>>[Best place to find him, and get the attention of the Fallen Angels (dead or not) is to head down to the Alabaster Maiden, the club down in the 'Raku Arcology. Until he "died" they had a special table for him.]<<<<<

—Kingfisher (21:32:05/1-10-56)

Alek Hune

Attributes	Skills
Body: 6	Bike: 3
Quickness: 6	Conjuring: 7
Strength: 2	Dance (Salish-Sidhe Tribal): 6
Charisma: 6	Firearms: 5
Intelligence: 6	Firearms (SMGs, HK 227): 8
Willpower: 6	Magical Theory: 5
Reaction: 6	Sorcery (Spellcasting): 6
Essence: 6	
Magic: 7	
Initiative: 6+1D6*	
Threat/Professional: 4/4	

* 6+4D6 with spell lock
Initiate Grade 1

Spells

Barrier: 6
Fashion: 3
Improved Invisibility: 6
Increased Reflexes +4D6: 3
Makeover: 3
Manabolt: 8
Physical Mask: 8
Sleep: 9
Sterilize: 3

Gear

HK 227 (laser sight)
Heavily Modified BMW Blitzen
Tres Chic Wardrobe
Tribal Knife stacked Power Focus (6)/Weapon Focus (6)

Notes: Hune is a coyote shaman, and not much more need be said. He is random, haphazard, and follows his totem. Or perhaps a better phrasing is that he lives his totem.

Hune is a member of the Circle of Power magical group that also includes Peregrine Myrtin.

Black Market Rating: 3
Information Rating: 3

IRISH

STREET SAMURAI

Brion Waters

<bdw2@nauvax.ucc.nau.edu>

Name: Angus McLeir
Aliases: Irish, Sarge, Joseph King, Mike Swartz
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Pumillionis
Residence: Seattle, UCAS
Height: 1.40 m
Weight: unknown
Eyes: gray
Hair: red
Distinguishing Features: several facial scars, numerous scars on rest of body
Birthdate: October 31, 2019
Birthplace: Geneva, Wisconsin, UCAS.
Psychological Profile: Extremely protective of friends and family. Pathological hatred of BTL dealers and of Aztlan and Aztechnology.
Known Allergies: silver, severe
Lifestyle: Middle

Background: As an ex-mercenary, Irish has seen most of the North and South America. He was initially recruited out of high-school for the UCAS marines, and qualified for assignment into a covert operations unit. He eventually achieved the rank of Gunnery Sergeant. Soon after this promotion, a new CO (the only son of UCAS senator William Forsyth Smyth III) was placed in charge of the platoon for a covert operation into Aztlan. The new lieutenant led the platoon into an ambush, and then deserted, leaving the rest of the platoon to die (as he officially reported). For six months, Irish and the surviving members of the platoon were brutally tortured, which killed four more members of the platoon. After six months of torture, Irish was able to escape with the other members of the platoon. Once back in the UCAS, Irish brutally attacked Lt. Smyth IV, beating him unconscious. For reasons still not known, Irish was not court-martialed and was instead given a medical discharge.

For the next three years Irish worked as a mercenary in South America, finally quitting the business in 2045. Between 2045 and 2047 Irish worked with MCT-Boston in one of their Desert Wars forces. He was then allowed to resign, and gained a position within Ares Seattle, in their Security Division until 2052. He was then allowed to resign again, and spent the next year in retirement. After a year of no action, Irish soon found himself bored, and turned to shadowrunning.

Irish has worked with a number of different shadowrunner groups, including ENIGMA. He does not seem to have very good luck with these groups. The first group he ran with was almost killed to a man in the Salish-Sidhe lands, and ENIGMA broke up in 2055. This seems to be a general trend for groups that Irish has been a member of. There are no apparent reasons for this phenomenon.

The only other item of note is that Irish has an adopted daughter, currently aged 16. Erika, an elf, was adopted in 2050.

Skills: Irish, as is to be expected, is a combat specialist. He is proficient in light and heavy weapons, and is a martial

arts expert. What separates him from other street samurai is the number of contacts he has. He has contacts within every corporation and organization he has been a member of, and he maintains contacts in Panama City, New York, Boston, and Seattle.

>>>>[To say he hates the Azzies is kinda like saying water is wet. It goes without saying. Must have something to do with being their prisoner for six months. But what I don't understand is his homicidal hatred of BTL dealers.]<<<<<

—High Roller (10:25:57/12-28-55)

>>>>[Maybe some dealer tried to put a move on Erika, his daughter. Hell, I know I would.]<<<<<

—Edgefield (18:43:28/1-3-56)

>>>>[Uh, you had better not Edgefield. Last kid (he was only 16!) that made serious moves on her got his nose broken. Of course, he also made fun of Irish's height...I just wish I could understand Irish's damn jokes.]<<<<<

—Thunderhead (11:48:34/1-5-56)

Angus McLeir, a.k.a. Irish, a.k.a. Sarge

Attributes	Skills
Body: 8(11)	Armed Combat: 3(4)
Quickness: 5(7)	Car: 5
Strength: 7(9)	Computer: 3
Charisma: 3	Demolition: 3
Intelligence: 5	Etiquette (Corporate): 4
Willpower: 6	Etiquette (Military): 6
Reaction: 5(8)	Etiquette (Street): 4
Body Index: 7.8	Firearms: 8(9)
Essence: 2.25	Gunnery: 7(8)
Initiative: 8+3D6	Leadership: 3
Threat/Professional: 5/4	Military Theory: 3
	Motorboat: 2
	Rotorcraft: 4
	Stealth: 7
	Unarmed Combat 5(6)
	Unarmed Combat (Tae Kwon Do): 6(7)
	City Speak: 2
	Japanese: 3
	Spanish: 3

Cyberware	Bioware
Cybereyes	Damage Compensator (9)
Flare Compensation	Enhanced Articulation
Optical Mag. (3)	Muscle Augmentation (1)
Radio	Orthoskin (3)
Smartlink	Suprathyroid Gland
Titanium Bone Lacing (alpha grade)	Synaptic Accelerator (2)

Gear
Ares Squirt (smartlink, with DMSO/Hyper)
Colt M22A2 (smartlink, recoil compensation 5)
False identities for all known aliases
Full Heavy Armor (8/6), with EnviroSeal, and electronics sensor suite
Grapple Gun, with 200 m line and rappelling gear
Ingram Smartgun (smartlink, recoil compensation 4)
Lined Coat (4/2)
Nomad Truck, with HMG in pop-up turret

Panther Assault Cannon (smartlink)
Platinum DocWagon contract
Pocket Secretary
Remington 900 (recoil compensation 1, laser sight)
Savalette Guardian (smartlink, recoil compensation 3)
Secure Jacket (5/3)
SPAS-22 (recoil compensation lvl 2)
Ultrasound goggles, and modular projector (will fit any weapon)
Extra clips for all weapons

Notes: Irish has a wide variety of contacts within Ares, MCT, and the UCAS military. He also keeps in close touch with a number of the individuals in South and Central America that he met as a mercenary. In addition, he has a number of contacts in New York. If the information has something to do with the military, there's a pretty good chance that Irish either knows it or knows someone who might. On the flip side, he has made powerful enemies in Aztlan and Aztechnology (whom he hates) and the Senator Smyth III is not exactly a friend either.

Irish is very protective of his family and friends, and will do almost anything to protect them. He also has a strangely pathological hatred of BTL dealers.

Irish is a formidable foe, and with his titanium bone lacing, he packs quite a punch in close. Need a likable equalizer? Irish is your man.

Black Market Rating: 5

Information Rating: 5

JEWELER

YAKUZA

Prier

<PRIER@ubaclu.unibas.ch>

Name: Masaaki Hiroshito
Aliases: Jeweler
Sex: male
Metaspecies: Mongoloid (Japanese) Homo Sapiens Sapiens
Height: 1.78 m
Weight: 78 kg
Eyes: brown
Hair: black
Distinguishing Features: extensive dragon and tiger tattoos covering much of body
Birthdate: August 18, 2017
Birthplace: Seattle, UCAS
Psychological Profile: perfectionist, emotionless
Known Allergies: none
Lifestyle: Luxury

Background: In many ways, the man known as the Jeweler is a traditional, even stereotypical yakuza member. He is almost without emotion, and rarely raises his voice. He is a strict traditionalist, and it is known that he has little respect for the younger generation of yakuza. He also is known to be very disdainful of metahumans, orks and trolls in particular. He has also been seen in the private VIP boxes at the Summer Jazz Festival and the Downtown Performance Center. And, like many of the older yakuza, he is perfectly groomed.

What separates Jeweler from many other yakuza is that for a number of years he was merely on the fringes of the organization, and during this time he worked as one of the early shadowrunners. During these years his direct contact with the yakuza was minimal, and it is believed that he may even have done some work for the Seattle Mafia. At some point during his late twenties, he quit shadowrunning and began fixing, or information brokering, for the yakuza. It was from this point on that his relationship with the yakuza was sealed. Since that time he has risen through the ranks, to what is now believed to be the special advisor to his oyabun.

Skills: Given the Jeweler's level of professionalism and perfectionism, he could function as an excellent contact with the Seattle yakuza. He is one of the pre-eminent information brokers in Seattle, having access to a great deal of rumors and facts. He may not be up to the quality of the best brokers in Denver, but Jeweler doesn't have access to the Nexus either.

>>>>>[I don't know what it is about him, but Jeweler scares the livin' drek outta me! It's almost like he ain't human. Frag, maybe he isn't...]<<<<<<
 —Okocim (19:45:39/12-30-55)

>>>>>[Yeah, well you have a strange phobia of dwarves also. Jeweler is the only man to see when you need serious dirt. Need building plans? Need to know why Knight Errant is putting out the heat? Need to know when and where Concrete Dreams are going to do their next surprise concert? Jeweler is your man.]<<<<<<
 —Toohey (08:25:23/1-5-56)

>>>>>[If you have the right balance on your credstick. Remember, he's a broker. Which also means he often hires runners out to retrieve that information. Which means he sometimes sends runners out to die.]<<<<<<
 —Double Diamond (14:54:26/1-7-56)

>>>>>[Which is true of any Mr. Johnson. Jeweler is at least professional. What is also important to know about him is that he does NOT deal with drugs, guns, or armor. The only physical items he deals with are rare, exotic treasures.]<<<<<<
 —St. Stan (17:32:25/1-15-56)

Jeweler

Attributes

Body: 5
Quickness: 5
Strength: 5
Charisma: 10
Intelligence: 6
Willpower: 6
Reaction: 5(8)
Body Index: 3.9
Essence: 3.39
Initiative: 8+3D6
Threat/Professional: 7/4

Cyberware

(all beta grade)
Boosted Reflexes (3)
Cybereyes
 Flare Compensation
 Low-Light
 Thermographic
Datajack (4)
Retractable Spur (ceramic/
 polymer/dikoted)
Smartlink
Softlink (4)

Bioware

(all cultured)
Enhanced Articulation
Synthcardium (2)

Tailored Pheromones

Skills

**Armed Combat (Whips,
 Mono-Whip):** 8(9)
Athletics: 4(5)
Car: 5
Etiquette (Corporate): 10
Etiquette (Street): 9
Etiquette (Yakuza): 12
Firearms: 4(5)
Firearms (Pistols): 5(6)
Interrogation: 9
Leadership: 10
Negotiation: 10
Psychology: 5
Stealth (Urban): 6(7)
**Unarmed Combat (Cyber
 Implants, Spurs):** 7(8)

Gear

Ares Predator II (smartlink)
Monowhip (concealed holster)
Toyota Elite (with driver when
 needed)

Ultra Tres Chic wardrobe

Notes: If contact with the Yakuza is required, then the Jeweler makes a very good choice. He will not screw over the PC's, but he will not really help them unless it is in his own best interests. In other words, he is a cold-hearted bastard, but he's a bastard you want to know and know he's on your side. He is very professional and insists on formalities and tradition, and if you don't accept that, then chances of doing business just went south.

Black Market Rating: 2/8 (rare objects)

Information Rating: 12

LANDAU, CHARLIE**CYBERZOMBIE**

Gurth

<gurth@xs4all.nl>

Name: Charles Landau
Aliases: none
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Robustus
Residence: Redmond, Seattle, UCAS
Height: 2.10 m (estimated)
Weight: 140 kg (estimated)
Eyes: unknown
Hair: none
Distinguishing Features: most meat replaced by metal
Birthdate: October 15, 2032
Birthplace: Seattle, UCAS
Psychological Profile: very confused, very violent
Known Allergies: none
Lifestyle: Street

>>>>[Charlie is, or maybe was, an ork. A small-time street samurai, he was born and raised in the Seattle 'Plex, and did what he could to get out of the miserable Redmond Barrens he lived in as a kid. He tried to do this by hanging out with a local gang, eventually getting some cyberware to make life a little easier. From there on, he more or less rolled into the shadowrunning business, and got more chromed all the time. When he was 22 years old, he fraggged up a run against Fuchi real bad, leaving most of the team dead. One managed to get out, heavily wounded, with Charlie the only other survivor but unable to get away from the compound because both his legs had been blown up.

Some Fuchi cybertechnologists decided to save his life in order to try out some of their latest techniques, turning Charlie into a cybermancy test subject, whether he liked it or not. He wasn't in a position to complain anyway...

When he woke up several months later, they had replaced most of his body with top-of-the-notch cyber- and bioware, making him faster, stronger, and more agile than he'd ever been in his life. Unfortunately, they proved unable to keep him under control (or maybe that was intentional...), allowing him to flee out of the building and into the surrounding countryside, somewhere in the NAN. Over time, he managed to make his way back to Seattle, leaving more or less a trail of dead and maimed behind him—Charlie quickly found out that if you got in his way, he had the means to put you out of his way again. In Seattle, he dug up some weapons he had stashed away to "protect" himself. He doesn't really know what he wants to do, and lives in a sewer under Redmond at the moment. He wanders the Seattle streets aimlessly at night.

Maybe the fact that he's been roaming Seattle for more than a month now is either a testimony to Fuchi's inability to stop him, or to the fact that they want to see how he reacts to the world around him.]<<<<<

—Foetsie (05:15:32/1-2-54)

>>>>[Aaarrrggghhh!!! Who let this *thing* loose in our city?!?!]<<<<<

—Deraks (10:28:42/1-4-56)

>>>>[Hah! I'll have him for breakfast!]<<<<<

—Ed (02:09:54/1-10-54)

Charlie Landau**Attributes****Body:** 8 (20)***Quickness:** 6 (11)**Skills****Armed Combat:** 6**Biotech (First Aid):** 4**Strength:** 8 (13)**Charisma:** 2**Intelligence:** 5 (7)**Willpower:** 6**Body Index:** 2.8**Essence:** -3.025**Reaction:** 5 (15)**Initiative:** 15+4D6

* 8 points Hardened

Armor

**

Car: 2**City Speak:** 7**Cybertechnology:** 2**Electronics:** 2**Etiquette (Street):** 3**Firearms:** 7**Gunnery:** 6**Sociology:** 1**Unarmed Combat:** 6**English:** 3

(note: some of the cyberware is from Cyberpunk 2020's Chromebooks, adapted to Shadowrun.)

