

ENZO PLACIDO GIANELLI

MAFIA CAPO (MALE HUMAN)

Enzo Gianelli is the sort of mook that has no idea how easy he's got it, or how lucky he's been along the way. Born into the prominent Gianelli Mafia family and spoon-fed opportunity after opportunity, he's never really capitalized on any of them, but has still blundered—graceless and angry as a bull in a china shop—from one mediocre success to another. Enzo, to his credit, worked his way up the ranks as a soldato, as thuggish and violent as his family needed him to be (and with the combat augmentations and penchant for bloodshed to prove it). Because he grew up in Puyallup while his father did some easy time in the McMillin Correctional Facility, eventually Enzo's uncle, Don Joseph, gave him the district to oversee in the family business. It has not been an unmitigated success.

Puyallup has long been a hotly contested territory between crime syndicates, and the Gianellis are currently knee-deep in their long-simmering feud with the Kenran-Kai, their Yakuza counterpart. Enzo may not exactly be winning that war—of bottom lines as much as bullets, vices as much as violence—but he's not exactly losing it, either. The slow grind continues and has petered into an uncomfortable truce for the last few years, with both sides fighting a shadow war through shadowrunner or corrupt police proxies, never quite willing to entirely start up the violence again.

Enzo, for his part, would likely be a sotto capo by now if either the violence was more overt or he was a little brighter. Suited for blunt trauma rather than subtlety, he flounders in peacetime, the victim of his own (moderate) success. Sliding into middle age, his hair beginning to thin, his handsome features running fleshy, his powerful body going to seed due to hard drinking and carb-heavy eating habits, Enzo finds himself growing increasingly frustrated, bored, and confused by the day-to-day operations of managing things.

Whiling away hour after hour in Sunny Salvo's (a neighborhood favorite full of child's arcade games, animatronic and augmented reality cartoon creatures, and pizza as terrible as it is overpriced), Enzo has turned to novacoke to keep himself amused. He eagerly leaps at any chance to get back onto the streets, gun in hand, and feel young again.



"You come into my place, you sit down and eat my food, and then you talk to me like that? Me? A Capo? Who do you think you are!? Boys, take 'em outside. Teach them a little rispetto!"

ENZO PLACIDO GIANELLI

B	A	R	S	W	L	I	C	EDG	ESS
5 (6)	4 (6)	4 (6)	5 (7)	4	3	4	5	4.32	6

Condition Monitor (P/S): 11/10

Armor: 10

Limits: Physical 9, Mental 5, Social 7

Physical Initiative: 10 + 1D6

Skills: Automatics 3, Blades 3, Clubs 5 (Bats +2), Con 4, Etiquette 5 (Mafia +2), Intimidation 4, Longarms 4 (Shotguns +2), Negotiation 3, Perception 5, Pilot Ground Craft 4 (Wheeled +2), Pistols 6 (Revolvers +2), Running 2, Sneaking 3, Unarmed Combat 4

Knowledge Skills: Business 4, History 2 (Organized Crime +2), Police Procedures 4, Seattle Street Gangs 3, Seattle Syndicates 6, Sports 1, Street Drugs 4 (Novacoke +2)

Languages: English N, Italian N

Qualities: Addiction (Moderate, Novacoke), Bilingual, Home Ground (Seattle Syndicate Politics), Prejudiced (Common, Biased, vs. non-Italians), Revels in Murder, SINner (National SIN)

Augmentations: Muscle augmentation 2 (alphaware), muscle toner 2 (alphaware), plastic bone lacing (alphaware), reaction enhancers 2 (alphaware), smartlink retinal modification (alphaware)

Vehicles: Rover Model 2072 [Handling 5/5, Speed 4, Accel 2, Body 12, Armor 12, Pilot 2, Sensor 4, Seats 6]

Gear: Armor vest [9] (w/ chemical protection 1, fire protection 4, non-conductivity 4), certified credstick (sliver), certified credstick (gold), Doc Wagon contract (gold), earbuds [Rating 2, w/ audio enhancement 2], goggles [Rating 6, w/ low-light vision, flare compensation, thermographic, vision enhancement 2, vision magnification (electronic)], Hermes Ikon commlink (DR 5), high lifestyle (permanent), novacoke (10 hits), 10 plastic restraints, respirator (Rating 4), 2d6 Thugs (p. 381, SR5) a commlink call away.

Weapons:

Ruger Super Warhawk [Pistols, Acc 5(7), 9P, AP -2, SS, 6(cy), w/ smartlink]
 Enfield AS-7 [Longarms, Acc 4(6), 13P, AP -1, SA/BF, 10(c), w/ smartlink]
 Aluminium baseball bat [Clubs, Acc 4, Reach 1, 10P]

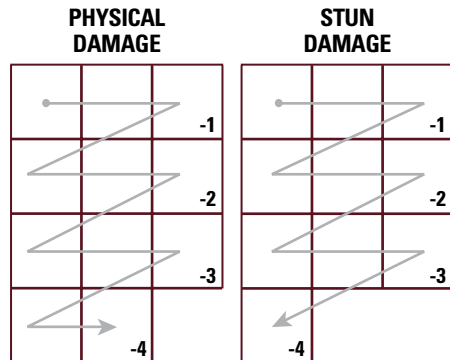
Contacts

Catholic Priest [Connection 4/Loyalty 3]
 Combat Mage [Connection 3/Loyalty 5]
 Dirty Beat Cop(s) [Connection 3/Loyalty 2]
 Dirty Detective(s) [Connection 4/Loyalty 2]
 Mafia Thug(s) [Connection 2/Loyalty 5]
 Mafia Don [Connection 6/Loyalty 4]
 Paranormal Investigator [Connection 5/Loyalty 1]
 Restaurant Owner [Connection 3/Loyalty 3]

Starting Nuyen: 10,000 + (5D6 x 500)



CONDITION MONITORS



DANNY 'THE SHARK' FINN

UNDERGROUND FIGHTER/ADEPT (MALE DWARF)

Danny grew up in the CalFree in a solid working-class home. He learned how to take a punch early on; he had to. His father was a hard worker, a hard drinker, and a single parent who took out all of life's frustrations on his children. Danny did what he could to keep the brute off his little sister, Gem, but protecting her just meant taking more hits himself.

He Awakened as an adept during a piece of unremarkable teenage shoving and posturing, and in a red rage he nearly killed someone. Fearing that he'd murder his own father if he ever went home again, terrified that the man's same ugliness was hidden away inside of him waiting to lash out at Gem, he ran away. Hitching rides when he could, scavenging when he had to, odd-jobbing it until he had the money for transportation, he left behind everything he knew and traveled to what popular media told him was the center of the universe.

Seattle was a long trip, but he made it. Accosted fresh off the bus—and fresh out of nuyen—he laughed in his would-be mugger's face, then dove in and started kicking ass. Fancy Derek, an orkish dealer, pimp, and all-around street hustler, noticed the brutal display and swiftly took the angry teen under his nattily dressed wing.

Derek started offering him up as a sparring partner at the Ork Underground's premier "boxing gym and mixed martial arts academy," a brutal pit called Sticks and Stones, then moved on to the illegal bare-knuckle circuits. Though he's seemingly got no mentor spirit to speak of, Danny is promoted as a fierce Shark adept, with Pacific Islander tattoos and garish "shark fin" hairstyles to match. Fancy Derek's made a killing off Danny Finn ... betting against him, almost every match. Danny's ability to take a punch, the bloodiness of his matches, and his willingness to do so again after very little rest has all added up to "The Shark" being used as a stepping stone for other fighters. His job now is to be consistently outclassed in most of his matches, to win just enough to keep the long con unclear, and to keep it real by taking beatings that would kill most fighters.

Fancy Derek gives Danny money any time he asks, but he doesn't ask for much. Danny gets by bouncing from squat to squat, crashing on the couch of whatever up-and-comer he's currently letting beat on him, and falling into drunken stupors to relax every night.

Danny's not as dumb as he sometimes acts, but there are three things he just doesn't know: his potential, the fact abuse isn't always physical, and the fact his kid sister, Gem, is desperately looking for him here in Seattle.



"Life's about taking hits, that's all. Let the world see you bleed, but never let it see you flinch."

REI BLUESTONE



“Sometimes, all you need is a good meal and some perspective to get through life.”

STREET COOK (FEMALE HUMAN CHANGELING, SURGE CLASS II)

Seattle is known for a lot of things, especially its inherent weirdness. But even in that environment, Rei Bluestone stands out. In mid-2062, Rei was preparing to graduate with top honors from culinary school when she SURGE'd. Unable to take final exams because of anti-SURGE bigotry, Rei hit the road. Using her remaining savings to buy and stock her Ares Chuck Wagon, she traveled North America and made her way to Seattle in 2071. It took a while, but eventually she found her niche.

Lunch at Rei's lunch-wagon, the Blue Streak Express, has become a Downtown touchstone. People from all walks of life come for the exceptional food (she makes soy taste better than real meat) and stay for the show. With her glowing blue skin, four arms, and dexterity that makes people think she's an adept, Rei puts the greatest hibachi chefs to shame in terms of performance. Traveling to different locations every day, serving people from lowly corporate/civil servants—she's extremely popular with both Knight Errant and Doc Wagon—to corporate bigshots, and everyone in-between monitor Rei's P2.0 feed, eagerly awaiting her next visit to their area. And when she's done for the day, you can find her giving leftovers to the SINless in nearby districts. Rei caters to everyone and hates seeing anyone go hungry, especially if she can help it.

But admiration for her food isn't Rei's only strength. Like with bartenders, people often open up when enjoying a succulent sandwich, loaded soy-dog, or a cup of hot miso soup. With her photographic memory and keen perception, she remembers exactly who her customers are and what they like, but also everything they just happen to say about their jobs. And yes, quite a few professionals, fixers, Mr. Johnsons, and shadow-folk are among some of her very best clients.

There's nothing like a nice burger with a side of paydaya.

BERNARD 'BERNIE' CARTER

CAB DRIVER (MALE HUMAN)

In 2071, First Sergeant Bernard Carter cashed out of the UCAS Army after a decade of service and decided to take on the warzone of Seattle traffic. Using his pension to buy (and modify) an Old Ford Americar, Bernie began navigating the sprawl's unique traffic patterns for a living. Tired of dealing with go-gangers and the occasional shadowrunner, Bernie figured if you can't beat, 'em, join 'em. While still maintaining his day job, Bernie also took on more high-risk fares, such as transporting people in and out of semi-hostile environments/situations.

It's only cost him a few cars.

Easy-going, Bernie has had a hard time adjusting to civilian life. As a tank driver with the Third Armored Cavalry, Joint Task Force: Seattle, Bernie saw extensive action in DeeCee when the New Revolution attempted their coup. His unit suffered heavy losses as they spearheaded over the Potomac; he was the only survivor when his tank's drive systems took a hit and then plunged into the river. But he earned a battlefield promotion to tank commander and continued the fight. Bernie excelled at his new position, but the memories of what happened never quite left him.

Several years later, he couldn't handle military life anymore and separated from the army before he got into any real trouble. While still troubled, deep down he still misses combat, which is why he keeps taking on such dangerous fares—because he feels at home.



"It'll cost ya, but sure, I'll give ya a ride into the Barrens ... it's just another warzone."

BERNARD 'BERNIE' CARTER

B	A	R	S	W	L	I	C	ESS	EDG
4	4	5	3	3	5	4	4	3.4	5

Condition Monitor (P/S): 10/10

Armor: 12

Limits: Physical 5, Mental 6, Social 5

Physical Initiative: 8 + 1D6

Matrix Initiative: 9 + 3D6 (hot sim 9 + 4D6)

Skills: Armorer 2, Automotive Mechanic 5, Close Combat skill group 4, Computer 3, Con 3, Electronic Warfare 6, Etiquette 3, Firearms Group 5, First Aid 2, Gunnery 6, Gymnastics 2, Hardware 2, Heavy Weapons 3, Instruction 3, Intimidation 2, Leadership 4, Navigation 5, Negotiation 4, Perception 4, Pilot Aircraft 6, Pilot Ground Craft 6, Running 2, Sneaking 2, Survival 3, Swimming 2, Tracking 3

Knowledge Skills: Go-Gangs 2, Military Operations 3, Seattle Criminal Organizations 2, Seattle Geography 6, Seattle Popular Locations 4.

Languages: English N

Qualities: Day Job 2, Dependents (Son) 1, Flashbacks (PTSD) 1, Gearhead, Sense of Direction, SINner (UCAS), Solid Rep (UCAS Army), Steely Eyed Wheelman, Vehicle Empathy

Augmentations: Control rig 2, cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, vision magnification, damage compensators 3]

Vehicles: Mercury Comet (modified) [Handling 4/4, Speed 4, Accel 3, Body 11, Armor 8, Pilot 4, Sensor 4, Seats 4, w/ ammo bin, anti-theft system (Rating 3), life-support (Rating 3), morphing license plate, manual control override, PPS system (Rating 4), road strip ejector, run flat tires, smoke projector (thermal), smuggling compartment, weapon mount (standard, turret, remote control)]

Mercury Comet

Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP -2 (vehicle -5), SA/BF/FA, RC 11, 200 (belt) w/ anti-vehicle ammo]
Grenade Launcher [Heavy Weapon, Acc 6, DV 16P, AP -2, RC 2, SS, 6 (c), w/ high explosive grenades]
Zapper Strip [Taser (vehicle), Acc —, DV 10S(e), AP —, RC —, SS, 6 (c)]

Gear: AR gloves, area jammer 3, armor jacket [12] (w/ chemical protection 3, drag handle, fire resistance 3, insulation 2, nonconductivity 3), armorer shop, automotive mechanic shop, armorer kit, automotive mechanic toolkit, bug scanner 3, certified credstick (gold), ear buds [Rating 2, w/ audio enhancement 1, select sound filter 1], Doc Wagon contract (basic), flashlight (low light), Hermes Ikon commlink, license

(driving), license (machine pistol), license (shotgun), 3 long haul doses, low lifestyle (6 months), medkit (Rating 5), mini-welder, mini-welder fuel canister, respirator (Rating 2), satellite link, survival kit, tag eraser

Weapons:

Ares Crusader II [Machine Pistol, Acc 7, DV 7P, AP —, SA, RC 4, 40 (c), w/ 160 rounds regular ammo, 3 spare clips]
Mossberg AM-CMDT [Shotgun, Acc 7, DV 12P, AP -1, SA/BF/FA, RC 5, 10 (c) w/ 100 rounds regular ammo, gas-vent 2, foregrip, sling]
Combat Knife [Blade, Reach —, Acc 6, DV 5P, AP -3]
Sap [Club, Reach —, Acc 5, DV 5P, AP —]

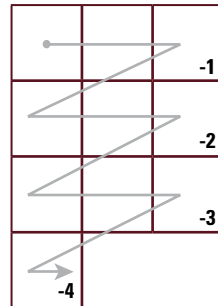
Contacts:

Bartender [Connection 3/Loyalty 4]
Beat Cop [Connection 3/Loyalty 4]
Chop Shop Mechanic [Connection 3/Loyalty 3]
Knight Errant Dispatcher [Connection 3/Loyalty 3]
Mechanic [Connection 1/Loyalty 5]
Used Car Salesman [Connection 2/Loyalty 5]

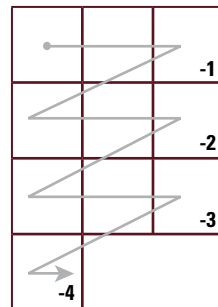
Starting Nuyen: 7,855 + (3D6 x 100)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



LINCOLN 'REVEREND LINK' DIGGS

STREET PREACHER (MALE TROLL)

From 2066-2071, the Seattle Seahawks dominated their division thanks to their defensive line known as the "Emerald Wall," anchored by a pair of troll defensive linemen: Mackenzie "Mac-Truck" Donaldson and Lincoln "Big Link" Diggs. Together they destroyed offensive lines and crushed quarterbacks. While Mac basked in the limelight, Link quietly invested his money and worked on philanthropic endeavors.

In 2071, Link's body gave out after too many brutal games. Addicted to painkillers, Link was put on the injured roster to heal and clean up. Things slid further downhill when Mac and several other 'Hawks were caught point-shaving in 2072. With Link guilty by association, his body not one hundred percent, and his addictions still raging, his contract with Seattle wasn't extended. Link's football career was over. He cashed out several of his stocks, liquidated his extraneous possessions, and bought himself a modest apartment in Downtown Seattle. He then began working on his true passions: humanitarian aid and God.

