



SHADOWRUN

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Z**
DOWNTOWN
MILITARIZED
ZONE

ARCHETYPES



ARCHETYPES

The following character descriptions and game statistics are typical examples, or Archetypes, of the individuals who work the streets of the Seattle Sprawl, or can be found on them. Not every Combat Mage one encounters will be carrying a H & K 227 submachine gun, but it's a lot easier to look at it that way. It definitely helps with the bookkeeping, too.

If you want to mix and match the spells and equipment a character might have, the following table gives the respective Exchange Values of weapons, armor, spells, and equipment. By "trading in" the equipment an Archetype is carrying, you can "purchase" different equipment at its respective Exchange Value.

EXCHANGE VALUES	
Item	Value
Firearm	2 x Success Value + 2x Damage + 1/2 Ammo (round down)
Extra Ammunition	1/2 Damage Value per Shot
Grenade Launcher	40
Missile Launcher	50
Melee Weapon	Success Value + Damage
Projectile Weapon	2 x Success Value + Damage
Throwing Weapon	2 x Success Value + Damage
Explosive Grenade	Blast Success Value
Smoke Grenade	5
Flash Grenade	5
Minigrenade	2 x Exchange Value of basic grenade
Armor	(Impact Value + Ballistic Value) x 2
Smartgun Link	15
Smartgun Adapter	Weapon Exchange Value + 50%
Smart Goggles	10
Laser Sight	5
Flash-Paks	10
Spells	
Combat	Force x 4
Non-Combat	Force x 2

Many of the following Archetypes come with pieces of equipment that may be unfamiliar. Following is a brief definition of each. Some definitions give the item's name and then a number. This number is its Rating. The higher the number, the better.

BOOSTED REFLEXES

This system boosts reflexes to improve the Archetype's Move and Fire Ratios.

CYBERARM

A cybernetic replacement limb, the cyberarm can be augmented with increased strength and may contain concealed weaponry.

CYBEREYES

These artificial eyes usually contain vision enhancement such as thermographic or low-light systems.

DERMAL PLATING

This armor plating system adheres to or replaces a layer of skin or else is implanted within the body. Dermal Plating adds to Impact and Ballistic Defense Values and Physical Spell Defense.

LASER SIGHT

The Laser Sight is a weapon enhancement that improves targeting. It must be mounted on a weapon.

MUSCLE REPLACEMENT

A cybernetic muscle replacement system improves strength and quickness and boosts Impact and Ballistic Defense Values as well as the Armed, Unarmed, and Ranged Combat Success Values.

RAZORS

Razors are a cybernetic implant weapon consisting of short carbide blades mounted in place of fingernails. They are available in permanently affixed or retractable mountings.

SMART GOGGLES

Smart goggles are a weapon-enhancement system that improves accuracy when connected to a weapon with a Smartgun Adapter. They function with any weapon that has a Smartgun Adapter.

SMARTGUN ADAPTER

An internally installed or externally mounted weapon targeting system, the Smartgun Adapter gives the user cybernetic control of his weapon. It improves accuracy when used with either Smart Goggles or a Smartgun Link. A weapon with a Smartgun Adapter is listed as being "smart" on the CRS.

SMARTGUN LINK

This is a cybernetic system that interlinks with a Smartgun Adapter to improve weapon accuracy. The Smartgun Link system offers greater improved accuracy than a Smart Goggle system.

SPURS

Similar to traditional spurs, these cyber-implant weapons are mounted along a long bone such as the forearm or shin and have very long blades. They are available either permanently affixed or in retractable mountings.

VEHICLE CONTROL RIG

The VCR is a cybernetic interface system that Riggers use to improve the performance of their vehicle and their ability to control it.

WIRED REFLEXES

Wired Reflexes are a reflex-enhancing system that improves an Archetype's Move and Fire Ratios. It is a better system than Boosted Reflexes.





ANCIENTS STREET GANG

In Seattle, when one thinks street gang, one tends to think Ancients. Their power ranges penetrate far and wide through the city's shadowy streets, some say even into the heart of the political structure. Composed solely of Elves, the Ancients are hated by many, feared by the wise, and loved by those who enjoy seeing the streets run red.

ANCIENTS LEADER

Move/Fire Ratio: 2/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	20	11	14	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	14	16	4	2			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Browning							
Max-Power (Smart)	Heavy	3/8	3	20	18	16	15
Ingram Smartgun (Smart) SMG		3/11	4	22	20	18	16

HTH Success = 21 Damage = 2 Stun

Notes: Armor Jacket, Harley Scorpion, Muscle Replacement 1, Smart Goggles, 2 Smoke Grenades, Wired Reflexes 1



ANCIENTS GANG MEMBER

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	17	21	12	15	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	12	13	4	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Beretta Model 101T	Light	3/10	2	18	16	14	12
Uzi III (w/Laser Sight)	SMG	3/5	4	21	19	17	15

HTH Success = 21 Damage = 2 Stun Sword Success = 22 Damage = 2

Notes: Armor Vest, 2 Flash Grenades, Honda Viking, 1 Smoke Grenade



ANCIENTS STREET MAGE

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	9	15	9	9	9		
	Impact	Ballistic	Physical	Mana			
Defense Values:	7	10	10	11			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Heal Moderate Wound	M	4/1	Touch	NA	13/10	Damage	4/1
Mana Bolt	M	4/1	LOS	4/3	13/10	M	4/3
Powerball	Pa	6/1	LOS	4/2	15/10	P	6/4
Stun Missile	M	3/1	LOS	2/2 Stun	11/10	Damage	1/1
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Uzi III (w/Laser Sight)	SMG	3/5	4	18	16	14	12

HTH Success = 15 Damage = 2 Stun Sword Success = 14 Damage = 2

Notes: Armor Clothing, Honda Viking, 2 Smoke Grenades



BODYGUARD

The Bodyguard is a professional, and personal protection is his specialty. His job can be as boring as guarding a reclusive, house-bound computer programmer, or as exciting as protecting the latest sweet young simsense star during her first European tour.

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	12	22	12	12	—		
	Impact	Ballistic	Physical	Mana			
Target Values:	19	21	9	5			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Colt Manhunter (Smart)	Heavy	3/16	3	22	20	18	16
H & K 227 (Smart)	SMG	3/7	4	24	22	20	18

HTH Success = 22 Damage = 2 Stun

Notes: 2 Concussion Grenades, Dermal Plating 3, Partial Heavy Armor, Smartgun Link, Wired Reflexes 2



BOUNTY HUNTER

The Bounty Hunter is a hard woman. She lives by tracking those whom the corporate cops and hitmen don't have the time or inclination to hunt.

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	13	23	14	11	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	11	14	6	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Predator (Smart)	Heavy	3/10	3	24	22	20	18
Mossberg CMTD	Shotgun	3/8	3	26	24	22	20
Walther Palm Pistol	Hold-Out	1/2	2	18	16	14	12

HTH Success = 23 Damage = 2 Stun Razors Success = 25 Damage = 1

Notes: Armor Clothing, Cyberarm (Strength 1) with hold-out pistol and retractable hand razors, Smartgun Link, Thermographic Cybereyes, Wired Reflexes 2



BURNED-OUT MAGE

The Burned-Out Mage has become disillusioned with the path of those able to use the energies of magic. He has bartered his magical capability away in favor of technological enhancements. The trade has left him bitter and cynical, at least outwardly.

Move/Fire Ratio: 2/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	17	8	9	4		
	Impact	Ballistic	Physical	Mana			
Defense Values:	8	10	6	7			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Armor	P	4/1	Touch	NA	8/5	5/8	4/1
Clairvoyance	M	5/1	6	NA	9/6	5	4/1
Heal Mod. Wounds*	P	5/1	Touch	NA	10/6	Damage	5/1
Invisibility	M	4/1	Touch	NA	8/5	5	3/1
Mana Bolt*	M	5/1	LOS	5/3	10/6	M	5/3
Stun Blast	Ma	5/1	LOS	5/3 Stun	9/5	M	6/4
Levitate Item	P	5/1	LOS	NA	9/5	5/7/9	4/1

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
Fichetti Sec. 500 (Smart)	Light	3/10	2	16	14	12

HTH Success = 17 Damage = 2 Stun

Notes: Lined Coat, Muscle Replacement 1, Smartgun Link, *Spell Focus (Rating 1) in use, Thermographic Cybereyes, Wired Reflexes 1



COMBAT MAGE

The Combat Mage is from that elite group of magicians dedicated to martial applications of their magic. His sudden appearance can tip the balance in a firefight. The Combat Mage is a lean, powerful fighting machine, and more than a match for most samurai. It would be foolish, however, for a Combat Mage to take on a samurai head-to-head. Guile and subterfuge will always be his most powerful tools.

Move/Fire Ratio: 2/2*

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	9	15	9	10	9		
	Impact	Ballistic	Physical	Mana			
Defense Values:	11**	13**	11**	12			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Chaos	M	4/1	LOS	NA	13/10	M	5/2
Clairvoyance	M	5/1	6	NA	14/10	5	4/1
Detect Enemies	Ma	2/1	0	NA	11/10	M	1/1
Detect Guns	Pa	4/1	0	NA	13/10	5	3/1
Heal Mod. Wounds	M	3/1	Touch	NA	12/10	Damage	3/1
Decrease Reaction	P	2/1	LOS	NA	11/10	5	2/1
Mana Bolt	M	5/1	LOS	5/3	14/10	M	5/3
Manaball	Ma	5/1	LOS	4/2	14/10	M	6/4
Pers. Cmb. Sns*	P	5/1	Touch	NA	14/10	5	4/1
Power Bolt	P	5/1	LOS	5/3	14/10	P	5/3
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
H & K 227 (w/Laser Sight)	SMG	3/7	4	20	18	16	14

HTH Success = 15 Damage = 2 Stun

Notes: Armor Jacket, Boosted Reflexes 1, 3 Flash-Paks, Power Focus (Rating 1), **Spell Lock (Armor) in effect, *Spell Lock (Personal Combat Sense) in effect, Thermographic and Low-Light Cybereyes



COMPANY MAN

The Company Man is the special executive agent for the corporation. He does his job, no questions asked. He is loyal, often unto death. After all, the corporation can fix even that.

Move/Fire Ratio: 2/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	13	23	13	11	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	11	14	6	5			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Manhunter (Smart)	H.Pistol	3/16	3	23	21	19	17

HTH Success = 23 Damage = 2 Stun

Notes: Armor Clothing, 1 Concussion Grenade, 3 Smoke Grenades, Wired Reflexes 1



CORPORATE SCIENTIST

The Corporate Scientist is a hot commodity in intercorporate trade these days. The way they bounce from corporation to corporation keeps many shadowrunners in business. The majority are quite happy where they are, or else never reach the level of prominence where their expertise puts them in danger.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	8	12	6	8	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	4	4	2	5			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Streetline Special	Hold Out	1/6	1	10	8	6	4
HTH	Success = 12	Damage = 2 Stun					

Notes:



CORPORATE SECRETARY

The Corporate Secretary is cool, efficient, loyal, and discreet. You'd want her working for you. If you could get her. She's as much part of the corporate office as the furniture and telecom.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	9	13	6	8	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	4	4	2	2			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Streetline Special	Hold Out	1/6	1	10	8	6	4
HTH	Success = 13	Damage = 2 Stun					

Notes: Tres Chic Clothing



CORPORATE SECURITY GUARD

The Corporate Security Guard is a simple man more interested in his own private life and survival than dangerous action and adventure. He greatly values his position with the corporation and will work in its best interest, especially when there is a corporate official nearby watching him.

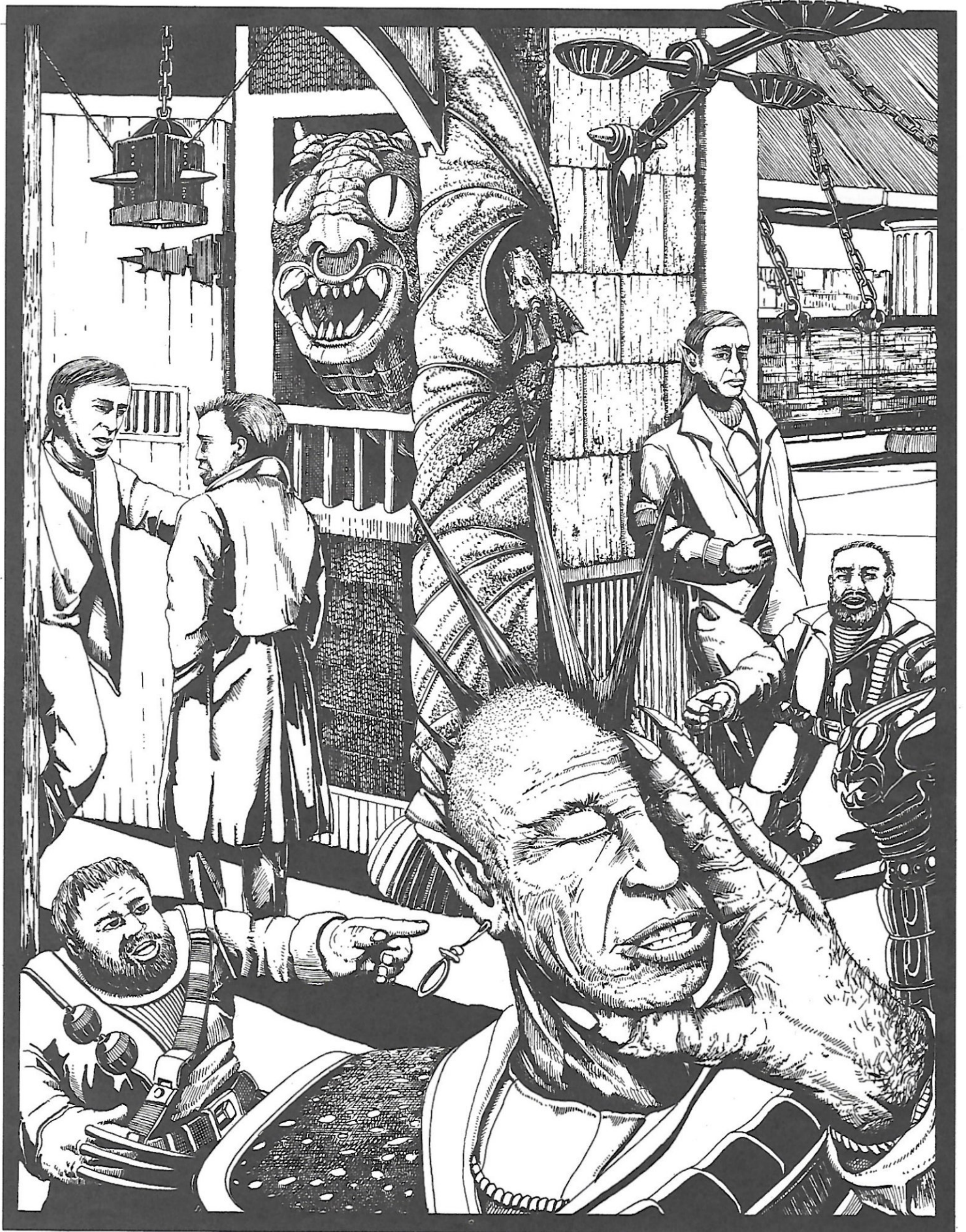
This Archetype represents the generic corporate security guard. More notable corporate security types are noted elsewhere.