Cyberware**Automatic-Medication System****Cranial Area Bomb (8D)****Cyberarm Gyromounts**

(left + right, delta)

Body Enhancement (+3)**Flame Thrower (left arm)****Quick Change Mounts for all fingers****Quickness Enhancement (+5, delta)****Retractable Spur (right)****Strength Enhancement (+5, delta)****Cyberfacial Remount: Twoface (delta)****Datajack (4, delta)****Hearing Amplification (delta)****Softlink (4, delta),****Spatial Recognizer (delta)****Cyberlegs (left + right, delta)****Body Enhancement (+2)****Quickness Enhancement (+5, delta)****Strength Enhancement (+5, delta)****Cyberskull (delta)****Cybertorso (delta)****Hard Armor (8 points)****Dermal Sheath (2, delta)****Headware Telephone (delta)****Crypto Circuit HD (8, delta)****Invoked Memory Stimulator (delta)****Orientation System (delta)****Skillwires+ (6, delta)****Smartlink II (delta)****Verbal Eyes "Windows of the Soul," Customized (delta)****Flare Compensation (delta)****Image Link (delta)****Low-Light (delta)****Protective Covers (delta)****Retinal Clock (delta)****Thermographic (delta)****Wired Reflexes (3, delta)****Gear****Barret 121****Savalette Guardian (gas vent 2, smartlink II)**

Notes: Think Robocop. Charlie has four *very* obvious cyberlimbs (see the picture on page 31 of Cybertechnology), a cybertorso and -skull (both under his skin, granted), a cyberfacial remount (kind of a built-in helmet), plus dermal sheathing that covers nearly all

remaining flesh. He can walk around totally naked and nobody would arrest him for indecent exposure (not that they would survive their attempts, anyway...).

Black Market Rating: 0
Information Rating: 0

LEWIS, STEVE

*RIGGER/STREET SAMURAI/
WANNABE-ROCKER*

Gurth

<Gurth@xs4all.nl>

Name: Steven Lewis Junior
Aliases: none
Sex: male
Metaspecies/Race: Negroid Homo Sapiens Nobilis
Residence: Montlake, Central Downtown, Seattle, UCAS
Height: 1.93 m
Weight: 78 kg
Eyes: chrome (original: brown)
Hair: black, long
Distinguishing Features: none
Birthdate: March 17, 2030
Birthplace: Seattle, UCAS
Psychological Profile: "who cares?" attitude, firm believer in cyberware, slightly pyromaniacal
Known Allergies: sunlight, mild
Lifestyle: Middle

Background: Coming from a family with money, why Steve Lewis started to run the shadows is not something even he appears to know. Most likely he doesn't care much about that question either. It is known he has had some ties with a minor Seattle gang in the past, but is currently running as the rigger/samurai in a group of four shadowrunners based in Seattle. (See Maya Finnic, page xx.) This group disappeared somewhere in the UCAS in late 2055, but reappeared in Seattle some months later. Where they went and what they did there is not known.

Steve Lewis is mainly a car-rigger, although he can pilot helicopters as well. This interest started when he bought his first car in 2046, which he rebuilt and fine-tuned whenever he had the money to buy spare parts. After he started shadowrunning he had a vehicle control rig implanted to work with his vehicle more efficiently; this led to more cyberware after losing his eyes to stray bullet, and eventually a new right hand because of the increased possibilities it offered. (Lewis has various replacable fingers with him at all times, each with different tools or gadgets built in. He fits the ones he is likely to need into the hand.)

Lewis likes obvious cyberware. His body is heavily enhanced, although the majority of his cyberware consists of small pieces for various uses. Most of the visible cyberware has a high-chrome finish, which he regularly polishes. He believes people will do what you want if you can make them think they should be afraid of you, using his cyberware to this end — often removing one or more fingers from his right (cyber) hand and replacing them by others, or toying with his spurs, in full sight of the people he is dealing with.

Skills: Steve Lewis can do a lot of different things, though he doesn't stand out in any of them. He started his shadowrunning career as a rigger, but gradually had so much cyberware installed that he can function as a street samurai with little trouble. On top of that, he has recently started playing the guitar, though his skills in this area leave a lot to be desired...

>>>>[It seems the UCAS government had something to do with that disappearance. During the time they were missing, Steve & buddies were apparently spotted in Quebec committing various felonies, but they've not been arrested. The UCAS government denies ever having heard of them, but soon after they left, a front company for an undercover CIA team in Quebec ceased trading, too. Not to mention there was a large explosion at the site of a "charity organization" in Quebec city.]<<<<<
 —ASDF (**:***/#-#-##)

Steve Lewis

Attributes	Skills
Body: 5(6) [7]	Car (Passenger Vehicles): 5(6)
Quickness: 7	Computer: 4(5)
Strength: 5	Etiquette (Corporate): 2(6)
Charisma: 8(12)	Etiquette (Street): 3(7)
Intelligence: 6(8)	Firearms: 4(5)
Willpower: 6	Ground Vehicles B/R: 5(6)
Reaction: 6(8)	Guitar: 2
Body Index: 2.85	Gunnery: 4(5)
Essence: 0	Musical Composition: 3
Initiative: 8+1D6*	Rotorcraft (Fixed Rotor): 4
Threat/Professional: 4/4	Stealth: 4(5)
	Unarmed Combat: 4(5)
	American Sign Language: 4

[] denotes active artificial heart
 * 11+3D6 when rigged

(note: some of the gear, bioware and cyberware is from Cyberpunk 2020's Chromebooks, adapted to Shadowrun.)

Cyberware	Bioware
Cybereyes (Alpha grade)	Cerebral Booster (1)
Flare Compensation	Enhanced Articulation
Low-Light	Pacesetter Sport Heart
Thermographic	Reflex Recorder (Car, Passenger Vehicles)
Cyberhand (right)	Tailored Phermones (2) (cultured)
Removable Fingers	
Datajack (3)	Skillsofts
Encephalon (2)	Athletics: 3
FIFF Memory (57 Mp)	Biotech (First Aid): 3
Plastic Bone Lacing	Etiquette (Corporate): 3
Retractable Spur (dikoted)	Etiquette (Elven): 3
Skillwires Plus (3)	Etiquette (Media): 3
Smartlink II	Etiquette (Street): 3
Softlink (2)	Etiquette (Tribal): 3
Vehicle Control Rig (2)	Salish: 4
Wearman #2 Speakers	Spanish: 4
	Stealth (Urban): 3
	Tupi: 3
	Vectored Thrust (GMC Banshee): 3
	Winged: 4

Gear
Armor Jacket (5/3)
Cheap Electric Guitar
Cyber-controlled Remote Control Deck, 1 port
Forearm Guards
Ingram Smartgun SMG (rangefinder, smartlink II, fires APDS)
Leyland-Rover Transport (enclosed-box cab, Body 6, Armor 6, pop-up turret with LMG and HMG, many other modifications)
MCT-Nissan Rotodrone (security variant, with shotgun and assault rifle)

Militech Crusher shotgun (smartlink II, fires Explosive rounds)
Pocket Computer (70 Mp)
Saab Dynamit (Body 5, Armor 3, other modifications)
Secure Long Coat (4/2)
Sig-Sauer P300 pistol (customized, rangefinder, smartlink II)
Sikorski-Bell Microskimmer
Vehicle Facility
Wrist Phone with Screen

Notes: Steve has developed some pyromaniacal tendencies lately. Not that he's setting fire to buildings just for the hell of it, but if something needs to be done that can be done by setting fire to it (or to something else), that's what he'll try if given the chance.

He also has this tendency to only just notice things — that is, to roll just one success on most Perception tests he makes, regardless of the target number.

The American Sign Language is used to communicate silently with another team member during runs; Steve's never been deaf, but the two thought sign language would come in handy sometimes.

Oh, and he has a passionate hatred for racism, and especially against hate-groups promoting it.

Black Market Rating: 3
Information Rating: 5

LORD FINESSE

GANG LORD

Erik Jameson

<GKoth2258@AOL.com>

Name: Andre Jackson
Aliases: Lord Finesse
Sex: male
Metaspecies/Race: Negroid Homo Sapiens Sapiens
Residence: Los Angeles Metro (Monterey Park), CFS
Height: 1.90 m
Weight: 90 kg
Eyes: Blue
Hair: Black
Distinguishing Features: none
Birthdate: July 22, 2027
Birthplace: Los Angeles, CFS
Psychological Profile: completely amoral and ruthless
Known Allergies: apparent severe reaction to most modern medical techniques, in particular cyberware and bioware. No known reason.
Lifestyle: Luxury

Background: Not much is known about this individual, aside from his official records. He attended Fremont High School in the South Central area, where it is believed that he became involved with the South Central Crips street gang. Jackson is on record as not only having graduated from high school, but also being a three sport letterman (football, basketball, and baseball). He was recruited by the University of Southern California for football as a running back, but for unknown reasons he turned down their full scholarship.

For several years the only information on Andre Jackson is from police records, where the alias "Lord Finesse" is first recorded. From 2046 to 2052, Jackson was arrested numerous times, all for minor charges such as misdemeanor disturbing the peace and misdemeanor drug possession. He was also arrested, but then released and never charged, with a string of homicides. The official reason he was released was lack of evidence.

It is believed that somewhere between 2051 and 2052 he took control of the Crips street gang organization, controlling by proxy and murder Crips gangs across the continent. Once his grip on the Crips was solidified, he began to make attempts to control other Los Angeles street gangs. He did this with money, drugs, and murder. By the beginning of 2055 he was in control, directly or indirectly, of over 70% of all criminal activity in the Los Angeles area. The only significant resistance in Los Angeles comes from the Bloods street gang. Police, city officials, and the vast majority of citizens believe the gangs are as fractured as they ever where.

Skills: If something shadowy or criminal goes on in Los Angeles, there is great likelihood that Lord Finesse knows about it. He has access to large amounts of manpower, weaponry, and drugs, and is quite willing to sell them if the price is right.

There are also persistent rumors that Lord Finesse is a physical adept. His physical skills in high school give some credence to that rumor, but he has never tested positively for magical skills of any kind. At this time, it is assumed

that he is not a physical adept, just a highly proficient athlete.

>>>>[Finesse is the dopest flyest pimp-gangster-O.G. hard-core mutha fucka livin' today. Ain't nobody f*ck wit'im, or they get killed, point-blank!]<<<<<

—Chilly-D (04:24:54/12-27-55)

>>>>[Uh, yeah, what he said. Lord Finesse is to be feared, but only because he has managed to unify most of the Los Angeles criminal underground. Now *that* is frightening.]<<<<<

—Nordik Wolf (14:26:42/12-29-55)

>>>>[Yeah, right. The real power on the streets is the Ancients. It's true anywhere you go.]<<<<<

—Red Stripe (00:02:57/1-2-56)

>>>>[Who do you think controls them in L.A.? That's right Red-face. Lord Finesse.]<<<<<

—Nordik Wolf (15:13:23/1-5-56)

Lord Finesse

Attributes	Skills
Body: 8	Armed Combat: 7
Quickness: 9	Athletics: 10(14)
Strength: 7	Car: 4
Charisma: 5	Etiquette (Gang): 10
Intelligence: 8	Etiquette (Street): 8
Willpower: 8	Firearms: 7
Reaction: 8	Gunnery: 2
Essence: 6	Leadership: 8
Magic: 11	Negotiation: 8
Initiative: 9+4D6	Throwing: 6
Threat/Professional: 6/4	Unarmed Combat: 9

Initiate Grade 5, always masking

Physical Adept Abilities
 Improved Ability (Athletics +4)
 Increased Reflexes (+3D6)
 Pain Resistance (4 points)

Gear
 (Lord Finesse has access to almost any item that costs less than a million nuyen through his street gangs. Below is what is normally with him.)
 Savallete Guardian (customized, laser sight, recoil compensation 2, APDS rounds)
 Armored Raiders Jacket (5/3)
 Saab Dynamit

Notes: For the right price, Lord Finesse will buy or sell almost anything, including people. The problem is convincing him that you won't try and turn him into the police. If he thinks you're going to double-cross him, watch out. He'll come at you with everything he has. He has no pity, and no remorse.

Part of Lord Finesse's abject fear of cyberware is the fact that he is a physical adept. However, he is unaware of the fact that he is magically active, and his constant masking make sure that no one else will discover the facts either.

Black Market Rating: 12

Information Rating: 6
Southern CalFree Gang Information Rating: 12
Gang (general) Information: 7

LORE, WILD

MAGE

Mark Steedman

<M.K.Steedman@eee.rgu.ac.uk>

Name: unknown
Aliases: Wild Lore
Sex: Male
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Residence: Seattle, UCAS
Height: 1.8 m
Weight: 70 kg
Eyes: Blue
Hair: Dark Brown
Distinguishing Features: Nothing notable
Birthdate: Early 2033
Birthplace: Seattle, UCAS
Psychological Profile: A reasonable guy, professional runner.
Known Allergies: None
Lifestyle: Middle

Background: Wild lore appeared on the Seattle running scene in June 2052. He was teamed up with three other runners none of them noted at the time. The first significant run the group are attributed with carrying out was a visit to the city of Phoenix in October which was notable for a large explosion on corporate premises. The exact cause is not known but witnesses reported the group active in the area moments later. Shortly thereafter Rose corporation, the site of the blast suffered an internal takeover.

The group next appeared working for Aztechnology in Seattle raiding a Biogene facility. There are plenty of press reports on the corporate activity that resulted but not on the runners.

Work seems to have been quiet for a while after that, possibly due to a couple of complications, the first maybe a corporate strike against the team for several were seen near DocWagon™ high threat response teams one day. They also gained a 5th member of the team around this time. Then three team members showed up in a magical battle aboard a semibalistic flight from Seattle to Phoenix in May 2053 but promptly vanished on arrival without getting arrested.

The team next hit the runner news a year later with a raid on a paddle steamer and JV research corporate complex in quick succession in New Orleans. Only notable for JV being the new name of the ex Rose corporation and the battle on the steamer which were rather quietly done.