A devout Christian, Link avoided the sprawl traps like gangs, drugs, and beetles during his youth thanks to his mentor, Reverend James Howe. In Howe's honor, Link (now Reverend Link) created The Howe Foundation, a non-profit that helps the poor (and SINless) in the Seattle Sprawl.

While the Foundation is a force for good in the sprawl, the organization faces many obstacles, including various criminal organizations, gangs, sprawl politics, and general apathy. Link and the Foundation know they're fighting an uphill battle, but Reverend Link is a true believer and doesn't give up. His body may be battered and his hands may occasionally shake, but his spirit is strong. In areas such as the Barrens, the people know that if they need help, Reverend Link is someone to turn to. No matter what, he'll be at the forefront of the good fight.

And it doesn't hurt that Link has enough connections to call in extra help when needed.



"I know I can't save the world, but maybe—God willing—I can make it a bit better, one person at a time."

LINCOLN 'REVEREND LINK' DIGGS

B	A	R	S	W	L	I	C	ESS	EDG
10	4 (6)	4 (6)	10	3	3	3	4	3.98	3

Condition Monitor (P/S): 13/11

Armor: 12

Limits: Physical 12, Mental 4, Social 5

Physical Initiative: 7(9) + 3D6

Skills: Clubs 4, Computer 3, Con 5, Etiquette 5,

Firearms skill group 3, First Aid 3, Gymnastics 6 (Balancing +2), Intimidation 7, Leadership 5, Negotiation 5, Palming 3, Perception 5, Performance 6 (Preaching/Sermons +2), Pilot Ground Craft 3, Running 5 (Sprinting +2), Unarmed Combat 8 (Charging +2)

Knowledge Skills: Barrens Geography 3, Bible Quotes 4, Bible Scholar 5, Football 6, Football History 3, Outreach Programs 3, Social Work 5, Sociology 4

Languages: English N

Qualities: Distinctive Style ("Troll of God"), Driven (help poor/SINless), Dry Addict (Moderate, pain meds), High Pain Tolerance 2, SINner (UCAS), Tough as Nails (Physical) 1, Tough as Nails (Stun) 1, Unsteady Hands

Augmentations: Aluminum bone lacing (betaware), balance augments, datajack, muscle toner 2 (alphaware), synaptic booster 2 (alphaware)

Vehicles: Harley-Davidson Scorpion [Handling 4/3, Speed 3, Accel 2, Body 8, Armor 9, Pilot 1, Sensor 2, Seats 1]

Gear: 3 Antidote patches (Rating 4), AR gloves, 2 certified credsticks (sliver), chisel/crowbar, Doc Wagon contract (basic), earbuds [Rating 2, w/ audio enhancement 2], flashlight, flashlight

(low-light), glasses [Rating 3, w/ low-light vision, vision enhancement 1, vision magnification (electronic)], 3 light sticks, lined coat [9] (w/ chemical protection 3, fire protection 3, non-conductivity 3), license (shotgun), license (SMG), medkit (Rating 3), 3 medkit supplies, middle lifestyle (permanent), 10 plastic restraints, Renraku Sensei commlink, respirator (Rating 2), telescoping mirror on a stick, 3 trauma patches

Weapons:

Crime Boss [Shotgun, Acc 4, DV 13P, AP -1, SA, RC 6, 15 (d), w/ 100 regular rounds, 100 gel rounds, laser sight, sling]

Crime Spree [SMG, Acc 5, DV 7P, AP —, FA, RC 7, 30 (c), w/ 60 regular rounds, 200 gel rounds foregrip, laser sight, sling, spare clip]

Stun Baton [Club, Reach 2, Acc 4, DV 9S(e), AP -5]

Contacts

Church Pastor [Connection 3/Loyalty 5]

Fixer [Connection 4/Loyalty 2]

Beat Cop [Connection 2/Loyalty 4]

Grocery Store Owner [Connection 3/Loyalty 4]

Metahuman Right Activist [Connection 4/Loyalty 4]

News Reporter [Connection 4/Loyalty 2]

Pawn Broker [Connection 3/Loyalty 3]

Social Worker [Connection 2/Loyalty 5]

Smuggler [Connection 6/Loyalty 2]

Street Doc [Connection 3/Loyalty 4]

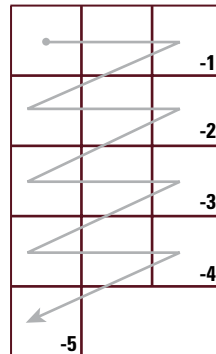
Street Kid(s) [Connection 1/Loyalty 6]

Starting Nuyen: 5,500 + (4D6 x 100)

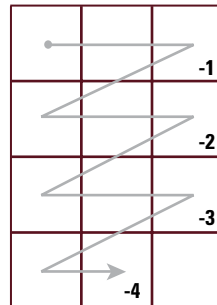


CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



CHARLIE GAGE

ANIMAL CONTROL SPECIALIST (MALE ORK)

Problem with devil rats in your basement? The neighborhood hell hounds keep mauling your bratty kids? Is that damn blackberry cat howling again? To deal with mundane and paracritter problems, Seattle's public works division usually turns to Charlie Gage.

Despite his rough appearance, distaste of anything too technological, and propensity to growl or mark his territory (don't ask), Gage is the sprawl's leading expert in animal control. An adept following the Beast's Way under the mentorship of Dog, Gage uses his abilities to deal with critters that've become a problem. A lover of animals, he tries to find humane solutions to critter problems first and isn't afraid to go mano-a-critter when it's called for. And when that doesn't work, he's handy with a dart gun or net.

Gage isn't the most social of orks (even by their standards). He hates most technology and prefers a more simple life of dealing with critters, frequenting dive bars, and eating at diners. While he's hard to warm up to initially, Gage is a loyal friend to the bitter end. The only people he truly hates are animal abusers. More than once, KE has saved an abuser from Gage's bulldogged wrath.



“So tough-guy here likes beating helpless puppies huh? Well, I ain't helpless ...”

CHARLIE GAGE

B	A	R	S	W	L	I	C	ESS	M	EDG
7	5	5 (6)	6	5	3	4	2	6	6	4

Condition Monitor (P/S): 12/11

Armor: 15

Limits: Physical 8(9), Mental 5, Social 5, Astral 5

Physical Initiative: 9(10) + 2D6

Skills: Animal Handling 7, Blades 4, Clubs 4, Escape Artist 4, Exotic Range Weapon (Net) 4, Exotic Ranged Weapon (Parashield Dart Pistol) 4, Exotic Ranged Weapon (Parashield Dart Rifle) 4, First Aid 3, Gymnastics 4, Intimidation 6, Longarms 3 (Shotgun +2), Outdoors skill group 5, Palming 3, Perception 5 (Scent +2), Pilot Ground Craft 2, Pistols 3, Running 5 (Urban +2), Sneaking 5, Swimming 2, Unarmed Combat 5

Knowledge Skills: Biology 4, Dive Bars 4, Government Bureaucracies 3, Parazology 5, Seattle Diners 5, Seattle Dive Bars 4, Seattle Geography 5, Seattle Vets 5, Urban Fauna 4

Languages: English N

Qualities: Adrenaline Surge, Agile Defender, Animal Empathy, Distinctive Style (dog-like behavior), Driven (help animals), Guts, Poor Self Control (combat monster), Prejudiced 3 (specific, Animal Abusers), School of Hard Knocks, Sinsense Vertigo, Way of the Beast (Dog)

Vehicles: Ford Econovan [Handling 3/2, Accel 1, Speed 4, Body 14, Armor 8,

Pilot 2, Sensors 2, Seats 10]

Adept Powers: Animal Empathy 2,

Danger Sense 1, Improved Reflexes 1, Indomitable Will 2, Light Body 1, Motion Sense, Natural Immunity 2, Piercing Senses 2, Rapid Healing 2, Stillness, Temperature Tolerance 2

Gear: Armor jacket [12] (w/ chemical protection 4, drag handle, fire protection 3, insulation 4), Doc Wagon contract (basic), Erika Elite commlink, binoculars [Rating 1, w/ low-light vision, vision magnification (electronic)], body bag, certified credstick (silver), chisel/crowbar, flashlight, flashlight (low-light), forearm guards, glue solvent, glue sprayer, 3 light sticks, low lifestyle (6 months), 3 magnesium torch, medkit (Rating 6), metal restraints, micro-transceiver, 10 plastic restraints, respirator (Rating 3), survival kit, 10 trauma patches

Weapons:

Cavalier Deputy [Heavy Pistol, Acc 7, DV 6P, AP +3, SA, RC 3, 7 (cy), w/ 50 rounds frangible ammo, 50 rounds regular ammo, laser sight, 2 spare speed loaders]
Parashield Dart Pistol [Heavy Pistol, Acc 5, DV by Chem, AP —, SA, RC 3, 5 (c), w/ 10 narcoject darts]
Parashield Dart Rifle [Heavy Pistol, Acc 6, DV by Chem, AP —, SA,

RC —, 8 (c), w/ 10 narcoject darts]

Remington 990 [Shotgun, Acc 5, DV 10P, AP +3, SA, RC 4, 8 (c), w/ 50 rounds frangible ammo, 50 rounds regular ammo, foregrip, laser sight]

SA Retiarius Net Gun [Heavy Pistol, Acc 5, DV Entanglement, AP —, SS, RC 3, 4 (b), w/ 4 regular net, 4 shock net]

SA Retiarius XL Net Gun [Heavy Pistol, Acc 5, DV Entanglement, AP —, SA, RC 3, 2 (c), w/ regular net, shock net]

Club [Club, Reach 1, Acc 4, DV 9P, AP —]

Stun Baton [Club, Reach 1, Acc 4, DV 9S(e), AP -5]

Survival Knife [Blade, Reach —, Acc 5, DV 8P, AP -1]

Contacts:

Bartender [Connection 3/Loyalty 4]
City Official [Connection 4, Loyalty 3]
Diner Cook [Connection 2/Loyalty 5]
Fixer [Connection 4, Loyalty 2]
Sanitation Worker [Connection 2/ Loyalty 3]
Squatter [Connection 1/Loyalty 4]
Street Kid [Connection 2/Loyalty 5]
Street Shaman [Connection 3/Loyalty 4]
Veterinarian [Connection 3/Loyalty 4]

Starting Nuyen: 3,225 + (3D6 x 60)

CONDITION MONITORS

PHYSICAL DAMAGE

			-1
			-2
			-3
			-4

STUN DAMAGE

			-1
			-2
			-3
			-4

SGT. KATHY GUNDERSON


KNIGHT ERRANT COMMAND OFFICER (FEMALE HUMAN)

There're law enforcement officers who play loose with the rules, and there are those who go by the book. Sgt. Gunderson is the kind of officer who'll beat you senseless with that book, take you back to the station for seconds, and feel completely justified as she does it.

A fifteen-year veteran, Gunderson came to Seattle via Boston when Knight Errant usurped the contract from Lone Star. Quickly she made her presence known, and within six months she had the most arrests in her sector. Despite a reputation as a "put 'em down hard and fast" kind of officer, Gunderson managed to stay within the confines of regulations. This, combined with her almost fanatical loyalty to KE (and Ares), helped her quickly earn sergeant stripes.

Gunderson acts professional to the public but doesn't give two frags about little things such as societal pleasantries. Simply put, the job (and company) comes first. Gunderson's subordinates who can't get with that are quickly out of a job. Those in her command consider it a good day when they've stayed under her radar. The only time officers want Gunderson around is when the drek hits the fan, which is when she truly shines.

The only people who hate Gunderson more than people beneath her are Seattle's criminals. They know they'll get zero slack from her, and she utterly despises them. And because she's so fanatically loyal to her company, it's impossible to bribe her. The last person who tried needed facial reconstruction.



"I don't give a DAMN what you think. The regs say we do it this way, NOW MOVE IT!"

SGT. KATHY GUNDERSON

B	A	R	S	W	L	I	C	ESS	EDG
4	5 (6)	4 (5)	4 (5)	4	4	5	4	3.2	5

Condition Monitor (P/S): 10/10

Armor: 14

Limits: Physical 6(7), Mental 6, Social 6

Physical Initiative: 9(10) + 2D6

Skills: Automatic 5, Close Combat skill group 6, Computer 2, Con 2, Etiquette 3, Exotic Ranged Weapon (Ares Screech) 4, First Aid 2, Gunnery 2, Gymnastics 2, Instruction 4, Intimidation 6 (Interrogation +2), Leadership 5, Longarms 3, Navigation 3, Negotiation 3, Palming 3, Perception 5, Pilot Ground Craft 4, Pistols 6, Running 2, Sneaking 2, Tracking 3 (Urban +2), Thrown Weapons 2

Knowledge Skills: Crime Scene Processing 3, Criminal Organizations 5, Investigation 5, Police/KE Procedures 6, Seattle Gangs 4, Small Unit Tactics 5, UCAS Criminal Law 3

Languages: Aztlaner Spanish 2, Chinese 1, English N

Qualities: Analytical Mind, Better To Be Feared Than Loved, Legendary Rep (Knight Errant), Perceptive Defender, Poor Self Control (Vindictive), Prejudiced 1 (Biased, SINless), Profiler, SINner (Corporate Limited SIN)

Augmentations: Cybereyes (Alphaaware) [Rating 3, w/ image link, low-light vision, smartlink, thermographic vision, vision enhancement 2, vision magnification], datajack, muscle replacement (alphaaware) 1, wired reflexes (betaware) 1

Vehicles: Dodge Stallion [Handling 3/4, Speed 5, Accel 3, Body 16, Armor 14, Pilot 3, Sensor 3, Seat 4, heavy weapon mount (external, turret, manual) top, two standard weapon mounts (external, fixed, remote) rear]

Dodge Stallion

Ares Antioch (top) [Grenade Launcher, Acc 4(6), DV Chem, AP —, SS, RC 3, 8 (m), w/ CS/Tear Gas]

2 Ares Sigma-3 (rear) [SMG, Acc 4(6), DV 10P, AP -1, SA/BF/FA, RC 1, 50 (d), w/ EX-explosive ammo]

Gear: AR gloves, armor jacket [12] (w/ drag handle, fire resistance 3, insulation 4, nonconductivity 4), biometric reader, Doc Wagon contract (platinum), endoscope, flashlight (low-light), headjammer (Rating 3), helmet [2], Hermes Ikon commlink, 4 Long Haul doses, magemask, medkit (Rating 6), micro-flare launcher, micro-transceiver, middle lifestyle (6 months), mystic restraints (Rating 3), periscope cam [Rating 3, w/ image link, low-light vision, vision enhancement 1, vision magnification (electronic)], 3 plasteel restraints, 10 plastic restraints, 2 quick-draw holsters, subvocal microphone

Weapons:

Ares Light Fire 75 [Light Pistol, Acc 8, DV 8P, AP -1, SA, RC 3, 16 (c), w/ EX-explosive ammo]

Ares Predator V [Heavy Pistol, Acc 8, DV 10P, AP -2, SA, RC 3, 15 (c), w/ 50 rounds EX-explosive ammo, 100 rounds regular ammo, two spare clips]

Ares Screech Rifle [Exotic Range Weapon, Acc 6, DV 7S, AP -, SS, RC 3, 10 (c), w/ power clip]

Ares Sigma-3 [SMG, Acc 7, DV 10P, AP -1, SA/BF/FA, RC 5, 50 (d), w/ EX-explosive ammo, shock pad]

Extendable Baton [Club, Reach 1, Acc 5, DV 7P, AP —]

Stun Baton [Club, Reach 1, Acc 4, DV 9S(e), AP -5]

Contacts:

City Official [Connection 3/Loyalty 3]

Corporate Suit [Connection 3/Loyalty 4]

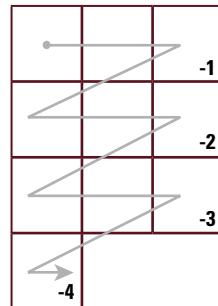
Government Official [Connection 3/Loyalty 3]

Informant [Connection 5/Loyalty 2]

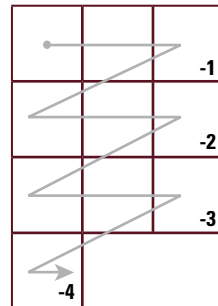
Starting Nuyen: 2,000 + (4D6 x 100)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



NYSSA HALLAS

CLUB OWNER/RETIRED ASSASSIN (FEMALE ELF/NOCTURNA)

The newest owner/manager of Club Penumbra in Seattle looks like she has it all: stunning looks, money, and fame that's on the rise. However, she never wanted any of this.