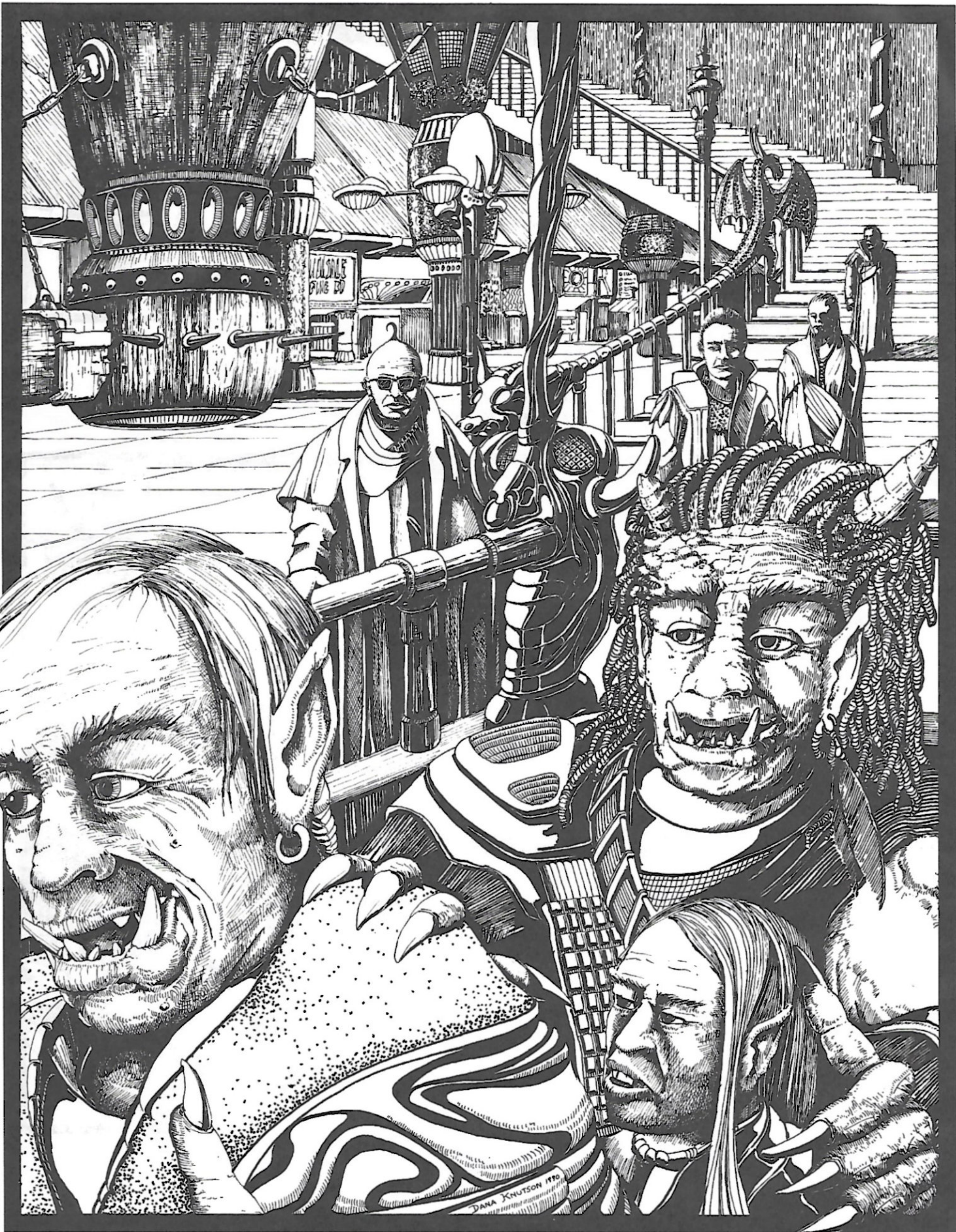
Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	10	17	9	9	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	11	13	4	2			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Beretta Model 101T	Light	3/10	2	15	13	12	10
Uzi III	SMG	3/5	4	17	15	13	12
HTH	Success = 17	Damage = 2 Stun					

Notes: 2 Flash Grenades, Partial Heavy Armor Suit







CORPORATE OFFICIAL

The Corporate Official is a cog in the machine of the corporation. He climbs the ladder of success with grim determination and vicious application of every skill he has. She is a shark who devours each bit of data that comes his way.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	10	14	6	8	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	4	4	2	4			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Streetline Special	Hold Out	1/6	1	10	8	6	4
HTH Success = 14 Damage = 2 Stun							
Notes: Tres Chic Clothing							



CRIMSON CRUSH STREET GANG

If the Crush are around, things are gonna get broken. That's an axiom of life in the Seattle Sprawl. One of the city's more prominent Metahuman gangs, the Crush is limited to male Orks and Trolls. The gang is also viewed as the unofficial "minor league" for the city's professional Urban Brawl teams.

ORK CRUSH MEMBER

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	19	22	10	15	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	12	11	7	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Remington Roomsweeper	Heavy	3/6	3	19	17	15	13
Enfield AS7	Shotgun	2/10	3	21	19	17	15
HTH Success = 22 Damage = 2 Stun Knife Success = 20 Damage = 1							
Notes: 2 Knives, Synth-Leather Clothing							



TROLL CRUSH MEMBER

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	21	25	9	14	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	13	12	8	2			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Remington Roomsweeper	Heavy	3/6	3	19	17	15	13
HTH Success = 22 Damage = 2 Stun Club Success = 26 Damage = 2							
Notes: Synth-Leather Clothing							



DECKER

The decker is a console cowboy, a descendant of the computer hacker of the late 20th century. He jacks into the Matrix (the world information network) to manipulate the dataflows to his own ends while seeking the big score or the trick that will snug her firmly in the annals of the technomancers. He skirts the edges of legality, overstepping them more than occasionally.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	10	14	9	10	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	8	10	2	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ruger Super Warhawk (w/Laser Sight)	H.Pistol	3/10	3	18	16	14	12

HTH Success = 14 **Damage = 2 Stun**

Notes: Expensive cyberdeck/computer, Lined Coat, Yamaha Rapier



DER NACHTMACHEN POLICLUB MEMBER

Born in the turbulent political breeding grounds of divided Europe, Der Nachtmachen was one of the earliest policlubs to appear, and surprisingly, to register in North America. Their libertine anarchic philosophy had little appeal, and until recently, their number remained small. Of late, however, their membership has begun to swell.

Der Nachtmachen Policlub Members usually travel in packs of two to seven.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery	
Success Values:	15	18	6	10	—	
	Impact	Ballistic	Physical	Mana		
Defense Values:	10	11	5	4		
Weapon Type	Ammo	Damage	Short	Medium	Long	Extreme

HTH Success = 20 **Damage = 2 Stun** **Club Success = 20** **Damage = 2 Stun**

Notes: Armor Vest, 2 Smoke Grenades



DETECTIVE

The detective has led a hard life, caught in the crack between the shadows of crime and the harsh glare of corporate and city life. Attempting to keep his own code of honor and justice intact, he must make constant compromises to make it through the day, or night. He won't touch magic, though his cases often involve it, and he won't augment his body, though sometimes this puts him at a disadvantage. If a man can't stand on his own two feet, he says, is he a man?

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	10	20	12	10	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	9	10	4	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator	H.Pistol	3/10	3	20	18	16	14
Walther Palm Pistol	HO Pistol	3/2	1	16	14	12	10

HTH Success = 20 **Damage = 2 Stun**

Notes: Armor Vest, 2 Flash Grenades, 2 Smoke Grenades



DWARF MERCENARY

The Dwarf Mercenary, though a rarity among the corporate armies of the world, is nonetheless a stalwart professional. His size is an advantage in rough terrain where a normal-size merc would become bogged down or hung up. Too many short jokes, however, and he'll hang you out to die.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	20	12	11	—		
	Impact	Ballistic	Physical	Mana			
Target Values:	8	11	5	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
FN HAR (w/ Laser Sight)	Assault	4/7	4	23	21	19	17
HTH Success = 20 Damage = 2 Stun							
Notes: Boosted Reflexes, 2 Flash Grenades, 4 IPE Defensive Grenades, 1 Smoke Grenade							



DWARF STREET SAMURAI

The Dwarf Street Samurai may be a rarity on the streets, but when you meet one, beware. Even those in the know are sometimes fooled by his slight stature and seemingly sluggish movements. It's all a ruse, and he's hoping you'll fall for it.

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	18	22	12	11	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	14	16	6	2			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Colt Manhunter (Smart)	Heavy	4/16	3	22	20	18	16
Uzi III (Smart)	SMG	4/5	4	22	20	18	16
HTH Success = 22 Damage = 2 Stun							
Notes: Armor Jacket, Boosted Reflexes 3, 2 Flash-Paks, Muscle Replacement 1, Natural Low-Light Eyes, Smartgun Link							



ELVEN DECKER

The Elven Decker seems, at first, a contradiction in terms. He is living proof that Metahumans cannot be stereotyped, and will be the first to tell you that not all Elves live in the woods. Though he shares the superior attitude of his wilderness brethren, he has little use for their magic or their customs and practices. He is quite happy living in the modern world of high technology.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	9	13	9	11	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	9	11	2	4			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
American L36	Light	3/9	2	15	13	11	9

HTH Success = 14 Damage = 2 Stun

Notes: Expensive cyberdeck/computer, 2 Flash-Paks, Lined Coat, Yamaha Rapier



ELVEN HITMAN

The Elven Hitman is sleek and smooth, and he knows it. He is the quintessential gentleman-assassin, always impeccably dressed, with accessories of the finest quality. His manners are smooth, with just a hint of dangerous arrogance. Unless, of course, he loses his temper.

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	12	20	14	12	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	12	14	5	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Beretta 200ST	Light	3/26	2	20	18	16	15
Ingram Smartgun (Smart)	SMG	3/11	4	26	24	22	20
Walther WA 2100 (Smart)	Sniper	2/6	4	30	28	26	24

HTH Success = 20 Damage = 2 Stun

Notes: Armor Vest, 3 Concussion Grenades, Smartgun Link, Suzuki Aurora, Wired Reflexes 2



ELVEN MAGE

He is more introspective than many of his magical compatriots, but don't make the error of thinking the Elf Mage is purely cerebral, and therefore, ineffective. Remember, too, that he is young.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	8	12	8	10	10		
	Impact	Ballistic	Physical	Mana			
Defense Values:	6	8	8	12			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Clairvoyance	M	2/1	6	NA	12/11	5	1/1
Invisibility	P	4/1	Touch	NA	14/11	5	3/1
Manaball	Ma	4/1	LOS	3/2	14/11	M	5/4
Physical Barrier	Pa	3/1	Spec.	NA	13/11	5	3/1
Stun Blast	Ma	7/1	LOS	6/3 Stun	17/11	M	7/4
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ruger Super Warhawk (w/Laser Sight)	Heavy	3/6	3	14	12	10	8

HTH Success = 12 Damage = 2 Stun

Notes: Armor Jacket, 2 Flash Grenades, Power Focus (Rating 1)







ELVEN STREET SAMURAI

Do not make the mistake of stereotyping the Elven Street Samurai. He may be cunning and subtle, but his physical ability makes him an even match for anyone on the street.

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	21	12	15	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	13	15	3	2			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator II	Heavy	3/15	3	24	22	20	18
Ingram Smartgun (Smart)	SMG	3/11	4	24	22	20	18

HTH Success = 21 Damage = 2 Stun

Notes: 2 Flash Grenades, Lined Coat, Muscle Replacement 1, Smartgun Link, 2 Smoke Grenades, Wired Reflexes 2



FORMER COMPANY MAN

The Former Company Man is disillusioned after learning the true nature of the corporation he served so long. Disgusted by the corruption he uncovered, he quit. Haunted by his former employers and deeds, he is trying to bury the past but finds it hard to make a new life. He has little to offer except the skills he used in the company's behalf. He doesn't like it, but he uses them. Someday, he'll retire completely.

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	12	21	12	11	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	12	13	4	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
HK 227 (Smart)	SMG	3/7	4	24	22	20	18
Fichetti 500 (Smart)	L. Pistol	3/10	2	20	18	16	14

HTH Success = 21 Damage = 2 Stun

Notes: Armor Jacket, Low-Light Goggles, Muscle Replacement 1, Smartgun Link, 2 Smoke Grenades, Wired Reflexes 2



FORMER MILITARY OFFICER (LOW-GRADE)

The Former Military Officer still believes in a strong national military, even though current economics dictate the virtual impossibility of any country maintaining a full-size standing army. Nowadays, most national forces have been scaled down and specialized into small, elite units. With a locked command structure, upward mobility through the ranks is almost nil. Faced with this reality, the Former Military Officer, while maintaining his faith in the role of the military, has begun to look elsewhere for his future.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	13	20	11	12	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	15	17	6	5			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Colt Manhunter (Smart)	Heavy	3/16	3	19	17	15	13
FN HAR (Smart)	Assault	3/7	4	23	21	19	17

HTH Success = 20 Damage = 2 Stun Knife Success = 14 Damage = 1

Notes: Armor Jacket, 2 Knives, Low-Light Goggles, Smartgun Link



FORMER TRIBAL WARRIOR

The Former Tribal Warrior was a regular soldier for one of the nearby tribal lands before he realized that border patrol and immigration supervision were not his true calling. Though he feels strongly for his homeland, he has gone outside the lands to satisfy his desire for action and adventure.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	16	20	11	12	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	12	13	6	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Seco LD-120	Light	3/12	2	17	15	13	11
Beretta Model 70	SMG	3/12	4	21	19	17	15

HTH Success = 20 Damage = 2 Stun Knife Success = 19 Damage = 1
Notes: Armor Clothing, 2 Offensive Grenades, Survival Knife, Thermographic Goggles



FORMER TROLL BOUNTY HUNTER

Professional bounty-hunting can be a well-paid vocation, but it isn't as thrilling or economically satisfying as shadowrunning. Though the Former Troll Bounty Hunter enjoyed his previous quasi-legal status, he's got rent to pay (big Trolls need big apartments).