Then on the 27th June the top floor of the JV tower in Phoenix exploded days after the team left Seattle again. A body was noted to fall from the tower but it is suspected things did not go well as the corporation seemed unaffected and the team vanished though the bounties the corporation were offering were neither collected or suspended.

Skills: Mr. Lore is noted for his talents as a mage. Exactly what what he is capable of is generally unknown but extensive experience of magic known to the runner community is assumed. He certainly has at least one very powerful combat stun spell in his capabilities, which seems to be a

favourite though more drastic means are noted as available. Unlike some magicians he can handle both guns and computers when the need arises though he prefers magic. He also has a grounding in a number of other abilities of use to an active shadowrunner.

>>>>[The obvious question is just what has gotten between this gentleman, his friends and JV, no one seems to know but the sides seem to trade damage runs and bounties from time to time though it stays professional.]<<<<<

—Investigator-Y (14:46:53/8-6-54)

>>>>[Does anyone know what happened in Phoenix in June?, the 'body' was jumped on so fast by site security no one outside got an ID.]<<<<<

—The hammer (33:14:29/10-8-54)

>>>>[Any truth to the rumor of a link with Aztechnology?]<<<<<

—Investigator-Y (17:25:46/10-20-54)

>>>>[Purely professional work as far as we know, they pay well.]<<<<<

—Pyramid Two (01:17:54/10-21-54)

Wild Lore

Attributes

Body: 2 (6)
 Quickness: 4
 Strength: 2
 Charisma: 4
 Intelligence: 4
 Willpower: 6
 Reaction: 4
 Essence: 6
 Magic: 9 (11)
 Initiative: 4+4D6
 Threat/Professional: 6/4

Skills

Biology (Parazology): 4
 Car: 2
 Computer: 3
 Conjuring: 3
 Etiquette (Street): 2
 Firearms: 3
 Magical Theory: 4
 Negotiation: 3
 Sorcery: 6
 Stealth: 3
 English: 5
 French: 3
 Latin: 4 [Centering skill]

Spells

Armor: 2
 Fireball: 2 EF, EX
 Flamebomb: 2 EF, EX
 Flamethrower: 4
 Heal: 3
 Ice Arrow: 1 RF, EX
 Improved Invisibility: 3
 sight,
 Increase Body +4: 1
 Increase Reflexes +3D6: 1
 Levitate Item: 1
 Levitate Person: 1 EF
 Makeover: 1
 Mana Bolt: 2 EF, EX
 Mana Bolt: 4
 Manadart: 4
 Mask: 1+2 EX
 1
 Mind Probe: 2 EF, EX
 Powerball: 2 EF, EX
 Power Bolt: 4
 Powerdart: 4
 hardcopy
 Sleep: 4

Gear

Armor Clothing (3/0)
 Bug Scanner (5)
 Colt Manhunter (concealable
 holster, 9 clips Regular)
 Conjuring Library (7) hardcopy
 DocWagon Contract (Platinum)
 Enfield AS7 (gas vent 4, laser
 shock pads, 3 clips Regular, 1
 clip Flechette)
 Fine Clothes (0/0)
 Ford Americar (level 2 improved
 suspension)
 Forearm Guards (0/+1)
 Formfitting Armor level 3 (4/1)
 HK227 (laser sight, gas vent 4, 9
 clips Regular, 1 clip Flechette,
 clip APDS)
 Knife (concealable sheath)
 Lined Coat (4/2)
 Magical Theory Library (4)
 Power Focus (2)

Stun Cannon: 6
 Treat: 1

Ranger Arms SM3 (118 rounds
 Regular)
 Real Leathers (0/2)
 Secure Ultra Vest (3/2)
 Sorcery Library (6) disk
 Spell Lock: Detect Enemies (1)
 Spell Lock: Increase Body +4 (1)
 Spell Lock: Increase Reflexes
 +3D6 (1)
 Tabletop Computer (300 Mp) with
 printer
 Vest with Plates (4/3)
 Wrist Phone with Screen

Notes: Typical clothing for Wild Lore is a plain black leather jacket and black trousers.

This gentleman has seen a lot. He knows all about the Brotherhood and their secrets though despite a serious attempt to disrupt their cover most folks would not know this as no one knows who did the operation. He is a member of a magical group (accepts mages, shamans and physical adepts; strictures: Exclusive Membership, Exclusive Ritual, Obedience, Material Link, Oath). He is the head and generally only uses the obedience for secrecy as its a lot less trouble than the stricture of that name to him. The group structure below that is the inner circle, which are those initiated in the group, and the outer circle, which consists of the other members. Presently there are two other members in outer circle: Arnol Blon and Randolph Russell.

Wild Lore has taken these Initiation ordeals: Grade 0 thesis, Grade 1 oath, Grade 2 quest, Grade 3 meditation.

He masks his aura to appear as a human mage with no connections to the astral plane. Normal operation is three spell locks active and masked, only using the power focus when astral perception is up.

Black Market Rating: 2

Information Rating: 5

LYNCH, JASON**MERCENARY**

Paul J. Adam

<paul@jrwlynch.demon.co.uk>

Name: Jason Running Wolf Lynch**Aliases:** James Lassiter, Christopher Mitchell, Andrew Prince**Sex:** Male**Metaspecies/Race:** Caucasoid Homo Sapiens Sapiens**Residence:** Federal District of Columbia, UCAS**Height:** 1.87 m**Weight:** 84 kg**Eyes:** Grey**Hair:** Black (going grey)**Distinguishing Features:** Severe scarring covering most of left arm, used to lend relief to a dramatic dragon tattoo**Birthdate:** July 4, 2025**Birthplace:** Seattle, UCAS**Psychological Profile:** Professional soldier. Has never been known to break his word, has never been known to forgive betrayal.**Known Allergies:** None**Lifestyle:** High

Background: Lynch began his career as a mercenary at the age of fourteen, and more by luck than skill survived a few ghastly assignments. However, with survival came experience, and he became sufficiently respected that when Ares needed victims—sorry, experimental subjects—for the then-newly developed Wired Reflexes II system in 2044, Lynch was willing to try it.

He was one of the 60% who survived the operations in a functional state: implantation of this experimental hardware then was not all it is now. Now, he was one of the fastest individuals alive, and Ares contracted him to work for their Security Division.

In 2049, his contract expired, Lynch tried his hand at shadowrunning. He soon earned a reputation... whether it was a good or bad one is open to question. A series of assassination attempts in 2051 led to the first of several attempts to retire. However, it appeared that whoever had targeted him wanted him dead, not retired, and so a return to the shadows was almost essential for survival. The second attempt to retire was in 2054, when he accepted an instructor's post with Lone Star. A clash with several "rogue elements" left him jobless, though owed a number of favours by LS Internal Affairs. His third attempt to put the shadows behind him has so far been fairly successful, as he made contact with the FBI in a matter of "extreme sensitivity" concerning a popular cult and ended up being offered a post there: hence, his move to DC.

Skills: Lynch remains a formidable opponent in combat, and a skilled helicopter pilot willing to extract comrades from almost any situation. Now, he keeps his abilities honed supporting the FBI's anti-terrorism units.

>>>>>[There used to be a saying in Seattle, "If you need it done quiet, don't hire Lynch. If you need it done, hire Lynch." Still true now. If you run into him, or worse, get teamed with him, wear your Kevlar underpants because you're gonna get a ringside seat at a bulletfest. He tends to end up on those "extreme prejudice" missions.]<<<<<

—Logger (17:36:03/2-1-56)

>>>>>[One of those guys who ought to have "Bad Mother Fragger" (okay, bowdlerised for our younger audience) tattooed on his forehead. The worst of it is, like a lot of his type, you'll never see him copping a 'tude or showing off. Just a greying old guy in a ratty leather jacket and those damn black aviator shades he never takes off. Try to start a fight with him, he agrees you're right and walks away. Kind of frustrating after a while.]<<<<<

—Fenris (18:41:24/2-1-56)

>>>>>[Just a combat grunt, although a very competent one. Heavily cybered and biowared, much of it custom-grade. Good at what he does, which is killing people and breaking things. And extracting team-mates from the jaws of death. Fenris, you're lucky he keeps walking away. I've seen him get really, really angry about three times. That was two times too many.]<<<<<

—Silver (23:56:38/1-2-56)

>>>>>[Don't confuse "knows his limits" with "stupid," though. One thing Lynch seems to have learned and learned well: choose your team-mates well, and know when to retreat and call for backup. All right, that's two things. So sue me.]<<<<<

—Barak (01:22:51/2-2-56)

Jason Lynch**Attributes****Body:** 5(6)**Quickness:** 6(8)**Strength:** 6(8)**Charisma:** 4(8)**Intelligence:** 6**Willpower:** 6**Reaction:** 7**Essence:** 0.55**Initiative:** 12+3D6***Threat/Professional:** 8/4

* 8+2d6 while rigging

Bioware**Damage Compensator (5)****Enhanced Articulation****Extended Volume (3)****Symbiotes (3)****Synthacardium (2)****Tailored Pheromones (3)****Cyberware****Amplified Hearing****Cybereyes****biker****Basic Eye Lights****Camera****Display Link****Flare Compensation****Low Light****Optical Mag (3)****Rangefinder****Thermographic****Datajack****Hand Blade (Dikoted)****Hearing Damper****Skills****Armed Combat:** 8**Biotech:** 5**Demolitions:** 6**Etiquette (Corporate):** 5**Etiquette (Street):** 7**Firearms:** 10**Gunnery:** 6**Leadership:** 5**Military Theory:** 5**Motorbike:** 5**Rotorcraft:** 7**Special Skill: Musician (Fender Stratocaster):** 7**Special Skill: Military History:** 6**Stealth:** 8**Throwing Weapons:** 6**Unarmed Combat:** 9**Cityspeak:** 6**English:** 8**Finnish:** 4**Japanese:** 6**Russian:** 5**Spanish:** 5**Gear****Armor Jacket (5/3) (old leather biker style)****Colt Python (9M, SA, 6(cy), concealability: 5, smartlink II, improved gas vent 2)****2 Ares Predators, (smartlink II, improved gas vent 2)****FN-HAR (shock pads, smartlink II, improved gas vent 4, bipod)****BMW Blitzen 2050 (grey, rather battered-looking)****DocWagon Contract (Platinum)**

- Plastic Bone Lacing
- Radio
 - Commlink X
 - Crypto Circuit (9)
 - Scramble Breaker (8)
- Retractable Spur (Dikoted)
- Select Sound Filter (5)
- Skillwires (3)
- 2x Smartlink II
- Vehicle Control Rig (1)
- Wired Reflexes (2)

- Black Market Rating: 5
- Information Rating: 7

MEMOREX

DATA COURIER

Erik Jameson

<GKoth2258@AOL.com>

Name: Kevin Brazos
Aliases: Memorex, Memory Man, Leon Blank
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Residence: Seattle, UCAS
Height: 1.82 m
Weight: 70 kg
Eyes: brown
Hair: black
Distinguishing Features: none
Birthdate: January 5, 2030
Birthplace: New York City, UCAS
Psychological Profile: known to suffer from Attention Deficit Disorder
Known Allergies: none
Lifestyle: High

Background: The childhood of Kevin Brazos was marked by the complete lack of any negative, or unique, events. Completely happy, completely normal. His parents, Micheal and Marissa Brazos, both worked for Yamatetsu North America in New York. Kevin himself joined the corporation as an entry-level executive when he turned 18. At age 20, however, the trid perfect life was shattered. The entire family was fired for reasons still not known. It appears that the shock of the event caused the entire family to attempt suicide. Both parents were successful. Kevin was saved by DocWagon™ paramedics.

From 2050 to 2053 there are no records of Kevin Brazos, or any of his aliases. Then, in February 2054, the man now known as Memorex emerged as a corporate data courier for Yamatetsu. By early 2055, Memorex was free-lancing for anybody that could afford him. It is believed that all the first tier corporations have made frequent use of his skills, as have many second tier corporations.

Skills: Clearly, Kevin Brazos has one primary usage, as a data courier. He can carry up to 5,000 Mp of data in his headware, and has all the necessary locks to ensure safe transport. In addition, due to his value to the “Big-8” he is generally allowed safe passage.

>>>>[Wouldn't want to destroy an expensive asset, now would we? But just in case, his "necessary locks" include a cortex kink bomb. Another reason the corps tend not to frag with him.]<<<<<
 —Red Sky (12:57:34/1-3-56)

>>>>[And don't underestimate his combat abilities. He knows to protect what's in his head.]<<<<<
 —Dunke!Alt (17:47:34/1-3-56)

>>>>[Want to know something odd? He didn't suffer from ADD until he became a courier. And he doesn't remember anything about 2050. Yeah, that's right, when he was 20. I just wonder if Yamatetsu did that, or his own mind.]<<<<<
 —St. Stan (09:35:34/1-4-56)

Kevin Brazos, a.k.a. Memorex

Attributes

Skills

Body: 5
Quickness: 5
Strength: 5
Charisma: 3
Intelligence: 5
Willpower: 5
Essence: 0.402
Body Index: 2.6
Initiative: 5+1D6(3D6)
Threat/Professional: 4/4

Armed Combat: 3
Bike: 3
Car: 4
Computer: 4
Etiquette (Corporate): 7
Firearms: 5
Unarmed Combat: 7

Gear

(If Memorex needs weapons, remember he on very good terms with the Big-8)

High-flow datacord
 Tres chic business suits (0/0)

Cyberware (beta grade) Bioware
Datajack (4) Synaptic Enhancer (2)
Data Filter Memmonic Enhancer (5)
Data Lock
SPU: Data Management (4)
2,500 Mp Memory (FIFF)
Cranial Kink Bomb (headware)

Notes: Bland looks, bland personality. Just another corp-suit, right? Wrong. Hasn't life in the shadows taught you anything?

Memorex can effectively carry 5,000 Mp of data with the Data Management chip.

The cranial kink bomb is set to destroy all headware memory if the data lock is interfered with, which is probably the primary reason nobody tries to mess with him.

The entire year of 2050 was in fact erased by Yamatetsu, at his own request.

Unfortunately, this also caused his Acute Attention Deficit Disorder. The fact he can't concentrate on anything for longer than a few seconds (except when his life is on the line) makes him almost useless in society. This also makes him a source of great infuriation to the street professionals who work with him. However, the corporate execs who "have no knowledge of such activities" think his disorder makes him ideal; somehow they believe if he cannot concentrate, he can't remember anything. And amnesia is a popular trait in certain corporate circles. Which in the case of Memorex, clearly isn't true. Even before his bioware enhancement, he had a powerful memory.

And he remembers a lot about a great many people...