Ten years ago, she was known as Andela and was a music student in Prague with a gift for songwriting and dream to see the world. Unfortunately, people were more interested in her exotic looks than her songs. She had the (mis)fortune of running into one Milo Kostas, former lead singer of the band Greek Tragedy and (unknown to Andela) a professional assassin. It didn't take long for Kostas to convince Andela to become his protégé and partner.

Andela also discovered she was a natural shot with a long gun. After years of parties and adrenaline-filled jobs, the glamor started to fade from her new life. Milo's increasing drug and BTL-infused abuse didn't help either. But things came to a head when Milo betrayed Andela during a run in Hong Kong, leaving her to die at the hands of the Yellow Lotus Triad and not expecting her marksmanship to win the day.

Two months later, she caught up with Milo, put a bullet in his head, and collected the bounty posted by the Yellow Lotus. Eventually landing in Seattle, she called herself Nyssa Hallas and, with the help of some silent partners bought Club Penumbra. After a few shaky months, Nyssa turned Penumbra around, returning it to its days as a premier venue for upcoming bands. And sometimes, the owner even gets on stage.



*"When the wanderlust ends and our journey is done,
do we go home, or make home?"*

NYSSA HALLAS

B	A	R	S	W	L	I	C	ESS	EDG
3	6	3 (4)	3	4	3	4	6	4.7	4

Condition Monitor (P/S): 10/10

Armor: 12

Limits: Physical 4(5), Mental 5, Social 10

Physical Initiative: 7(8) + 2D6

Skills: Artisan 6 (Songwriting +2),

Automatics 3, Con 5, Gymnastics 3, Influence skill group 6, Intimidation 3, Longarms 6, Outdoors skill group 4, Perception 5, Performance 6 (Guitar +2), Pilot Ground Craft 2, Pistols 3, Running 5, Stealth skill group 4, Swimming 2, Unarmed Combat 2

Knowledge Skills: Ballistics 3, Club

Operations 5, Criminal Organizations 3, Music Production 4, Music Styles 5, Music Venues 4, Professional Recording 5, Promotions/Marketing 5, Seattle Music Scene 5, Seattle Nightlife 5

Languages: Czech N, English 5, German

2, Greek 3, Italian 3, Japanese 3, Russian 2

Qualities: Allergy 1 (Common, Sunlight), Big Regret, College Education, Creature of Comfort, Keen Eared, Nocturnal, Too Pretty to Hit, Trustworthy, Unusual Hair (Colored Fur, black)

Augmentations: Cybears [Rating 2, w/ damper, increased hearing spectrum, select sound filter 2, sound link, spatial

recognizer], datajack, synaptic booster 1, tailored pheromones 2

Vehicles: Eurocar Northstar [Handling 5/3, Speed 6, Acceleration 2, Body 12, Armor 8, Pilot 3, Sensor 5, Seat 4, Standard Equip: Amenities (middle)]

Gear: Area jammer (Rating 6), AR gloves, argentum coat [12] (w/ chemical protection 4, electrochromatic modification, fire resistance 4, insulation 3, nonconductivity 4, shock weave, thermal dampening3), bug scanner 5, concealed quick-draw holster, contacts [Rating 3, w/ flare compensation, image link, smartlink], 6 disposable syringe, DocWagon contract (platinum), 10 electronic paper sheets, fake license (light pistol), fake SIN (Rating 6), 2 Forget-Me-Not doses, Fairlight Caliban commlink, high lifestyle (6 months), Gibson Strato-10 guitar, 2 long haul doses, maglock passkey (Rating 5), medkit (Rating 4), 4 medkit re-supplies, micro camera [Rating 1, w/ vision enhancement 1], recording studio/office (shop), respirator (Rating 3), tag eraser, white noise generator (Rating 6)

Weapons:

Colt L-36 [Heavy Pistol, Acc 9, DV 7P,

AP —, SA, RC 2, 11 (c), w/ 100 rounds regular ammo, 50 rounds stick-n-shock ammo, internal smartgun system, silencer/suppressor, 3 spare clips]

Defiance EX Shocker [Taser, Acc 5, DV 9S(e), AP -5, SA, RC —, 4 (c), w/ 10 darts, 2 spare clips]

Remington 990 [Shotgun, Acc 7, DV 11P, AP -1, SA, RC 3, 8 (c), w/ 100 rounds regular ammo, external smartlink, foregrip, sling]

Cavalier Arms Crockett EBR [Sniper Rifle, Acc 8, DV 12P, AP -7, SA/BF, RC 2, 20 (c), w/ 100 rounds APDS ammo, 100 rounds regular ammo, bipod, imaging scope (w/ image link, vision enhancement 1, vision magnification), internal smartgun system, sling, 3 spare clips, silencer/suppressor]

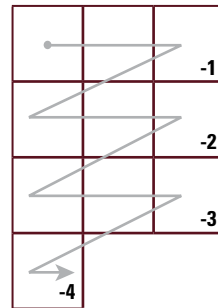
Contacts:

City Official [Connection 3/Loyalty 4]
Band Manager [Connection 4/Loyalty 4]
Bouncer [Connection 3/Loyalty 4]
Fixer [Connection 7/Loyalty 4]
ID Manufacturer [Connection 2/Loyalty 4]
Media Mogul [Connection 6/Loyalty 2]
Music Agent [Connection 5/Loyalty 3]
Music Producer [Connection 4/Loyalty 4]
Music Promoter [Connection 4/Loyalty 4]
Rocker [Connection 3/Loyalty 6]

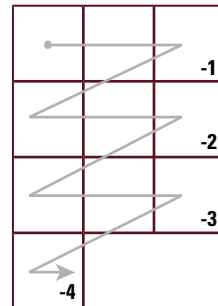
Starting Nuyen: 9,000 + (5D6 x 500)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



THEO 'FLIPSIDE' HARRISON

FIXER (HUMAN MALE)

In the shadows, it's expected that you'll eventually get screwed over. But most fixers work to cultivate good working relationships in the shadows. And then there're some who'll sell out runners at the drop of a hat for a few extra nuyen.

Flipside is one of the latter.

Most runners in Seattle know to stay far away from Flipside, but there're scores of new runners coming into the sprawl every day. And if they're desperate to make some contacts, Flipside somehow appears. It's like he has a newb-radar. His methods are simple: get the rookies to trust him, send them on a few good milk runs, and then either get them in over their heads or rat them out for a bounty. The only reason he's still breathing is that while he's a scumbag of the highest order, he's got powerful contacts who actually want to keep him around.

A social adept and hedonist who loves ugly Hawaiian shirts, Flipside recently lost parts of his body and a good chunk of his magic when a former client took a shot at him. Since then, Flipside has upgraded his arm and added in some 'ware. Despite Flipside's outward bravado, the attack left him severely rattled, and he's starting to think that he needs more 'ware to protect himself. Some say that he's only a half-step away from going full burnout.



*"Null persp there chummer, I got your back.
See you on the flipside."*

THEO 'FLIPSIDE' HARRISON

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

Condition Monitor (P/S): 10/11

Armor: 10

Limits: Physical 4, Mental 7, Social 10

Physical Initiative: 7(9) + 2D6

Skills: Automatics 3, Blades 2, Chemistry 6, Computer 3, Con 5, Disguise 1, Etiquette 5, Exotic Ranged Weapon (Ares S-III Super Squirt), First Aid 3, Gymnastics 1, Intimidation 5 (Mental +2), Negotiation 6, Palming 6, Perception 5, Pilot Ground Craft 3, Pilot Watercraft 2, Pistols 3, Sneaking 5

Knowledge Skills: Black Markets 3, Gangs 4, Seattle Crime Organizations 4, Seattle Drug Trade 5, Seattle Shadowrunners 6, Smuggling Routes 3

Languages: English N, German 2, Italian 4, Japanese 1, Or'zet 3, Salish 1

Qualities: Bad Rep, Did You Just Call Me Dumb, First Impression, Indomitable (Social) 2, Jack of All Trades, Low Pain Tolerance, Poor Self Control (Braggart), Quick Healer

Adept Powers: Authoritative Tone (3, 1.5 PP), Commanding Voice (1 PP), Cool Resolve (1, 1PP), Indomitable Will (2, 0.5 PP)

Augmentations: Cyberarm (synthetic, full) [w/ Agility 5, Strength 5, smuggling compartment], synaptic booster 2

Vehicles: GMC Phoenix [Handling 4/2, Speed

6, Accel 3, Body 10, Armor 6, Pilot 2, Sensor 3, Seats 4]

Gear: Area jammer (Rating 2), 3 Betameth doses, 3 Bliss doses, 3 certified credstick (gold), certified credstick (platinum), 6 certified credstick (silver), 3 doses Cram, 10 datachips, 5 disposable syringes, Dread, Doc Wagon contract (platinum), earbuds [Rating 3, w/ audio enhancement 1, select sound filter 2], 4 eX doses, fake SIN (rating 6), fake SIN (Rating 4, "Tom S. Hunterson"), Hecate's Blessing, high lifestyle (6 months), 4 Jazz doses, 4 Kamikaze doses, Laes, low lifestyle (three months, name: Tom S. Hunterson), MD-3X auto-injection gun, MD-9 auto-injection gun, medkit (rating 3), medkit (rating 6), 3 memory fog doses, monocle [Rating 3, w/ image link, low light vision, thermographic vision, vision enhancement 1], 3 nitro doses, 5 Novacoke doses, portable chemical injector (harness), rapid infuser, 3 red mescaline doses, respirator (Rating 3), Rocuronium, Seven-7, sim module (modified for hot-sim), sim rig, 3 sober time doses, Steampunk [10] (w/ area jammer 1, auto-injector, biomonitor, chemical protection 2, concealable holster, shock weave), tag eraser, tool

kit (chemistry), 3 tranq patches (Rating 5), Transys Avalon commlink, trodes, white noise generator 3

Weapons:

Ares S-III Super Squirt [Light Pistol, Acc 3, DV Chem, AP —, SA, RC 3, 20 (c), w/ 20 DSMO gel (Gamma-Scopolamine), 20 DSMO gel (Narco-Ject), 20 DSMO gel (Pepper Punch)]

Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP —, SA/BF, RC 2, 35 (c), w/ 100 rounds regular ammo, 50 rounds Stick-n-Shock ammo, 2 spare clips]

Colt Cobra TZ-120 [SMG, Acc 5, DV 7P, AP —, SA/BF/FA, RC 6, 32 (c), w/ 100 rounds regular ammo, sling, spare clip]

Contacts

Corrupt KE Detective [Connection 5/ Loyalty 4]

Street Gang Leader [Connection 3/ Loyalty 4]

ID Manufacturer [Connection 3/ Loyalty 4]

Mafia Capo [Connection 6/Loyalty 4]

Mr. Johnson [Connection 5/ Loyalty 2]

Pharmacy Tech [Connection 4/loyalty 3]

Starting Nuyen: 7,000 + (5D6 X 500)

CONDITION MONITORS

PHYSICAL DAMAGE

1	2	3	-1
1	2	3	-2
1	2	3	-3
1	2	3	-4

STUN DAMAGE

1	2	3	-1
1	2	3	-2
1	2	3	-3
1	2	3	-4

HARD CASE



'RETIRED' STREET SAMURAI/FIXER (HUMAN MALE)

Two years ago on his 48th birthday, Hard Case and his team made the score that every runner dreams of—the one that sets them up for life. Unfortunately, he was hospitalized until his forty-ninth birthday recovering from the wounds received during that run (plus some upgrades). Unfortunately, after a year of quiet retirement, Hard Case (a.k.a. Benjamin Case) was bored out of his mind.

Knowing he's not in his prime anymore, Hard Case got back into the game by becoming a fixer and professional shadow-mentor to new and up-and-coming runners in Seattle. But every so often he'll back up some of his students and associates.

Before his short-lived retirement, Hard Case was adamant follower of Bushido and was always ready for a fight. Now he tempers his enthusiasm with what he hopes is wisdom. But if any of his friends need help, he doesn't hesitate to jump into the fray.

"You don't live long in this biz if you're stupid. Now put that gun down before I have to prove my point."

HARD CASE

B	A	R	S	W	L	I	C	ESS	EDG
5	4 (5)	4 (5)	4 (6)	3	3	3	4	1.165	5

Condition Monitor (P/S): 14/10

Armor: 17

Limits: Physical 6(8), Mental 4, Social 5

Physical Initiative: 7(8) + 2D6

Skills: Armorer 3, Athletics skill group 5, Automatics 6(7), Mental 4, Social 5, Clubs 4, Con 3, Escape Artist 3, Etiquette 4, First Aid 2, Gunnery 3, Heavy Weapons 3, Instruction 6, Intimidation 5, Leadership 6, Longarms 5(6), Perception 5, Pilot Ground Craft 3, Pistols 5, Sneaking 4, Throwing Weapons 4, Tracking 3 (Urban +2), Unarmed Combat 5

Knowledge Skills: Bushido 3, Corporate Security Zones 3, Meditation 3, Psychology 2, Safehouse Locations 3, Seattle Gangs 3, Seattle Geography 1, Small Unit Tactics 6

Languages: American Sign Language 3, English N, Japanese 5

Qualities: Aged 1, Ambidextrous, Biocompatibility (Cyberware), Code of Honor (Path of the Samurai), Reduced (smell), Solid Rep (Seattle streets), Tough as Nails 3 (Physical), Toughness

Augmentations: Cyberarm [obvious, w/ Agility 6, Strength 6, cyberarm gyromount], cybereyes [Rating 2, w/ flare compensation, low-light vision, smartlink, thermographic vision], cyber hand (alphaware) [obvious, w/ Agility 6, Strength 6, shock hand (alphaware)], cyberlegs [obvious, w/ Agility 6, Strength 6], datajack, muscle augmentation 2, muscle toner, 1, reflex

recorder (automatics), reflex recorder (Longarms), wired reflexes 1 (betaware)

Vehicles: Yamaha Nodachi [Handling 4/3, Speed 5, Accel 2, Body 8, Armor 9, Pilot 2, Sensor 2, Seats 2]

Gear: Armor jacket [12] (w/ chemical protection 4, drag handle, fire resistance 4, nonconductivity 4), area jammer 3, Ares PED Mark III (w/ oxygen tank), ballistic mask (custom) [2] (w/ gas mask, micro transceiver), certified credstick (gold), concealed quick-draw holster, DocWagon contract (gold), earbuds (Rating 2, w/ audio enhancement 1, select sound filter 1), fake license (Rating 5, security specialist), fake SIN (Rating 5), flashlight (low light), fluid-motion ram, medkit (Rating 3), grenade cam (Rating 3, w/ low-light vision, single ultrasound sensor 2, vision enhancement 1), helmet [2] (w/ select sound filter 3, single ultrasound sensor 3, spatial recognizer), middle lifestyle (permanent), mystic restraint mask (Rating 2), Novatech NetNinja commlink, 10 plastic restraints, 10 security tags, Securetech PPS (legs) [1], tag eraser, telescoping mirror on a stick, tool kit (armorer)

Weapons:

Ares Crusader II [Machine Pistol, Acc 8, DV 9P, AP -1, SA/BF, RC 8, 40 (c), w/ 500 rounds EX-explosive ammo, personalized grip, 2 spare clips]
Auto Assault 16 [Shotgun, Acc 7, DV 15P, AP -2, SA/BF/FA, RC 8, 32

(d), w/ 500 rounds EX-explosive ammo, personalized grip, lowlight flashlight, side mount, smartgun system, sling]

HK-227 X [SMG, Acc 8, DV 9P, AP -1, SA/BF/FA, RC 7, 28 (c), w/ 500 rounds EX-explosive ammo, personalized grip, side mount, sling, 2 spare clips]

Yamaha Raiden [Assault Rifle, Acc 9, DV 11P, AP -6, BF/FA, RC 7, 60 (c), w/ 500 rounds APDS ammo, low-light flashlight, foregrip, personalized grip, 2 side mount, sling, 2 spare clips]

Ares "One" Monosword [Blade, Reach 1, Acc 6, DV 9P, AP -3]
Cougar Fine Shortblade [Blade, Reach —, Acc 7, DV 8P, AP -1]

Fluid Motion Ram [Exotic Melee Weapon, Reach 1, Acc 5, DV 9P, AP -1]

2 Flash-Bang Grenades [Grenade, Acc 8, DV10S, AP -1, Blast 10m]

2 High-Explosive Grenades [Grenade, Acc 8, DV 16P, AP -2, Blast -2/m]

Contacts:

Armorer [Connection 5/Loyalty 5]
Beat Cop (KE) [Connection 3/Loyalty 4]
Bodyguard [Connection 4/Loyalty 3]
Fixer [Connection 4/Loyalty 3]
ID Manufacturer [Connection 4/Loyalty 3]
Street Doc [Connection 3/Loyalty 3]

Starting Nuyen: 3,000 + (4D6 x 100)

CONDITION MONITORS

PHYSICAL DAMAGE

			-1
			-2
			-3
			-4
			-5

STUN DAMAGE

			-1
			-2
			-3
			-4


KIMBERLY A. HIGHTOWER, ESQ.