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	13	23	11	9	—		
	Impact	Ballistic	Physical	Mana			
Defense:	14	15	8	2			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Colt Manhunter	Heavy	3/16	3	20	18	16	14
	(w/Laser Sight)						

HTH Success = 17 Damage = 2 Stun Spurs Success = 27 Damage = 2
Notes: Armor Vest with Plates, 2 Flash Grenades, Harley Scorpion, 2 IPE Concussion Grenades



FORMER WAGE MAGE

The Former Wage Mage quit the corporation after discovering how corrupt it was at the core. She quit in disgust, but is still haunted by her former employers and the perversion of the life energies of magic she performed for their benefit. She wants to forget the past and make a new life using her skills more positively to do some good in the world. Someday, the scales will be balanced and she will be able to rest.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	8	12	8	9	8		
	Impact	Ballistic	Physical	Mana			
Defense Values:	5	8	8	9			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Heal Sev. Wounds	P	3/1	Touch	NA	11/9	Damage	4/2
Mana Bolt	M	6/1	LOS	5/3	14/9	M	5/3
Powerball	Pa	6/1	LOS	4/2	14/9	P	6/4
Stun Blast	Ma	5/1	LOS	5/3 Stun	9/5	M	6/4
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ruger Super Warhawk	Heavy	3/6	3	16	14	12	10

HTH Success = 12 Damage = 2 Stun
Notes: Armor Clothing, 2 IPE Concussion Grenades



GANG BOSS

The Gang Boss talks tough, and he is tough. He has to be to stay on top. But he's not stupid. He's learned a lot of hard lessons growing up on the streets. Merely being tough isn't enough to cut it anymore. The Gang Boss is rarely without an escort of two to six Gang Members.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	15	17	10	9	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	9	11	3	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ceska Black Scorpion	Light (MP)	3/8	2	18	16	14	12

HTH Success = 17 Damage = 2 Stun

Notes: Armor Jacket, Harley Scorpion, 2 IPE Defensive Grenades



GANG MEMBER

The Gang Member may be young, but he is old in the ways of life in the Sprawl. He is a survivor, a predator of the urban jungle. He is tough, smart, and more than a little confident.

Use this Archetype for a generic Gang Member. More noteworthy gangs such as the Ancients, Leather Devils, and Crimson Crush are covered elsewhere.

Gangs usually move in groups of two to twelve members.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	17	21	10	15	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	12	11	5	4			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Light Fire 70	Light	3/16	2	16	14	12	10

HTH Success = 21 Damage = 2 Stun Knife Success = 18 Damage = 1

Notes: 2 Knives, Yamaha Rapier



GOVERNMENT AGENT

Holding a firm belief in the power and right of the government—be it the CAS, UCAS, Tribal, or Local—the Government Agent is nonetheless daunted and disheartened by the disdain the megacorporations show for his government.

The Government Agent never works alone.

Move/Fire Ratio: 2/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	19	11	12	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	11	12	4	4			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator (Smart)	H.Pistol	3/10	3	21	19	17	15
HTH Success = 20	Damage = 2 Stun						

Notes: Armor Vest



HUMANIS POLICLUB MEMBER

The Humanis Policlub Member belongs to an organization that opposes all legal rights for the Awakened, especially Metahumans. They have been known to twist and bend existing laws whenever possible to further their own aims, while at the same time suppressing the rights of the opposition. Even acts of violence are not beyond their scope. In such instances, they usually conceal their faces.

Humanis Policlub Members normally operate in groups of three to six.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	15	10	10	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	9	10	4	4			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Defiance T-250	Shotgun	35	3	20	18	16	14
HTH Success = 15	Damage = 2 Stun						

Notes: Armor Vest, 1 Flash Grenade



LEATHER DEVILS GO-GANG

One of the more fearsome of Seattle's street gangs, the Leather Devils are also distinctive for being exclusively female. Display any archaic chauvinistic tendencies and the Leather Devils will show you why you've made a serious mistake.

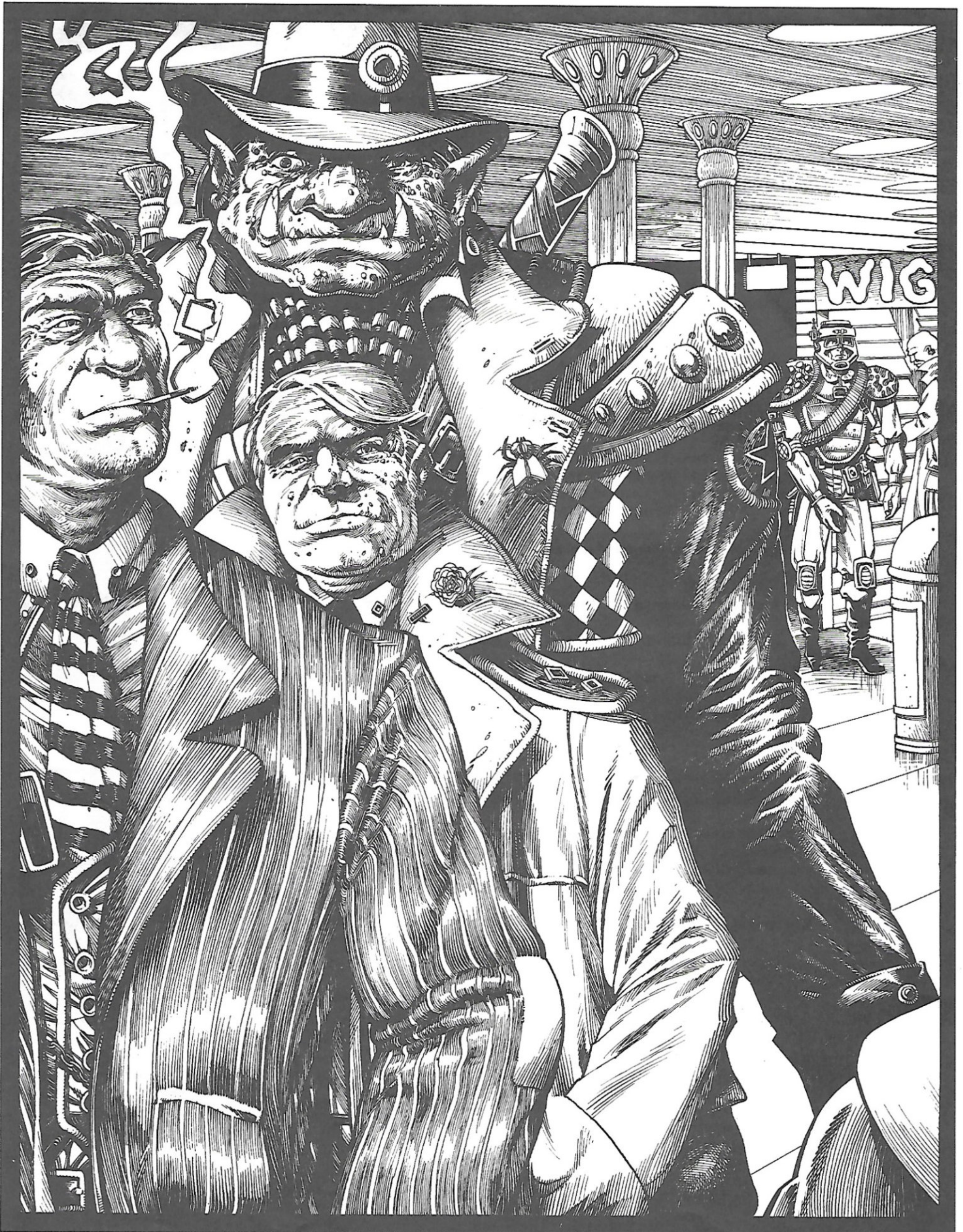
The Leather Devils usually travel in packs of four to twenty-four.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	17	21	10	15	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	12	14	5	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ceska vz/120	Light	3/16	2	16	14	12	10
FN HAR (w/ Laser Sight)	Assault	3/7	4	21	19	17	15
OR							
H & K MP-5TX							
(w/Laser Sight)	SMG	3/7	4	19	17	16	14
HTH Success = 21	Damage = 2 Stun						
	Knife Success = 18			Damage = 1			

Notes: Armor Clothing, 2 Flash Grenades, 2 IPE Aerodynamic Defensive Grenades, 2 Knives, 3 Smoke Grenades, Yamaha Rapier







LONE STAR ACTIVE RESPONSE TEAM

The Street Cops are Lone Star Security's first line of defense, but when the drek hits the fan, it's the Active Response Team they call in. Composed of a fire team of four heavy-hitters, their primary concern is shutting down a situation. Cold.

If there's magic afoot or shadowrunners involved, you can bet the Lone Star Active Response Team will be there.

LONE STAR COMBAT MAGE (HUMAN)

Move/Fire Ratio: 2/2*

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	10	12	11	10	10		
	Impact	Ballistic	Physical	Mana			
Defense Values:	11**	13**	12**	13			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Chaos	M	4/1	LOS	NA	14/11	M	5/2
Clairvoyance	M	5/1	6	NA	15/11	5	4/1
Detect Enemies	Ma	2/1	0	NA	12/11	M	1/1
Detect Guns	Pa	4/1	0	NA	14/11	5	3/1
Heal Mod. Wounds	M	3/1	Touch	NA	13/11	Damage	3/1
Mana Bolt	M	5/1	LOS	5/3	15/11	M	5/3
Manaball	Ma	5/1	LOS	4/2	15/11	M	6/4
Pers. Cmb. Sns*	P	5/1	Touch	NA	15/11	5	4/1
Power Bolt	P	5/1	LOS	5/3	15/11	P	5/3
Wrecker	P	4/1	LOS	4/3	14/11	Vehicle	2/1
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
H & K G12A3z							
(w/ Laser Sight)	Assault	3/11	4	22	20	18	16
w/Grenade Launcher	Grenade	2/6	Spec.	20	18	16	14

HTH Success = 15 Damage = 2 Stun

Notes: Armor Jacket, Boosted Reflexes 1, 3 Flash-Paks, 6 IPE Concussion Minigrenades, 3 IPE Defensive Minigrenades, 3 IPE Offensive Minigrenades, Power Focus (Rating 4), 2 Smoke Grenades, **Spell Lock (Armor) in effect, *Spell Lock (Personal Combat Sense) in effect, Thermographic and Low-Light Cybereyes



LONE STAR COMBAT MAGE (ELVEN)

Move/Fire Ratio: 2/2*

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	10	12	11	11	9		
	Impact	Ballistic	Physical	Mana			
Defense Values:	12**	14**	12**	13			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Chaos	M	4/1	LOS	NA	13/10	M	5/2
Clairvoyance	M	5/1	6	NA	14/10	5	4/1
Detect Enemies	Ma	2/1	0	NA	11/10	M	1/1
Heal Mod. Wounds	M	3/1	Touch	NA	12/10	Damage	3/1
Mana Bolt	M	5/1	LOS	5/3	14/10	M	5/3
Manaball	Ma	5/1	LOS	4/2	14/10	M	6/4
Pers. Cmb. Sns*	P	5/1	Touch	NA	14/10	5	4/1
Power Bolt	P	5/1	LOS	5/3	14/10	P	5/3
Urban Renewal	P	4/1	LOS	4/3	13/10	Spec.	6/5
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
H & K G12A3z							
(w/Laser Sight)	Assault	3/11	4	22	20	18	16
w/Grenade Launcher	Grenade	2/6	Spec.	20	18	16	14

HTH Success = 12 Damage = 2 Stun

Notes: Armor Jacket, Boosted Reflexes 1, 3 Flash-Paks, 6 IPE Concussion Minigrenades, 3 IPE Defensive Grenades, 3 IPE Offensive Grenades, Power Focus (Rating 4), 2 Smoke Grenades, **Spell Lock (Armor) in effect, *Spell Lock (Personal Combat Sense) in effect, Thermographic and Low-Light Cybereyes



LONE STAR OFFICER (FORMER STREET SAMURAI)

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	17	24	13	11	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	21	23	8	5			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Predator (Smart)	H.Pistol	3/10	3	23	21	19	17
H & K G12A3z (Smart)	Assault	3/11	4	25	23	21	19
w/Grenade Launcher	Grenade	2/6	Spec.	20	18	16	14
HTH	Success = 24	Damage = 2 Stun	Razors	Success = 19	Damage = 1		

Notes: Dermal Plating 2, Harley Scorpion, 6 IPE Concussion Minigrenades, 3 IPE Defensive Grenades, 3 IPE Offensive Grenades, Low-Light Cybereyes, Muscle Replacement 1, Partial Heavy Armor, Retractable Hand Razors, Smartgun Link, Wired Reflexes 2



LONE STAR OFFICER (FORMER MERCENARY)

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	18	21	13	12	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	16	19	5	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Predator (Smart)	Heavy	3/10	3	23	21	19	18
Ingram Valiant (Smart)	LMG	1/33	4	29	27	25	22
HTH	Success = 21	Damage = 2 Stun	Knife	Success = 19	Damage = 1		

Notes: 2 Flash Grenades, Full Heavy Armor, 2 Knives, Low-Light Retinal Modification, Smartgun Link



MAFIA DON

Heading a broad-based, multi-ethnic criminal organization, the Mafia Don is in a position commanding respect, and he knows it. The only time he will tolerate anything less is if the other party has the force to back it up.

Continuing the Mafia's long-standing traditions, the Don has sworn his people not to deal in BTL chips. Unfortunately, not all his lieutenants are obedient.