Black Market Rating: 2
Information Rating: 5

MONGOOSE

STREET SAMURAI

Sebastian Wiers

<Seb@rci.ripco.com>

Name: Martin O'Coowat
Aliases: Mongooes, Zipgun
Metaspecies/Race: Negroid Homo Sapiens Nobilus
Residence: Chicago, UCAS
Height: 2.1 m
Weight: 84 kg
Eyes: green
Hair: black
Distinguishing Features: uneven skin color from burn scars, several "Ancients" tattoos.
Birthdate: January 1, 2031
Birthplace: unknown, Chicago?
Psychological Profile: hyperactive, apparently stable psychology, desire to help others
Known Allergies: silver, severe
Lifestyle: Middle

Background: Martin O'Coowat was born to an unknown prostitute and spent most of his formative years bouncing between various "pimps," clients, and street gangs his mother worked for or had contacts with. It appears that he had two siblings, a younger sister (deceased) and an older brother (whereabouts unknown).

O'Coowat apparently faced a great deal of discrimination as a child, both from being an elf and from being an illegitimate child of a prostitute. This may have led to his later joining the Ancients and being pro-seperation (an attitude he has since distanced himself from). While a child on the streets, O'Coowat learned petty crime and street-fighting.

Upon his mother's death (approximately 2048) he joined the Ancients street gang and soon showed a talent for bodyguarding. After several years O'Coowat left the Ancients on good terms and began shadowrunning (exact year unknown) under the handle "Mongoose."

He is currently believed to be working with "the Lancers," a smuggling ring based out of Chicago. Intelligence is insufficient to indicate whether or not O'Coowat or the Lancers are involved with smuggling in the Chicago Containment Zone.

Skills: Mongoose is a capable street samurai. Physically, he is strong and extremely quick, making him a valuable asset for almost any contract. However, he does rely heavily on chipped skills, which does make his overall utility questionable.

>>>>[You must have the wiring in your mind before you go out and get wired in the body. All the cybernetics in the world mean nothing if you don't know how to use it.]<<<<<
 —Whistle Stop (12:09:43/2-7-57)

>>>>[Who gave you the right to lecture? Huh? You think you're so bad, then—0.9Mp deleted by Sysop]<<<<<
 —Charmer (14:11:24/2-7-57)

>>>>[Mongoose is incredibly fast. And hyper (must be a suprathyroid), which is mondo weird when you realize this speedfreak is as calm as ice.]<<<<<

—Duvel Dunkel (17:46:35/2-7-57)

Martin O’Coowat, a.k.a. Mongoose

Attributes	Skills
Body: 6(7)	Armed Combat: 5(6)
Quickness: 7(11)	Firearms: 6(7)
Strength: 5(9)	Stealth (Urban): 5(7)
Charisma: 5	
Intelligence: 5	Skill Chips
Willpower: 6	Athletics: 5
Essence: 0	Biotech (First Aid): 5
Body Index: 1.1	Computer: 4
Initiative: 16+4D6	Electronics: 3
	Etiquette (Aztechnology): 5
Cyberware	Etiquette (Corporate): 3
Skillwire Plus (3)	Magical Theory: 2
Smartlink	Science (General): 2
Softlink (3)	Unarmed Combat: 3
Wired Reflexes (3)	Japanese: 3
	Spanish: 6
Bioware	Sperethiel: 4
Enhanced Articulation	Zulu: 3
Muscle Augmentation (3)	
Platelet Factory	Gear
Reflex Recorder (Stealth, Urban)	Mongoose tends to favor non-lethal weapons such as the Yamaha
Suprathyroid Gland	Pulsar or a Net Gun.
	Armor Jacket (5/3)
	Forearm Guards
	Gaz-Niki White Eagle Motorcycle
	Ingram Smartgun
	Remington Roomsweeper (smartlink)

Notes: Mongoose is the sort of fighter who prefers to stop fights rather than start them, which is part of the reason he will often load gel rounds into his firearms. He isn’t afraid to break out the APDS however.

Mongoose does have several contacts within the Containment Zone, including at least one ghoul. This, combined with his earlier attitudes towards elven separation have made him enemies within Chicago Humanis and the so-called “Purity League.”

Mongoose has good contacts through all levels of society. When his chrome becomes obsolete or he loses his edge, he might make a very good fixer.

Blackmarket Rating: 7
Information Rating: 4

MYRTIN, PEREGRINE

MAGE

Jani Fikouras

<feanor@informatik.uni-bremen.de>

Name: Peregrine Myrtin
Aliases: none
Sex: Male
Metaspecies/Race: Caucasoid Homo Sapiens Nobilis
Residence: Seattle, UCAS
Height: 1.9m
Weight: 65 kg
Eyes: red (typically masked)
Hair: unknown (typically masked)
Distinguishing Features: red eyes, albino (typically masked), and a slight limp
Birthdate: unknown
Birthplace: unknown, believed to be somewhere in Europe
Psychological Profile: an elven racist, high reliance on magic
Known Allergies: sunlight, severe
Lifestyle: Luxury

Background: Myrtin is allegedly dead, but there are persistent rumors that he is indeed alive. Background on Myrtin, as is usual for shadowrunners, is somewhat vague. In this case however we believe he is being protected by elements within the Tir Tairngire government.

Myrtin was raised in Tir Tairngire, and it is believed that he attended one of the state magical academies from the age of 7 until age 18. It is known that he then attended the University of Portland, where he gained a Bachelor’s degree in Applied Thaumaturgy and in Elven History. Strangely, the graduation date has been omitted. It is believed that during his time at the University he was heavily involved with various elven student groups, possibly including the Young Elven Technologists. It is then believed that after graduation Myrtin was sent to Seattle as a delegate for one of the unnamed student groups, where he then allegedly had an incident with Lone Star involving a racial homicide. It was apparently this incident that drove him to stay in Seattle, fighting what he saw as injustices against the obviously superior elven race.

At this point, there are no details, only rumors. During the last several years, it is believed that he has run with a group calling themselves “Fallen Angels”. It is also believed that he helped found a magical group called “the Circle of Power”. Sources also indicate that somewhere during this time, Myrtin spent two years constructing a powerful magical artifact. The “Fallen Angels” and “the Circle of Power” is rumored to have spent this time guarding Myrtin. It is believed that this artifact was later destroyed, allegedly by a female dragon. This is where Myrtin claims he acquired his limp.

As noted, Myrtin is an albino, with strange red eyes. Due to his disturbing appearance, he prefers to use magic to mask his appearance most of the time.

Skills: Peregrine Myrtin is a dangerous individual. This is more because of his connections within Tir Tairngire than because of his magical prowess. He is a powerful mage, but lacks any kind of physical prowess, thus limiting some

of his usefulness. Despite this, he is not to be underestimated.

>>>>>[Persistent rumors my hoop. Myrtin and the other "Fallen Angels" got killed going up against an Insect Hive. THEY ARE DEAD!!! Just deal with it.]<<<<<

—Ol' Yeller (16:29:45/12-29-55)

>>>>>[Yeah, well Ol'Yeller is dead!! Why can't you just deal with it (smirk??)]<<<<<

—Bandit (12:19:05/12-31-55)

>>>>>[You know, racists like Myrtin are just as bad as those Humanis slags, maybe more so. There's just something about those damn Tir racists that just gets under my skin.]<<<<<

—Samuel Adams (17:43:52/1-2-56)

>>>>>[Like you can really talk white-sheet. But I do have to admit that there is something vaguely unsettling about racists like Myrtin. I don't know what it is. Maybe it's their aura of supreme confidence...like they know a whole hell of a lot more than you do.]<<<<<

—Black Hawk (22:54:53/1-6-56)

>>>>>[Just whatever you do, don't frag with him. If any of his Tir handlers finds out, you may wake up one morning dead. I lost a good friend that way.]<<<<<

—Red Tail (09:54:27/1-10-56)

Peregrine Myrtin

Attributes

Body: 5

Quickness: 5

Strength: 1

Charisma: 8

Intelligence: 7

Willpower: 7

Reaction: 6

Essence: 6

Magic: 8(20)

Initiative: 6+1D6*

Threat/Professional: 7/4

* 6+4D6 with spell lock

Initiate Grade 2

Gear

Ares Viper Slivergun

Expendable Fetishes

Detect Enemies (Ext.)

Fashion

Increase Reflexes +3D6

Makeover

Sterilize

Reusable Fetishes

Chaotic World

Levitate Object

Levitate Person

Manaball

Treat

Stacked Power Focus (12)/

Spell Lock with Barrier (8)/

Spell Lock with Improved

Invisibility (8)/ Spell Lock

with Increased Reflexes (3)

Skills

Conjuring: 7

Firearms: 4

Magical Theory: 8

Sorcery: 9

Sperethiel: 7

Sperethiel Poetry: 7 [Centering]

Spells

Barrier: 8

Chaotic World: 7 EF

Control Thoughts: 8

Detect Enemies (Extended): 6 EF

Fashion: 3 EF

Improved Invisibility: 8

Increase Reflexes +3D6: 3 EF

Levitate Object: 4 EF

Levitate Person: 4 EF

Light: 3

Makeover: 8 EF

Manaball: 8 RF

Physical Mask: 7

Ram: 7

Shadow: 3

Shapechange: 3

Sterilize: 3 EF

Treat: 8 RF

(bracelet imbedded in right wrist)

Tres Chic Wardrobe

Notes: Myrtin is a capable hermetic mage, but his true potential lies with his extensive contacts within Tir Tairngire. He knows a number of government officials, and he even knows one of the Princes. It is in fact this Prince that protects Myrtin from people prying too closely into his affairs. Note however that Myrtin is an elven racist, and so will protect the Tir with his life is necessary.

Myrtin has on call eight Force 10 elementals, two of each type, each with one service, that he may call upon. He is also a founder of the small, private "Circle of Power" magical group. This group is dedicated to magical power and luxury resources. In addition, as is obvious from the above list of gear, the artifact Myrtin spent two years working on was not destroyed.

Black Market Rating: 4

Information Rating: 5

Tir Tairngire Information Rating: 7

Q.S. SLICKE

VAMPIRE MAGE

Rin Parks

<GungaDon@aol.com>

Name: Maxfield Lehinen O'Bradaigh
Aliases: Q.S. Slicke
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Nobilis (infected with HMHVV)
Residence: Anderson, CFS
Height: 2.08 m
Weight: 91 kg
Eyes: black
Hair: black
Distinguishing Features: infected with a previously unknown variant of the HMHVV
Birthdate: believed to be at or around 2012
Birthplace: Ireland (Tir na nÓg)
Psychological Profile: unknown
Known Allergies: sunlight, severe
Lifestyle: Luxury

Background: Maxfield was born sometime shortly after the Awakening in what was Ireland. Sometime after his birth (exact time frame is unclear) his family moved to France. His alcoholic father died in a drunken driving accident when Maxfield was only 13. His mother later remarried, but the family remained in poverty.

It is believed that very soon after the death of his father Maxfield began to run wild on the streets of Paris, acting as a prostitute ("joyboy") for the "WarfRatz" street gang. After several years of this, Maxfield was found by a wealthy Tir Tairngire businessman, believed to be Maxfield's uncle. Maxfield was then moved to Astonia, Tir Tairngire. During this time and the several years at the University of Washington he acquired the reputation of being an extreme "party animal" and in general of being a troublemaker. Seattle Police Department records exist to show that during his time at UW he was arrested numerous times for prostitution. After being kicked out of UW for misconduct and poor grades he stayed in Seattle as a professional "escort" and was arrested for prostitution several more times.

Somewhere during this Maxfield began shadowrunning with Mercurian (mage, believed to be a cousin) and Silverado (Australian mercenary), and gave up prostitution.

Maxfield has settled in Anderson, CalFree, where he operates the Hinton house, an orphanage which some claim to be a front for a Seoulpa ring style criminal organization. This is mere speculation however, and Maxfield is a well respected member of the Anderson community.

Maxfield became infected with the Human-MetaHuman Vampiric Virus (HMHVV) approximately twelve years ago. It is believed that Maxfield does not take unwilling victims, and there is strong evidence that he is registered with the CFS authorities. However, given the *Nobilis* tendency towards becoming "Banshees" when infected by HMHVV, it is unclear as to the exact nature of Maxfield. There is the possibility that he is a heretofore never seen species of Banshee. The possibility also exists that he has been infected with mutant or variant HMHVV. Given the lack of reliable facts, either solution is equally as likely.

Skills: It is unclear as to how Q.S. Slicke could be utilized most effectively. He is a proficient mage, and he has demonstrated a high level of proficiency in mundane combat skills. As a vampire he also has unique skills not available to the average shadowrunner. He would be a powerful addition to any team. However, his vampirism could be a great liability. Many shadowrunners would be very fearful and cautious of a vampire, and there exists dedicated vampire hunters such as Martin DeVries. Therefore, Q.S. Slicke *cannot* be recommended for any operation. It is suggested that others, such as Daishi, Reaver, Shadowdancer, or the Whistler be hired instead.

>>>>[GODDAMN RIGHT!!!! There is NO way on God's green earth that I would work with a fraggin' vampire! No fraggin' way!]<<<<<
 —Grenzquell (09:48:24/12-30-55)

>>>>[Wow! Chiller out chummer! Actually, Slicke isn't that bad. He survives mainly on blood from blood banks, and selected willing "victims." So you actually could work with him without wearing garlic and wielding silver crosses and holy water.]<<<<<
 —"33" (14:03:46/1-2-56)

>>>>[That may be the case, but there is something distinctly evil about Slicke. I don't know what it is, I can't put my finger on it, but he is just evil.]<<<<<
 —Warsteiner (21:55:41/1-5-56)

>>>>[Okay, whatever. What I really want to know is how an elf, a *Nobilis*, became a vampire (*Sanguisaga Europa*) when infected with the HMHVV, instead of a banshee (*Noxplorator Letalis*). It goes against almost everything we know about the retrovirus. Obviously some other mechanism is in effect with Maxfield O'Bradaigh, and he's not willing to be tested.]<<<<<
 —Wicked Pete (17:00:02/1-8-56)

Maxfield O'Bradaigh, a.k.a. Q.S. Slicke

Attributes	Skills
Body: 5	Armed Combat: 10
Quickness: 9	Bike: 5
Strength: 4+essence	Boat: 5
Charisma: 8	Business Administration: 5
Intelligence: 5	Car: 5
Willpower: 5	Conjuring: 8
Reaction: 7	Demolitions: 4
Body Index: 2	Etiquette (Corporate): 6
Essence: variable	Etiquette (Street): 8
Magic: 6+essence	Firearms: 8
Initiative: 8 +3D6	Interrogation (Verbal): 3
Threat/Professional: 8/4	Magical Theory: 7
	Projectile Weapons: 5
Grade 6 Initiate	Psychology (Child): 5
	Psychology (Criminal): 3
Cyberware	Sorcery: 10
Cybereyes	Special Skill (Antiques): 4
Smartlink	Stealth: 8
Retractable Hand Razors	Swimming: 6
	Thrown Weapons: 5
Bioware	Unarmed Combat: 12
Synaptic Accelerator (2)	Dutch: 3
Trauma Damper	French: 8
	German: 5
Spells	Irish Gaelic: 5
(None are listed, but remember that Slicke is a	Japanese: 5
	Latin: 4

vampire, and has all the Sperethiel: 9 powers thereof. If you need him to have a spell, he has it.)