ATTORNEY AT LAW (FEMALE ELF)

Once a nova-hot ADA in Seattle's District Attorney's office, Kim Hightower's life was changed forever when a couple of terrorists came to town and tried to murder everyone in the DA's office. She survived but lost her arm to a fragmentation bomb. As a result of the attack, she developed a significant phobia for explosions.

After a brief leave of absence, Hightower abruptly quit the DA's office, much to the dismay of several officials who had her on the (very) short list (it was down to her and Dana Oaks) for taking the District Attorney's spot. Once she was on her own, Hightower started a modest private practice. It was mostly small-time stuff at first, such as divorces and property disputes. But as part of her state-mandated pro-bono work, she took the case for one Arnold "Triple-A" Andrew Andrus, a troll shadowrunner pinched for multiple felonies including murder, assault, and inflicting millions of nuyen in property damage. In what should have been a slam-dunk case, Hightower poked enough holes in the prosecution's evidence that the jury found Triple-A not guilty. After that case, similar ones soon followed, and Hightower quickly earned a rep as "The Shadowrunner's Attorney."

Brilliant and utterly fearless in the courtroom, Hightower doesn't win every case. But she's enough of a nuisance that attorneys (both DA and corporate) usually try for a plea deal when they see Hightower's name on the docket. Outside of the courtroom, Hightower is still dealing with the effects of having almost been killed.

A portrait of Kimberly A. Hightower, Esq., a female elf attorney. She is shown from the chest up, wearing a black suit jacket over a white collared shirt. Her right arm is crossed over her chest, and her left hand is a prosthetic, also crossed. She has dark hair pulled back and is looking directly at the camera with a serious expression. The background is dark and textured, with some red splatters. The portrait is framed by a dark border with orange and red geometric accents.

"No, you're gonna do time, but would you rather get six years for assault or twenty-five-to-life for murder?"

KIMBERLY A. HIGHTOWER, ESQ.

B	A	R	S	W	L	I	C	ESS	EDG
3	4	3 (4)	3	5	5	5	7	5.2	4

Condition Monitor (P/S): 10/11

Armor: 10

Limits: Physical 4(5), Mental 7, Social 9

Physical Initiative: 8(9) + 2D6

Skills: Clubs 5, Computer 6, Con 6, Disguise 4, Electronic Warfare 1, First Aid 2, Gymnastics 4, Impersonation 3, Influence Group 7, Instruction 4, Intimidation 6, Navigation 2, Palming 3, Perception 5, Performance 6, Pilot Ground Craft 2, Pilot Watercraft 1, Pistols 4, Running 4, Sneaking 3, Swimming 1, Unarmed Combat 3

Knowledge Skills: Criminal Justice 6, Court Procedure 5, Legal Scholar 5, Psychology 3, Seattle Criminal Code 6, Seattle Criminal Organizations 4, UCAS Criminal Law 6

Languages: Dakota 2, English N, German 2, Japanese 2, Spherethiel 2

Qualities: College Education, Combat Paralysis, First Impression, Legendary Rep (Seattle legal community), Phobia (uncommon, ekrixiphobia/explosions), Profiler, Too Pretty To Hit, SINner (UCAS)

Augmentations: Datajack, replacement limb (partial arm, left), synaptic booster 1

Vehicles: Hyundai Equus [Handling 3/3, Speed 4/3, Accel 2, Body 12, Armor 10, Pilot 2, Sensors 3, Seats 4, Standard Equipment (Amenities: Low)]

Gear: AR gloves, briefcase (w/ biometric lock, combination lock), bug scanner (Rating 6), 2 certified credstick (gold), Common Denominator Element commlink, 10 datachips, DocWagon contract (gold), earbuds [Rating 3, w/ audio enhancement 1, select sound filter 2], electronic paper, Fairlight Caliban commlink, flashlight (low-light), glasses [Rating 4, w/ flare compensation, image link, thermographic vision, vision enhancement 1], holo-projector, license (heavy pistol), license (UCAS Bar), 2 long haul doses, medkit (Rating 3), 3 medkit re-supplies, micro camera [Rating 3, w/ low-light vision, vision enhancement 2], middle lifestyle (7 months), 10 plastic restraints, printer, respirator (Rating 3), stimitouch hosiery, Synergist Business Line [9], Synergist Business long coat [10] (w/ chemical protection 3, concealable holster, shock weave), tag eraser, white noise generator (Rating 4)

Weapons:

Colt Government [Heavy Pistol, Acc 8, DV 7S, AP —, SA, RC -2, 14 (c), w/ 50 gel rounds, 50 rounds of regular ammo, cybersafety RFID detector, personalized grip, 2 spare clips]

Extendable Baton [Club, Reach 1, Acc 5, DV 5P, AP —]

Shock Glove [Unarmed, Reach —, Acc 5, DV 8S(e), AP -5]

Stun Dongle [Club, Reach 1, Acc 4, DV 9S(e), AP -5]

Contacts:

Assistant District Attorney [Connection 5/Loyalty 4]

Beat Cop [Connection 3/Loyalty 4]

Bodyguard [Connection 3/Loyalty 5]

City Official [Connection 5/Loyalty 2]

City Judge [Connection 6/Loyalty 3]

Company Suit [Connection 5/Loyalty 2]

Corporate Attorney [Connection 5/Loyalty 3]

Corporate Judge [Connection 5/Loyalty 2]

Federal Attorney [Connection 4/Loyalty 4]

Federal Judge [Connection 4/Loyalty 3]

Fixer [Connection 4/Loyalty 5]

Forensics Expert [Connection 3/Loyalty 5]

Government Official [Connection 4/Loyalty 3]

Informant [Connection 4/Loyalty 2]

KE Detective [Connection 4/Loyalty 4]

News Reporter [Connection 4/Loyalty 3]

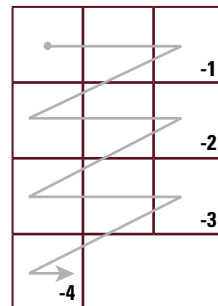
Private Investigator [Connection 4/Loyalty 4]

Public Defender [Connection 2/Loyalty 4]

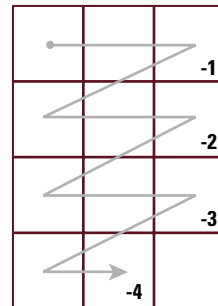
Starting Nuyen: 7,600 + (4D6 X 100)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



KEVIN



“Oh yeah, yeah, I’m solid. I can do whatever ya need. Muscle, take down, whatever, I can handle it.”

STREET DWELLER/WANNABE SHADOWRUNNER (MALE HUMAN)

Kevin is scary. Only seventeen, he escaped from a psychiatric clinic after shanking the rent-a-cop on duty with a sharpened butter knife. His reason: He felt that his therapy was keeping him from his dream of becoming a real shadowrunner. Killing the guard was the easiest way of getting out.

Kevin then set out to make his mark in the Seattle shadows. He drained his parent’s bank accounts (having known the passwords for years) and set about getting a proper shadow-doss and some gear. Unfortunately Kevin had no idea of how to obtain the right gear. So he did what he always did—improvised, stole, and killed when needed.

Eventually he assembled what he thought was a proper collection of runner gear and set out to join a team. But his gear was basically an eclectic collection of scrounged and or improvised weapons; his favorite weapon is a mono-chainsaw he named “Sally.” After a few false starts (and several dismembered bodies), Kevin found a low-level fixer who was willing to send him on some bottom-of-the-barrel jobs. They didn’t pay much, but were enough for a few bits of ‘ware. When not on runs, Kevin plays with his BTLs or “trains” by capturing small animals (or the hapless SINless) and practicing the most efficient ways to kill them. Kevin gets exceptionally angry when they resist, because how else is he supposed to hone the necessary skills to become a true prime runner? It’s not like their lives really matter anyway.

Kevin now patrols Seattle’s shadow hangouts, looking for a team to join. And despite his enthusiasm, most professional runners aren’t looking (or stupid enough) to add a socially awkward, sociopathic, chainsaw wielding, wannabe with next to no real skillsets. Of course, he doesn’t understand this and vows to train harder.

B	A	R	S	W	L	I	C	ESS	EDG
5	4	6 (7)	4	4	2	5	2	5.2	7

Condition Monitor (P/S): 11/10

Armor: 13

Limits: Physical 7, Mental 5, Social 5

Physical Initiative: 11(12) + 1D6

Skills: Close Combat skill group 5, Disguise 2 (Camouflage +2), Escape Artist 2, Etiquette 2, Exotic Melee Weapon (Chainsaw) 6, Gymnastics 2, Intimidation 3 (Physical +2), Perception 3, Pilot Ground Craft 2 (Bike +2), Running 2 (Urban +2), Thrown Weapons 3, Tracking 3 (Urban +2)

Knowledge Skills: Anatomy 2, Fixers 3, Mental Institutions/Clinics 2, Safehouses/Bolt Holes 4, Shadowrunner Hangouts 3

Languages: English N

Qualities: Adrenaline Surge, Bi-Polar, Dead Emotion (Empathy), Hawk Eye, Home Ground (On the Lam), Poor Self Control (Sadistic), SINner (UCAS)

Augmentations: Datajack, hand razors, reaction enhancers 1

Vehicles: Dodge Scoot [Handling 4/3, Speed 3, Accel 1, Body 4, Armor 4, Pilot 1, Sensor 1, Seats 1]

Gear: AR gloves, Ballistic Mask [2] (w/ respirator 4), Berserker BTL, 3 bi-

polar quality stabilizer, bolt-hole lifestyle (4 months), 2 certified credsticks (silver), chisel/crowbar, duffel bag, ear buds [Rating 2, w/ audio enhancement 2], forearm guards [1], goggles [Rating 4, w/ flare compensation, image link, low-light vision, thermographic vision], 2 Guts doses, Hyper BTL, Infiltrator BTL, lined coat [9] (w/ chemical protection 3, insulation 3, shockweave), 3 Kamikaze doses, magnesium torch, MD-9 autoinjection gun, micro camera, 10 plastic restraints, portable chemical injector (wrist), Securetech PPP legs kit [1], sim module (modified for hot-sim), simrig, 3 tranq patch (Rating 4)

Weapons:

Ash Arms Monofilament Chainsaw "Sally" [Exotic Melee Weap, Reach 1, Acc 5, DV 12P, AP -8]
 Cavalier Arms Urban Tribe Tomahawk [Blade/Thrown, Reach 1, Acc 8, DV 6P, AP -1]
 Chain [Clubs, Reach 2, Acc 4, DV 5P, AP -]
 Combat Knife [Blade, Reach —, Acc 6, DV 6P, AP -3]

Extendable Baton [Clubs, Reach 1, Acc 5, DV 6P, AP -5]
 Hand Razor [Unarmed, Reach —, Acc 7, DV 5P, AP -3]
 2 Hold Fast Adhesive Sprayers (1 standard/1 long lasting) [Reach —, Acc 2, DV hardens, AP -1]
 Knucks [Unarmed, Reach —, Acc 7, DV 5P, AP -]
 Net [Exotic Ranged Weap, Reach —, Acc 5, DV entanglement, AP -]
 Stun Baton [Clubs, Reach 1, Acc 4, DV 9S(e), AP -5]
 Stun Dongle [Club, Reach 1, Acc 4, DV 9S(e), AP -5]
 Survival Knife [Blade, Reach 1, Acc 5, DV 6P, AP -1]
 3 Throwing Knives [Thrown Weapon, Reach —, Acc 7, DV 5P, AP -1]

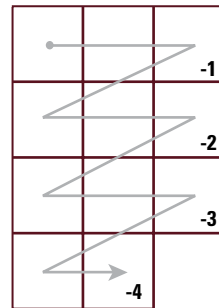
Contacts:

Fixer [Connection 2/Loyalty 2]
 ID Manufacturer [Connection 3/ Loyalty 2]
 Safehouse Master [Connection 4/ Loyalty 3]

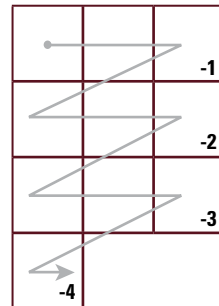
Starting Nuyen: 5,-155 + (1D6 x 20)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



GREGORY 'THE RED STARE' ORLOV

STREET DWELLER/WANNABE SHADOWRUNNER (MALE HUMAN)

When the discerning shadowrunner needs to get a hold of some of those truly hard-to-get items in Seattle, the man (or in this case dwarf) to see is Gregory Ivanovich Orlov.

Born in Vladivostok, Orlov first came to Seattle twenty-five years ago as a crewmember on a Vory smuggling ship. Despite a small misunderstanding with the Seattle Mafia, Orlov decided to stay and set up shop in Everett. Backed by a large network of smugglers and other muscle and utilizing sheer ruthlessness, Orlov became the sprawl's number-one black-market fence, despite the best efforts of both the Mafia and Yakuza.

Basically, trying to get rid of Orlov proved to be too damn expensive.

Orlov is known for two things: his ability to get just about anything a person may want, and his poker face. Tech, drugs, weapons, or even people, the old dwarf can make it happen. Just expect to pay a premium for his services. And if you don't like his prices, "The Red Stare" (as he is known) will be more than happy to give you a discount on whatever it is you need to buy, if you can beat him at a game of poker. Just be careful. If you lose, Orlov often chooses to settle these bets with something other than money.



"You do not like my prices? Well, tovarich, no one else has this item. But I will give you fair chance. Beat me at friendly game of cards, and I will give you discount. If you do not ... well, let us just say it will cost you."