The Mafia Don always has at least two Mafia Soldiers with him.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery
Success Values:	9	13	6	8	—
	Impact	Ballistic	Physical	Mana	
Defense Values:	4	4	2	7	
HTH	Success = 13	Damage = 2 Stun			



MAFIA SOLDIER

The Mafia Soldier is a loyal member of the family, doing the bidding of the Don and his lieutenants. Far from being dumb or ignorant, the Soldier acts as a kind of "Block Captain," relaying information up and down the ladder of gang hierarchy. Sure he's rough, but so's his neighborhood. And when the Don calls, he comes.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	18	11	10	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	9	12	5	3			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Predator II	Heavy	3/15	3	21	19	17	15
HTH	Success = 18	Damage = 2 Stun					

Notes: Armor Clothing



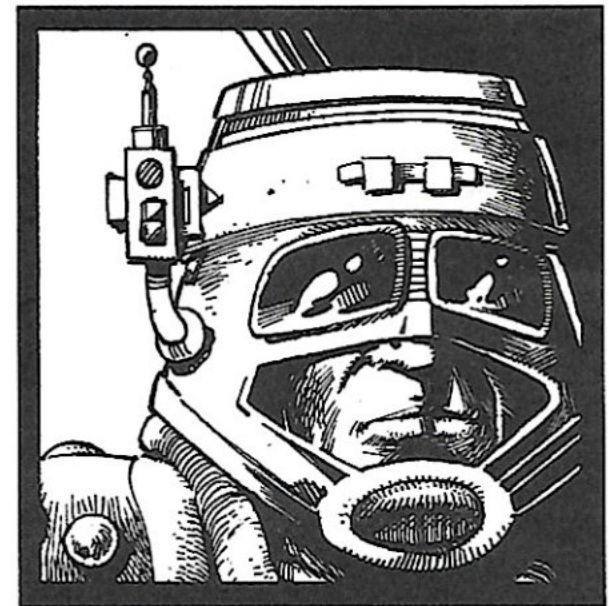
MERCENARY

The Merc is a tough veteran who has seen combat in every corner of the world. He'll work for the corp, the policlubs, a petty dictator, or a noble revolution, just as long as he gets paid. The contract is all that matters. Receiving payment for a job is never a problem. No employer would dare renege on a Merc contract.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	18	21	12	12	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	15	17	5	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Predator	H.Pistol	3/10	3	20	18	16	14
Ingram Valiant (Smart)	LMG	1/33	4	27	25	23	21
HTH	Success = 21	Damage = 2 Stun	Knife Success = 19	Damage = 1			

Notes: Full Heavy Armor, 2 Knives, Low-Light Retinal Modification, Smart Goggles



METAHUMAN RIGHTS ACTIVIST

The Metahuman Rights Activist may have another job, but her true calling is fighting for equal justice for all branches of Humanity. Then again, any unjust law deserves to be broken. The Activist is a mortal foe of Humanis members.

Metahuman Rights Activists usually work in groups of two to twelve.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery
Success Values:	9	13	6	8	—
	Impact	Ballistic	Physical	Mana	
Target Values:	4	4	2	2	
HTH	Success = 13	Damage = 2 Stun	Club Success = 14	Damage = 2 Stun	



METROPLEX GUARDSMAN

As part of the emergency peace-keeping force, the Metroplex Guardsman is under the direct orders of the governor. Though under-manned and ill-supplied compared to the corporate forces and professional security cops, the Guardsmen are citizens proud to serve.

The Metroplex Guardsmen usually operate in squads of four.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	19	11	10	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	12	14	4	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Beretta Model 101T	Light	2/10	2	17	15	14	12
Colt M22A2	Assault	2/13	4	21	19	17	15
w/Grenade Launcher	Grenade	1/6	Spec.	20	18	16	14
HTH	Success = 19	Damage = 2 Stun					

Notes: 2 Defensive Mini-Grenades, 2 Concussion Mini-Grenades, 2 Offensive Mini-Grenades, Partial Heavy Armor, 1 Smoke Grenade



MR. JOHNSON

Mr. Johnson may not look the same next time you see him. He may not even be a he. But don't be fooled—he's the man. Mr. Johnson is the generic slang term for a corporate-insider connection. He's got the bucks and he's got the jobs. And he's also got a private army to hunt you down if you cross him.

Mr. Johnson usually travels with two pieces of muscle; Bodyguards, Company Men, or Street Samurai.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	9	13	6	8	—		
	Impact	Ballistic	Physical	Mana			
Target Values:	5	6	2	5			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Walther Palm Pistol	Hold-Out	1/2	2	10	8	6	4
HTH Success = 13	Damage = 2 Stun						

Notes: Armored Vest, 1 Flash Grenade



ORK MERCENARY

The Ork Mercenary is hardly an advertisement for the gentler side of his Metahuman race. He is coarse, rough, and with limited sensibilities, but he does function in society. He is not a psychotic killer, as some Humanis members claim. He's just making a living doing what he does best.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Value:	18	22	11	10	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	14	16	7	2			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
AK-97 Assault Rifle	Assault	3/13	4	21	19	17	15
w/ Grenade Launcher	Grenade	1/6	Spec.	20	18	16	14
HTH Success = 22	Damage = 2 Stun		Sword Success = 23	Damage = 2			

Notes: Armor Jacket, 1 IPE Concussion Grenade, 3 IPE Defensive Grenades, 1 IPE Offensive Grenade, Natural Low-Light Eyes



ORK RIGHTS COMMITTEE MEMBER

The ORC Policlub is dedicated to the protection of Ork rights, and they'll fight for those rights in the council chambers, in the corporate corridors, or in the streets, if necessary. Though their policlub clout is strong, many ORC members have turned to "direct negotiation" with those who violate Ork rights, especially members of the Humanis Policlub (particularly its ultra-radical wing, Alamos 20,000).

Most ORC members are Orks, but a growing minority consists of enlightened Humans and other races.

ORC Members usually operate in groups of two to six.

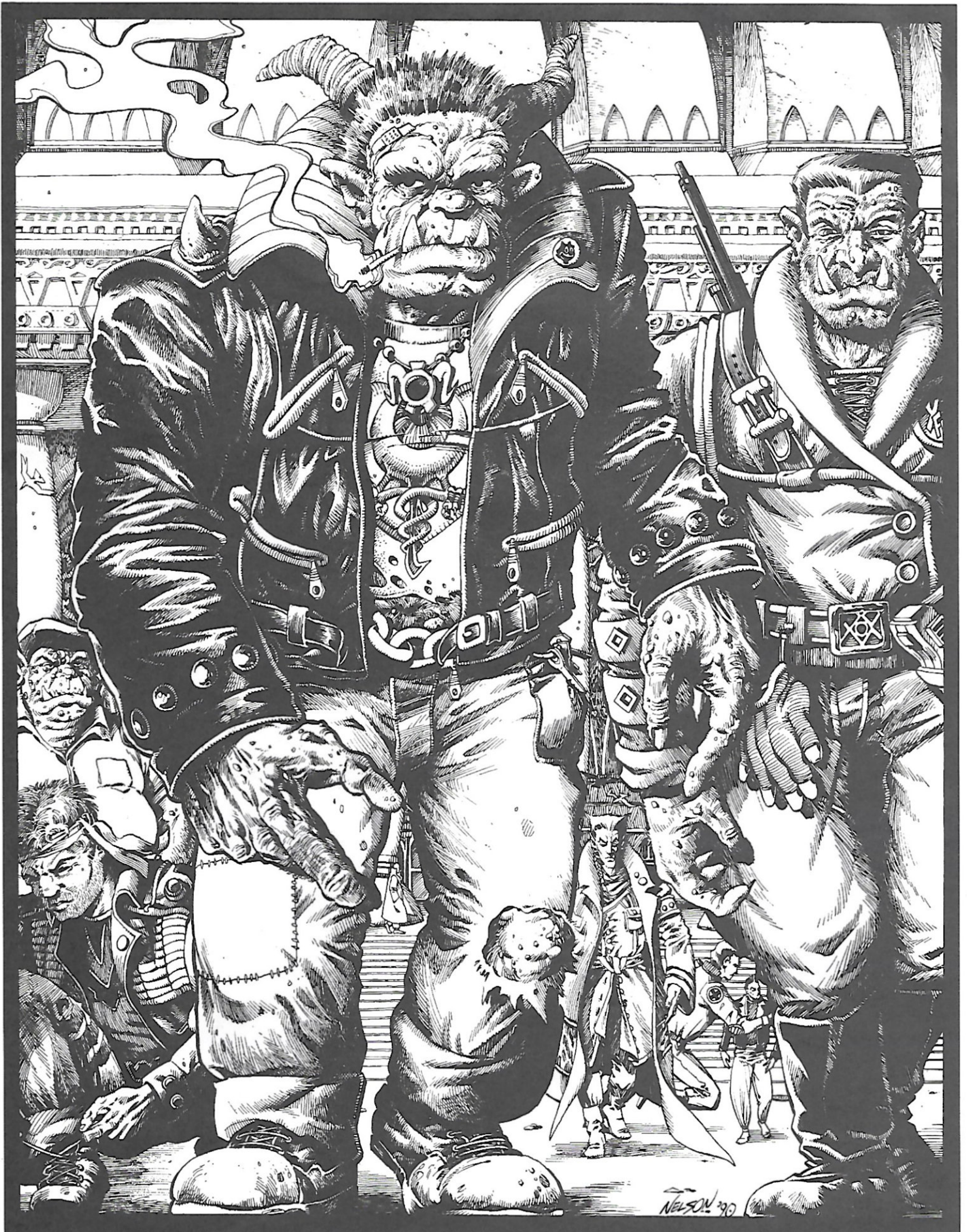
Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery	
Success Values:	13	20	6	8	—	
	Impact	Ballistic	Physical	Mana		
Defense Values:	9	9	7	4		
HTH Success = 20	Damage = 2 Stun		Club Success = 18	Damage = 2 Stun		

Notes: 2 Smoke Grenades







ORK SHAMAN

Sometime early in his life, the Ork Shaman was initiated into the Path of the True Way and he began his walk. Though he knows not where his road leads, he is sure it is the way that he and the rest of his people must travel. He believes that the Great Mother has a special place for her Children, and awaits the revelation of that knowledge.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	15	19	6	8	7		
	Impact	Ballistic	Physical	Mana			
Defense Values:	7	7	10	10			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Chaotic World	P	5/1	LOS	NA	12/8	P	7/3
Heal Moderate Wound	M	4/1	Touch	NA	11/8	Damage	4/1
Stun Missile	M	6/1	LOS	4/2	13/8	Damage	3/1
HTH	Success = 13	Damage = 2 Stun	Sword	Success = 20	Damage = 2		



ORK STREET SAMURAI

Don't let the charming good looks or phony accent fool you. Beneath the smiling face is a street veteran, a tough professional who's lived through more trouble than you want to know. That's why he's smiling.

Because of his lack of cyberware, the Ork Street Samurai has a lighter touch than you would expect. He prefers more organic solutions.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	18	21	12	12	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	16	18	9	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator (Smart)	Heavy	3/10	3	22	20	18	16
AK-98 (Smart)	Assault	3/7	4	24	22	20	19
HTH	Success = 21	Damage = 2 Stun	Spur	Success = 25	Damage = 2		

Notes: Armor Jacket, Retractable Spur, Smartgun Link



PARAMEDIC

The Paramedic sees it all. When people go off the deep end or when street action just gets too hot, he's often the one who comes in to tend to the casualties. From the tragic to the ridiculous, the paramedic knows the worst that can happen and the causes of it all, but he feels helpless to change things.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery
Success Values:	10	16	8	10	—
	Impact	Ballistic	Physical	Mana	
Defense Values:	10	12	3	3	
HTH	Success = 16	Damage = 2 Stun			

Notes: Armor Jacket, 2 Flash Grenades, 2 Smoke Grenades



PEDESTRIAN

The Pedestrian is the average citizen. He's part of the 99 percent of the population who have no cyberware, rarely see real magic, and have probably not seen an actual dragon more than twice in their lives. Sure, they see some of the other races, but doesn't everybody?

HUMAN

Move/Fire Ratio: 3/3

Success Values:	Armed 10	Unarmed 14	Firearms 6	Ranged 9	Sorcery —
Defense Values:	Impact 6	Ballistic 6	Physical 3	Mana 3	

HTH Success = 14 **Damage = 2 Stun**
Notes: Normal Clothing



ELF

Move/Fire Ratio: 3/3

Success Values:	Armed 10	Unarmed 14	Firearms 6	Ranged 10	Sorcery —
Defense Values:	Impact 7	Ballistic 7	Physical 3	Mana 3	

HTH Success = 14 **Damage = 2 Stun**
Notes: Normal Clothing



DWARF

Move/Fire Ratio: 3/3

Success Values:	Armed 12	Unarmed 16	Firearms 6	Ranged 7	Sorcery —
Defense:	Impact 6	Ballistic 6	Physical 4	Mana 4	

HTH Success = 16 **Damage = 2 Stun**
Notes: Normal Clothing



ORK

Move/Fire Ratio: 3/3

Success Values:	Armed 12	Unarmed 16	Firearms 6	Ranged 9	Sorcery —
Defense Values:	Impact 9	Ballistic 9	Physical 6	Mana 3	

HTH Success = 16 **Damage = 2 Stun**
Notes: Normal Clothing



TROLL

Move/Fire Ratio: 4/3

Success Values:	Armed 14	Unarmed 18	Firearms 6	Ranged 8	Sorcery —
Defense Values:	Impact 10	Ballistic 10	Physical 8	Mana 2	

HTH Success = 18 **Damage = 2 Stun**
Notes: Normal Clothing



PLAIN CLOTHES COP

Be he from government-backed or corporate police, the Plain Clothes Cop knows the street better than anyone. He knows how to move with it, how to become part of it, or how to disappear for weeks at a time. He senses the street's ebb and flow so well that the hairs on the back of his neck prickle at the slightest change. He also understands that someone in his work can't always come down hard. At times, he's just gotta play the game.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	10	18	11	11	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	10	11	4	5			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Colt Manhunter	Heavy	3/16	3	19	17	15	14

HTH Success = 18 Damage = 2 Stun
Notes: Armor Vest



REPORTER

With the dozens of datafaxes jamming the average person's electronic mailbox, the news-gathering business has become quite competitive. The ability to update an edition and transmit it within 20 minutes has made speed and secrecy blood-brothers in the reporting biz. Help the reporter out and he won't forget the favor.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery
Success Values:	9	16	9	11	—
	Impact	Ballistic	Physical	Mana	
Defense Values:	8	11	3	5	

HTH Success = 16 Damage = 2 Stun
Notes: Armor Clothing, Dodge Scoot



RIGGER

The Rigger is a special breed of console cowgirl. She trades all normal sensations for the input of a cybernetic link-up, typically to a vehicle or a security system. Jacked into her vehicle, she feels the revving of the engine become her heartbeat, and the flow of fuel the adrenalin rush. She is as one with her machine. Yet, at the end of a run, she can separate her perceptions from the machine and walk away without giving it another thought.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	15	8	12	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	14	16	5	5			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Predator (Smart)	Heavy	3/10	3	18	16	14	12

HTH Success = 15 Damage = 2 Stun
Notes: Armor Jacket, Low-Light and Thermographic Cybereyes, Rigger Harley Scorpion with weapons, Smartgun Link, Vehicle Control Rig 2



ROCKER

The Rocker is not a professional adventurer, but is always seeking a new thrill. Maybe she's looking for experiences to fuel her music, or maybe she just wants an adrenalin rush. Though not a professional musician, she's got what it takes. She came up from the streets the hard way and is determined not to go back.