Gear

(Anything short of military grade gear.)

Notes: Q.S. Slicke, Mercurlan, and Silverado are all related to the Lady Brane Deigh, but from the black sheep side of the family.

Slicke was infected by a vampire named Siren, who Slicke later destroyed. He does only feed from a blood bank and from willing and well informed volunteers.

Slicke's orphanage is in fact a front for a Seoulpa ring style criminal organization. However, no one in the town of Anderson knows about this.

Black Market Rating: 7

Information Rating: 7

REAVER

MAGE

Scott Harders <YUBM21a@prodigy.com>

Name: Marhault Elsdragon

Aliases: Reaver

Sex: male

Metaspecies/Race: Negroid Homo Sapiens Nobilis

Residence: Tarislar, Seattle, UCAS

Height: unknown

Weight: unknown

Eyes: Red

Hair: Silver

Distinguishing Features: none

Birthdate: unknown, 2027

Birthplace: unknown, possibly Tir na nÓg

Psychological Profile: fanatically loyal to both Tir na nÓg and to Duchess Glendower

Known Allergies: none

Lifestyle: High

Background: There is very little factual information regarding Reaver, which leads us to believe that either the Tir na nÓg government is covering something, or he is not who he claims to be. Either solution appears equally likely.

Those who know Reaver report that at one time he was involved in a secret Tir na nÓg organization, possibly a spy or a covert operative. While on an assignment in England, apparently his mission and his cover were blown. He was then secretly smuggled to Seattle, UCAS with a shipment of computer parts and hardware slated for the then new Tir na nÓg embassy. From there, he quickly set up operations in the Tarislar section of the Puyallup Barrens in Seattle. He controls what could be called a gang, or a vigilante force, called the "Taigan Rangers." Working with this gang and other local residents he has been working to clean up and "green up" Tarislar. They have succeeded to a moderate degree. It is also rumored that a great spirit of some kind now helps protect the borders of Tarislar.

Reaver also owns a medium sized club/bar within Tarislar, named "the Underdark." This club has become popular in recent months with rich elven businessmen who wish to go "slumming." Only Tarislar citizens may work there, and a portion of the profits go directly back into the community. Due to Reaver's efforts he commands a great deal of respect within the Tarislar community.

Skills: Reaver is a highly capable mage and as proficient in arms as some street samurai. He is a known initiate, and he has a large amount of cyberware. He also has a fair amount of skill in decking. However, he currently has no cyberdeck.

>>>>>[Despite his alleged affiliations with Tir na nÓg, Reaver is one of the few genuine nice guys running the shadows. I mean, this guy actually believes in helping people! Just look at what he's done in Tarislar!]<<<<<<
—Kinnikinick (12:43:18/12-29-55)

>>>>>[If you honestly believe that, then I have a piece of swampland down in Florida that I'd like to sell you. Reaver is a professional. The only difference is that he has a public moral code.]<<<<<<
—the Whistler (16:24:33/1-9-56)

>>>>[I just want to know what the frag kind of spirit he has guarding Tarislar. I didn't exactly stick around long enough to get a close look, but it looked big and it looked nasty.]<<<<<

—Nagoma Awooyo (13:28:53/1-10-56)

>>>>[Relax Whistler. You may run with him and know the guy better than most of us, and you might be right, but even still, be nice to Kinni.]<<<<<

—St. Stan (18:34:44/1-15-56)

Marhault Elsdragon, a.k.a. Reaver

Attributes	Skills
Body: 6 [10]	Armed Combat: 2(3)
Quickness: 7 [9]	Armed Combat (Edged): 5(6)
Strength: 6 [8]	Armed Combat B/R: 1
Charisma: 7	Athletics: 5(6)
Intelligence: 8(10)	Biology: 2
Willpower: 6 [8]	Biotech: 6
Reaction: 7	Biotech (First Aid): 10
Body Index: .6	Calculus: 7 [Centering]
Essence: 1.21	Computer: 6
Magic: 7	Comuter B/R: 4
Initiative: 10+1D6*	Computer Theory: 2
Threat/Professional: 8/4	Conjuring: 6
	Demolitions (Plastic Explosives): 1
[] denotes quickening	Electronics: 6
* 13+4D6 with quickening	Enchanting: 5
Initiate Grade 6	Etiquette (Corporate): 3
	Etiquette (Street): 3
Spells	Firearms: 5(6)
Armor: 4	Gunnery (Machine Guns): 2(3)
Blade Barrier: 7	Magical Theory: 5
Combat Sense: 6	Military Theory: 2
Cure D Disease: 4	Negotiation: 2
Fireball: 6	Physical Sciences: 3
Heal: 7	Projectile Weapons (Bow): 3(4)
Improved Invisibility: 6	Sorcery: 7
Increased Initiative +3: 5	Stealth: 3(4)
Increased Reaction +3D6:5	Throwing Weapons: 2(3)
Increased Willpower +2: 6	Unarmed Combat (Nin-
Jitsu): 3(4)	
Levitate Item: 5	Arabic: 3
Mana Blast: 5	Cherokee: 3
Personal Bullet Barrier: 8	Sperethiel: 3
Personal Combat Sense: 6	Summerian: 3
Physical Mask: 4	
Shapechange: 6	
Sleep: 5	
Treat: 4	
Cyberware	Bioware
(all Beta-grade)	Enhanced Articulation
Cybereyes	
Video Link	Gear
Datajack (3)	Ares HVAR (customized,
Datasoft	smartlink II)
Display Link	Light Military Armor (dikoted,
Encephalon (3)	full electronics suite, Enviro-
Seal)	
FIFF memory (75 Mp)	2x MGL-6 Grenade Launcher
Skillwire Plus (3)	Spell Lock with Bullet Barrier (6)
Smartlink II	Spell Lock with Bullet Barrier (7)
Softlink (2)	Spell Lock with Bullet Barrier (8)
SPU: I/O (4)	Walther PB-120 (smartlink II, fires
SPU: Math (4)	APDS)

Weapon Focus (5) [katana]

Notes: Marhault Elsdragon, a.k.a. Reaver, really is someone else, someone who was forced to disappear. He isn't really actually an elf, but actually a human, named Delivan Harders (a.k.a. Paladin), former executive for arms manufacturer Novastar, Inc. However, there is NO way that the players will ever learn this, so for all intents and purposes, he is the elf Reaver.

Regardless of who he really is, he has a undying loyalty to both Tir na nÓg and Duchess Glendower of Wales. He will only sacrifice his life for those causes. He also never speaks about those causes, so it is unlikely that players will be able to take advantage of them.

Reaver is the classic "good guy", and will aid those who require help, as long as they have noble ambitions themselves. He will not help someone just for money, and he has been known to take on runs for no money at all, if it was noble enough.

Reaver currently runs with Daishi, Spellslinger, and the Whistler.

Black Market Rating: 5

Information Rating: 8

ROTTEN, JOHNNY**FIXER**

Erik Jameson

<GKoth2258@AOL.com>

Name: unknown
Aliases: Johnny Rotten
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Residence: Seattle, UCAS
Height: 1.70 m
Weight: 72 kg
Eyes: brown
Hair: black
Distinguishing Features: none
Birthdate: unknown, 2030
Birthplace: Seattle, UCAS
Psychological Profile: unknown. Has evidenced possible schizophrenia, possible psychosis
Known Allergies: none
Lifestyle: Middle

Background: Johnny Rotten grew up on the streets of the Redmond Barrens in Seattle. Being very thin he was often picked on by most of the other, larger children. The only way he was able to survive was by making deals. He had a talent for not only finding wanted items, but also for getting the best prices on them. Little else is known about Rotten, save the fact that he has a long-standing freelance relationship with Fuchi Seattle.

Johnny Rotten is a thoroughly disagreeable man, often wearing torn and tattered clothes and purposefully not bathing for days on end before a business meeting. He has never given an answer for his behavior, but it is assumed that he delights in offending people, especially corporate types.

Skills: It is believed that Rotten has very little, if any, combat abilities. However, he has a distinct talent for acquiring goods, regardless of their legality or rarity.

>>>>[He he. This guy is great. Not only can he get almost anything you could want, but he loves to annoy those corp types. Seeing their faces is worth the price of admission.]<<<<<

—Steelhead (17:01:53/12-30-55)

>>>>[Yeah, well I just wish he would learn to bath more often. Sometimes I think he goes out and looks for foul stenches to roll in.]<<<<<

—Okie Girl (06:37:44/1-7-56)

>>>>[The best place to find him is at the "Neon Blue Iguana", a small modern jazz club Downtown that is a favorite of corp-types, especially Fuchi suits and the runner called "the Whistler". Great club, but I have no clue as to why they even let Rotten in the door. They even have a special booth reserved for him.]<<<<<

—Albert Damn (12:44:43/1-10-56)

Johnny Rotten**Attributes**

Body: 3
Quickness: 2
Strength: 2
Charisma: 1/6
Intelligence: 6
Willpower: 5
Reaction: 4
Essence: 4.3
Initiative: 4 +1d6
Threat/Professional: 2/2

Skills

Armed Combat: 1
Etiquette (Corporate): 7
Etiquette (Street): 11
Firearms: 3
Negotiation: 12
Stealth: 3
Unarmed Combat: 2

Gear

(Rotten rarely carries his merchandise with him, and what is listed are merely his favorites)

Ares Predator (customized, laser sight, APDS)

Armored Leather Duster (4/2)

Pocket Secretary

Notes: Rotten's Charisma is dreadful. He however, is persuasive, and has a certain aura about him. Depending on the situation, use either the higher or lower number as his Charisma. While Negotiating, use the higher number. In other Social situations (picking up on women), use the lower number.

Need an item, or need someone new to hire the PCs? Rotten is your man if you are also looking for someone who is incredibly obnoxious.

Black Market Rating: 12

Information Rating: 9

SHADOWDANCER

FIXER/STREET SAMURAI

Shadowdancer

<briddle@marsh.vinu.edu>

Name: Daniel Rawlings
Aliases: Shadowdancer
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Residence: Seattle, UCAS
Height: unknown
Weight: unknown
Eyes: black
Hair: black
Distinguishing Features: extremely pale, almost albino
Birthdate: unknown, 2023
Birthplace: unknown, CAS
Psychological Profile: amoral and ruthless, possibly psychotic
Known Allergies: none
Lifestyle: Luxury

Background: As with many shadowrunners, facts are difficult to come by. However, what complicates the situation is that there a great number of conflicting rumors about Shadowdancer. First we shall start with what is known.

A Daniel Rawlings was an infantry soldier in the Confederate American States for an unspecified period of time before going AWOL. He is still wanted by the CAS Army.

He has performed extractions of top-level cybernetics scientist from both Renraku and Yamatetsu. It is an extremely high possibility that from those extractions he received custom cyberware. It is also believed that he has worked as a freelancer in conjunction with top level Tir na nÓg covert operations and assassinations teams. It is also believed that he is primarily fixing now, having semi-retired from shadowrunning.

Aside from these facts and partially substantiated rumors, very little is certain. Some claim that he is actually a vampire, perhaps even the vampire that infected Martin DeVries, the vampire hunter. Others claim that he is a front man of sorts for either Renraku or Yamatetsu. Some have even claimed that Shadowdancer is actually a physical adept or an android. None of these rumors have been substantiated in any way, and so it is assumed that they are just misinformation.

Skills: Shadowdancer's main talents lie in the area of combat. He is also highly proficient in all areas of warfare. He is also a very good fixer, but it may be easier to go through Johnny Rotten or Freddy Frypp. However, if none of these individuals are available, then Shadowdancer will be more than adequate.

>>>>[Bad things man, bad things. I have nightmares about Shadowdancer. He'll kill you if you even look at him funny!]<<<<<
 —the Ref (04:09:33/12-26-55)

>>>>[Whoa there! Relax chummer. Shadowdancer is a bad customer, but he ain't that bad. Just hope that he's on your side, or better yet, pray that he doesn't even know you exist.]<<<<<
 —Bad Brown Bear (21:42:12/1-4-56)

>>>>[Yeah, well, as long as you keep your garlic and a wooden stake with you, your fine. He's a fraggin' vampire. and I have proof!]<<<<<
 —the First Horseman (23:59:26/1-6-56)

Daniel Rawlings, a.k.a. Shadowdancer

Attributes	Skills
Body: 9(12)	Armed Combat: 10(11)
Quickness: 8(13)	Athletics: 7(8)
Strength: 8(13)	Bike: 3
Charisma: 7(9)	Biotech (First Aid): 4
Intelligence: 9(11)	Car: 4
Willpower: 8	Demolition (Plastique, C12): 8
Reaction: 8(20)	Electronics: 8
Body Index: 9	Electronics B/R: 8
Essence: .04	Etiquette (Corporate): 10
Initiative: 20 +4d6	Etiquette (Street): 8
Threat/Professional: 12/4	Firearms: 12(13)

Cyberware (all Delta-grade)	Interrogation: 7
Cybears	Military Theory (Small Unit Tactics): 9
Amplification	Negotiation: 9
Damper	Stealth: 12(13)
High Frequency	Throwing Weapons: 8(9)
Low Frequency	Unarmed Combat (Tae Kwon Do): 10(11)
Cybeyes	Japanese: 10
Flare Compensation	Sperethiel: 10
Low-Light	
Optical Mag. (3)	
Rangefinder	
Thermographic	

Datajack (1)	Bioware
Memory (100 Mp)	Cerebral Booster (2)
Olfactory Booster (6)	Enhanced Articulation
Orientation System	Muscle Augmentation (4)
Retractable Spur (dikoted)	Orthoskin (3)
Smartlink II	Pathogenic Defense (8) (4)
SPU: Data Management(4)Toxin Exctrator (8) (4)	Suprathyroid Gland
Tactical Computer (2)	Tailored Pheromones (2)
(Max Targets: 13, 20 dice)	
Titanium Bone Lacing	

Gear
 (Can acquire almost anything, but some favorites are listed below.)