GREGORY 'THE RED STARE' ORLOV

B	A	R	S	W	L	I	C	ESS	EDG
6	4 (6)	4 (6)	5 (6)	5	3	5	5	3	4

Condition Monitor (P/S): 11/11

Armor: 14

Limits: Physical 7(8), Mental 6, Social 8

Physical Initiative: 9(10) + 2D6

Skills: Automatics 4, Blades 5, Clubs 4, Con 5, Electronic Warfare 2, Escape Artist 3, Gunnery 2,

Gymnastics 4, Influence skill group 6, Intimidation 6, Longarms 4 (Shotguns +2), Perception 5, Pilot Ground

Craft 3, Pilot Watercraft 4, Pistols 6, Running 4, Stealth Group 4, Throwing Weapons 4 (Blades +2),

Unarmed Combat 4

Knowledge Skills: Black Markets 5, Criminal Organizations 3, Gambling Establishments 4, Games of

Chance 5, Smuggling Operations 4

Languages: Chinese 2, English 4, Italian 2, Japanese 3, Russian N

Qualities: Aged (50-59), Distinctive Style: Gambler, Guts, Made Man, Perceptive (1), Perceptive Defender,

Tough and Targeted

Augmentations: Bone density augmentation 2, datajack, enhanced articulation, muscle augmentation 1, muscle toner 2, orthoskin 2, platelet factories, reception enhancer, synaptic booster 1

Vehicles: Eurocar Westwind 3000 [Handling

6/4, Speed 7, Accel 3, Body 10, Armor 8, Pilot 3, Sensor 5, Seats 2]

Mitsubishi Nightsky [Handling 4/3, Speed 4, Accel 2, Body 15, Armor 15, Pilot 3, Sensor 5, Seats 8]

Gear: "Lucky" playing cards, AR Gloves, area jammer (Rating 5), 2 body bags, bug scanner (Rating 5), certified credstick (ebony), 2 certified credsticks (gold), 2 certified credsticks (silver), 5 certified credsticks (standard), concealed quick-draw holster, 10 datachips, DocWagon Contract (Platinum), earbuds [Rating 3, w/ select sound filter 1, spatial recognizer], Executive Suite [12] (w/ Custom Fit, Increase Social Limit by 2), Fairlight Caliban commlink, flashlight, flashlight (Low-Light), gas mask, glasses [Rating 4, w/ image link, low light vision, smartlink, vision magnification, electronic], high lifestyle (permanent), maglock passkey (Rating 5), micro-transceiver, 10 security tags, 10 sensor tags, 10 standard tags, 10 stealth tags, tag eraser, white noise generator (Rating 4)

Weapons:

AK-97 [Assault Rifle, Acc 7, DV 12P, AP -3, SA/BF/FA, RC 7, 38 (c), w/ 500 rounds EX-Explosive ammo, foregrip, gas-vent 3, sling,

smartgun system, 3 spare clips] Mossberg AM-CMDT [Shotgun, Acc 7, DV 14P, AP -2, SA/BF/FA, RC 4, 10 (c), w/ 200x rounds EX-explosive ammo, 200 rounds regular ammo, foregrip, sling, smartgun system, 3 spare clips]

Savalette Guardian [Heavy Pistol, Acc 7, DV 8P, AP -1, SA/BF, RC 4, 12 (c), w/ 200 rounds regular ammo, smartgun system, 2 spare clips]

Cougar Fineblade Knife, Short Blade [Blade, Acc 7, DV 8P, AP -1] Knucks [Unarmed, Acc 9, DV 7P, AP -] 2 Throwing Knives [Throwing Weapon, Acc 9, DV 7P, AP -1]

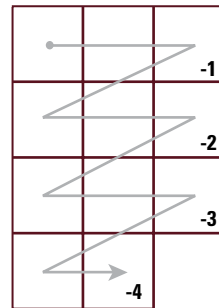
Contacts:

Black Market Fence [Connection 3/ Loyalty 5] Casino Owner [Connection 2/Loyalty 2] City Official [Connection 5/Loyalty 2] Crime Syndicate [Connection 6/ Loyalty 3] Gang Boss [Connection 3/Loyalty 2] Government Official [Connection 5/ Loyalty 2] Mafia Consigliere [Connection 3/ Loyalty 2] News Reporter [Connection 2/Loyalty 2] Smuggler [Connection 4/Loyalty 4]

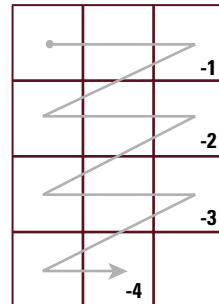
Starting Nuyen: 10,000 (5D6 x 500)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



LANCER



*“Don’t believe the fragging rumors.
I am a professional”*

T-BIRD PILOT/RIGGER/SMUGGLER (FEMALE ORK)

Lancer came to Seattle from Cal Free a year ago, and that’s about all anyone really knows about her—that, and the fact that she never takes her flight helmet off. Rumors say she got all of her sweet gear and hot-rodged aircraft after backstabbing her mentor. Other rumors say that she’ll sell out her team/clients to save her own skin. True or not, she has plenty of skills and is one of the sprawl’s best pilots.

B	A	R	S	W	L	I	C	ESS	EDG
4	3	6	4	3	4 (5)	4	2	2.4	2

Condition Monitor (P/S): 10/10

Armor: 14

Limits: Physical 6, Mental 6, Social 4

Physical Initiative: 10 + 1D10

Matrix Initiative: 9 + 3D6

Skills: Aeronautics Mechanic 5, Armorer 2, Automatics 2, Automotive Mechanic 4, Electronic Warfare 5, Etiquette 2, Free Fall 3 (Parachute +2), Gunnery 6, Hardware 3, Heavy Weapons 2, Longarms 2, Navigation 5, Negotiation 3, Perception 5, Pilot Aircraft 6 (Vectored Thrust +2), Pilot Ground Craft 5, Pilot Watercraft 2, Pistols 4, Survival 3, Swimming 3, Unarmed Combat 3

Knowledge Skills: Aerial Combat Maneuvering 4, Aerodynamics 3, Border Patrol Operations: North America 3, Close Air Support Tactics 4, Private Airfield Locations 3, Smuggler Hideouts 3, Smugler Routes 3

Languages: English N, German 1, Japanese 1, Russian 1

Qualities: Bad Rep, Big Regret, Distinctive Style (Scars, always wears helmet), Gearhead, In Debt (Borrowed 10,000¥, Owes 15,000¥) 2, Juryrigger, SINner (Cal Free State), Speed Reading, Steely Eyed Wheelman

Augmentations: Cerebral Booster 1, Control Rig 3, Damage Compensators 2, Smartink

RCC: Maser Industrial Electronics [DR 5, data processing 5, firewall 5, noise reduction 3, w/armor, biofeedback filter]

Vehicles

GMC Banshee (modified) [Handling 7, Speed 9, Accel 5, Body 20, Armor 20, Pilot 6, Sensors

B	A	R	S	W	L	I	C	ESS	EDG
4	3	6	4	3	4 (5)	4	2	2.4	2

10, Seats 12, w/ ammo bin, anti-theft system 3, ECM 6, life support 2, manual control override, metahuman adjustment (one seat, troll), missile defense system, PPS (Rating 5), rigger cocoon, rigger interface, searchlight, secondary manual control, signature mask 6, smuggling compartment 3 (shielded), weapon mount (heavy, fixed flexibility, internal visibility, remote control), weapon mount (heavy, turret flexibility, conceal visibility), valkyrie module, vehicle tag eraser, winch (basic), winch (enhanced)

Hughes Stallion WK-4 (modified) [Handle 5, Speed 6, Accel 5, Body 16, Armor 16, Pilot 4, Sensor 6, Seats 8, w/ ammo bin, anti-theft system 3, chameleon coating, drone rack (medium, landing), ECCM 4, 2 gun ports, life support 1, manual control override, PPS (Rating 4), retrains unit, rigger cocoon, rigger interface, searchlight, signature masking 4, smuggling compartment (shielded), valkyrie module, vehicle tag eraser, weapon mount (heavy, turret flexibility, concealed), winch (enhanced)

GMC Banshee

Ruhrmetall SF-20 (turret: chin) [HMG, Acc 5 (7), DV 12P, AP -4, FA, RC -24, 200 (bin), w/ anti-vehicle rounds, smartgun system]

Ruhrmetall SF-20 (fixed: nose) [HMG, Acc 5 (7), DV 12P, AP -4, FA, RC -24, 100 (belt), w/ anti-vehicle rounds, smartgun system]

Hughes Stallion WK-4

FN MAG-5 (turret: chin) [MMG, Acc 6, DV 11P, AP -7, FA, RC -16, 200 (bin), w/ APDS rounds, smartgun system]

Drones: Lockheed Optic X-2 [Handling, 4, Speed 4, Accel 3, Body 2, Armor 2, Pilot 3, Sensor 2, w/ clear sight 5, evasion 3, stealth 3]

Gear: AR gloves, area jammer, Armor Jacket [12] (w/ chemical protection 4, fire resistance 4, insulation 4) binoculars (Rating 3, w/ image link, vision enhancement 2, vision magnification: electronic), bug scanner (Rating 1), certified credstick (platinum), concealed quick-draw holster, data tap, Doc Wagon contract (gold), 10x electronic parts, facility (aeronautics mechanic), flashlight, helmet [2] (w/ flare compensation, gas mask, image link, low light vision, micro-transceiver, 3 light sticks, 4 magnesium torches,

Maser Industrial Electronics RCC (w/ Armor, Biofeedback Filter), medkit (Rating 5), middle lifestyle (one month), satellite link, shop (armor, hardware), sim module (modified for hot sim), survival kit, tool kit (aeronautics mechanic), tool kit (armor, hardware), Transys Avalon commlink

Weapons:

Ceska Black Scorpion [Machine Pistol, Acc 6, DV 5P, AP +4, SA/BF, RC 4, 35 (c) w/ 100 fraggible rounds, 100 rounds regular ammo, smartgun system, 2x spare slips]

Colt Cobra TZ-120 [SMG, Acc 5, DV 7P, AP —, SA/BF/FA, RC 3, 32 (c), w/100 rounds regular ammo, external smartlink, sling, 3 spare clips]

Shock Glove [Unarmed, Acc 6, DV 8S(e), AP -5, w/ internal battery]

Contacts:

Arms Dealer [Connection 4/Loyalty 2]
Border Patrol Agent [Connection 2/Loyalty 2]

Coyote [Connection 3/Loyalty 2]
Fixer [Connection 2/Loyalty 2]

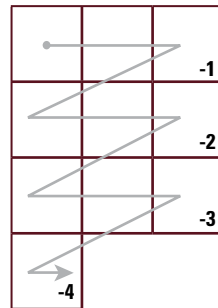
ID Manufacturer [Connection 5/Loyalty 2]

Mechanic [Connection 2/Loyalty 2]

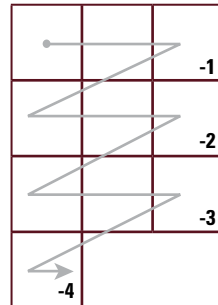
Starting Nuyen: 1,500 + (4D6 x 100)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



DOROTHY 'MOMMA DOT' SIMMS



ARMORER/EX-MERCENARY (FEMALE TROLL)

Ten years ago, Sergeant Dorothy Simms thought her mercenary days were done. She had a nice armory shop in Tacoma, and business was good. But four years ago, her former CO (Nathan McCord of Bravo Company) called. Within forty-eight hours she was in a South American jungle, expertly blasting Azzies with her Panther Cannon. When she returned home, she was missing some body parts and had no regrets, but decided that her merc days were well and truly done.

Called "Momma Dot" because she mothers everyone in her "family" (which can be anyone at any time), Simms is as caring as she is ferocious in combat. Equally skilled at consoling children as she is laying down murderous suppression fire, Simms will drop everything to help one of her kids in need, whatever that need is. And few people want to risk the wrath of a slotted-off troll merc with access to heavy weaponry.

B	A	R	S	W	L	I	C	ESS	EDG
9	4 (6)	4 (5)	8 (10)	4	5	4	3	1.61	4

Condition Monitor (P/S): 13/10

Armor: 18

Limits: Physical 10(12), Mental 6, Social 4

Physical Initiative: 8(9) + 2D6

Skills: Armorer 7, Athletics skill group 4, Blades 4, Chemistry 3, Computer 2, Demolitions 5, Etiquette 4, Exotic Range Weapons (Grapple Gun) 4, Firearms skill group 6, First Aid 3, Free Fall 2 (Parachute +2), Gunnery 6, Hardware 4, Heavy Weapons 8, Instruction 4, Leadership 4, Negotiation 4, Outdoors Group 4, Perception 4, Pilot Ground Craft 3, Throwing Weapons 4, Unarmed Combat 6

Knowledge Skills: Ballistics 4, Black Market Operations 2, Gunrunning Rings 3, Military Operations 5, Psychology 5, Small Business Operations 3, Small Unit Tactics 5

Languages: Aztlaner Spanish 3, English N

Qualities: Code of Honor: The Soldier's Code, Day Job 1, Guts, Hawk Eye, SINner (UCAS), Solid Rep (Mercenaries), Toughness

"Oh, don't you worry none child, you're part of Momma's family. And Momma always takes care of her children. Now be good and hand me those high-explosive grenades."

DOROTHY 'MOMMA DOT' SIMMS

B	A	R	S	W	L	I	C	ESS	EDG
9	4 (6)	4 (5)	8 (10)	4	5	4	3	1.61	4

Augmentations: Bone lacing (titanium, alphaware), cyber lower arm [obvious, off hand, w/ built-in toolkit: Armorer, Agility 5, Strength 10], datajack, muscle replacement (alphaware) 2, replacement limb (left leg), smartlink (betaware), synaptic booster 1

Vehicles: Ares Roadmaster [Handling 3/3, Speed 3, Accel 1, Body 18, Armor 18, Pilot 3, Sensors 3, Seats 8 w/ metahuman customization: troll (driver, two passenger)]

Gear: AR gloves, armor jacket [12] (w/ Chemical Protection 5, drag handle, nonconductivity 3, thermal dampening 3), ballistic mask (customized) w/ gas mask), binoculars [Rating 3, w/ low light vision, vision enhancement 1, vision magnification (electronic)], certified credstick (gold), DocWagon contract (gold), Erika Elite commlink, facility (armor), flashlight (thermographic), goggles [Rating 5, w/ flare compensation, image link, low light vision, smartlink, vision magnification: electronic], headphones [Rating 3, w/ audio enhancement 1, spatial recognizer], 3 light sticks, medkit (Rating 3), 2 medkit

re-supplies x2, middle lifestyle (10 months), 3 licenses (business, heavy pistol, mercenary), periscope cam (Rating 3, w/ image link, low light vision, vision enhancement 1, vision magnification: electronic), subvocal microphone, survival kit, tag eraser, tool kit (armor), 4 trauma patches, white noise generator (Rating 4)

Weapons:

Nissan Optimum II [Assault Rifle, Acc 8, DV 9P, AP -6, SA/BF/FA, RC 8, 30 (c), w/ 200 APDS rounds, gas-vent system 2, personalized grip, sling, 2 spare clips]

Nissan Optimum II Shotgun [Shotgun, Acc 7, DV 10P, AP -5, SA, RC (1), 5 (m), w/ 100 APDS rounds]

Onotari Arms Violator [Heavy Pistol, Acc 8, DV 5S(e), AP -5, SA, RC 1, 10 (c), w/ 50 stick-n-shock ammo, personalized grip, 3 spare clips]

Panther XXL [Assault Cannon, Acc 7, DV 17P, AP -6, SS, RC 6, 15 (c)] w/ 100 assault cannon rounds, hip-pad bracing system, improved range finder, 2 slide mounts, sling, smartgun system]

Underbarrel Grenade Launcher [Grenade Launcher, Acc 4, DV 16P, Blast -2/m, AP -2, SS, 6 (c), w/ 20 high-explosive minigrenades, airburst link]

SA Nemesis LMG [LMG, Acc 8, DV 9P, AP -6, BF/FA, RC 9, 50 (c), w/ 500 APDS rounds, bipod, foregrip, gas-vent system 2, personalized grip, 2 spare clips]

Combat Axe [Blade, Reach 3, Acc 4, DV 15P, AP -4]

Cougar Fineblade Knife, Long Blade [Blade, Reach 1, Acc 7, DV 13P, AP -1]

Knucks [Unarmed, Reach 1, Acc 12, DV 11P, AP -]

Contacts:

Arms Dealer [Connection 4/Loyalty 3]

Bounty Hunter [Connection 4/Loyalty 4]

Coyote [Connection 4/Loyalty 3]

Fixer [Connection 3/Loyalty 2]

Mercenary Commander [Connection 10/Loyalty 6]

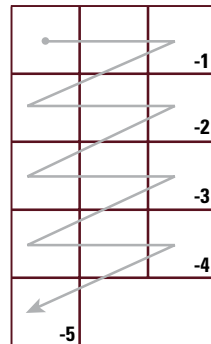
Mercenary NCO [Connection 3/ Loyalty 5]

Pawn Broker [Connection 3/Loyalty 2]

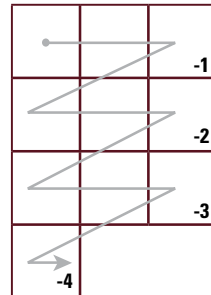
Starting Nuyen: 5,000 + (4D6 x 100)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



REX SIMMONS

FORMER COMPANY MAN/FIXER (MALE ELF)

Rex Simmons's name is well known in Seattle's shadows, but good luck getting anyone to remember what he looks like; usually all they can say definitively is that "he's an elf."

Simmons has been working the shadows for over twenty years, supposedly as a freelance infiltration specialist. What most don't know is that "Rex Simmons" was a member of the Seraphim, Cross Applied Technologies' elite cadre of shadow operators. When CATCo was dismantled (mostly by Ares) in 2064, most of the Seraphim scattered into the wind, took new corporate masters, or disappeared (supposedly following secret contingency plans). Simmons, however, stayed in Seattle.

Simmons continues to operate in the sprawl, but his activities indicate that he's still working some kind of long-term operation. Unfortunately no one, not even the runners he hires to occasionally assist him, have any idea of what his true goals really are.