Move/Fire Ratio: 3/3

Success Values:	Armed 14	Unarmed 17	Firearms 8	Ranged 11	Sorcery —
Defense Values:	Impact 11	Ballistic 10	Physical 5	Mana 6	
HTH	Success = 17	Damage = 2 Stun	Knife	Success = 15	Damage = 1

Notes: 2 Knives, 1 Smoke Grenade, Synth-Leather Jacket, Yamaha Rapier



SHAMAN

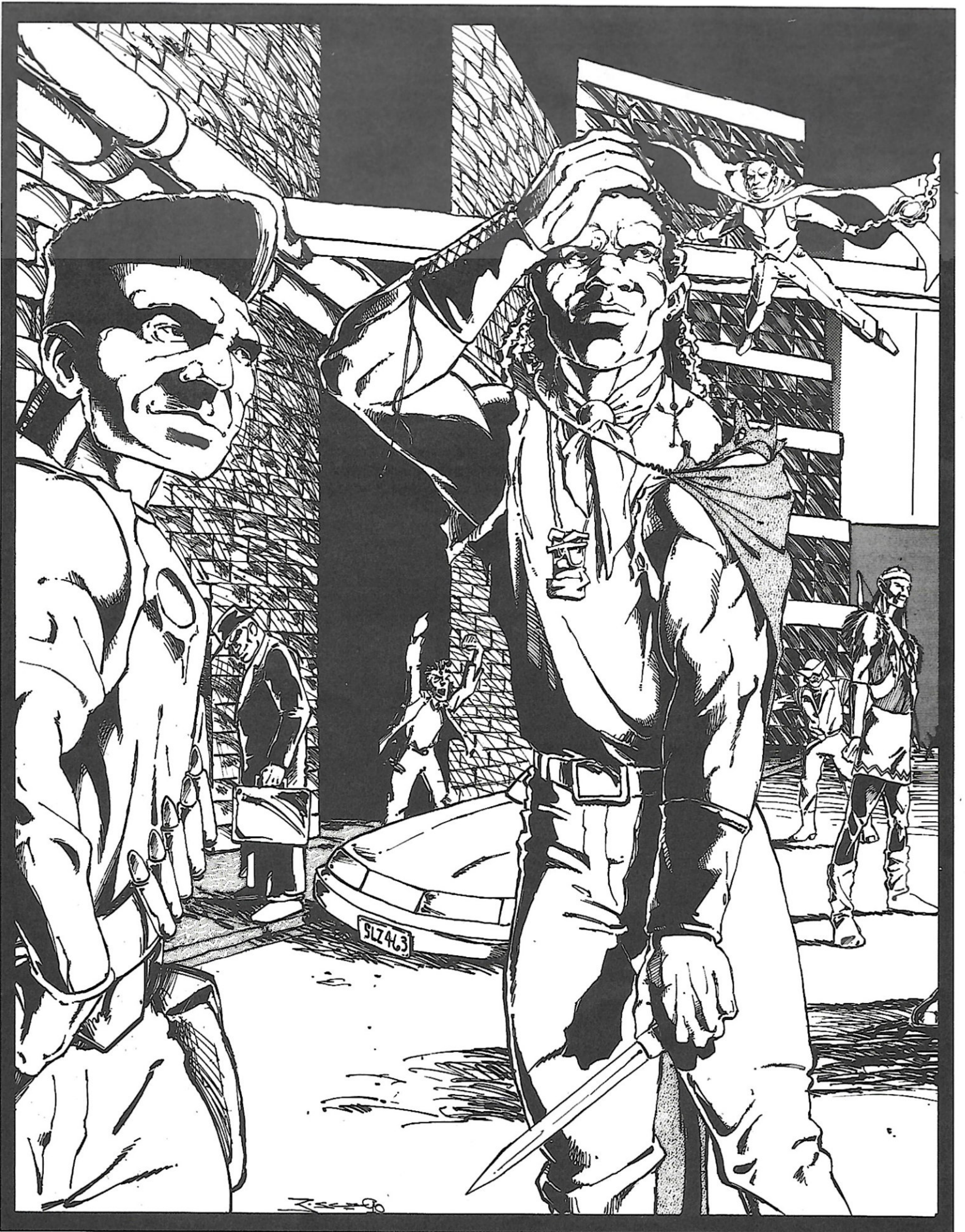
The Shaman treads the path of the spirits. Festooned with fetishes and the implements of his trade, he walks the land, in tune with its spirit and seeking to preserve its harmony. More than an ordinary magician, he abhors the encroachment of technology, especially that which invades the body.

Move/Fire Ratio: 3/3

Success Values:	Armed 13	Unarmed 14	Firearms 6	Ranged 9	Sorcery 8		
Defense Values:	Impact 8	Ballistic 10	Physical 8	Mana 11			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Mana Bolt	M	4/1	LOS	4/3	12/9	M	4/3
Powerball	Pa	6/1	LOS	4/2	14/9	P	6/4
OR							
Heal Deadly Wound	M	4/1	Touch	NA	12/9	Damage	6/3
Heal Moderate Wound	M	4/1	Touch	NA	12/9	Damage	4/1
Stun Missile	M	2/1	LOS	2/2 Stun	10/9	Damage	1/1
HTH	Success = 12	Damage = 2 Stun	Knife	Success = 14	Damage = 1		

Notes: 2 Knives, Lined Coat







SIMSENSE STAR

She/he is beautiful beyond your dreams, and her/his lifestyle comes out of those dreams. She/he is also the corporation's property. You can look, even experience (simchips available at a reasonable price), but don't ever touch.

The Simsense Star is usually accompanied by at least one Bodyguard.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery
Success Values:	10	14	6	9	—
	Impact	Ballistic	Physical	Mana	
Defense Values:	6	6	3	4	
HTH Success = 14	Damage = 2 Stun				



SQUATTER

The Squatter is a tough victim of the underside of the Sprawl, hardened and beaten down by life in the slums. He is a survivor who tries to roll with the punches, hoping to see still another day. In one piece.

Squatters usually travel in groups of two to twelve.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery
Success Values:	8	12	6	8	—
	Impact	Ballistic	Physical	Mana	
Target Values:	4	4	2	2	
HTH Success = 12	Damage = 2 Stun		Club Success = 13	Damage = 2 Stun	



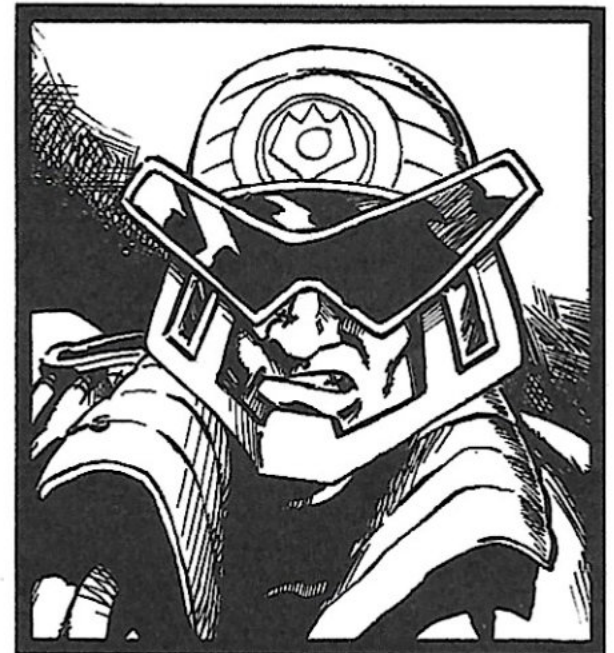
STREET COP

The Street Cop is a slightly disillusioned, frustrated, but still determined servant of the law. Now, though, he works for an independent corporation rather than the government. It means better benefits, but less prestige. He has learned to live with this, too. A few cops have, as always, succumbed to the temptations of their position and become "bad cops," but most remain true to their honor.

Street Cops usually travel in pairs and can summon more.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	13	18	9	10	—		
	Impact	Ballistic	Physical	Mana			
Target Values:	11	13	4	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Colt American L36	Light	3/10	2	15	13	11	9
HTH Success = 18	Damage = 2 Stun		Sap Success = 17	Damage = 2 Stun			
Notes:	Armor Jacket						



STREET MAGE

The Street Mage has left the path of rigorous magical study, seeking his own path of enlightenment and perfection at the street level. He has all the heart and energy of youth, and headstrong stubbornness as well. He believes his way can change the world for better even if his route is circuitous and some of his actions in seeming contradiction to his goals. He is sure that it will all work out in the end.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	9	15	8	9	9		
	Impact	Ballistic	Physical	Mana			
Defense Values:	6	9	9	11			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Mana Bolt	M	4/1	LOS	4/3	13/10	M	4/3
Powerball	Pa	6/1	LOS	4/2	15/10	P	6/4
OR							
Heal Deadly Wound	M	4/1	Touch	NA	13/10	Damage	6/3
Heal Moderate Wound	M	4/1	Touch	NA	13/10	Damage	4/1
Stun Missile	M	2/1	LOS	2/2 Stun	11/10	Damage	1/1
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Streetline Special	Hold-Out	3/6	1	12	10	8	6
HTH Success = 15 Damage = 2 Stun							
Notes: Armor Clothing, 2 Smoke Grenades							



STREET SAMURAI

Born to the Sprawl, the Street Samurai is as tough as alloy steel bones and as dangerous as ground glass. His augmentations are more than just tools to him; they are his style, his badge of commitment to the high-tech life of the city. He's chromed and proud of it. Bodyguard or strong-arm man, hired muscle or street soldier, he's a lion of the Sprawl, a hunter in the shadows.

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	17	24	11	11	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	19	21	8	5			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Predator (Smart)	H.Pistol	3/10	3	21	19	17	15
Uzi III	SMG	3/5	4	21	19	17	15
HTH Success = 24 Damage = 2 Stun Razor Success = 19 Damage = 1							
Notes: Dermal Plating 2, Harley Scorpion, Low-Light Cybereyes, Muscle Replacement, Partial Heavy Armor 1, Retractable Hand Razors, Smartgun Link, Wired Reflexes 2							



STREET SHAMAN

The Street Shaman walks the path of the spirits. He haunts the Sprawl, in tune with its spirit and seeking to preserve its harmony. Unlike the ordinary shaman, he does not abhor technology, though he finds no personal solace in the fruits of the manufactured world. Like all magicians, he avoids technology that invades the body.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	9	13	9	9	8		
	Impact	Ballistic	Physical	Mana			
Defense Values:	9	11	9	11			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Mana Bolt	M	4/1	LOS	4/3	12/9	M	4/3
Powerball	Pa	6/1	LOS	4/2	14/9	P	6/4
OR							
Heal Deadly Wound	M	4/1	Touch	NA	12/9	Damage	6/3
Heal Moderate Wound	M	4/1	Touch	NA	12/9	Damage	4/1
Stun Missile	M	2/1	LOS	2/2 Stun	10/9	Damage	1/1
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ruger Super Warhawk	Heavy	3/6	3	17	15	13	11
HTH Success = 13 Damage = 2 Stun							
Notes: Lined Coat, 1 Smoke Grenade							



TERRORIST

The Terrorist is a firm believer in his cause, be it that of a polyclub, opposition to environmental destruction, or of an oppressed people. He believes terrorism is necessary because every other avenue has been exhausted. He targets either his opposition or something that can hurt them, but will not excuse anyone who stands on the sidelines.

Move/Fire Ratio: 2/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	13	18	12	10	—		
Defense Values:	Impact	Ballistic	Physical	Mana			
	7	10	3	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator II (Smart)	Heavy	3/15	3	24	22	20	18
FN HAR (Smart)	Assault	3/7	4	24	22	20	18
HTH	Success = 18	Damage = 2 Stun					

Notes: Armor Clothing, 2 Flash Grenades, 2 Offensive Grenades, Smartgun Link



TRIBESMAN

The Tribesman is a member of one or more of the local Tribes, possibly Metahuman, scattered throughout the wilderness. He is a partisan of the sanctity of the land and of the body.

Tribesman often travel in groups of two to twelve.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	17	16	6	14	—		
Defense Values:	Impact	Ballistic	Physical	Mana			
	12	10	5	4			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Bow	Arrows	2	18	16	14	12	
HTH	Success = 24	Damage = 2 Stun	Knife Success = 18	Damage = 1			

Notes: 20 Arrows, 2 Knives, Low-Light Goggles, 3 Smoke Grenades, Real Leathers



TROLL BOUNCER

Troll Bouncers are popular in many clubs, and not just the rougher ones. Any club owner would rather see a troublemaker leave without causing a commotion. A Troll is just the guy to get the job done. Few drunks will argue with a mountain of muscle.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	19	27	8	9	—		
Target Values	Impact	Ballistic	Physical	Mana			
	13	14	9	2			
HTH	Success = 27	Damage = 2 Stun					



TROLL STREET SAMURAI

The Troll Street Samurai. What more need we say?

Move/Fire Ratio: 2/2

	Armed	Unarmed	Firearms	Range	Sorcery		
Success Values:	21	28	11	16	—		
Defense Values:	Impact	Ballistic	Physical	Mana			
	18	20	8	1			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Remington Roomsweeper	Heavy	3/6	3	18	16	14	12
AND							
Ares MP-LMG (Smart)	LMG	1/33	4	26	24	22	20
OR							
Panther Assault Cannon (Smart)	Cannon	2/20	6	30	28	26	24

HTH **Success = 28** **Damage = 2 Stun** **Combat Axe Success = 29** **Damage = 4**

Notes: Armor Jacket, Muscle Replacement 4, Natural Thermographic Eyes, Smart Goggles, 2 Smoke Grenades, Wired Reflexes 1



WIZ KID MAGE

Mix the "Mr. Magic Home Training Simsense" with natural talent and a smattering of real magical training and you get the Wiz Kid Mage. Under-age for virtually everything, he nonetheless commands powerful magics. Wiz Kids sometimes group temporarily in Wizzer Gangs until the personality clashes result in a magical bloodbath of tragic proportions.

