



# SHADOWRUN

## SHADOWRUNNER DOSSIER



# COYDOG

ELF STREET SHAMAN

# COYDOG

## (BACKGROUND)

### NATIVE BORN

Coydog's earliest memories are of cool breezes, laughter, and soft fur. Her parents raised her in a home filled with good cheer and love, a cross-tribal romance bridging Sin-search elf and Salish human. A loyal Ranger, cream of the crop where the Salish-Shidhe national military was concerned, her father was often away for training and maneuvers, but always came home with a joke and a smile, once an impossibly soft mutt he'd found, and some small gift for each of his loved ones.

Then, one day, he broke his promise and never made it home.

Coydog's mother uprooted her young family, escaping her loss by trying to change their scenery. The family moved to Council Island, amidst Lake Washington, in the heart of Seattle. Her mother played tour guide, sold trinkets, and worked for the ambassador's office. Coydog grew up half in the cool shade of evergreens, half in the grey streets of Seattle. Her big brother took to Seattle. Coydog never quite did, keeping one foot in each lifestyle and sometimes longing for the homeland she'd given up, not merely the father she'd lost. When pressed, she laughed off her grief and tried to encourage others to do the same. Her good looks, pointed ears, and height came from her mother. Her sense of humor, however, was entirely her father's gift, and it flourished within her.

### AWAKENING

Coydog's magical abilities erupted one fine spring afternoon when her brother's enemies came across the family when none of his new ganger friends were around to help. Amidst the chaos and terror of a sudden Crimson Crush ambush, Coydog found herself at the center of a swirling thunderstorm. Terrific gusts of wind and thunderclaps scattered the orks, and Coydog laughed herself silly as she chased them off with bolts of lightning and an assortment of friendly spirits who had rushed to her aid.

When they returned to their small home on Council Island, her loyal dog lay at the feet of a near-stranger. Four-Paws-Laughing, the elder called himself, sitting on their little couch. Everyone on Council Island knew of him, but the old man had always kept to himself. She was the student he had been waiting for, he told her. Coyote smiled on her like Coy-

### COYDOG

#### FAVORITE DOWNTIME ACTIVITIES

- ◆ Spend time helping some of Seattle's poorest
- ◆ Hanging out with her brother and his gang in Everett
- ◆ Pitching in at eco-protests, protecting them from corporate brutality

### COYDOG

#### FAVORITE MEDIA

- ◆ Stickball, favored sport of the NAN countries
- ◆ Cheesy sitcom reruns
- ◆ Cooking tridshows

### COYDOG


#### LOYALTIES

- ◆ Her family
- ◆ The Salish-Shidhe Council
- ◆ Her city

ote had smiled on him, he told her. Now was the time to hone the gifts of the spirits, he told her. Now move a bit to one side, I was watching that show on the trid, her told her.

He was, to put it mildly, a frustrating teacher. She plowed through his wits and witticisms with stubbornness and potential, eventually learning how to pick up the wisdom he perpetually dropped at her feet. For years, Council Island was home to two full Coyote shamen, one instructing the other, the younger perpetually trying to impress the elder. It didn't take long for their magical mischief to overflow into Seattle proper, simply for some elbow room.





Once she knew how to call down the spirits and control her magic, it also didn't take long for Coydog, her brother, and his friends to see to it the Crimson Crush learned to leave family out of gang wars, too.

## OPEN FOR BUSINESS

A delicate peace has fallen onto Council Island in recent months. Four-Paws-Laughing hasn't been teasing so mercilessly or casting so indiscriminately, having settled down to run his shop. It's half tourist-trap, half genuine talismonger store. Coydog rented her own room on one of Council Island's faux-cabins, away from her family, but her newfound independence didn't stop there. Emboldened by her successes, she's begun to wreak merry havoc as a shadowrunner.

New to the biz, she's grateful for more experienced and worldly teammates. Hardpoint in particular is a stabilizing influence on the team, old and mature enough to be her straight man when it counts, but with a long-repressed sense of humor that can be a terror to behold. His cars and guns and drones do things even she and her spirits sometimes can't, and the two of them are the great equalizers when the small team would otherwise be outgunned.