B	A	R	S	W	L	I	C	ESS	EDG
4	7	5 (6)	4 (5)	4	4	4 (5)	6	4.12	4

Condition Monitor (P/S): 10/10

Armor: 18

Limits: Physical 6(7), Mental 6, Social 7

Physical Initiative: 9(11) + 2D6

Skills: Acting skill group 6, Armorer 2, Athletics skill group 3, Automatics 5, Close Combat skill group 5, Demolitions 4, Electronic Warfare 2, Escape Artist 3, Etiquette 3, Exotic Melee Weapon (Garrote) 5, Exotic Ranged Weapon (Parashield Dart Pistol) 3, First Aid 2, Free Fall 3, Gunnery 2, Heavy Weapons 2, Intimidation 3 (Interrogation +2), Leadership 4, Longarms 6, Navigation 3, Negotiation 5, Perception 5, Pilot Aircraft 3, Pilot Ground Craft 4, Pilot Watercraft 3, Pistols 5, Stealth skill group 4, Survival 3, Throwing Weapons 3, Tracking 4, Unarmed Combat 5



*"Just to be crystal clear, I'm in charge of this run.
You don't like it? There's the door."*

REX SIMMONS

B	A	R	S	W	L	I	C	ESS	EDG
4	7	5 (6)	4 (5)	4	4	4 (5)	6	4.12	4

Knowledge Skills: Counter-intelligence 6, Deep Cover Operations 6, Psychology 3, Security Procedures 5, Small Unit Tactics 4, Surveillance Tactics 4

Languages: Aztlaner Spanish 3, English 6, French N, German 3, Japanese 3, Sperethiel 3

Qualities: Agile Defender, Analytical Mind, Big Regret, Consummate Professional, First Impression, Loss Of Confidence (Longarms), Paranoia, Photographic Memory

Augmentations: Attention co-processor (alphaware), cerebellum booster 1, datajack (alphaware), false face (alphaware), muscle augmentation 1, sleep regulator, smartlink (alphaware), synaptic booster 1

Vehicles: Toyota Talon [Handling 4/3, Speed 4, Accel 2, Body 12, Armor 6, Pilot 2, Sensors 2, Seats 5]

Gear: Actioneer business clothes [8], AR gloves, area jammer (Rating 3), Ares Executioner briefcase, bug scanner (Rating 4), certified credstick (gold), certified credstick (silver), 3 certified credsticks (standard), chameleon suit [9] (w/ drag handle, fire resistance 3, nonconductivity 3, thermal dampening 2), 3 concealed quick-draw holsters, 10 datachips, 3 disposable syringes, 2

units explosive foam (8 kg), 3 fake SINS (Ratings 4, 5, 7), 3 gamma-scopolamine doses, medkit (Rating 3), 2 Meta Link commlinks, micro-transceiver, 2 units plastic explosive (8 kg), 2 radio detonators (Rating 3), Renraku Aguchi commlink, satellite link, 10 security tags, 10 sensor tags, 10 stealth tags, subvocal microphone, SWAT armor [13] (w/ drag handle, fire resistance 4, flashlight (low-light), gear access, nonconductivity 4, quick-draw holster), SWAT armor helmet [3], tag eraser, 2 timer detonators (Rating 3), 5 trauma patches, traveler lifestyle (6 months)

Weapons:

Ares Executioner [SMG, Acc 6, DV 7P, AP -4, SA/BF/FA, RC 4, 30 (c), w/ 100 rounds APDS ammo, 3 spare clips]

Parashield Dart Pistol [Exotic Ranged Weapon, Acc 7, DV by chem., AP —, SA, 5 (c), w/ 10 injection darts (Narco-Ject Power 15), smartgun system, 1 spare clip]

PSK-3 Collapsible Pistol [Heavy Pistol, Acc 4, DV 8P, AP -5, SA, RC 3, 10 (c), w/ 50 rounds APDS ammo, 2 spare clips]

Ranger Arms SM-5 [Sniper Rifle, Acc 8, DV 14P, AP -9, SA, RC 6, 15

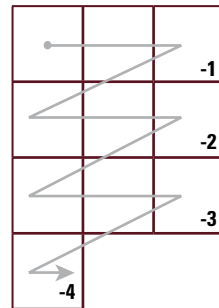
(c), w/ 15x APDS rounds, bipod, imaging scope (w/ smartlink, vision magnification: electronic), shock pad, silencer/suppressor] Savalette Guardian [Heavy Pistol, Acc 7, DV 8P, AP -5, SA/BF, RC 4, 12 (c), w/ 200 rounds APDS ammo, silencer/suppressor, 2 spare clips] Yamaha Raiden [Assault Rifle, Acc 8, DV 11P, AP -6, BF/FA, RC 6, 60 (c), w/ 500 rounds APDS ammo, foregrip, shock pad, silencer/suppressor, sling, 3 spare clips] Ares "Queen of Hearts" Monofilament Garrote [Exotic Melee Weapon, Acc 5, DV 11P, AP -8] Victorinox Memory Blade Sword [Blade, Reach 1, Acc 5, DV 7P, AP -2]

Contacts:

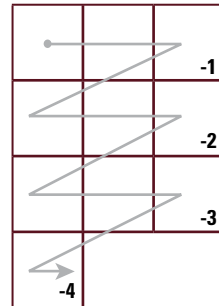
Arms Dealer [Connection 5/Loyalty 3] Company Suit [Connection 7/Loyalty 3] Fixer [Connection 6/Loyalty 2] ID Manufacturer [Connection 5, Loyalty 2] International Courier [Connection 4, Loyalty 3] Safehouse Master [Connection 6/Loyalty 6] Street Doc [Connection 3/Loyalty 3]
Starting Nuyen: 20,000 + (3D6 x 60)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



HERMES SMITH



"Yeah I can get the package there; I tagged that neighborhood a few days ago. Don't believe me? Then who, pray tell, put up that sa-weet mini-mural in the Halloweeners' back yard, right under their noses?"

PROFESSIONAL GRAFFITI ARTIST/COURIER (MALE HUMAN)

Since he was ten years old, Hermes Smith has considered himself a modern Michelangelo. But instead except of painting on ceilings, he tags any building he can get to, and he's gotten to a lot of buildings in the sprawl. He considers Seattle his canvas and is always itching to leave his mark and brighten things up. And if the government, the corps, the gangs, or anyone else has a problem with that—well, they just don't recognize true artistic brilliance.

Using a combination of parkour maneuvers and adept abilities, Hermes has gotten into places no one thought were possible. Be it the outside of a high-level bridge, the side of a corporate office, or the back door of a gang safehouse, Hermes has tagged them all. This hasn't made him too many friends in normal society and more than one ganger would love to pull his guts out through his nose. But so far, no one's been able to catch him.

Still, an up-and-coming nineteen-year-old urban artist has to eat and get the latest in nano-paint colors. So when he's not creating his latest "masterpiece," he's usually roof-hopping on some courier job or ducking through back alleys. But always staying one step ahead of everyone.

B	A	R	S	W	L	I	C	ESS	M	EDG
3	6	5 (7)	3	4	3	3	4	6	5	5

Condition Monitor (P/S): 10/10

Armor: 12

Limits: Physical 5(6), Mental 5, Social 6

Physical Initiative: 8(10) + 3D6

Skills: Artisan 5 (Street Art +2), Close Combat skill group 3, Con 2, Disguise 4, Escape Artist 3, Exotic Ranged Weapon (Hold-Fast Adhesive Sprayer) 3, First Aid 1, Free Fall 4, Gymnastics 5, Influence skill group 2, Palming 3, Perception 5, Pistols 2, Running 5, Sneaking 5, Survival 2 (Urban +2), Swimming 2, Throwing Weapons 5

Knowledge Skills: Art History 3, Art Styles 5, Gang Turf 3, Gang Hang-Outs 3, Gang Politics 2, Industrial Areas 3, KE Patrol Procedures 3, Seattle Geography 4

HERMES SMITH

B	A	R	S	W	L	I	C	ESS	M	EDG
3	6	5 (7)	3	4	3	3	4	6	5	5

Languages: Chinese 1, Dakota 1, English N, Or'zet 3

Qualities: Agile Defender, Catlike, Daredevil, Natural Athlete, Poor Self Control (Attention-Seeking), Poor Self Control (Thrill-Seeker), Prejudiced (Biased, Law Enforcement), Signature (Street Art), Speed Reading

Adept Powers: Freefall (2, 0.5 PP), Hang Time (2, 0.5 PP), Improved Reflexes (2, 2.5 PP), Nimble Fingers (0.25 PP), Skate (1 PP), Stillness (1, 0.25 PP)

Gear: AR gloves, area jammer (Rating 4), backpack, ballistic mask [2] (customized w/ gas mask, micro-tranceiver), bolt-hole lifestyle (3 months), certified credstick (gold), certified credstick (silver), 2 certified credsticks (standard), climbing gear, concealed quick-draw holster, ear buds (Rating 2, w/ spatial recognizer), Erika Elite commlink, fake SIN (Rating 4, "Jackson Warhol"), flashlight, flashlight (low-light), forearm guards [1], gecko tape gloves, goggles (Rating 4, w/ flare compensation, image link, low light vision, thermographic vision), medkit

(Rating 3), nano-paint sprayers (multiple colors), periscope cam (Rating 3, w/ image link, low light vision, vision enhancement 1, Vision Magnification: Electronic), 10 plastic restraints, rappelling gloves, tag eraser, telescoping mirror on a stick, 2 trauma patches, Urban Explorer Jumpsuit [9] (w/ chemical protection 3, insulation 3, thermal dampening 3)

Maneuvers: Parkour (Leaping Mantis, Monkey Climb)

Weapons:

Colt America L36 [Light Pistol, Acc 8, DV 7S, AP +1, SA, RC 2, 11 (c), w/ 100 gel rounds, 100 regular rounds, 100 Stick-n-Shock rounds, laser sight, silencer/suppressor, 2 spare clips]

Hold-Fast Adhesive Sprayer [Exotic Ranged Weapon, Acc 2, DV Hardens, AP —, SS, w/ Hold Fast Adhesive Spray (Long Lasting)]

Extendable Baton [Club, Reach 1, Acc 5, DV 5P, AP —]

3 Throwing Knives [Throwing Weapon, Acc 6, DV 4P, AP -1]

Gas Grenade, Nausea Gas

[Grenade, non-aerodynamic, Acc 6, DV By Chem., 10m R, AP —, w/ nausea gas

Gas Grenade, Ultra-Glide Industrial Lubricant (l) x2 [Grenade, non-aerodynamic, Acc 6, DV by chem, 10m, AP —, w/ Ultra-Glide Industrial Lubricant]

Paint Grenade, Radioactive Tracking Dye x2 [Grenade, non-aerodynamic, Acc 6, DV Paint, 10m, AP —] w/ Radioactive Tracking Dye]

Thermal Smoke Grenade x2 [Grenade, non-aerodynamic, Acc 6, DV Thermal Smoke, 10m, AP —]

Contacts:

Fixer [Connection 4/Loyalty 2]

ID Manufacturer [Connection 5/Loyalty 2]

News Reporter [Connection 4/Loyalty 3]

Recicladore [Connection 1/Loyalty 4]

Sprawl Ganger [Connection 3/Loyalty 3]

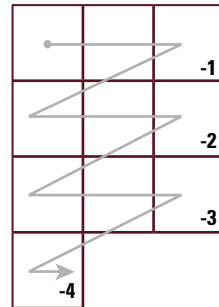
Street Doc [Connection 2/Loyalty 5]

Taxi Driver [Connection 2/Loyalty 4]

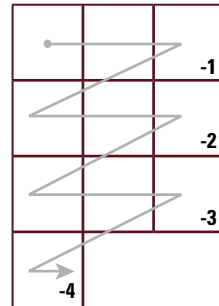
Starting Nuyen: 4,500 + (1D6 x 20)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



KATSU TAKASHIMA



“You have angered the Oyabun, and for that alone you will die. But to dare call yourself ‘samurai’? I will consider it a personal pleasure to end your miserable existence.”

YAKUZA ENFORCER (HUMAN MALE)

Known as “Raijin no Musuko” (or loosely: Son of the Storm God), Takashima is the one the Yakuza send in to deal with people who have seriously displeased the Oyabun. A powerful mystic adept initiate, Takashima is as subtle as a raging storm. When he’s going after a target, they know it.

Born in Osaka, Yakashima is large for a Japanese man, standing at 1.9 meters. He was found on the streets as young boy and was quickly apprenticed to a Yakuza fighting master when his powers manifested. In combat Yakashima is completely ruthless, preferring to use his combat spells at distance to soften up his opponents before closing and finishing them off with his an electrified katana.

Normally very stoic, what truly angers Yakashima are so-called “street samurai.” Those who dare describe themselves with such a honorific without earning it (and worse, hire themselves out as cheap mercenaries) dishonor everything he stands for. When confronted by such scum, Yahashima takes true pleasure killing them.

Yakashima lives for two things: serving his master and honing his combat skills. And the fact that he still has all of his fingers answers all questions about his capabilities.

B	A	R	S	W	L	I	C	ESS	M	EDG
4	5 (6)	5 (7)	5	5	3	3	4	6	8	4

Condition Monitor (P/S): 10/11

Armor: 14

Limits: Physical 7, Mental 5, Social 7, Astral 7

Physical Initiative: 8(10) + 3D6

Skills: Arcana 3, Assensing 3, Astral Combat 5, Athletics skill group 4, Binding 3, Blades 7, Clubs 3, Computer 2, Counterspelling 4, Etiquette 2, Firearms skill group 3, Intimidation 5, Leadership 3, Perception 5, Pilot Ground Craft 3 (Bike +2), Sneaking 3, Spellcasting 5, Summoning 4, Throwing Weapons 4, Unarmed Combat 5

KATSU TAKASHIMA

B	A	R	S	W	L	I	C	ESS	M	EDG
4	5 (6)	5 (7)	5	5	3	3	4	6	8	4

Knowledge Skills: Black Markets 2, Bushido 4, Magical Theory 2, Small Unit Tactics 2, Torture Methodology 3
Languages: Chinese 4, English 5, Japanese N
Qualities: Better to Be Feared than Loved, Code of Honor (loyalty to oyabun), Distinctive Style (Yakuza tattoos), Prejudiced (Specific, Outspoken, Street Samurai), The Magician's Way (Astral Perception), Improved Physical Attribute, Combat Sense, Critical Strike)

Initiate Grade: 2

Metamagics: Adept Centering, Centering
Adept Powers: Astral Perception (0.5 PP), Attribute Boost (Strength) (0.25 PP), Combat Sense (2, 0.75 PP), Critical Strike (Blades) (0.25 PP), Danger Sense (1, 0.25 PP), Elemental Weapon (Electricity) (0.5 PP), Enhanced Accuracy (Blades) (0.25 PP), Improved Physical Attribute (Agility) (1, 0.5 PP), Improved Reflexes (2, 2.5 PP), Improved Sense (Low-Light Vision) (0.25 PP), Indomitable Will (2, 0.5 PP), Magic Sense (0.5 PP), Motion Sense (0.5 PP), Mystic Armor (2, Qi Focus), Rapid Draw (0.5 PP)

Vehicles: Suzuki Mirage [Handling 5/3, Speed 6, Accel 3, Bod 5, Armor 6, Pilot

1, Sensor 2, Seats 1]

Spells: Armor, Ball Lightning, Blast, Clout, Destroy Vehicle, Detect Life, Detect Magic, Electricity Grenade,

Lightning Bolt, Mass Agony, Stunbolt

Bound Spirits: Spirit of Air (Force 6, 4 Services)

Gear: AR gloves, armor jacket [12] (w/ nonconductivity 5, quick-draw holster, shock weave), binoculars [Rating 3, w/ vision enhancement 3, vision magnification (electronic)], body bag, certified credstick (ebony), fake SIN (Rating 6, "Akira Toyama"), flashlight (low-light), forearm guards [1], gas mask (Rating 3), glasses [Rating 4, w/ flare compensation, image link, smartlink, vision magnification (electronic)], high lifestyle (1 month), mage sight goggles, micro-tranceiver, Novatech NetNinja commlink, 10 plastic restraints, Qi Focus (Force 4, Mystic Armor 2), Securetech PPP legs kit [1], subvocal microphone, tag eraser

Maneuvers: Kenjutsu (Finishing Move, Iaijutsu, Multiple Opponent Comment)

Weapons:

Ares Predator V [Heavy Pistol, Acc 7, DV 8P, AP -1, SA, RC 3, 15 (c), w/

50 rounds regular ammo, melee hardening, 2 spare clips]

SCK Model 100 [SMG, Acc 5, DV 8P, AP —, SA/BF, RC 5, 30 (c)] w/

60 rounds regular ammo, sling, smartgun system, 2 Spare Clips]

Cougar Fineblade Knife, Long Blade [Blade, Acc 8, DV 9P, AP -1]

Katana weapon focus (Force 4) [Blade, Reach 1, Acc 9, DV 9P, AP -3, w/ personalized grip]

Shuriken x 3 [Throwing Weapon, Acc 7, DV 5P, AP -1]

Contacts:

Armorer [Connection 5/Loyalty 4]

Geisha [Connection 3/Loyalty 4]

Hibachi Chef [Connection 2/Loyalty 4]

Master Sword maker [Connection 5/Loyalty 3]

Shinto Magician [Connection 5/Loyalty 3]

Seattle Oyabun [Connection 9/Loyalty 3]

Sensei (Sword Master) [Connection 8/Loyalty 5]

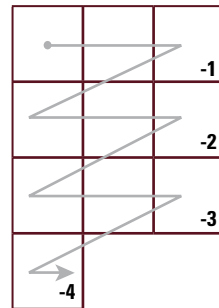
Tattoo Artist [Connection 4/Loyalty 6]

Yakuza Soldier [Connection 2/Loyalty 6]

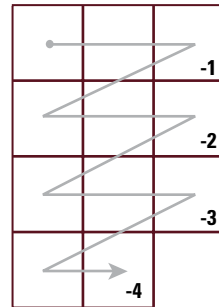
Starting Nuyen: 9,000 + (5D6 + 500)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



QUINN 'CHIPPIE' TURK

OWNER/MANAGER, CUPPA' JOES (FEMALE DWARF)

When the original Cuppa' Joes moved from Tacoma to Seattle a few years ago, the original owner, a scruffy dwarf named Chip, decided to finally retire. He stuck around just long enough to get the new store set up in Downtown and then promptly handed it over to his daughter Quinn (a.k.a. Chippie), who had just gotten her BA in business from the University of Washington.