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	9	15	8	11	4		
	Impact	Ballistic	Physical	Mana			
Defense Values:	8	9	5	5			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Chaos	P	3/1	LOS	NA	7/5	P	4/2
Heal Moderate Wound	M	3/1	Touch	NA	7/5	Damage	3/1
Powerball	Pa	31	LOS	3/2	7/5	p	5/4
Powerbolt	P	3/1	LOS	4/3	7/5	P	4/3
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Fchetti 500	Light	2/10	2	14	12	10	8

HTH Success = 15 Damage = 2 Stun

Notes: Armor Vest, 1 IPE Defensive Grenade, 1 Smoke Grenade, Suzuki Aurora



YAKUZA BOSS

The Yakuza Boss, despite his philosophizing and courteous manners, is still a criminal mastermind. His true designs are ruthless, yet a veneer of culture and gentility smooth over his rough edges. The older bosses prefer influence-peddling and embarrassment tactics over the crude intimidation and violence favored by the new blood.

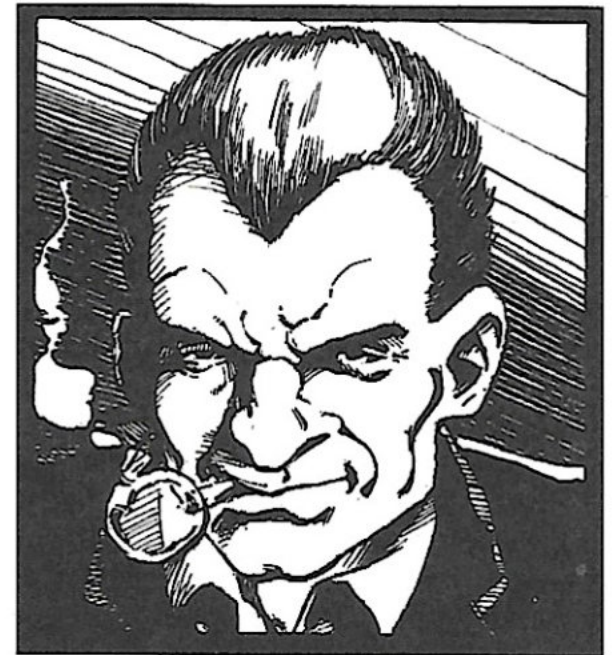
The Yakuza Boss usually travels with three bodyguards, two of whom are either Yakuza Soldiers or Street Samurai. The third is normally a mage, either a Combat Mage or Former Wage Mage.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values	10	14	6	10	—		
	Impact	Ballistic	Physical	Mana			
Target Values	7	9	3	5			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Beretta 200ST	Light	2/26	2	12	10	8	6

HTH Success = 14 Damage = 2 Stun

Notes: Level 1 Form Fitting Body Armor, Wired Reflexes 1



YAKUZA SOLDIER

Loyal to the Yakuza Boss, the Yakuza Soldier is a fearless warrior. The codes of the Yakuza bind him and mark his path very clearly. He is, however, still a man with fears and weaknesses like other men. He strives to keep those deficiencies in check.

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	14	18	11	10	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	9	12	5	3			
Weapon	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator II	Heavy	3/15	3	21	19	17	15

HTH Success = 18 Damage = 2 Stun Sword Success = 19 Damage = 2

Notes: Armor Clothing, 2 Smoke Grenades



SCENARIOS

This section presents four scenarios designed to introduce you to **DMZ**. The scenarios increase in complexity, from the most basic to the most involved. It is best to play them in order, as they are designed to gradually introduce you to different aspects of the **DMZ** game system. Having played them all, you will have a solid grasp on how the game really plays, and perhaps more important, of what are some of the strengths and weaknesses of the various Archetypes. From there, you and your friends will find it easy to design your own scenarios, making them as simple or elaborate as you choose.

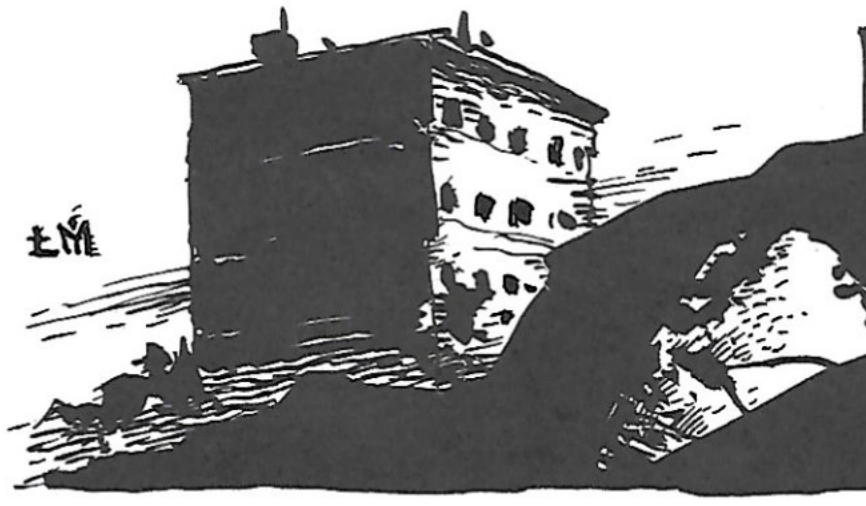
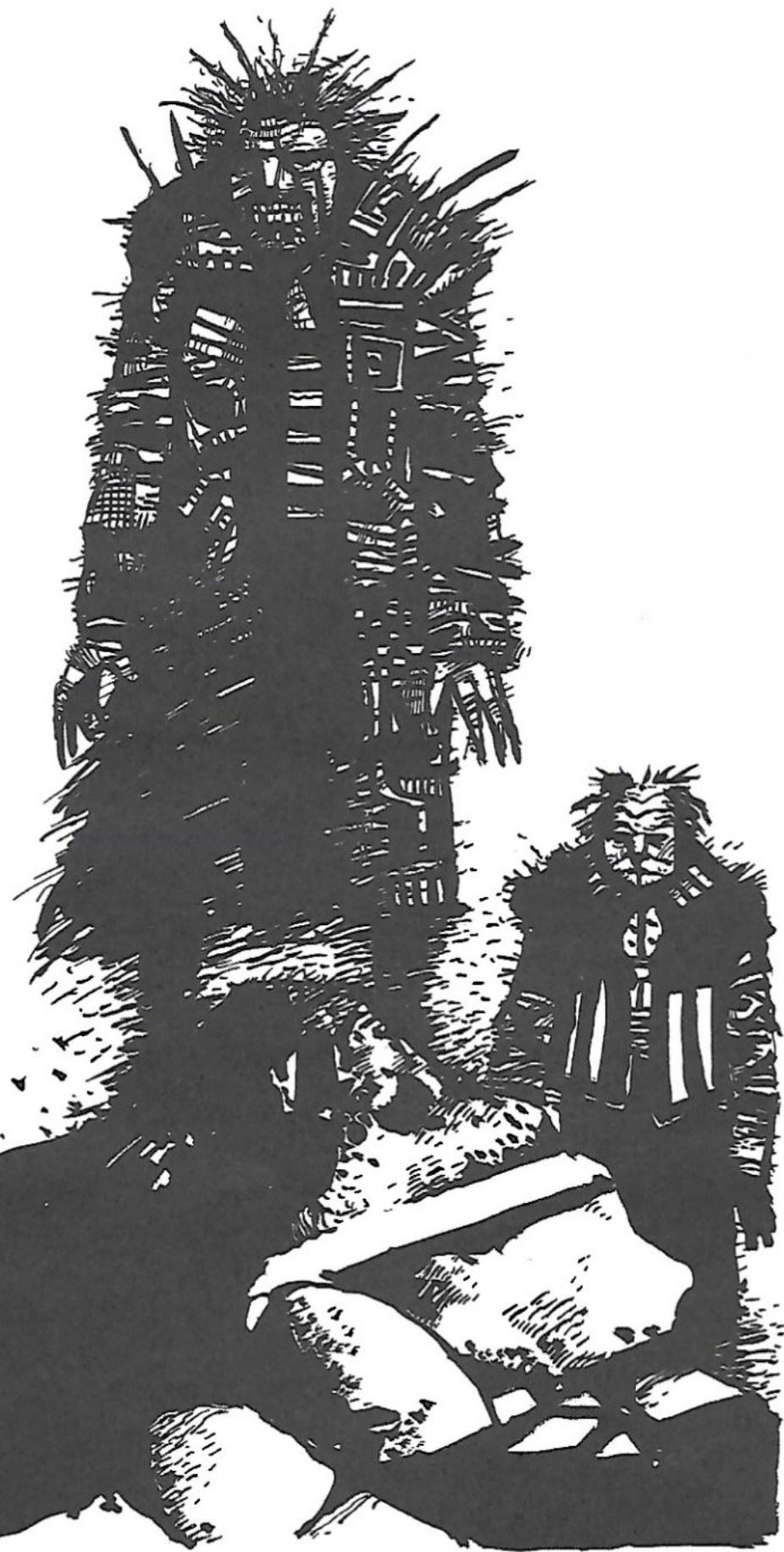
DESIGNING SCENARIOS

It's true that designing balanced scenarios for **DMZ** is fairly difficult because, unlike many other games, there is no numerical value system for rating the characters absolutely. The most important factors for comparing Archetypes in **DMZ** are the Move/Fire Ratio, the various Defense Ratings (the two defensive Magic statistics vary in importance based on the number of magicians involved), and the Success Values of the weapons and spells in use.

Characters in established, defensive positions at the beginning of the scenario are roughly twice as effective. An attack on any established, defended position is usually more difficult than a straightforward clash between two mobile forces.

On the subject of mobility, motorcycles greatly enhance the mobility of the characters riding them (adding to their annoying ability to get where you don't want them to be), but they also have the tendency to crash. Any wound the riding character takes to box 4 or lower will knock him off the bike, and depending on the speed he is moving, probably take him out. Cycles do give riders a distinct advantage, but it's a mixed blessing.

Your best bet for a good, fast, gratuitously violent game of **DMZ** is to grab a bunch of characters, lay out some buildings, and go to it. Remember, it's not whether you win or lose, but how slick you look doing it.



SCENARIOS

SCENARIO 1: PRICE OF VENGEANCE

The Sprawl, Somewhere, Late Night

The job had been clean, almost antiseptically clean, Shane thought. Their hit against the Salish-Shidhe Council transport had gone off without a hitch. Arlo's AVM had nailed the lead escort vehicle in a flash of red and white fire. A moment later, the trailing vehicle exploded into the air, spinning and burning. The four tandem haulers stopped immediately, their drivers more concerned for their own skins than the cargo at their backs. While Arlo and Shane decided which three of the four trucks to make off with, Geener tied the four drivers to a nearby deer-crossing sign.

Four hours later, they'd traded the trucks to a blackmarketeer for a couple of fat credsticks and were on their way to Seattle to show the town a good time. What they hadn't counted on was the Salish-Shidhe Council's decision to teach the hijackers of that particular convoy a lesson that would prevent anyone from trying something like that ever again.

The price was high: bounty hunters don't come cheap. But, then again, neither does vengeance.

CHARACTERS

Team A

- Bounty Hunter:** Archetype, p. 5.
- Detective:** Archetype, p. 11.
- Mercenary:** Archetype, p. 24.
- Street Samurai:** Archetype, p. 35.

Team B

- Dwarf Mercenary:** Archetype, p. 12.
- Dwarf Street Samurai (2):** Archetype, p. 12.
- Street Cop:** Archetype, p. 341.

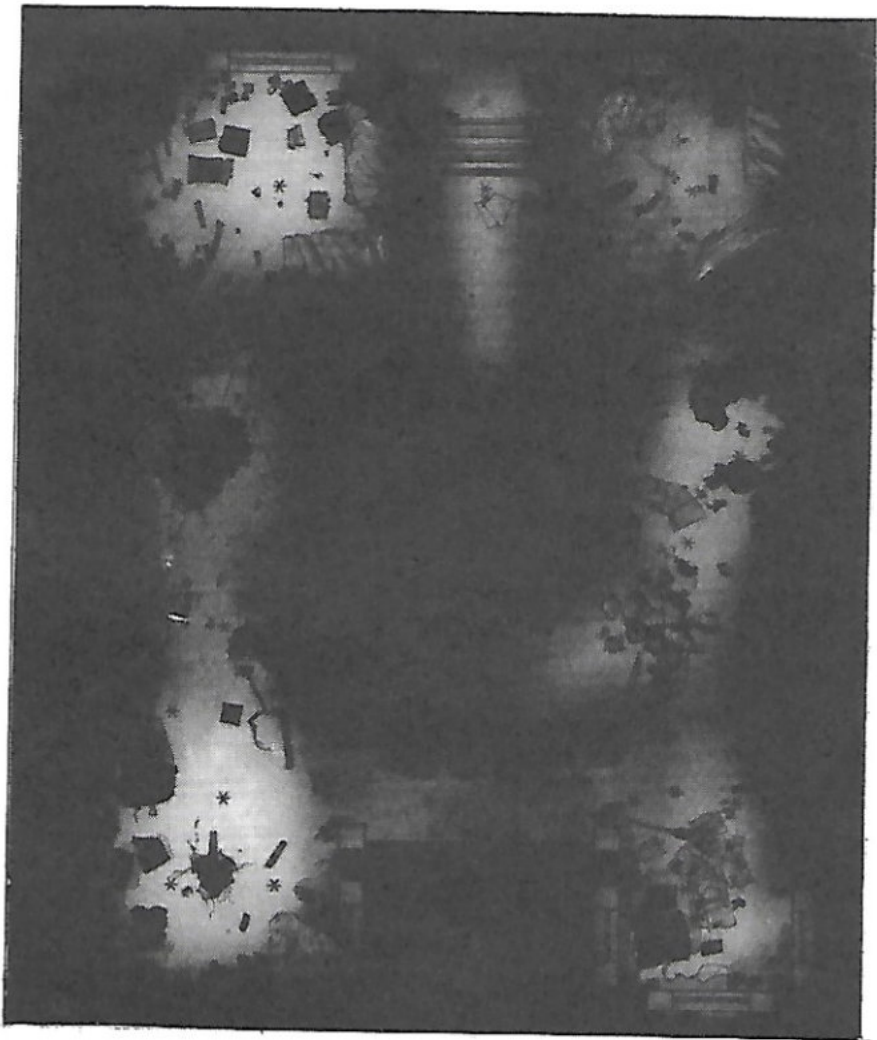
SET-UP

Place the abandoned building shown below in the center of one of the pavement sheets. Place an assortment of other buildings around the abandoned building to create streets along all sides of the building. The interiors of all the buildings, with the exception of the center abandoned building, are inaccessible. The buildings only function to define the streets and to provide hard cover.

Team B sets up inside the building. Each character, if the player chooses, may have an active 6-MP Reaction Arc.

Team A may enter, in any order the player chooses, from any of the four pavement map edges.

Initiative is determined normally.



SPECIAL RULES

No explosives of any kind, grenades or otherwise, can be used in this scenario.