Gentry works a sort of magic that Coydog just can't quite appreciate, no matter how hard she tries. His matrix-tagging and information-sharing sometimes come off as terrific pranks to her, but there's an earnestness about his neo-anarchist leanings that keep it from being funny to her. Her lack of a strong "elven" identity clearly confuses and bothers the decker, but Coydog's not going to change who she is to make him feel better; she'd probably like him a lot better if he'd stop trying so hard. As it is, she's grateful he can do things she can't, she's thankful for the times he's worked his electronic tricks for her benefits, and she admits all his urban free-running looks kind of fun, but they don't have a lot in common.

Sledge grew up a world away from Coydog's evergreens and clear skies. The air spirits she dances with don't venture into the Underground often, and the dour ork is a sharp counterpoint to her elven grace and good humor. The street killer's gruff demeanor and raw physicality keep Coydog off-balance, and his willingness to choose violence—always violence—is at odds with her mischievous nature ... but for all that, she can't deny that she feels better with him around than not.

### COYDOG

#### VITAL CONTACTS

- ◊ Scout-Who-Kills-Six-Times, her brother, a razorboy and officer in the First Nation gang
- ◊ Four-Paws-Laughing, her shamanic mentor, a Salish tribal elder who runs a Council Island magic shop
- ◊ Granny Smith, a kind-faced old woman who runs a food truck in Everett

### COYDOG

#### THINGS SHE WILL DO

- ◊ Prank, prank, prank
- ◊ Mercilessly combat magical threats
- ◊ Stubbornly stick up for the underdog

### COYDOG

#### THINGS SHE WON'T DO

- ◊ Kill, if she can help it
- ◊ Be cruel to a spirit without good reason
- ◊ Let shadowrunning turn her cold inside



# COYDOG

## (PREFERRED TACTICS)

Coydog's a talented spellcaster with tremendous magical potential and raw power. She's not as well-rounded as some shadowrunners, though, as she's just getting started in "the biz" full time. Magic is still very much her answer to almost any conflict, and she may be a little too quick to lean on her spirits and spells when mundane solutions—less taxing or flashy in the long run—might be what a more veteran runner would go for.

Her mischievous streak sometimes opens up tactics that a more direct shadowrunner might not have thought of; whether they work out in the long run or not is another matter entirely.

### AGAINST ANOTHER SPELLCASTER

Coydog, raised challenging herself against a veteran shaman, trusts herself against enemy spellcasters. She's adept at blocking incoming magic, but especially talented at stacking the deck in her favor with spirits. She's got a vibrant, forceful personality and a spiritual tie to her community, traits that magical forces respond favorably to. Her whimsical nature and spontaneous personality are well matched by the quicksilver-flightiness of air spirits, who eagerly answer when she calls on them.

### AGAINST A SMALL GROUP

Coydog knows that in many ways she's her team's lever, the one who lets them punch above their four-person weight class and tackle fights with confidence. Her spirits and their favors lend them valuable support, and her rough-and-tumble early spellcasting years, spent brawling alongside her big brother and his First Nations buddies, have given her plenty of experience at straightforward combat spells. She can blast gangers or corporate security in several different ways, and is getting pretty good at having the right spell for the right fight. Stunbolt's her favorite, because she knows she can expertly channel that power without injury, and because she doesn't have to hold back to keep from killing someone on accident.

### AGAINST A LARGE GROUP

When they're outnumbered and outgunned, the team relies on her magic to turn the tide even more. Chaotic World

is fantastic at confounding and frustrating large groups of enemies to give her friends an advantage, and Influence—cast at the right time, on the right target—can get a gun or grenade pointed at the enemy at a key moment. She hasn't branched out into multi-target combat spells yet, and she takes a stubborn pride in not doing so. The rest of her team, all well acquainted with the potency of such spells, is encouraging her to change her mind, though.

### STEALTH

Coydog really shines in situations that call for a light touch (when she can keep her pranks and sense of humor under control). Air spirits are notorious for their ability to help hide people, and Coydog regularly calls upon them for that trick alone. She's not terrible at sneaking on her own—from a youth spent sneaking past the Council Island cops past curfew—but between Concealment and her Improved Invisibility spell, she doesn't have to tip-toe very often without some help.