Ares Predator II (customized, smartlink II)
 AUG-CSL weapon system (smartlink II)
 DocWagon Contract (Platinum)
 Form Fitting Body Armor lvl 3 (4/1)
 Katana (dikoted)
 Panther Assault Cannon
 Extra clips of APDS for all weapons

Notes: While Reaver may be the typical nice-guy, Shadowdancer is the complete opposite. He is very cold and ruthless, and is only interested in himself.

None of the rumors are true about Shadowdancer. He is not a vampire, despite the fact he has very pale skin and cannot tan.

Shadowdancer is not to be messed with. He is a very nasty fragger, and will kill without any thought or compunction.

Black Market Rating: 9

SPELLSLINGER*MAGE*

The GREAT Cornholio

<Nethicus@aol.com>

Name: Aurthur Bright Morning
Aliases: Spellslinger
Sex: not often
Metaspecies/Race: Mongoloid (Navajo) Homo Sapiens Sapiens
Residence: Seattle, UCAS
Height: 1.77 m
Weight: 68 kg
Eyes: brown
Hair: black
Distinguishing Features: none
Birthdate: unknown, 2025
Birthplace: Pueblo Corporate Council
Psychological Profile: unclear; appears to be nominally motivated by a search for magical knowledge
Known Allergies: none
Lifestyle: Middle

Background: Aurthur Bright Morning is a true oddity in the shadows, in that he is known to have his original System Identification Number. In fact, he is comparatively open about who he is.

It is known that Bright Morning served as an officer in the Pueblo Corporate Council's Security Force, but it is not believed that he was part of any elite force (such as the Sioux Wildcats), or was even part of an all-magic unit. For reasons that remain unclear, after several years of service, Bright Morning resigned his commission and moved to Seattle. There are no records of any disciplinary action, or any concrete reasons as to why Bright Morning would abruptly quit.

Once in Seattle, Bright Morning quickly began running the shadows with several of the Seattle elite, being Mad Cat (now Daishi, see pg. xx), the deceased mage Paladin, the deceased combat mage Doom, the mage Darkwolf, and the mercenary Facet. He is now known to associate with Daishi, Reaver, and the Whistler. The other associates, Darkwolf and Facet, are missing and believed dead.

The other element that separates Bright Morning from other shadowrunners is that he is a graduate student at the University of Seattle, in the Thaumaturgy department. He is also a graduate teaching assistant for a 100 level class every semester. Bright Morning has written several well respected papers on the nature of magic, the latest being a treatise on the nature of metamagical initiation. He is also known to have designed over a dozen new spells, almost all of which are non-lethal.

Bright Morning commands respect from other shadowrunners, and from corporations and law enforcement agencies. It is our opinion that a shadowrunner such as Archangel or Shadowdancer would not be allowed to live as openly as does Bright Morning, and it is further our belief that this is because of his non-lethal methods.

Skills: Bright Morning, Spellslinger, is often not considered to be as capable a combat mage as the Whistler. It is true that Spellslinger is not as proficient in mundane combat, but is at least his equal in the magical arts. Spellslinger almost specializes in non-lethal combat spells, and often

achieves admirable results. Spellslinger is a very capable mage, is very professional, and can be recommended for any job.

>>>>[What a fraggin' geek!! He actually stays home on school nights, and I almost never see him at any of the hot spots! I mean, what is life in the shadows if you aren't out there partying!]<<<<<<
—Yuengling (00:19:26/12-29-55)

>>>>[Stupid little fragger. You don't even have a very good fake ID, but that's got nothing to do with Spellslinger. He and those he runs with (mostly just Daishi and the Whistler anymore) are almost all 30 or over, and you don't get to be that old in this business without being very good. And Spellslinger gets away with a lot, like being a graduate student, because he is not only very good, but he also very rarely kills. In other words, he hasn't given anyone a real reason to get pissed off about him.]<<<<<<
—P. Urquell (12:25:03/1-4-56)

>>>>[And that ally spirit of his, Bjork, I hear she makes a *mean* burger (and those *fries!!!!*), among other exquisite edibles!]<<<<<<
—Fischer (14:36:12/1-7-56)

>>>>[This probably doesn't mean anything to anyone else, but Spellslinger is one of the few individuals I can truly trust. I am proud to call him my friend, even if he does study too damn much. I mean, he was writing a paper on the way to South America when we went down there for a run back in September, instead of prepping for the mission.]<<<<<<
—the Whistler (18:15:12/1-9-56)

Aurthur Bright Morning, a.k.a. Spellslinger

Attributes	Skills
Body: 5 [9]	Archeology: 5
Quickness: 6 [10]	Armed Combat: 5
Strength: 4 [8]	Bike: 1
Charisma: 6 [10]	Conjuring: 7
Intelligence: 6 [10]	Etiquette (Tribal): 4
Willpower: 6 [10]	Firearms: 4
Essence: 5	Magical Theory: 7
Magic: 11	Sorcery: 7
Initiative: 6+1D6* 4	Special Skill (Magical Instruction):
Threat/Professional: 9/4 4	Special Skill (Navajo Tribal Chant):
	Throwing Weapons: 2

[] denotes locks or quickenings
* 14+4D6 with quickening
Initiate Grade 5

Spells

Acid Stream: 4
Coma: 9
Energy Torpedo: x
Fire Missile: 4
Improved Invisibility: 4
Increase Attributes +4 (for all attributes): 1
Increase Initiative +3d6: 5
Increase Reaction +4: 1
Lock Guard: 5
Mana Bolt: 9
Personal Gravity Restriction (Fly): 6
Physical Mask: 4

Ally Spirit "Bjork"

Force: 6
Body: 7
Quickness: 3
Strength: 3
Charisma: 4
Intelligence: 9
Willpower: 10
Skills
Sorcery: 6
Spells
Manabolt: 5
Stun Bomb: 5
Treat: 5
Powers
3D Movement
Immunity to Normal Weapons
Manifestation
Sorcery

Powerbolt: 9	Telepathic Link
Spell Barrier: 4	
Spirit Bolt: 5	Gear
Spirit Hose: 8	2x Colt Manhunter (laser sight)
[rarely used]	
Stun Relief: 5	Combat Spell Focus (3)
TAG: 4	Fire Elemental Focus (8)
Transposition: 5	Light Security Armor (7/6)
Treat: 5	Power Focus (6)
	Weapon Focus (2) [knife]
	Weapon Focus (sword, sentient)
	"Killishandra"

Spell Locks	Quickenings
Personal Grav. Restriction	Increase Attributes +1 [all] (1)
Improved Invisibility	Increase Reaction +4 (1)
Increase Initiative +3d6	Increase Initiative +3D6 (8)
Physical Mask	

Notes: Spellslinger, most of the time, is a nice enough guy. He prefers to knock opponents out rather than killing them, and he doesn't have the attitude that many other shadowrunners have. He also tends to be somewhat studious, and he has an understanding of magical theory unlike many others. He may not know as much as Arthur Garrett or other famous theoreticians, but he understands theories instinctively.

The weapon focus "Killishandra" is something of an enigma. It appears to be an ally trapped in a sword-like form. It also seems to be a spirit from the Fourth Age. Exact stats can be developed by the individual GM, but one thing that should stay the same: Killishandra drains essence.

Black Market Rating: 3
Information Rating: 5
Magical Information Rating: 8

STREETWOLF**COMBAT MAGE**

Paul "Mageck" Buchanan

<JVXNSYA@grove.iup.edu>

Name: Senra Finereal
Aliases: STREETWOLF
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Nobilis
Residence: Seattle
Height: 2.10 m
Weight: 90 kg
Eyes: blond, usually long
Hair: green
Distinguishing Features: has retractable "cyberfangs"
Birthdate: April 1, 2032
Birthplace: Tir na nÓg
Psychological Profile: subject has exhibited symptoms of homicidal rage, pyromania, and severe overconfidence. Also known to disregard obvious pain.
Known Allergies: sunlight, nuisance
Lifestyle: Middle

Background: The use of STREETWOLF is questionable, given his apparent deep psychosis. He is a capable combat mage, however, he may not be wholly reliable.

Senra Finereal's parents are some of the few humans that were allowed to stay in Tir na nÓg, apparently because of their value to an unnamed Tir na nÓg corporation. His parents have provided for his education at the University of Seattle, his apartment, and the Rapier motorcycle that he still rides. The relationship with his parents appears to be somewhat strained, as he often refuses the gifts that they send him. Further details are unavailable.

The events at the University of Seattle appear to have greatly shaped how he is today, and perhaps are the cause for his psychosis, as he was allowed a very normal childhood within the Tir, despite his obvious magical prowess.

The first traumatic experience for Senra was the rough integration into Seattle society, and the university life. He knew very little English, and he still speaks with a somewhat thick accent. After the first semester however, the Thaumaturgy department latched onto the elven exchange student. During the next several years, he was asked, as an undergraduate, to take part in studies and experiments normally reserved for graduate students only. This experience in and of itself appears to have had minimal long-term impact on Senra.

During the first several years at the University of Seattle, Senra was paired with an English tutor, an English graduate student named Marissa Luiego. During this time the two became romantically involved. The name Marissa Luiego may be somewhat familiar, as she was raped and murdered on November 12, 2052 (Senra's junior year). Official campus security records indicate that the officer in charge, one David Wilkins, believed that the alarm that went out was merely part of a fraternity prank, and ordered the security officers not to respond. The subsequent scandal and investigation caused Wilkins to lose his job, and it is believed that this is what led him to kill three people before being gunned down by Lone Star in a Stuffer Shack.

It is believed that it was at this point, the rape and murder of his girlfriend, that Senra began to have deep psychological difficulties. He has never sought counseling, instead slowly retreating from all social activities, including eventually the special projects given to him by the Thaumaturgy department.

It is believed that somewhere after this point Senra became STREETWOLF. He is known to have rescued several women from attackers, including most notably Melissa O'Neal, secretary for an unnamed Mitsuhamma Seattle vice-president.

As an other item of note, it appears that STREETWOLF is the cousin of THE Nexus, on his mother's side. It is not known if they remain in contact with each other.

Skills: STREETWOLF is a capable combat mage, with a definite affinity for fire-based spells. However, as noted above, STREETWOLF is considered by most to be unstable, with a great deal of past emotional "baggage" that could endanger assignments.

>>>>[Fragger's got more than just one screw loose. I mean, I could understand a deep depression, or becoming an alcoholic if you lost a fianc . But to become totally unhinged? Something else is going on here, and I doubt STREETWOLF has a clue as to what that is.]<<<<<

—Eldridge Pope (12:54:52/12-31-55)

>>>>[I think you're right. But I think that Counselor and Co. are little harsh on him. Yea, he's out to lunch and forgot his wallet at home, but he's never put a run in danger that I know of. He might be loony, but he's still professional.]<<<<<

—MacAndrews (09:56:28/1-6-56)

Senra Finereal, a.k.a. STREETWOLF

Attributes	Skills
Body: 4 [9]	Armed Combat: 4 (7)
Quickness: 6	Bike: 4
Strength: 5	Conjuring: 5
Charisma: 7	Firearms: 5
Intelligence: 6	Magical Theory: 8
Willpower: 6 [10]	Singing: 5 [Centering]
Reaction: 6 [10]	Sorcery: 8
Essence: 5.75	Stealth: 5
Magic: 9	English: 4
Initiative: 6+1D6	Irish Gaelic: 6
Threat/Professional: 5/4	Sperethiel: 8

[] denotes spell locks
 * 10+4D6 with spell lock
 Initiate Grade 4

Cyberware**Cybereyes**

Electronic Mag. (3)
 Flare compensation
 Low-Light
 Thermographics

Retractable Cyberfangs (mostly cosmetic)

Spells

Armor: 4
 Detect Life: 2
 Flamethrower: 8
 Heal: 6
 Improved Invisibility: 4

Gear

Ares Viper (smartlink, fires flechette)
 Armor Jacket (5/3)
 DocWagon Contract (Platinum)
 Pocket Secretary

Increase Initiative +3D6: 2 Power Focus (3)
 Increase Reaction +4: 2 Smart goggles (fashioned as
 Increase Willpower +4: 2 glasses)
 Levitate Person: 4 Spell Lock: Armor (4)
 Manabolt: 6 Spell Lock: Increase Initiative
 Power Ball: 8 +3D6 (2)
 Treat: 4 Spell Lock: Increase Reaction +4
 (2)

 Spell Lock: Increase Willpower
 +4 (2)
 Specific Spell Focus:

 Flamethrower (6)
 Weapon Focus (3) [Short Sword]
 Wrist Phone
 Uzi III (smart, flechette rounds)
 Yamaha Rapier

Notes: STREETWOLF, while capable, is a disturbed individual. He doesn't talk to himself, or to aliens, but at least for now, he is psychotic. He is still in a state of shock from the death of Marissa, his girlfriend and soon to be fiancé. He is withdrawn and often overconfident, but manages to survive.

Black Market Rating: 3
 Information Rating: 4

THE NEXUS

ASSASSIN

Rin Parks (GungaDon@aol.com)

Name: Sean-Cullen Og O'Brecon
 Aliases: THE Nexus, Nex, Kerran Eldritch O'Connor
 Sex: male
 Metaspecies/Race: Caucasoid Homo Sapiens Nobilis
 Residence: Seattle, UCAS and Anderson CFS
 Height: 2.00 m
 Weight: 114 kg
 Eyes: green
 Hair: burgundy-black
 Distinguishing Features: numerous scars, extensive white tattoo of dragon on back, extensive piercing of both ears, cyberfangs
 Birthdate: March 25, 2032
 Birthplace: Ulster, Tir na nÓg
 Psychological Profile: unknown, possible schizophrenic or psychotic, possibility of manic-depression and pyromania
 Known Allergies: sunlight, mild
 Lifestyle: Luxury

Background: THE Nexus is considered to be mentally insane, and has not been seen or heard from since August, 2055. However, he is included here in this compilation because he has been a major player for a number of years and it is believed that he is still alive. He is also included because there are a great deal of questions surrounding the exact nature of THE Nexus.

Sean-Cullen Og O'Brecon was born to Allen Sean Og O'Brecon and Tara Anne Silversong three months premature. However, later secret tests indicate that Allen is *not* his father, and Tara Anne may not be his mother, but perhaps a relative. It is not believed that Sean-Cullen has any knowledge of this.

Sean-Cullen was a small and sickly child who was often abused and picked-on by other children. It is thought that he began to demonstrate his prowess as a physical adept as young as three years old. However, he has never received any formal training.