Having grown up in the original store, taking over the new Joes was simple enough. Unfortunately, many of the regulars (who included criminal bosses of all flavors and various shadow folk) weren't sure about the new shop or owner, and as such it didn't quite receive the original protection and status it had before as neutral ground. So, just like her father before her, she issued the same challenge to all the Seattle criminal bigwigs, except this time she upped the ante. This time she said she would serve the best donut and coffee they had ever had.

And she nailed it.

She now runs Cuppa' Joe like her father did before her, offering it as a place where just about anyone can come to get some food, kaf, and maybe do some biz without worrying about random violence. Of course, some people still haven't grasped this concept and every so often someone tries something. But if the regulars don't handle it for her first, Chippie has her dad's trusty Ruger Warhawk to get her point across.



“Hello, welcome to Cuppa' Joes! What can I get for ya? Oh, your friend Mr. Johnson said to try the sweet rolls? Well, you're in luck! I've got a batch coming out, and your friend is in the back.”

B	A	R	S	W	L	I	C	ESS	EDG
4	4	3	4	6	5	5	6	5.3	2

Condition Monitor (P/S): 10/11

Armor: 9

Limits: Physical 5, Mental 7, Social 8

Physical Initiative: 8 + 1D6

Skills: Clubs 2, Computer 4, Con 4, First Aid 2, Gymnastics 2, Influence skill group 5, Industrial Mechanic 1, Instruction 3, Intimidation 4, Longarms 3 (Shotguns +2), Perception 4, Pilot Ground Craft 3, Pistols 3, Running 2, Sneaking 3, Swimming 2, Unarmed Combat 4

QUINN 'CHIPPIE' TURK

B	A	R	S	W	L	I	C	ESS	EDG
4	4	3	4	6	5	5	6	5.3	2

Knowledge Skills: Accounting 4, Baking 4, Mathematics 4, Small Business 5, Local Gossip (Seattle) 3, Seattle Gangs 3, Seattle Small Businesses 4

Languages: English N, Japanese 3

Qualities: Addiction (Mild, Caffeine), College Education, Common Sense, Day Job 3 (5,000¥/month, 40

hrs/week), Home Ground (Street Politics: Seattle), Perceptive 1, SINner (UCAS), Speed Reading

Augmentations: Attention Co-Processor, Datajack, Math SPU, Taste Booster 2

Vehicles: GMC Bulldog (Handling 3/3, Speed 3 Accel 1, Body 16, Armor 12, Pilot 1, Sensor 2, Seats 6 w/ metahuman customization: dwarf (driver seat, passenger seat))

Gear: Area jammer (Rating 3), AR gloves, camera, certified credstick (gold), certified credstick (silver), 3 certified credsticks (standard), concealed quick-draw holster, Cuppa Joe's Coffee Shop and Cafe (facility), 10 datachips, Doc Wagon contract (gold), ear buds [Rating 3, w/ select sound filter 3], electronic paper, flashlight (thermographic), glasses [Rating 2, w/ image link, vision enhancement 1], Hermes Ikon commlink, holo-

projector, Industrious [9] (w/ chemical protection 3, fire resistance 3, gear access, increase social limit 1), key/combination lock (Rating 5), 3 long haul doses, maglock (Rating 5), medkit (Rating 3), 2 medkit re-supplies, middle lifestyle (3 months), license (business), license (heavy pistol), printer, respirator (Rating 3), satellite link, sim module, tool kit (industrial mechanic), 2 trauma patches, white noise generator (Rating 4)

Weapons:

Ruger Super Warhawk [Heavy Pistol, Acc 7, DV 9P, AP -2, SS, RC 3, 6 (cy), w/ 30 rounds regular ammo, laser sight, personalized grip, 4 Speed Loaders]
Sap [Club, Acc 5, DV 6P, AP —]

Contacts:

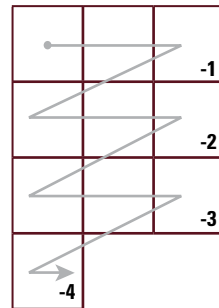
Beat Cops (KE) [Connection 2/Loyalty 3]
City Official [Connection 5/Loyalty 3]
Corporate Suit [Connection 4/Loyalty 3]
Corporate Manager [Connection 4/Loyalty 3]
Corporate VP [Connection 6/Loyalty 4]
Delivery Driver [Connection 2/Loyalty 3]
Dockworker(s) [Connection 2/Loyalty 3]
Face [Connection 4/Loyalty 3]
Fixer [Connection 4/Loyalty 3]

Gang Boss(multiple) (Mafia) [Connection 6/Loyalty 3]
Gluttonous Raven Shaman [Connection 3/Loyalty 4]
Go-Ganger(s) [Connection 3/Loyalty 3]
Government Official [Connection 5, Loyalty 4]
Insomniac Street Samurai [Connection 3/Loyalty 5]
Joy Boy/Girl [Connection 3/Loyalty 3]
Over-Caffeinated Decker [Connection 3/Loyalty 6]
Over-Worked KE Detective [Connection 4/Loyalty 3]
Street Kid [Connection 1/Loyalty 6]
Street Musician [Connection 3/Loyalty 3]
Stressed Out Rigger [Connection 2/Loyalty 3]
Taxi Driver [Connection 2/Loyalty 4]
Unappreciated Corporate Manager [Connection 2/Loyalty 3]
Wage Slave [Connection 1/Loyalty 3]
Weird Street Guy [Connection 1/Loyalty 3]

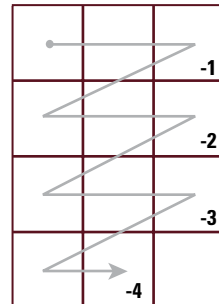
Starting Nuyen: 5,000 + (4D6 + 100)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



TWENTY-SIX KAY

STREET HUSTLER/ASPECTED MAGICIAN (HUMAN FEMALE)

There're some people who're easy going and roll with the punches. But Twenty-Six Kay is the kind of person who makes a hurricane look organized. Living in the moment takes on a whole new meaning as Kay changes her mind so often on what she wants and what she is doing (sometimes changing in mid-sentence), people think she has some kind of hyper-ADHD.

But what people don't realize is that there's a method to her madness. Kay is a hustler and uses her chaotic nature (and magic) to her advantage, keeping people off balance to get whatever she wants at the time. And even that can change by the minute. She's not evil (or particularly good, for that matter), she simply is. What's happening in the now is the most important thing to her.

Kay was born with a heart defect that could kill her at any moment, and her father took out an insurance policy on her, thinking he'd collect pretty quickly. After fifteen years, he got tired of waiting and decided to try to prematurely collect on said policy (a whopping twenty-six thousand nuyen). Unfortunately, that was the moment when Kay Awakened, and she turned daddy into charcoal for his troubles. To cover it up, Kay collected what she could and then torched her house, making it look like both of them were toast. She then started walking, picking things and skills up along the way.

Two years ago, Kay came to Seattle when her magic eight-ball said to. Since then she's ran every petty scheme and con-job known to metahumanity. And when she's not running a scam (though she's pretty much always running a scam), she's partying and experiencing any and everything she can. Eventually, she knows that either she'll run out of things to do and move on, or fall over dead. Whichever comes first—it doesn't really matter to her.



“Now why would I worry about a stupid little thing like tomorrow when there's already so much trouble to get into today?”

TWENTY-SIX KAY

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

Condition Monitor (P/S): 10/11

Armor: 10

Limits: Physical 5, Mental 6, Social 8, Astral 8

Physical Initiative: 9 + 1D6

Astral Initiative: 9 + 3D6

Skills: Arcana 3, Assensing 4, Astral Combat 4, Blades 2, Con 6, Counterspelling 4, Disguise 2, Etiquette 4, First Aid 1, Impersonation 2, Negotiation 4, Outdoors skill group 3, Palming 6, Perception 5, Performance 4, Pilot Ground Craft 1, Pistols 3, Running 3, Sneaking 4, Spellcasting 5, Unarmed Combat 1

Knowledge Skills: Con Games 4, Fortune Telling 4, North American Roadways 3, Psychology 3, Tarot Cards 4, Tourist Locations (North America) 3

Languages: Aztlaner Spanish 2, Dakota 2, English N, Or'zet 2

Qualities: Chaos Aspected Magician (Sorcery), Astral Chameleon, Borrowed Time (Congenital Heart Defect), Mentor Spirit (Chaos), Perceptive Defender, Poor Self Control - Braggart, Quick Healer, Sense of Direction

Spells: Clout, Control Thoughts, Flamethrower, Heal, Improved Invisibility, Increase Reflexes, Mass Agony, Mass Confusion

Rituals: Circle of Healing, Circle of Protection, Ward

Gear: AR gloves, backpack, certified credstick (silver), 2 concealable holsters, counterspelling focus (combat spells, Force 2), Doc Wagon contract (basic), Erika Elite commlink, 2 doses eX, fake SIN (Rating 5, "Kay Smith"), flashlight, flashlight (low light), Greatcoat Coat [10] (w/ -3 modifier for concealability, chemical protection 4, custom fit, increase social limit by 1, insulation 3, lightly worn, pulse weave 3), headphones [Rating 3, w/ select sound filter 1, spatial recognizer], magic eight-ball, medkit (Rating 3), monocle [Rating 3, w/ flare compensation, image link, low light vision], 3 does psyche, respirator (Rating 3), sim module (modified for hot sim), survival kit, telescoping mirror on a stick,

traveler lifestyle (two months), trodes

Weapons:

Ares Light Fire 70 [Light Pistol, Acc 7, DV 6P, AP —, SA, 16 (c), w/ 50 rounds regular ammo, spare clip]
 Browning Ultra-Power [Heavy Pistol, Acc 7, DV 8P, AP -1, SA, RC 2, 10 (c), w/ 50 rounds regular ammo, 2 spare clips]
 Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, SS, 4 (m), w/ 10 taser darts]

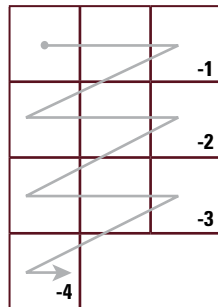
Contacts:

Bartender [Connection 3/Loyalty 3]
 Bouncer [Connection 5/Loyalty]
 Club Kid [Connection 2/Loyalty 3]
 Club Owner [Connection 5/Loyalty 2]
 Con Man [Connection 3/Loyalty 2]
 Coyote [Connection 4/Loyalty 3]
 Drug Dealer [Connection 3/Loyalty 2]
 ID Manufacturer [Connection 4/ Loyalty 3]
 Informant [Connection 3/Loyalty 3]
 Smuggler [Connection 3/Loyalty 2]
 Street Musician [Connection 2/Loyalty 3]
 Street Shaman [Connection 3/Loyalty 2]

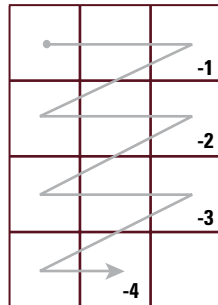
Starting Nuyen: 4,100 + (3D6 x 60)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



KONRAD VAN PELT, PHD


UNIVERSITY PROFESSOR/FORMER NEO-ANARCHIST (HUMAN MALE)

In the early 2050s, the man who would become Konrad Van Pelt was a neo-anarchist decker in the Allied German States known as the Red Jaeger. For years he and his radical associates in Berlin rallied against anything they felt was unjust (which was just about everything). That was until they “accidentally” slotted off Saeder-Krupp Prime, who responded by sending in an elite shadowrunner team. Van Pelt avoided the attack, but he got the message and disappeared.

Using his skills and contacts to reach Seattle, the newly minted Konrad Van Pelt forged credentials that would allow him to attend the University of Washington. Once there he tried to kickstart a more subtle neo-a movement. But to his disappointment, most of the students in the UCAS were way too apathetic for him. That and his worsening asthma complicated things. Years went by and Van Pelt went (mostly) respectable and even became a tenured professor of Matrix Sciences, teaching at U of W. He even started a family.

Instead of giving up on neo-anarchy completely, Van Pelt decided to start anew, using his position to try to influence what he hoped would be the next generation of neo-a’s. He also kept up with evolving Matrix theory over the past twenty years, learning how to exploit even the newest Matrix security protocols, because he helped write them.

So when he’s not dealing with academia, Van Pelt is still trying to radicalizesubvert his students, and he engages in a little Matrix anarchy on the side under the new handle of *Wetterfrosch*.



“Despite what the myth wants us to believe, Goliath is very much in charge and wins most of the time. But all that means is that David must be even more calculating and patient for his shot.”