### SOCIAL

Coydog's got potential as a team face, and when she controls herself she's filled that role a few times, but she's not a terribly polished or proper speaker. She's undeniably likeable, and Gentry and Sledge have both made it clear they think she's easy on the eyes, but her lack of maturity and professionalism keeps her from really shining. Coyote loves to help her fool people, and her natural charm is enough to get the job done most of the time, though.

### SURVEILLANCE/ RECONNAISSANCE

Coydog's the least well-equipped, technologically, of her team for this sort of work. While all the boys work together like a well-oiled machine, she's perpetually losing or breaking her smartglasses, forgetting her commlink passcodes, shutting off her AR because it gives her a headache, or otherwise throwing a monkey wrench into their plans for electronic coordination. Everyone else has some capacity to record and share data; Coydog's mostly just good for augmenting their abilities. She can help Gentry or Sledge sneak, wrap Hardpoint's recon drones in concealing winds, or scout on the astral, but her and gadgets just don't get along so she's dead last at relaying information to others.



# COYDOG (RECORD SHEET)

**SHADOWRUN** CHARACTER PLAYER 1 Coydog / Elf-Street Shaman NOTES

**PERSONAL DATA**

NAME/PRIMARY ALIAS Coydog  
Metatype Elf Ethnicity  
Age Sex Female Height Weight  
Street Cred 0 Notoriety 0 Public Awareness  
Karma 0 Total Karma Misc

**CORE COMBAT INFO**

Primary Armor Jacket  
Primary Ranged Weapon Browning Ultra Power  
Primary Melee Weapon Survival Knife

**ATTRIBUTES**

Body 3 Essence 6  
Agility 4 Magic/Resonance 6  
Reaction 5 Initiative 6 + 1/D6  
Strength 2 Matrix Initiative  
Willpower 6 Astral Initiative 6 + 2/D6  
Logic 3 Composure  
Intuition 3 Judge Intuition  
Charisma 6 Memory  
Edge 4 Luck/Conv  
Edge Points: ○○○○○○  
Physical Limit: 4 Mental Limit: 5 Social Limit: 8

**SKILLS**

Skill	RTG	Type	Skill	RTG	Type
English	N	L	Sakish	N	
Acting skill group	3	A	Assessing	4	
Blades	1	A	Etiquette	2	
(Drives +2)			(Tribal +2)		
Counterspelling	4	A	Gymnastics	2	A
Perception	2	A	Fisbild	1	A
Speaking	2	A	Summoning	6	A
Spellcasting	7	A	(Air Spants +2)		
Magic Threats	3	K	Magical Theory	3	K
Seattle Street Gangs	3	K	Sports	1	K
(First Nations +2)			(Stickball +2)		

**CONDITION MONITOR**

Physical Damage Track      Stun Damage Track

**QUALITIES**

Quality	Notes	Type
Bilingual		B
Gremlins	3	B
Manor Spirit	(Coyote)	B
Simonsen Vargo		B
SINner	(National)	B
Spirit Affinity	(Air)	P

**IDS / LIFESTYLES / CURRENCY**

Primary Lifestyle Council Island Apartment (Low 16 months)  
Nuyen 705 Licenses  
Fake IDs / Related Lifestyles / Funds / Licenses  
Fake SIN (3)

**CONTACTS**

Name	Loyalty	Connection	Favor
Scout-Who-Kills-Six-Times (Gangster)	5	2	—
Four-Fists-Laughing (Talismonger)	4	3	—
Grenny Smith (Philanthropist)	3	1	—

**SHADOWRUN** CHARACTER PLAYER 1 Coydog / Elf-Street Shaman NOTES

**RANGED WEAPONS**

Weapon	Dam	Acc	AP	Mode	RC	Ammo
Ultra Power	SP	5 (6)	-1	SA	—	10 (c)

**MELEE WEAPONS**

Weapon	Reach	Dam	Acc	AP
Survival Knife	—	4P	5	-1

**ARMOR**

Armor	Rating	Notes

**CYBERDECK**

Model	Attack	Steaze

Matrix Condition Monitor: ○○○○○○○○○○○○

**AUGMENTATIONS**

**VEHICLE**

Vehicle	Togata	Goyneer	Pickup Truck	Handling	5 / 5
Acceleration *					
Pilot	1				
Armor	10				
Sensor	2				