During 2038 the Og O'Brecon family moved to Chicago. Sean-Cullen quickly became friends with the "Frankie" Badilano, the nine-year-old daughter of Frank Badilano the right hand man of Don James O'Toole. The fall of the IBM Towers on Feb. 10, 2039, forced the family to move and caused them to lose their jobs. Badilano then got both Allen and Tara new jobs and assisted in finding a new home.

By the age of ten, Sean-Cullen's abilities had caught the eye of Don O'Toole and began running "errands" for the Mafia. He also began to learn burglary and how to pick-pocket. At the onset of puberty, at age twelve, Sean-Cullen began to really fill out and began to run BTL chips. At this time he also caught the eye of Daniel Truman, of Truman Technologies and was recruited for the urban brawl team, The Sensations. He played for the team, playing a variety of positions, and began to act as an enforcer and an assassin for the Mafia.

Shortly after his sixteenth birthday, the Og O'Brecon family was brutally murdered. His father, mother, and six-

year-old brother, Jamie Allen, were killed by a group of orks and trolls. Sean-Cullen was nearly killed, and it is believed that he still bears the scars. His sister, Holly, survived but is believed to be in the psychiatric ward of the exclusive Lake Wilderness Clinic. The attack cost Sean-Cullen both of his natural eyes, and possibly his sanity. Certain evidence indicates that the attack was not random, but hired hit. It is not known who hired the killers, but evidence leads to Tir na nÓg.

After a long stay in the hospital, Sean-Cullen was sent to Seattle by Don O'Toole, where he quickly fell in with the Ancients street gang. Eventually he made his way to Los Angeles with the gang at the age of 17. While in Los Angeles it is believed that he was used by the Ancients as a "joyboy," spending much of his time in a drug, chip and alcohol induced stupor. This information has only come to light recently, from Los Angeles Police Department records and from a collection of rumors. It is also believed that during this time Sean-Cullen was admitted to a psychiatric ward for several months, after another long stay in a hospital.

Sean-Cullen re-emerged in Seattle two years later. In the almost five years since he has been an extremely active shadowrunner. He has worked for the UCAS Central Intelligence Agency, saved the life of the UCAS Vice-President, and saved the lives of numerous other shadowrunners.

In the past several years Sean-Cullen has also managed to successfully assume the identity of Kerran Eldritch O'Conner, the rocker. He and his band, BloodRunn, has achieved an international cult following.

However, after the last world tour, which ended in August, Sean-Cullen disappeared.

Skills: THE Nexus is an enigma. He has skills as a decker, and is highly proficient in most forms of combat. He is also an accomplished musician and athlete. However, he is highly unstable, with the mentality of a teen-ager. He has fathered several children by different women, and has left behind a long string of women and broken relationships. He is very talented, but due to these other elements we cannot recommend THE Nexus for any job. It is instead recommended that another shadowrunner of similar capabilities, such as Shadowdancer or Daishi, be hired instead.

>>>>[Egads. For someone so beautiful and talented, it's a damn shame he's so screwed up. I have a feeling that THE Nexus has some deep dark skeletons he keeps buried in a locked closet. And I'm not sure I want to find the key for that closet...]<<<<<

—Brahma Chopp (01:03:43/12-29-55)

>>>>[You would only have to look at his relationships with women to know he's screwed up. He fathered a child by Lisa Redhawk when he was only 16, had a on-again-off-again relationship with Lady Siam who is over twenty years older than he is, Foxy Roxey, at least one male lover, and a whole string of female lovers we don't have the bandwidth to list. He's a slut who never mentally made it out of puberty. He's gonna crash and burn, and I want to be around to see it.]<<<<<

—John Bull (13:49:13/1-6-56)

>>>>[It may seem harsh, but I think I have to agree with Counselor and Co. That's neither here nor there. I do, however, have late-breaking news! THE Nexus has been sighted, and it is believed that he is back. He's stranger than ever, and seems to have the apparent ability to cast spells, but this is still unconfirmed.]<<<<<

—St. Stan (19:02:18/1-15-56)

Sean-Cullen Og O'Brecon, a.k.a. THE Nexus

Attributes	Skills
Body: 5(6)	Animal Handling: 6
Quickness: 9(10)	Armed Combat: 6(7)
Strength: 4(5)	Artistic Composition: 5
Charisma: 7	Athletics: 4(5)
Intelligence: 5	Bike: 6
Willpower: 5	Biology: 6
Reaction: 5(6)	Boat: 4
Body Index: .575	Car: 5
Essence: 4.72	Computer: 5
Magic: 10	Conjuring: 6
Initiative: 10+3D6	Electronics: 8
Threat/Professional: 12/4	Etiquette (Corporate): 4
	Etiquette (Street): 6
Grade 7 Initiate	Firearms: 7(8)
(see Notes)	Interrogation (Brute Force): 4
	Leadership: 4
Physical Adept Abilities	Magical Theory: 4
Astral Perception	Military Theory: 3
Full-band Hearing	Musical Composition (Hard Rock):
7	
Increased Reflexes +2D6	Negotiation: 5
Killing Hands: (Str)S	Parabiology: 3
Missile Parry	Psychology: 3
Olfactory Boosting	Sorcery: 6
Pain Resistance (3)	Special Skill: Modern Dance: 4
	Special Skill: Play Drums: 3
Cyberware	Special Skill: Play Keyboards: 5
Cybereyes (changeable colors and patterns)	Special Skill: Play Guitar: 6
Cyberfangs (retractable, dikoted)	Special Skill: Play Urban Brawl: 7
Datajack (4)	Special Skill: Vox, Hard Rock: 6
Hand Razors (retractable)	Stealth: 11(12)
Hearing Damper	Thrown Weapons: 4(5)
Retractable Spurs (dikoted)	Unarmed Combat: 9(10)
Smartgun Link II	Aztecian: 3
	French: 3
Bioware	Irish Gaelic: 10
Enhanced Articulation	Japanese: 4
Suprathyroid Gland	Latin: 2
Symbiotes (2)	Perkins-Athabaskan Sign Language: 3
Trauma Damper	Sperethiel: 8

Gear

Ares Predator II (fires APDS)
 Barrett 121 Sniper Rifle
 Custom-made Rifle [16S]
 2x Ingram Smartgun (fire explosive rounds)
 White Phosphorus Grenades (as many as needed)
 2x Weapon Focus (3) [Katana]

Notes: Okay settle in for the long haul...THE Nexus is the son of Neil Torrence Allister (aka SteelTower), an abusive physical adept (whom he later killed), and Corrine O'Connor, the Lady of Ulster. For reasons too convoluted to go into here, she was forced to give up her son Torrey Vaughan Silversong-O'Connor, known to the rest of us as THE Nexus. THE Nexus does not know about his true lineage, but may eventually lay claim to it.

The death of his adoptive family (Allen and Tara) was indeed a contracted hit. Micheal O'Connor, head of the clan, found out about young Sean-Cullen and wanted the

whole “family” killed. Sean-Cullen only by a miracle survived.

THE Nexus is a sixth grade initiate in the “Time Stalkers”, an ancient order of physical adepts. He is now also a first grade initiate into “Children of the Rising Storm,” an ancient order to which one can only be born into. Or more correctly, reincarnated into. In order to actually be a part of this order (which had been dead for over 300 years), one must die a sacrificial death and then be reborn. This is what THE Nexus has been doing in the months since his disappearance. However, THE Nexus really has very little idea of what is going on. He was already very unstable mentally, with his harsh youth, but the strange dreams, dying and being reborn, his new white dragon tattoo he was reborn with, and everything else have totally driven him over the edge. Add to this the fact that he is now, because of his recent initiation, a full fledged mage casting spells without any conscious thought (it just happens!) he has totally lost it, and really is a hazard to anyone around him.

Add to it all the fact that he has been sexually abused, in some form or other, from the age of 3 up until almost five years ago, and you have a true powder keg with a microscopic fuse. Mentally he is only about 16 years old, and it shows.

An additional item of note is that THE Nexus almost always has a death-rattle snake with him, and he has become immune to the deadly effects of their poison. He also has two pet ravens and a pet attack hellhound.

Black Market Rating: 8

Information Rating: 5

THE WHISTLER

COMBAT MAGE

Erik Jameson

<GKoth2258@AOL.com>

Name: Harry Turnbull

Aliases: the Whistler, Rhodri ab Iorweth, the Black Messiah, the Dark Stranger

Sex: male

Metaspecies/Race: Caucasoid Homo Sapiens Sapiens

Residence: Seattle, UCAS

Height: 1.82 m

Weight: 93 kg

Eyes: brown

Hair: brown

Distinguishing Features: tattoo of the Welsh dragon on right shoulder blade, often wears an ovoid scanner radio unit connected to his datajack

Birthdate: October 27, 2023

Birthplace: Los Angeles, CFS

Psychological Profile: primarily interested in power

Known Allergies: none

Lifestyle: Luxury

Background: There appears to be a great deal of confusion of about the history of the Whistler. It is apparent to certain observers that the Whistler is not who he claims to be. One point of fact is that Harry Turnbull was born in Detroit. However, the Whistler has stated several times that he was born in Los Angeles. Harry Turnbull officially works for IronStar Corporation, a small security company. The Whistler has been seen at their headquarters, but he has said that he works for a certain black operations unit within Fuchi Seattle.

The following are the known facts about the Whistler. He is an ex-corporate combat mage, who owns and controls Trans-Latveria Enterprises, a holding corporation of a net worth of over ten million nuyen (for further information see document 12564.958.7—Tau). He is ruthless and is very cutthroat, but not compassionless. He is very loyal to his friends, and has spent large sums of money to aid those friends.

The Whistler’s family is dead, killed a number of years ago. Harry Turnbull’s family died when he was three in an automobile accident. He has, however, told several close friends that his family was actually brutally raped and murdered in a race riot when he was 24. This would appear to be the truth, given his well-documented hatred of orks and trolls. Apparently, he also had a fiancé that was murdered in the Spring of 2054. This also coincides with the first appearance of the Whistler, so he may be hiding from someone, or running from something.

Since that time, and perhaps before, he is known to have traveled the world for shadowruns, and is reputed to have had contacts with Dunkelzahn, Rhonabwy, the Welsh High Druid, Samantha Villiers, Miles Lanier, and several British nobles.

Skills: The Whistler is the consummate combat mage. He is very proficient in mundane combat skills, and his spells are almost all combat oriented. He also has access to a great deal of information, from contacts and from the Trans-Latveria Enterprises mainframe computer, NSC-68, which is designed exclusively for capability analysis.

>>>>[The original bastard. The Whistler, just like any other corporate where, only sees the rest of us as a means to an end. And that's final.]<<<<<

—Reckless Red (17:17:53/12-30-55)

>>>>[What is really interesting is that there is a small group of cultists that actually worships him as their "Black Messiah", an appellation he is not very keen on. Apparently these guys believe in some sort of satanic-Cthulhu type drek. And to them, the Whistler is their savior, the Dark Stranger as they call it. The Whistler kills these slags whenever he can, but they only see that as a further sign that he is their messiah. Spooky.]<<<<<

—St. Brendan (23:34:38/1-9-56)

>>>>[What I find even more fascinating is the fact that he is one of the few mortals who has had a direct, physical audience with Rhonabwy. What is more peculiar is the fact that the Whistler is known to the Dragon and to the High Druid as "Rhodri ab Iorweth", a Welsh name he has apparently used somewhat frequently.]<<<<<

—St. Stan (19:24:42/1-15-56)

Harry Turnbull, a.k.a. the Whistler

Attributes	Skills
Body: 6 [14]	Armed Combat: 4(5)
Quickness: 8	Athletics: 3
Strength: 6	Bike: 3
Charisma: 7	Car: 2
Intelligence: 10	Computer: 3
Willpower: 9	Conjuring: 5
Reaction: 9	Demolitions: 3
Essence: 4.01	Electronics: 2
Magic: 12	Enchanting: 4
Initiative: 9+1D6	Etiquette (Corporate): 4
Threat/Professional: 11/4	Etiquette (Yakuza): 4
	Field Forensics: 3
[] denotes locks or quickenings	Firearms: 6
* 12+4D6 with quickening	Gunnery: 3
Initiate Grade: 8	Magical Theory: 4
	Negotiations: 4
Cyberware (all Beta-grade)	Sorcery: 8
Cybereyes	Stealth: 5
Display Link	Unarmed Combat: 2
Electronic Mag. (3)	Arabic: 2
Flare Compensation	Chinese: 2
Low-Light	French: 3
Rangefinder	German: 3
Thermographic	Greek: 2
Datajack (4)	Japanese: 5
Encephalon (4)	Latin: 3
FIFF Memory (60 Mp)	Russian: 2
Smartlink II	Sperethiel: 2
	Welsh Gaelic: 5 [Centering]
Bioware	
Reflex Recorder (Armed Combat)	
Full Spectrum Immunization	
Spells	Gear
Death Touch: 5	(Has access to almost any item short of military gear)
Fireball: 10	Ares Alpha Assault Rifle
Hellblast: 5	customized, smartlink II)
Manabolt: 10	Artemis Nightglider
Mana Bomb: 10	

Powerbolt: 10	BMW Blitzen 2050
Ram Touch: 10	Combat Spell Focus (6) [bracer]
Slay Elf: 8	Datajack Scanner Radio
Slay Ork: 8	DocWagon Contract (Platinum)
Sleep: 4	Form Fitting Body Armor 3 (4/1)
Spirit Bolt: 8	Light Military Armor (14/11
Sterilize: 1	hardened, full electronic sensor
Personal Combat Sense: 4	suite, full tactical computer
Mask: 3	suite, EnviroSeal, powered
Antidote Deadly Toxin: 3	assist [removes encumbrance
Heal: 5	penalties]
Increased Reflexes +3d6:5	Mortimer of London
Greatcoat (4/2)	
Treat: 5	Saab Dynamit
Armor: 5	Savalette Guardian (customized
Control Thoughts: 5	smartlink II)
Levitante Person: 4	Spell Lock: Armor (4) [ring]
Magic Fingers: 4	Spell Lock: Personal Combat
Sense	(4) [ring]
Spell Barrier: 6	Stacked Power Focus (6)/Earth
	Elemental Conjuring Focus (5)
	[intricate dragon torc]
	Stealth Grapple Gun with 200m
line	
	Tres Chic Armor Jacket (5/3)
	Watcher Conjuring Focus (4)
	[bracelet]
	Weapon Focus (6) [Short sword]

Notes: The Whistler is not Harry Turnbull. He is actually Darrick Erding, former employee of Fuchi Internal Security-Seattle, former fiancé of Kyrie Ireland, aspiring model (and elf). However, there is NO way that the PCs can find this out. This is GM information only. This may come into play, however, because the Whistler still doesn't know who murdered his fiancé.