OBJECTIVE

The objective of this one is very straightforward: Team A wants to take out Team B. Team B wants to prevent that. Real simple.

OPTION

If the scenario is still going after ten turns, and Team A has still not yet taken out all of Team B, two Street Cops can arrive to investigate the gunshots. They enter from any pavement map edge and are under the control of Team B's player. Remember, all players should agree beforehand to the use of any optional rules or situations.

SCENARIO 2: BACK TO THE SHACK

The Sprawl, A Stuffer Shack, Late Night

It was in another Stuffer Shack, much like this one, not too long ago, that the others took the fall. Slick remembers how their bodies spun wildly through the streams and chunks of So Good Soy and Choco-Bombs blown from the shelves around them. He remembers Mom, falling slowly through a rain of Nuke and Serve Burrito bits, her expression a mixture of surprise and anger.

It was in another Stuffer Shack, much like this one, not too long ago, that the Chiller Thrillers had come to party and died.

Now it was a different Shack and different Chillers. Except for one. Slick remembers the gunfire, the screams, the mess. Now comes payback. Now it was time to teach the world that nobody messes with the Thrillers and lives to tell the tale.

Now was the time.

CHARACTERS

Team A (The Chiller Thrillers)

- Gang Member (2):** Archetype, p. 18.
- Street Mage:** Archetype, p. 35.
- Street Samurai:** Archetype, p. 35.

Team B

- Dwarf Mercenary:** Archetype, p. 12.
- Elven Street Samurai:** Archetype, p. 16.
- Former Company Man:** Archetype, p. 16.
- Former Wage Mage:** Archetype, p. 17.
- Street Samurai:** Archetype, p. 35.

Additional Bystanders

- Pedestrians (Human) (6):** Archetype, p.29.

SET-UP

Place the convenience store building map near one of the edges of the pavement map, as shown below.

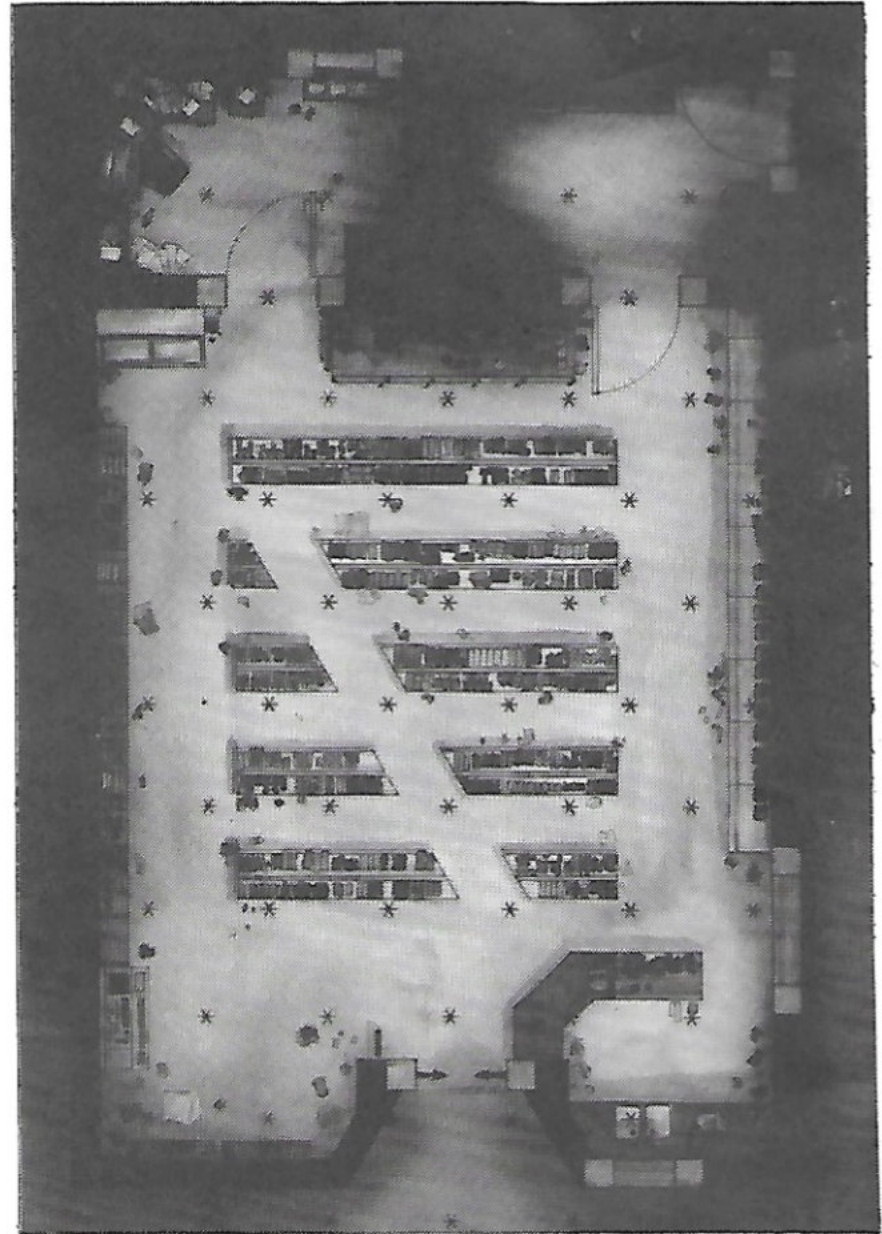
Team A sets up first. One member of Team A may be set up outside the building, but the remainder must be placed within the building map. The Team A player also sets up the six Pedestrians (use Crowd counters) inside the store as he chooses. One of the Pedestrians must be behind the check-out counter at the front of the store. Assume that the Chiller Thrillers have already begun to ransack the store and to round up bystanders. In addition, the Team A player also positions two of the five members of Team B within the store. Roll 1D6 against the table below to determine which characters from Team B the Team A player can position.

1D6	Character
1	Dwarf Mercenary
2	Elven Street Samurai
3	Former Company Man
4	Former Wage Mage
5	Street Samurai
6	Roll Again

Team B sets up. At least three Team B members must be within the store. The remaining members enter the play area from one of the map edges, determined randomly. Roll 1D6 and consult the illustration below. Two of the Team B members that are in the store should be the characters positioned by the Team A player.

The additional Team B characters that are positioned in the store should be positioned to block their LOS to a member of Team A. If this is not possible, so be it.

No characters begin with active Reaction Arcs.
Initiative is determined normally.



SPECIAL RULES

Pedestrians will normally remain in their current position. If, however, they begin a Movement Phase within the Reaction Arc of a member of Team A or B, they may be moved normally during that Movement Phase. If a Team A member has a Pedestrian within his Reaction Arc at the beginning of Team A's Movement Phase, that Pedestrian may be moved as though he or she were a member of Team A.

That Pedestrian is then eligible for movement again during Team A's next Movement Phase. Even if a member of Team B were in position, the Team B player could not control him.

If a Pedestrian is within the Reaction Arcs of one or more members of Team A and Team B, he cannot be moved by either team.

SCENARIOS

OBJECTIVE

Again the objective is senseless mayhem. This time, however, with a bit of direction. Team A wants to wreck the store. To do so, they must "attack" the shelves by using Movement Fire or conducting a Melee Attack during the Movement Phase. Don't worry about resolving those Success Tests. Assume that the Chiller Thrillers can take out a bag of NU-tricious Popped Pork if they really want to. Don't worry about Drain Tests, but do expend any used ammo.

Each attack inflicts 1 point of "damage" against the store, which is able to withstand a total of 30 points before qualifying for the insurance category of "trashed." An autofire burst is worth 2, as are an area-effect physical combat spell and explosives.

Team B's objective is to take out the Chiller Thrillers before they take out the Stuffer Shack.

OPTION

For yuks, whenever an attack against a target fails, the area will be sprayed with whatever food-gunk was sitting on the shelves nearest the target. Things break, things spill. Colorful substances spurt everywhere. Roll 1D6 against the Food Fight Table to see what breaks and how it looks.

FOOD FIGHT TABLE

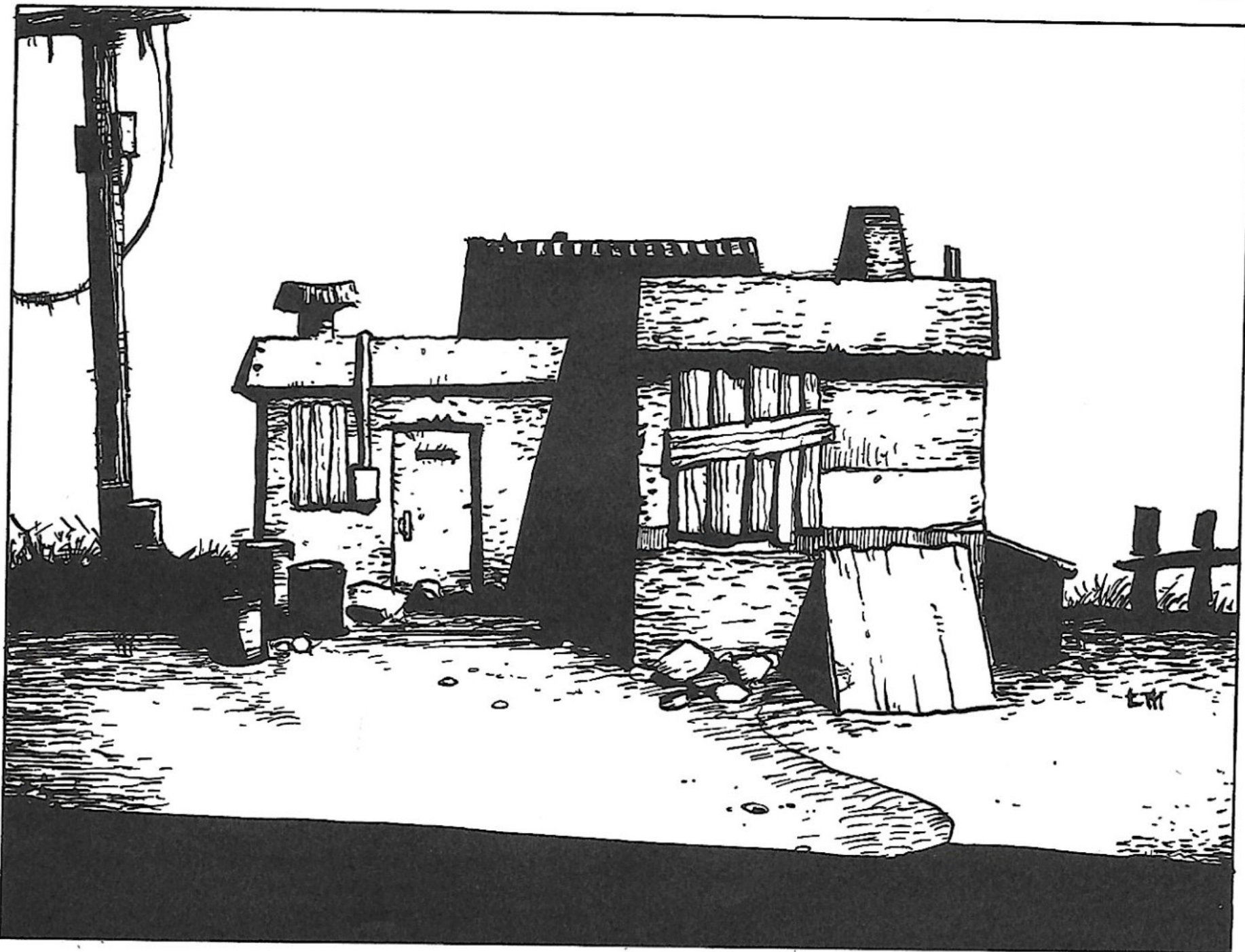
1D6	Result
1	Nothing Broken
2-3	Liquid
4	Powder
5-6	Mushy*

*Anything that used to be a recognizable foodstuff before being impacted by a shotgun blast.

Roll Another 1D6:

Die	Liquid	Powder	Mushy
1	Green and Goopy	Fine and Thick	Gross and Soft
2	Red and Syrupy	Thick and Green	Spongy and Soft
3	Clear and Smelly	Powdery and Red	Lotsa Pieces
4	Black and Sticky	Lumpy and White	Gross and Smelly
5	Pink and Gross	Sudsy and Blue	Hard Little Chunks
6	Roll twice	Roll twice	Roll twice

Not only will the characters be sprayed mercilessly, but the floor as well. After a miss that sends food flying, the dot the character is standing on will cost an additional +1 MP to cross.



SCENARIO 3: IN AND OUT

Redmond Barrens, Nakatima Corporate Compound, Midnight

Big bucks usually mean high risks, if you know what I mean. My team and I sure do. When our Mr. Johnson dropped us a fax inquiring if we'd be interested in a P & E—that's penetration and extraction for all you who don't speak the street—our ears did a lot of perking. We met, we talked, we went for it.

Now, the Nakatima Compound is a relatively small place in the Redmond Barrens of Seattle, one of those wonderful hells-on-earth the tour books never seem to mention. Lord knows how many square blocks of combat zone. The corp's into high-tech microtronic stuff, high-end home electronics and such. Our job was to get into the compound and grab one of their main brains, one of their corporate scientists, and get him out. Johnson said that the brain wanted out, and that we were effectively working for him, but we could just as easily be working for a rival corp who wanted the brain for themselves. Once they had him, they'd offer him a job. Refusal, of course, would mean a quick trip to the body bank for Mr. Brain. Not our problem. We only had to get him out. Then he was on his own.

Word on the street is that the compound is not heavily protected. Some corp security guards and maybe a heavy-hitter or two.

Critters? Nah, Nakatima never used critters before. Why would they start now?

CHARACTERS

Team A

- Elven Mage:** Archetype, p. 13.
- Mercenary:** Archetype, p. 24.
- Ork Mercenary:** Archetype, p. 25.
- Ork Street Samurai:** Archetype, p. 28.
- Street Mage:** Archetype, p. 35.
- Street Samurai:** Archetype, p. 35.

Team B

- Corporate Security Guard A:** Archetype, p. 7.
- Corporate Security Guard B:** Archetype, p. 7.
- Corporate Security Guard C:** Archetype, p. 7.
- Critter, Hell Hound:** **Critters**, p. 50. Controlled by Corporate Security Guard A.
- Critter, Hell Hound:** **Critters**, p. 50. Controlled by Corporate Security Guard B.
- Former Company Man:** Archetype, p. 16.
- Former Wage Mage:** Archetype, p. 17.
- Corporate Scientist:** Archetype, p. 7.