Notes: 3 Seats

**GEAR**

Ammunition (20 regular rounds), Outdoor Tuff Armor Clothing, Street Shider Lined Coat (chemical protection 1), Magic Lodge Materials (5), Medkit (2), Meta Link commink, SImpatch (4), Just In Case Survival Kit

**SPELLS / PREPARATIONS RITUALS / COMPLEX FORMS**

Spells		
Chaotic World		Heal
Improved Invisibility		Influence
Levitate		Lightning Bolt
Magic Fingers		Manabolt
Physical Mask		Sturkolt

**ADEPT POWERS OR OTHER ABILITIES**

1. .... Game Session Info
2. .... Personal Data for Shadowrunner
3. .... Core Combat Info (Armor, Main Weapons)
4. .... Attributes and Limits
5. .... Condition Monitors
6. .... Skills (Language, Active and Knowledge)
7. .... Qualities (Positive and Negative)
8. Identification/Lifestyles/Currency (Fake and Legit)
9. ... Contacts (with Loyalty, Connection and Favors)
10. .... Ranged Weapons (Guns, Grenades, etc)
11. ... Melee Weapons (Knives, Swords, Clubs, etc)
12. .... Armor
13. ... Cyberdeck (with Array spread and programs)
14. .... Augmentations
15. .... Vehicles
16. .... Gear (tools, toys, and ammo)
17. ... Spells, Preparations, Rituals, Complex Forms
18. .... Adept Powers and Other Abilities



# COYDOG

## (SOLO RUN)

Coydog's not as money-hungry as your average shadowrunner, just yet. To her a focus feels like a pie-in-the-sky she'll never save up for, upgrading her gun doesn't seem like a big deal, and anything terribly expensive and advanced is just gonna break on her. She's more likely to spend her free time helping out Granny Smith feed hungry kids than she is desperately looking for trouble ... but that doesn't mean trouble can't still find her.

### SCENE 1

While Coydog's not the urban brawl fan that her brother is, or—especially—Gentry and Sledge are, she loves a good stickball game. Having just wiled away most of the afternoon sharing beers and a televised A-ne-jo-di match with her no-good big brother, Scout-Who-Kills-Six-Times, she's got an appointment to keep with Granny Smith and her food truck. "Granny's Table" is a converted RV that putters around town, mostly in Everett, and offers reasonably priced food to the lunchtime business crowd, then free leftovers for dinner to the homeless. Flush with the fun of the game, and the twenty nuyen she won off Scout, she and her battered old pick-up make their way to Everett's Mukilteo park.

Granny gets by on the community's goodwill, and sometimes Coyote likes to surprise the whole world by letting a nice old lady make it through the day unmolested. It's up to Coydog to make that happen, today.

### SCENE 2

The first problem Coydog's got when she rolls up is an ever-present concern. Granny feeds the poor, but sometimes the poor turn, and act, desperate. There's a conflict brewing in the line outside Granny's Table that's on the verge of turning into a shoving match even while Coydog's hustling out of her old Gopher pick-up to try and help.

A pair of leathery, weather-beaten, homeless men are getting out of control (use Janitors, p. 67, *Plots and Paydata*, but without any guns), and Coydog's got to handle things. Some of Everett's homeless have gotten pretty rough and tumble over the years, but Coydog should be able to talk these guys down. Have her roll an Edge (1) test first thing; if she succeeds, she's in luck and the men have enough NAN blood and language between them that she can use her Trib-

al specialization for Etiquette. Whether she can specialize or not, she'll need to make a Charisma + Etiquette roll, resisted by each man's Perception + Charisma, to smooth things over and sort out who's next in line. She's also free to try to calm things down with magic, instead, but starting a fight is just going to upset Granny Smith and maybe get the cops involved.

Oh, speaking of ...