The Whistler is the combat model of the corporate boardroom warrior. He takes no prisoners and no chances. He, like Shadowdancer and Daishi, is not to be crossed.

The Whistler does maintain contacts with all those personalities mentioned above, and in particular Rhonabwy and the Welsh High Druid, Meradoc Griffyn. As a point of fact, he is one of the few mortals who has seen Rhonabwy in person. The main reason for this is he is descended from the bloodline of the Welsh royal bloodline, the house of Aberffraw, and can lay a legitimate claim to the (now non-existent) throne of Wales. He has no current plans to act on this, but the dreams (he learned his true, Welsh name, "Rhodri ab Iorweth", from one of those dreams) and the other portents are becoming more common and stronger. He is radically opposed to the Duchess Glendower, and may eventually make a move to remove her from power, with the blessings of both the Druids and Rhonabwy. Please note that only he and Rhonabwy know anything about this at this time.

Black Market Rating: 6
Information Rating: 10

WILLIAMS, JACK

FIXER/BARTENDER (EX-MERC/DECKER)

Gurth

<Gurth@xs4all.nl>

Name: Jack Williams
Aliases: none
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Residence: Seattle, UCAS
Height: 1.76 m
Weight: 63 kg
Eyes: chrome (original: brown)
Hair: dark blond
Distinguishing Features: always wears a black cap
Birthdate: July 9, 2032
Birthplace: Seattle, UCAS
Psychological Profile: all-round nice guy
Known Allergies: none
Lifestyle: High

Background: Jack Williams comes from a poor area of Redmond, Seattle, UCAS. He grew up in a world of gangs and violence, making him seek for any way possible to get out. How he came to be a shadowrunner is not known, but by 2050 he could be counted among the better ones. Williams "retired" in 2051 after making a small number of highly profitable shadowruns. What went down during these runs is something Williams declines to discuss, likely for fear of whoever he dealt with during that time catching up with him, if he opens his mouth about them (or it).

From the money they made as shadowrunners, Williams and one of his teammates (a street samurai named Bill Bailey) opened a bar-annex-shop in Seattle, known as Runner's Delight. The shop and bar are linked by an open doorway, with the shop selling all kinds of strictly-legal things that shadowrunners might find useful.

Skills: Although Jack Williams once was a shadowrunner, his skills are not what they once were, which is what can be expected after a number of years in virtual retirement. A brief spell as a decker, in 2051, left him with the basic skills needed for that line of work.

Williams has spent five years running his bar, and although it has been raided by both Lone Star and Knight Errant on a number of occasions, no illegal equipment or substances of any kind have ever been found. Whether he, therefore, deals in more than just the obvious is something that cannot be proven. The suspicion is there, though.

>>>>[As you'll have guessed, legal drek isn't all they sell. If they know you, you'll be allowed a look at their not-so-legal stocks of the things a shadowrunner *really* needs.]<<<<<

—Bullet (17:36:03/1-28-56)

Jack Williams

Attributes

Body: 6
Quickness: 6
Strength: 5
Charisma: 5
Intelligence: 6
Willpower: 5

Skills

Armed Combat: 5
Biotech: 4
Car: 2
Computer (Software, Decking): 5
Electronics (Maglocks spec.): 4
Etiquette (Corporate): 4

Reaction: 6
Essence: 4.1
Initiative: 6+2D6
Threat/Professional: 3/4
Cyberware
Boosted Reflexes (1)
Electronic Magnification(3)
Flare Compensation
Datajack
Fingertip Compartment
 with Monowhip
Retractable Hand Razors
 with Improved Blades
Smartlink
Thermographic

Etiquette (Street): 7
Firearms: 6
Negotiation: 5
Rotorcraft: 2
Special Skill: Evaluate: 6
Special Skill: Run Bar: 5
Throwing Weapons: 4
Unarmed Combat: 4
City Speak: 5

Gear
2050-vintage Fuchi Cyber-6
Armor Jacket (5/3)
Browning MaxPower (smartlink)
CMDT (shock pads, smartlink)
DocWagon Contract (Gold)
Fine Clothing (0/0)
Lined Coat (4/2)
Wrist Phone

Notes: Runner's Delight not only sells legal gear; in the back room is a lot of the sort of equipment shadowrunners typically use. This is only sold to people known to the owners, so getting at it might prove a bit hard. It is not known how or where this gear is hidden during police raids, but somehow they manage this every time.

Black Market Rating: 8
Information Rating: 6

WIZSHADE**TALISMONGER**

Scott Harders

<YUBM21a@prodigy.com>

Name: unknown
Aliases: Wiz Shade
Sex: male
Metaspecies/Race: Caucasoid Homo Sapiens Sapiens
Residence: Seattle
Height: unknown
Weight: unknown
Eyes: black
Hair: black
Distinguishing Features: almost white skin
Birthdate: unknown, appears to be early thirties
Birthplace: unknown
Psychological Profile: unknown, insufficient data
Known Allergies: none
Lifestyle: unknown (appears as Middle)

Background: Wizshade is something of an enigma. He has no known history, and has no known permanent residence. He functions exclusively as an information and magic items specialist fixer. He is known to have sent shadowrunners on missions to recover magical items and rare books all over the world. He does seem to specialize in the "Olde World" however.

It is not known if he is magically active himself. He has never displayed any magical aptitude, but those that have looked at him astrally report a great number of quickenings laced about him.

The only clue to his past is a slight European accent. This accent is so slight and so general, no further information can be gathered.

Skills: Wizshade is possibly the best talismonger known today. While he doesn't often deal with conventional magic items, he does have an incredible amount of knowledge about old books and magical locations. He also does seem to know about the location of magical artifacts, but he does not often deal with them himself.

Wizshade

Attributes	Skills
Body: 9	Biology: 6
Quickness: 10	Computer: 6
Strength: 8	Enchanting: 6
Charisma: 8	Etiquette (Street): 5
Intelligence: 10(14)	Firearms: 5
Willpower: 11	History (Africa): 5
Reaction: 10(15)	History (Britain): 8
Body Inex: .8	History (France): 6
Essence: 4	History (Germany/Poland): 7
Magic: ?	History (North America): 5
Initiative: 15 +3d6	History (Spain): 7
Threat/Professional: 14/4	History (Russia): 6
	Magical Theory: 9
Cyberware	Negotiation: 8
Datajack (4)	Sorcery: 9
Encephalon (4)	
Memory (FIFF 100Mp)	Bioware
Smartgun Link II	Cerebral Booster (2)

Gear

Not really applicable, but he carries with him:
 Cougar Short Fineblade Knife
 Browning Ultra Power (smartlink II, fires APDS)

Notes: Need that old book on magic, or that old artifact? Got a question about magic before the Awakening? Wizshade is your man.

Wizshade is effectively immortal. He probably isn't really, but he's close enough for a human. He has been around since about 650 B.C., and has been a part of magical and alchemical research for almost his entire life. He knew Paracelsus, he was a Cabalist in Italy, he worked with John Dee. Of course, needless to say, he doesn't advertise this fact. He is magical, but not really in the same way we understand it. For game purposes, he cannot cast spells.

Black Market Rating: 3**Information Rating:** 3**Magical Black Market Rating:** 9**Magical Information Rating:** 12

Appendix A

So how exactly do you determine if a contact can get a hold of that Ares Alpha Assault Rifle? Or determine if that corporate secretary knows about EvilCorp's dastardly plans? Is it a function of one of the various Etiquette skills? Perhaps not...

The Tucson Game Room group has come up with a good, simple, workable system that can be easily implemented, even into current campaigns. It is of course, very optional, but we think you'll like it.

In essence, every contact is given two ratings, similar to skill ratings. Contacts can have specialty ratings pertaining to their own unique abilities, but everyone has a "Black Market" rating and an "Information" rating.

The Black Market rating is similar to the Acquire Item skill that the Fixer contact has. It represents the ability of the contact to buy, beg, borrow, or steal items, such as weapons, armor, and so on. In game terms, the rating represents the number of dice rolled against the Availability Rating. Everyone, even corporate secretaries has this skill (imagine a mousy little secretary that has access to military armor!).

The Information skill is similar to the Rumormill skill that the Bartender contact has. This represents the number

of dice used for Legwork. Everyone knows dirt, everyone hears rumors, and so everyone has the Information skill.

Specialty ratings usually represent areas of extreme prowess. For example, Metalman, the Humanis contact, may have an Information rating of 5, but also have a Humanis Information rating of 8.

Initial ratings are determined by 2D6. In existing campaigns, the GM can raise or lower the numbers to reflect past experience. As a side note, in our campaign, a 6 rating was considered pretty good.

These ratings can be raised by using Good Karma, in the same fashion that personal skills can be raised (rating x2). This represents the extra amount of time that the PC spends cultivating the relationship with his contact. Optionally, an amount of nuyen equal to the new rating may be required in addition to the karma.

The ratings for all characters have been placed at the end of each character description, in the Notes, so that if you do want to use them they will be easy to find, and if you don't want to use them, they'll be easy to ignore.

Appendix B

Otherwise known as Spellslinger's Spellbook. With the introduction of The Grimoire, otherwise known as *the Grimmythingy*, spell design has been very easy. Many, many magician characters have at least one special spell that they designed themselves. What follows is an unofficial addendum to the Manual of Practical Thaumaturgy 2056 (otherwise known as The Grimoire). Please note that not all the spells submitted made it into here. Only those that we felt were both useful and in the spirit of FASA were included.

Coma

Combat

A bolt of magical energy which causes Deadly Stun damage.

Type: Mana Range: LOS Target: Willpower
Damage Level: D Duration: Instant Drain: [(F÷2)-1]D

Energy Torpedo

Manipulation

An area affect damaging manipulation spell which causes Deadly Physical damage by invoking a violent blast affect. The spell hits an area (or target) and explodes and weakens barriers by (Force + Successes). Against vehicles, the spell is an opposed test with the force brought down by any

vehicular armor to a minimum of Force 2. All moving vehicles hit by this spell must make a Control Test due to the extreme blast of the spell. Against living beings, the procedure is the same and all targets hit must also resist knock-down with a target number equal to the force of the spell.

Type: Physical Range: LOS Target: 4
Damage Level: D Duration: Instant Drain: [(F÷2)+5]D

Ice Arrow

Manipulation

A spell that causes Light damage to a single target, using the elemental effect of ice.

Type: Physical Range: LOS Target: 4
Damage Level: L Duration: Instant Drain: [(F÷2)+1]M

Lock Shield

Manipulation

This specialized spell erects a barrier around a lock in astral space to increase security against astral attacks against locks and foci. Due to its specific nature, the spell has little drain. The barrier prevents spells from penetrating the focus or lock by adding it's force rating to the target number for attack or grounding through the focus. The spell, as should be obvious, can only be cast for foci and locks, and does not help against quickenings or anchorings.

Type: Physical Range: Limited Target: 6
 Duration: Sustained Drain: [(F÷2)+2]L

Manabomb

Combat

An area affect spell causing Serious physical damage.

Type: Mana Range: LOS Target: Willpower
 Damage Level: S Duration: Instant Drain: (F÷2)D

Personal Gravity Restriction “Fly”

Manipulation

Basically a fly spell, the spell allows the magician to restrict gravity in his area while telekinetically propelling himself. The complicity of using the two effects is reflected in the drain. However, since the gravitational effect virtually negates weight, control is easier. One drawback is that if the spell is locked, anchored, or sustained by an elemental, an +1 modifier is imposed on all the magician’s tests to control his movement (the magician must always give thought to where he is going). Maximum speed is the spell rating plus the number of successes generated. This number equals the number of meters per round the mage may fly.

Type: Physical Range: Personal Target: 4
 Duration: Sustained Drain: [(F÷2)+2]S

Spirithose

Combat

An area affect spell which attacks spirits only.

Type: Mana Range: LOS Target: Force
 Damage Level: D Duration: Instant Drain: [(F÷2)+1]D

Stun Bomb

Combat

An area affect spell causing Deadly Stun damage.

Type: Mana Range: LOS Target: Willpower
 Damage Level: D Duration: Instant Drain: [(F÷2)+1]D

Stun Cannon

Combat

A spell that causes Deadly Stun damage.

Type: Mana Range: LOS Target: Willpower(R)
 Damage Level: D Duration: Instant Drain: [(F÷2)-1]D

Stun Relief

Health

The Stun Relief spell works to repair stun damage, fatigue, or drain (in the Stun Condition Monitor only). In physical terms, this means a number of things, including removal of ammonia and other toxins from muscles and an “injection” of fresh oxygen, among other “real” effects. Due to the temporary nature of stun damage and fatigue, the spell has to be cast within 30 minutes of the stun damage or the spell has no affect. The spell cannot heal physical damage (despite it’s physical nature) caused from stun damage overflow. The spell can only be cast once per target.

The spell must be sustained for the following number of turns before taking effect:

Wound Level	Time
Deadly Stun	16 turns
Serious Stun	12 turns
Moderate Stun	8 turns

Light Stun 4 turns

Type: Mana Range: Limited Target: 10-Essence
 Duration: Permanent Drain: [(F÷2)-1]Wound Level

Tag “Astral Link”

Detection

This detection spell “tags” a target with a barely visible astral thread that leads back to the caster. In order for it to be used, it must first be detected. The line can be detected on a roll of (2 + Force of the spell) for the caster, or a (4 + Force of the spell) for the target. This is a resisted test that is determined at the initial casting. If the caster gets more successes, the astral thread is invisible to the target. If the target later looks into astral space, he gains another chance to detect the astral thread, using the same resisted test as above. Mundanes that are “tagged” cannot detect the spell. Background count does add to the target numbers to see the thread.

Type: Mana Range: LOS (initial) Target: 4
 Duration: Drain: (F÷2)M

Transposition “Teleport”

Manipulation

Transposition shifts the magician from one location to another through a minor dimensional shift. The spell is only LOS but it has the range effects for target numbers found in the Grimoire II on pg. 111. Scopes and binoculars have *no* effect. Also remember the spell does not effect the forces of gravity. The spell also disorients the caster for 3 combat phases (ñ1 phase for every success on an Intelligence check against a target number of 4). The orientation target number is also affected by the range modifiers. Target numbers while disoriented are at +2.

Failure to get a success on the initial casting has no ill effects; the caster merely fails to bridge the dimensional forces.

Type: Physical Range: LOS Target: 6
 Duration: Instant Drain: [(F÷2)+1]D