Additional Bystanders

- Pedestrians (Human) (6):** Archetype, p. 29.
- Pedestrians (Elf) (4):** Archetype, p. 29.
- Pedestrians (Ork) (4):** Archetype, p. 29.

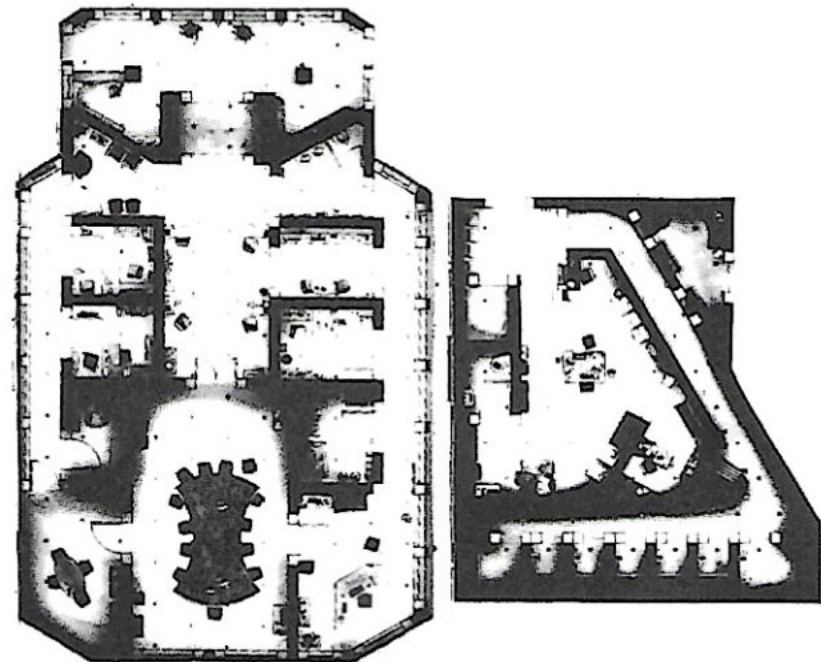
SET-UP

Lay out the pavement map and building maps as shown in the illustration below. The map edge represents the large wall surrounding the compound.

Team A sets up first. The Corporate Security Guards may be placed anywhere around the compound. The Hell Hound under the guard's control must be placed within one dot of that guard. The guards are considered to be on patrol and may not have active Reaction Arcs. The Former Company Man, Former Wage Mage, and Corporate Scientist are all placed within the largest building. The Team A player decides where.

Team B members should be placed within the compound, but out of the LOS of any of the Corporate Security Guards. They need not be placed in a single group.

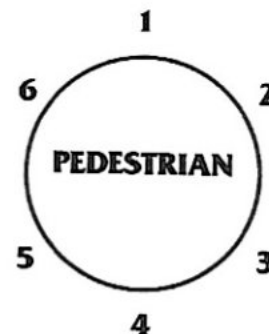
The 14 Pedestrians should now be placed within the compound. Each team's player gets to place 7 of the 14. Placement of the counters alternates between players. There are no restrictions on their placement.



SPECIAL RULES

Pedestrians

Pedestrians in this scenario move randomly. At the end of every other Movement Phase, beginning with the second, roll 1D6 and consult the following illustration.



The Pedestrian will move in the direction indicated for three dots. If the Pedestrian strikes a wall or other similar obstruction, roll the dice again to determine in which direction he veers.

SCENARIOS

Corporate Scientist

The Corporate Scientist is listed as a member of Team B, but he is actually a puppet under the control of the Team A or Team B character immediately adjacent to him. He must move with that character, but is limited to his own Move Ratio. If he is immediately adjacent to characters from more than one team, he will not move.

OBJECTIVE

Team A's objective is to protect the Corporate Scientist and to prevent his removal from the compound. That's it.

Team B's objective is to extract the Corporate Scientist from the compound. They do this by moving him off the pavement map. Ignore the effects of the wall.

OPTION

As an option, three reinforcement Corporate Security Guards will be dropped, by helicopter, into the compound after Turn 10. They will arrive near the front gate and move normally in the next turn. All players must agree in advance to this option.



SCENARIO 4: STREETS ON FIRE

Downtown Seattle, The Streets, Early Morning

I've lived here all my life, or almost. My family moved over here from Seattle when I was very young. They say children should have happy memories of childhood. What I remember best is the day the Ancients first rode.

It was summer and the air was surprisingly clean and clear. I was jandering back from the JD lock-up when I heard the noise. Sounded like a thousand bees on steroids. At first, it seemed to be everywhere, and I couldn't place it until I spotted the distant gleam of their headlights dancing in the heat waves rising off the street. They were blocks away, but their roar was everywhere.

I saw the leader first. Tall and pale, garbed in white and black leather, he looked like a king to me. The others coming after were like him, young and brash, the new generation of Humankind: Elves. Back then, I thought they were the ultimate, the peak of life. Authority unto themselves. Of magical blood and proud bearing. They were power. They were everything.

Times have changed. I've grown older. I've learned that perfection is a mirage, a fallacy promoted by those who believe they have achieved it on those whom they claim will never.

I run with the Leather Devils now. We're not perfect. Neither are the Ancients.

Maybe they don't know it yet, but we're about to teach them.

CHARACTERS

Team A (The Ancients)

Ancient's Leader: Archetype, p. 4.

Ancient's Gang Member (6): Archetype, p. 4.

Ancients Street Mage (2): Archetype, p. x4.

Team B (Leather Devils)

Leather Devils Gang Member (5): Archetype, p. 19, with FN HAR.

Leather Devils Gang Member (5): Archetype, p. 19, with H & K MP-5TX.

Street Mage: Archetype, p. 35, with Suzuki Aurora motorcycle.

SET-UP

All the players involved should choose ten building maps, five per team, and place them on the Pavement map. The teams should alternate building placement. Streets should be roughly five dots across.

Team A, the Ancients, enters from the upper map edge, and Team B, the Leather Devils, enter from the lower map edge. There are no Pedestrians used in this scenario.

SPECIAL RULES

The interiors of the buildings on the map are accessible using the normal rules of play.

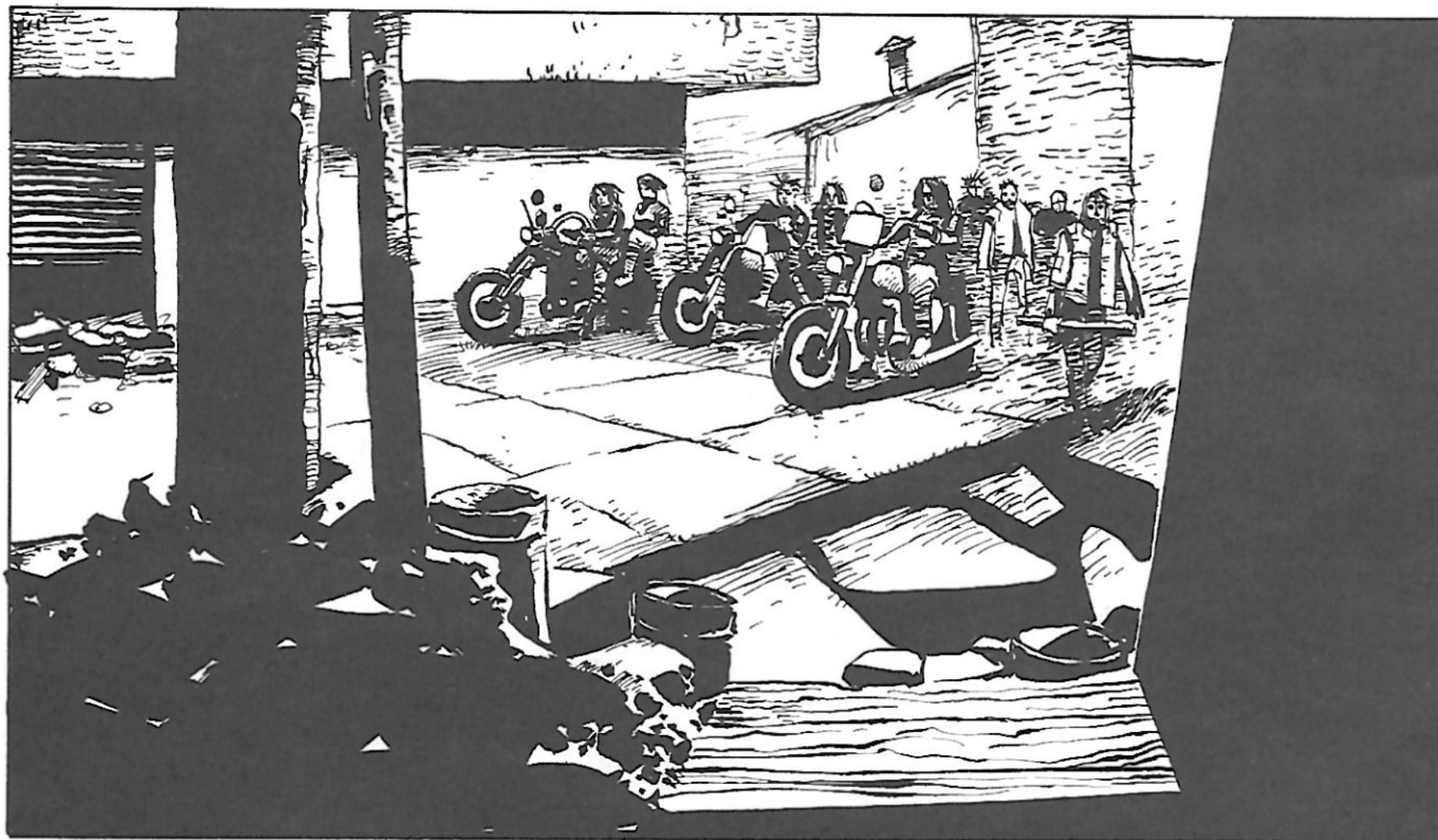
OBJECTIVES

Again, the objectives of this scenario are very direct: eliminate thy opponent.

OPTION

If both players agree, both sides begin receiving reinforcements following Turn 10. Each will receive two standard Gang Members, of the appropriate group, every two turns thereafter. Once all members of one team or the other have been eliminated, however, the scenario ends.

All reinforcements enter from the map edge at which their team began.



Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unnamed	Ranged	Firearms	Sorcery	

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unnamed	Ranged	Firearms	Sorcery	

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success

DMZ CHARACTER RECORD SHEETS (COMBAT)

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unnamed	Ranged	Firearms	Sorcery	

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unnamed	Ranged	Firearms	Sorcery	

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Impact	Ballistic	Physical	Manna

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armed	Unarmed	Ranged	Firearms	Sorcery

Spells

Type	Force	Range	Success	Target	Damage	Drain
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Impact	Ballistic	Physical	Manna

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armed	Unarmed	Ranged	Firearms	Sorcery

Spells

Type	Force	Range	Success	Target	Damage	Drain
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

DMZ CHARACTER RECORD SHEETS (MAGIC)

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Impact	Ballistic	Physical	Manna

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armed	Unarmed	Ranged	Firearms	Sorcery

Spells

Type	Force	Range	Success	Target	Damage	Drain
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Impact	Ballistic	Physical	Manna

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Armed	Unarmed	Ranged	Firearms	Sorcery

Spells

Type	Force	Range	Success	Target	Damage	Drain
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unarmed	Ranged	Firearms	Sorcery	

Spells

	Type	Force	Range	Success	Target	Damage	Drain
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapons

	Type	Ammo	Damage	Short	Medium	Long	Extreme
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unarmed	Ranged	Firearms	Sorcery	

Spells

	Type	Force	Range	Success	Target	Damage	Drain
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapons

	Type	Ammo	Damage	Short	Medium	Long	Extreme
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

DMZ CHARACTER RECORD SHEETS (MAGIC/COMBAT)

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unarmed	Ranged	Firearms	Sorcery	

Spells

	Type	Force	Range	Success	Target	Damage	Drain
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapons

	Type	Ammo	Damage	Short	Medium	Long	Extreme
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1	+1	+2	+2	+2	+3	+3	+4	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unarmed	Ranged	Firearms	Sorcery	

Spells

	Type	Force	Range	Success	Target	Damage	Drain
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapons

	Type	Ammo	Damage	Short	Medium	Long	Extreme
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Damage	Success	Damage	Success	Damage	Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1 12	+1 12	+2 12	+2 11	+2 9	+3 7	+3 5	+4 3	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unarmed	Ranged	Firearms	Sorcery	

Vehicle type:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
MAX	MAX	MAX	MAX	+1 MAX	+1 MAX	+2 MAX	+2 CRS	+2 CRS	+3 CRS	+3 MIN	+4 MIN	NONE	

Speed Multiple **Handling** **Armor** **Signature** **Defensive**
Normal Magic

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH
Damage Success Damage Success Damage Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1 12	+1 12	+2 12	+2 11	+2 9	+3 7	+3 5	+4 3	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unarmed	Ranged	Firearms	Sorcery	

Vehicle type:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
MAX	MAX	MAX	MAX	+1 MAX	+1 MAX	+2 MAX	+2 CRS	+2 CRS	+3 CRS	+3 MIN	+4 MIN	NONE	

Speed Multiple **Handling** **Armor** **Signature** **Defensive**
Normal Magic

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH
Damage Success Damage Success Damage Success

DMZ CHARACTER RECORD SHEETS (MOTORCYCLES)

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1 12	+1 12	+2 12	+2 11	+2 9	+3 7	+3 5	+4 3	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unarmed	Ranged	Firearms	Sorcery	

Vehicle type:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
MAX	MAX	MAX	MAX	+1 MAX	+1 MAX	+2 MAX	+2 CRS	+2 CRS	+3 CRS	+3 MIN	+4 MIN	NONE	

Speed Multiple **Handling** **Armor** **Signature** **Defensive**
Normal Magic

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH
Damage Success Damage Success Damage Success

Name:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
12	12	12	12	+1 12	+1 12	+2 12	+2 11	+2 9	+3 7	+3 5	+4 3	UNC	

Defensive Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Move Ratio
Impact	Ballistic	Physical	Manna	

Attack Values

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Ratio
Armed	Unarmed	Ranged	Firearms	Sorcery	

Vehicle type:

12	11	10	9	8	7	6	5	4	3	2	1	0	DEAD
MAX	MAX	MAX	MAX	+1 MAX	+1 MAX	+2 MAX	+2 CRS	+2 CRS	+3 CRS	+3 MIN	+4 MIN	NONE	

Speed Multiple **Handling** **Armor** **Signature** **Defensive**
Normal Magic

Weapons

Type	Ammo	Damage	Short	Medium	Long	Extreme
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

HTH
Damage Success Damage Success Damage Success