### SCENE 3


Just as those two blowhards get settled down (either placidly getting back in line, grumbling and leaving, or some other outcome), Coydog hears a commotion from up front, right outside Granny's Table. Granny Smith, a wizened old woman with bluing hair and old-fashioned glasses, stands at the outside counter of her RV-turned-food-truck with a pair of Knight Errant patrolmen standing there, getting louder and louder.

Granny's arthritic old hands wring nervously on a dish towel, but she stands her ground; no, she doesn't have a license to sell food here, officer, but no she doesn't need one because she's not selling anything, thank-you-very-much! The officers, meanwhile, seem hell-bent on moving Granny along. What the cops (use the Rent-A-Cop stats from *Plots & Paydata*, p. 73) don't seem to realize (or care about?) is that if they were to shut down the food truck now, they'd have a small riot on their hands.

Coydog could go for the magical approach again, but she'll have to be plenty careful this time. Gentry's warned her that cops have smartglasses nowadays, and if those live-streaming image links show her casting spells on upstanding Knight Errant officers, she could be in some real trouble. She can try to bribe Granny's way out; the cops would take off their recording glasses for that sort of conversation. Negotiations aren't Coydog's strong suit, though (she'd be defaulting on the Charisma + Negotiation test), and the cops want 500¥, minus 100¥ for every hit she'd make on a Charisma - 1 roll.

She'll have better odds if she fast-talks her way past them, using Granny Smith's argument and augmenting it with a bit more charm and legal mumbo-jumbo. Coydog (and the cops) roll Con + Charisma, but there are some modifiers to take in. The cops are suspicious (-1), but she's got Granny's honesty about not charging (evidence for +1), and the fact the cops are a little distracted by the muttering and glaring





crowd (+1) to help her out. Whether they're paid off or just fast-talked away, eventually the cops get back in their cruiser and drive off (unless Coydog does something bad like pick a fight, in which case there's no telling how the rest of her night's gonna go).

Whew! Finally, Coydog can relax and just help Granny spoon out some stew, throw together leftover sandwiches, and hand out some tasty yeast rolls to hungry folks in need. It's a good thing those cops are gone!

## SCENE 4

Argh, there's never a cop around when you need one!

A good half hour after the Knight Errant patrolmen leave, some of Granny's hungry non-customers start to get sick. Terribly sick. Foul-smelling sick. Growling stomachs lead to upset stomachs, and upset stomachs lead to terrible messes. What's going on? An Assensing Test (Intuition + Assensing) with 3 hits will show that the affected eaters have a mild drug in their system, wreaking havoc on their digestive tract. Someone's poisoned Granny's stew! Who would do such a thing?

Granny seems fine, and if pressed will admit she hasn't eaten since about the time Coydog showed up. She's mortified to see people suffering, and feels responsible, but surely she can't be! Any Assensing attempts on her will show she's distraught and angry at whoever did this—and then she remembers.

Clowns. Dirty stinkin' clowns! When she'd sat down outside of Granny's Kitchen to eat her own supper, just before Coydog's arrival, Granny had seen a few clowns horsing around not far from the truck. She'd shooed them away, but ... it had to be them!

Normally this information might require a Knowledge Skill check to remember, but Coydog's been in Everett long enough to know about an all-clown gang, the Scatterbrains, that operates in the area. It's time for a reckoning.

## SCENE 5

Coydog isn't quite gang savvy enough to know where the Scatterbrains hang out, but her brother, Scout, sure is. Have her make a Charisma + Etiquette (Tribal) roll, with a +5 bonus for her excellent Connection rating (what are big brothers for, if not being a little overprotective?). If she gets 3 hits, Scout is able to tell her where to find the nearest Scatterbrains

hang-out in order to rough them up a little. If she gets 6 or more hits, she's going to get some back-up (unless she really goes out of her way to talk him down). Scout-Who-Kills-Six-Times is all fragged off he can't make it himself (he put off some gangbanger work to hang out with her all afternoon), but he makes a few calls and sends a pair of First Nations gangers (use Halloweeners stats, p. 71, *Plots and Paydata*) but with clubs instead of machine pistols) to show her where the clowns hang out, and back her up.

## SCENE 6

Coydog rolls up on the Scatterbrains in her Gopher (maybe with a couple of street-tough gangers of her own, riding in the back), and sees the gaggle of clowns all dancing and fooling around, mimicking people being violently ill. That's them, all right!

The Scatterbrains aren't the Sprawl's most serious and dangerous gang, but when push comes to shove, they'll defend themselves and their turf. There are eight of them, too (use Halloweeners stats, p. 71, *Plots and Paydata*, but with novelty buzzer tasers instead of any guns), so they won't scare easy. Coydog should have the time to whip up a spirit to help out, and against a spellcaster, eight-to-one isn't as lopsided as it sounds. They're not the sort to fight to the death—once half or more of them take half or more of their damage, they'll high-tail it out of there in a flurry of flapping oversized shoes, honking noses, and gaudy colored wigs. If Coydog makes it clear why she's there, first, have the fight be accompanied by catcalls and hollers from nearby buildings, as the neighborhood rallies to Coydog's side of things.

Coyote, Coydog's whimsical totem, savors the tears of the clowns, but proper vengeance—an epic prank to turn their tricks against them—will have to wait for later. Maybe with Gentry and Hardpoint running research and overwatch, and Sledge's street skills for proper recon ...

When Coydog returns to Granny's Kitchen, she sees that things are mostly okay without her. A few homeless metahumans remain—including the two she caught fighting earlier, now sheepishly helping Granny clean up—and Granny Smith herself is glad to see that Coydog's doing okay. She doesn't have much nuyen to offer, but with Granny's help, Coydog can give herself one free month of Low lifestyle (a 2,000¥ value) because she's always got a place to grab a bite to eat and catch a coy-nap.



# COYDOG

**METATYPE: ELF**

B	A	R	S	W	L	I	C	ESS	EDG	M
3	4	5	2	6	3	3	6	6	4	6

<b>Condition Monitor (P/S)</b>	10 / 11
<b>Armor</b>	6 (clothes), 9 (coat)
<b>Limits</b>	Physical 4, Mental 5, Social 8
<b>Physical Init</b>	6 + 1D6
<b>Astral Init</b>	6 + 2D6
<b>Active Skills</b>	Acting skill group 3, Assensing 4, Blades 1 (Knives +2), Counterspelling 4, Etiquette 2 (Tribal +2), Gymnastics 2, Perception 2, Pistols 1, Sneaking 2, Summoning 6 (Air Spirits +2), Spellcasting 7
<b>Knowledge Skills</b>	Magic Threats 3, Magical Theory 3, Seattle Street Gangs 3 (First Nations +2), Sports 1 (Stickball +2)
<b>Languages</b>	English N, Salish N
<b>Qualities</b>	Bilingual, Gremlins [3], Mentor Spirit (Coyote), Simsense Vertigo, SINner (National), Spirit Affinity (Air)
<b>Spells</b>	Chaotic World, Heal, Improved Invisibility, Influence, Levitate, Lightning Bolt, Magic Fingers, Manabolt, Physical Mask, Stunbolt
<b>Gear</b>	Ammunition (20 regular rounds), Outdoor Tuff Armor Clothing, Fake SIN [3], Street Strider Lined Coat (chemical protection [1]), Magic Lodge Materials [5], Medkit [2], Meta Link commlink, Stimpatch [4], Just In Case Survival Kit
<b>Weapons</b>	Browning Ultra-Power [Heavy Pistol, SA, Acc 5(6), DV 8P, AP -1, RC —, 10 (c), w/ regular ammo, 2 clips, quick draw holster] Survival Knife [Blade, Reach —, Acc 5, DV 4P, AP -1]
<b>Lifestyle</b>	Council Island Apartment [Low Lifestyle, 6 months prepaid]
<b>Vehicles</b>	Toyota Gopher Pickup Truck [Handling 5/5, Speed 4, Accel 2, Bod 14, Armor 10, Pilot 1, Sensor 2, Seats 3]
<b>Contacts</b>	Scout-Who-Kills-Six-Times [Ganger; Connection 2, Loyalty 5] Four-Paws-Laughing [Talismonger; Connection 3, Loyalty 4] Granny Smith (Philanthropist) [Connection 1; Loyalty 3]
<b>Starting ¥</b>	705¥