KONRAD VAN PELT, PHD

B	A	R	S	W	L	I	C	ESS	EDG
3	3	3	3	4	6 (7)	5	5	4.8	2

Condition Monitor (P/S): 10/10

Armor: 9

Limits: Physical 4, Mental 7(8), Social 8

Physical Initiative: 8 + 1D6

Matrix Initiative: 12 + 3D6

Skills: Automatics 2, Con 5, Cracking skill group 7, Disguise 3, Electronics skill group 5, Etiquette 3 (Academia +2), First Aid 1, Forgery 6, Instruction 6, Intimidation 3 (Mental +2), Leadership 3, Negotiation 3, Perception 4, Performance 4, Pilot Ground Craft 3, Pilot Watercraft 1, Pistols 3, Running 1, Sneaking 4, Unarmed Combat 1

Knowledge Skills: Grant Writing 2, Matrix Security Procedures 7, Matrix Theory 8, Neo-Anarchist Groups 4, Teaching 5, U of Wash. Politics 3

Languages: English 5, French 3, German N

Qualities: Aged (50-59), Asthma, College Education, Data Anomaly, Fade to Black, Go Big or Go Home, Ninja Vanish, Phobia (Uncommon, Moderate, Germs), Prejudiced (Specific, Biased, Corporations)

Augmentations: Attention co-processor, cerebral booster 1, cybereyes [Rating 2, w/ image link, low-light vision, smartlink, vision enhancement 1, vision magnification], datajack,

facial reconstruction, smuggling compartment

Vehicles: Ford Americar [Handling 4/3, Speed 3, Accel 2, Body 11, Armor 6, Pilot 1, Sensor 2, Seats 4]

Gear: Area jammer (Rating 4), AR gloves, armor vest [9] (w/ auto-injector, biomonitor, concealable holster, nonconductivity 2), bug scanner (Rating 3), certified credstick (silver), 2 concealed quick-draw holsters, data tap, 10 datachips, 10 disposable syringes, Doc Wagon contract (gold), fake SIN (Rating 6), electric paper (reams), 5 doses EZBreathe, Fairlight Caliban commlink, glasses [Rating 1, w/ Flare Compensation], 2 doses Kamikaze, 2 doses Long Haul, maglock passkey (Rating 5), medkit (Rating 3), micro-camera, micro-transceiver, printer, programs (Baby Monitor, Biofeedback Filter, Edit, Exploit, Hammer, Lockdown, Nuke-from-Orbit, Smoke-and-Mirrors, Stealth, Toolbox, Wrapper), middle lifestyle (6 months), 10 security tags, sequencer (Rating 5), Shiawase Cyber-5 cyberdeck [Device Rating 5, Atts 5, 8, 8, 6, Programs 5, w/ sim module (modified for hot-sim)], shop (hardware), 2 doses Sober Time,

10 stealth tags, tag eraser, tool kit (hardware), 2 trauma patches

Weapons:

Browning Ultra-Power [Heavy Pistol, Acc 6, DV 8P, AP -1, SA, RC 2, 10 (c), w/ 100 rounds regular ammo, laser sight, 1 spare clip]
 Onotari Equalizer [Machine Pistol, Acc 6, DV 7P, AP —, SA/BF, RC 3, 10 (c), w/ 100 rounds regular ammo, folding stock, laser sight, 1 spare clip]
 Yamaha Pulsar [Taser, Acc 5, DV 7S(e), AP -5, SA, RC 2, 4 (m), w/ 10 taser darts]

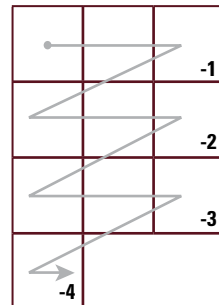
Contacts:

Corporate Administrator [Connection 3/ Loyalty 3]
 Fixer [Connection 4/Loyalty 4]
 ID Manufacturer [Connection 5/ Loyalty 2]
 Metahuman Rights Activist [Connection 3/Loyalty 4]
 News Reporter [Connection 2/Loyalty 3]
 Script Kiddie [Connection 2/Loyalty 4]
 Terrafirst! Activist [Connection 4/ Loyalty 4]
 University Administrator [Connection 4/ Loyalty 3]
 University Professor [Connection 4/ Loyalty 4]

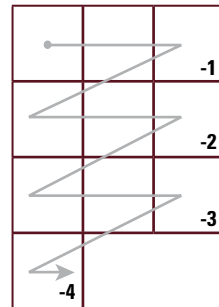
Starting Nuyen: 3,000 + (4D6 x 100)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



DANNI WEST

INVESTIGATIVE REPORTER (FEMALE HUMAN)

Raised in a middle-class neighborhood in Renton, Danni could've had a life of relative ease and sheltered comfort. But after witnessing her college roommate being brutally beaten for simply being an ork, Danni started to question everything. This led to a personal epiphany that caused her to switch her major from accounting to journalism. As soon as she got her degree, she took to the streets on a one-person crusade to expose the wrongs of the Sixth World.

And it almost killed her.

Danni quickly made several enemies after poking her nose around where it didn't belong and almost paid for it. But she quickly learned how things worked on the streets and made just enough contacts to stay alive. After two rough years on the streets, Danni emerged as a technomancer. Embracing her new abilities, Danni renewed her mission.

On the streets, Danni has a solid rep as a bulldog of a reporter when going after a story, and she's also seen as being fair and loyal to her associates. As long as they aren't the subject, or get in the way, of her story, she'll back them to the hilt. If not, then all bets are off.

Not the most powerful of technomancers, Danni has learned how to combine her Resonance abilities and investigative skills into a potent combination. And what she can't find on the grids, she's also very adept at getting it through old-fashioned legwork. She still makes enemies, but she now has enough friends to watch her back.



"The truth needs to come out, even if you have to play dirty to make it happen."

DANNI WEST

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

Condition Monitor (P/S): 10/10

Armor: 12

Limits: Physical 5, Mental 6, Social 7

Physical Initiative: 8 + 1D6

Matrix Initiative: 10 + 4D6

Skills: Computer 5, Con 6, Cracking Group 5, Disguise 3, Gymnastics 3, Influence Group 5, Intimidation 5 (Interrogation +2), Perception 6, Pilot Ground Craft 3, Pistols 5, Sneaking 4, Software 6, Tasking skill group 5, Tracking 3 (Urban +2), Unarmed Combat 3

Knowledge Skills: Investigative Reporting 6, Journalism 3, Local Politics 4

Languages: Chinese 1, English N, Hebrew 1, German 2, Japanese 3, Russian 1, Salish 2, Spherthiel 1,

Qualities: Allergy (uncommon, mild, grass), Analytical Mind, Code of Honor (Seek the Truth), Home Ground (You Know a Guy, Seattle), Natural Hardening, SINner (UCAS)

Vehicles: Ford Americar [Handling 4/3, Speed 3, Accel 2, Body 11, Armor 6, Pilot 1, Sensor 2, Passenger 4]

Living Persona: Attack 5, Data Processing 5, Device Rating 5, Firewall 3, Sleaze 5

Complex Forms: Puppeteer, Resonance Spike, Resonance Veil

Registered/Compiled Sprites: Courier (Level/Rating 5, Tasks 2), Crack Sprite (Level/

Rating 5, Tasks 3), Crack Sprite (Level/Rating 5, Tasks 2), Data (Level/Rating 5, Tasks 3), Machine (Level/Rating 4, Tasks 2)

Gear: Area jammer (Rating 5), armor jacket [12] (w/chemical protection 4, drag handle, non-conductivity 4, shock weave), Actioneer Business Clothes [8], binoculars [Rating 3, w/ image link, vision enhancement 2, vision magnification (electronic)], bug scanner (Rating 5), camera [Rating 6, w/ audio enhancement 2, image link, vision enhancement 2, vision magnification (electronic)], 2 certified credsticks (silver), 2 certified credsticks (standard), 2 concealable holsters, contacts [Rating 3, w/ flare compensation, image link, low light vision], 10 datachips, DocWagon contract (basic), directional microphone [Rating 2, w/ audio enhancement 1, select sound filter 1], electronic paper (5x), Hermes Ikon commlink, laser microphone [Rating 2, w/ audio enhancement 1, select sound filter 1], maglock passkey (Rating 5), micro-camera, micro omni-directional microphone, middle lifestyle (3 months), omni-directional microphone [Rating 2, w/ audio enhancement 1, select sound filter 1], white noise generator (Rating 5)

Weapons:

Browning Ultra-Power [Heavy Pistol, Acc 5 (6), DV 8P, AP -1, SA, RC —, 10 (c), w/ 100 rounds regular ammo, 3 spare clips]
 Cavalier Safeguard [Taser, Acc 5(6), DV 6S(e), AP -5, SA, 6 (m) w/ laser sight, 60 taser darts]
 Shock glove [Taser, DV 8S(e), AP 5]

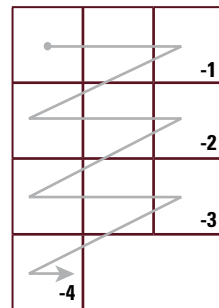
Contacts:

Beat Cop (Connection 2, Loyalty 3)
 Blogger (Connection 2, Loyalty 4)
 City Official (Connection 3, Loyalty 3)
 Coyote/Smuggler (Connection 3, Loyalty 4)
 Disgraced Bodyguard (Connection 2, Loyalty 5)
 Fixer (Connection 4, Loyalty 3)
 Government Official (Connection 3, Loyalty 2)
 Informant (Connection 4, Loyalty 2)
 KE Mage Detective (Connection 3, Loyalty 4)
 Neo-Anarchist Agitator/Shadowcaster (Connection 3, Loyalty 3)
 Popular MeFeed Personality (Connection 5, Loyalty 3)
 Screamsheet Editor (Connection 3, Loyalty 4)
 Street Kid (Connection 1, Loyalty 5)

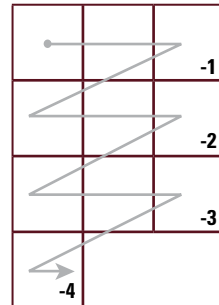
Starting Nuyen: 8,255 + (4D6 x 100)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE



LADY ZELDA



RETIRED TALLISLEGGER/MAGICAL SHOP OWNER (FEMALE HUMAN)

Growing up in an affluent family from Manhattan, Lady Zelda was always more interested in finding love than honing her magical abilities. While attending classes at NYU, she met Herbert Cogsworth, a mage from London. It was love at first sight, and the two were soon married. But during the honeymoon, Zelda learned that her new husband was a notorious talislegger.

After fighting off a few unsatisfied customers, the couple then moved to

London and later Seattle where they continued Herbert's work and increased their magical abilities. In 2072, they semi-retired and set up a small magic shop in their home.

A year later, however, Herbert was killed by drakes on a revenge kick; they erroneously thought Herbert was trafficking in dragon regents. Zelda tracked the drakes down before they left Seattle and destroyed them.

After that she truly retired from the business and focused on her magic shop.

Calling herself an "old Jewish kitchen witch" (despite not being into Wicca), Lady Zelda still maintains a lot of contacts from her old talislegger days. But she prefers to spend her time in her shop, making magical goods and providing services; both at very reasonable prices. If you go to Lady Zelda's shop, expect to get quality magical goods and expect to stay for at least an hour ... or four. For all of her charm, Zelda is still a bit lonely and is known to chat up her customers for hours on end over a nice cup of tea.

"A free spirit trying to kill you? Oh sweetie, I've got just the thing. Please, sit down! Tell me all about it while I make some nice herbal tea and work up something."

LADY ZELDA

B	A	R	S	W	L	I	C	ESS	M	EDG
2	3	2	2	5	5	4	5	6	9	3

Condition Monitor (P/S): 9/11

Armor: 6

Limits: Physical 3, Mental 7, Social 7, Astral 7

Physical Initiative: 6 + 1D6

Astral Initiative: 8 + 3D6

Skills: Arcana 5, Artisan 3, Assensing 5, Astral Combat 6, Clubs 3, Con 4, Conjuring skill group 5, Enchanting skill group 6, Etiquette 4, First Aid 2, Instruction 3, Intimidation 3, Navigation 3, Negotiation 4, Pilot Ground Craft 3, Pilot Watercraft 2, Pistols 4, Sneaking 3, Sorcery Group 4, Swimming 2, Unarmed Combat 1

Knowledge Skills: Bingo (game) 4, Cafes/Delis (Seattle) 3, Geography (London) 4, Geography (Seattle) 4, Magical Theory 6, Small Talk 12, Talislegging 4, Theology (Judiasm) 3

Languages: Chinese 3, Dakota 2, English N, French 3, Hebrew 4, Japanese 2, Yiddish 5

Qualities: Aged (60-69), College Education, Qabbalist Magician, Reduced (sight), SINner (National SIN): UCAS, Spirit Affinity: Task Spirits, Spirit Champion

Initiate Grade: 3

Metamagics: Centering, Efficient Ritual, Quickening

Spells: Catalog, Cure Disease, Detox, Glue,

Glue Strip, Heal, Healthy Glow, Mass Agony, Manabolt, Manaball, Mass Animate, Nutrition, Stunball, Stunbolt, Translate

Bound Spirits: Spirit of air (Force 8, Services 3), task spirit (Force 6, Services 4)

Vehicles: Nissan Jackrabbit [Handling 4/3, Speed 3, Accel 2, Body 8, Armor 4, Pilot 1, Sensors 2, Seats 2]

Gear: Alchemical foci (Rating 4), 2 units Aqua fictus, 2 units Aqua fortis, 2 units Aqua regia, 10 units Aqua vitae, AR gloves, armor clothing [6] (w/ chemical protection 3, insulation 3), 2 units astral powder, certified credstick (silver), Doc Wagon contract (gold), earbuds [Rating 3, w/ audio enhancement 2, select sound filter 1], Erika Elite commlink, glasses [Rating 4, w/ flare compensation, low-light vision, vision enhancement 2], holo projector, 3 inanimate vessel preparations (Rating 4), license (magician), 2 maglocks (Rating 6), 6 units magical lodge materials (Rating 6), 2 mana-sensitive film plates, medkit (Rating 6), middle lifestyle (permanent), 2 units Mortis Optigram, 4 mystic restraints (cuffs), mystic restraint (jacket), 2 mystic restraints (mask), quicksilver camera, 1 dram radical reagents (Qabbalism),

10 drams raw reagents (Qabbalism), 5 drams refined reagents (Qabbalism), respirator (Rating 3), Shofar (Rating 5), shop (magical), 15 tool cleansers, trodes, white noise generator (Rating 5)

Weapons:

Nitama Sporter [Light Pistol, Acc 7, DV 7P, AP -1, SA, RC 2, 18 (c), w/ 50 explosive rounds, laser sight, spare clip]
Tiffani-Defiance Defender [Taser, Acc 7, DV 7S(e), AP -5, SA, RC 2, 3 (c), w/ 10 Taser darts, laser sight]

Contacts:

Church Pastor [Connection 2/Loyalty 3]
Coyote [Connection 4, Loyalty 3]
Deli Owner [Connection 2/Loyalty 4]
Fixer [Connection 4/Loyalty 2]
Geomancer [Connection 3/Loyalty 3]
Grocery Store Manager [Connection 2/Loyalty 5]
Lone Star Detective [Connection 5/Loyalty 3]
Occult Investigator [Connection 4/Loyalty 3]
Rabbi [Connection 4/Loyalty 5]
Smuggler [Connection 4/Loyalty 4]
Street Mage [Connection 3/Loyalty 3]
Street Shaman [Connection 2/Loyalty 4]
Talismonger [Connection 3/Loyalty 3]

Starting Nuyen: 6,845 + (4D6 x 100)

CONDITION MONITORS

PHYSICAL DAMAGE

			-1
			-2
			-3

STUN DAMAGE

			-1
			-2
			-3
			-4

COVALENT



*“There are other worlds than these.
What you seek may be in the next town over,
or in a dark alley in the City of Amphibolite. Either
way, I’m your best source for getting it.”*

MULTIPLANAR FIXER (FREE ALLY SPIRIT)

Covalent was the ally spirit of a mage named Isabel Bond, who had a well-earned reputation as a skilled metaplanar explorer for Mitsuhama. From the time Isabel summoned him, Covalent was always on the go, though he wanted to stay right where he was summoned, an old abandoned mansion on Fox Island. During a visit to the Seelie Court, Isabel met her untimely end. Covalent doesn’t talk much about her, but he holds a grudge against the forces that took her out. He decided to come back to our metaplane and work at an agenda he hasn’t revealed to anyone.

His jobs run the gamut of operations, and he often hires runners for metaplanar work, like retrieving one of the infernal machines being crafted in the Black Moon over the metaplane of Shadow. He also has recently been contracting for the retrieval of some kind of special tarot cards. Not an entire deck mind you—just specific cards. He’s not the only one after them, which leads his contractors into confrontations.

Covalent also offers some very unique safehouse opportunities, as long as you don’t mind leaving your body behind in a cave with no exit. Using his power to create astral rifts, Covalent offers runners a quiet little cavern beneath his mansion and a spiritual vacation to a variety of different metaplanes. It’s risky, but he hasn’t lost anyone so far.

Covalent speaks with a meandering accent when he first meets anyone that gradually adopts the inflections of whoever he’s speaking with. It’s unclear if this is a form of social adaptation or mockery. Covalent is also a spiritual polyglot and speaks thousands of languages from hundreds of metaplanes.

He usually takes the form of a rugged-looking human with dark hair and light eyes in his late twenties with a fashion style pulled straight from the 2050s. He has two other rarely seen forms. He can change into a massive lynx, about the same size as a tiger, and into a vrygoth, a bat-winged, horned gorilla (though only in appearance—he does not have vrygoth powers).

COVALENT

B	A	R	S	W	L	I	C	ESS	M	EDG
11	12	13	12	10	10	10	10	10	14	5

Force: 10

Condition Monitor (P/S): 13/12

Armor: 20

Limits: Physical 16, Mental 14, Social 14

Initiative: 23 + 2d6

Astral Initiative: 20 + 3d6

Skills: Arcana 10, Assensing 10, Astral Combat 10, Flight 10, Navigation 10, Perception 10, Pistols 4, Sneak 3, Spellcasting 10, Unarmed Combat 10

Knowledge Skills: Metaplanes 8, Metaplanar Gateways 8, Seattle Gangs 6, Geography (Seattle) 8 (+2), Magical Societies 5, Seattle Fixers 5, Seattle Talismongers 5, Parazoology 4, Parabotany 6, Planar Zoology 5

Powers: Accident, Astral Form, Astral Gateway, Aura Masking, Banishing Resistance, Concealment, Confusion, Fear, Guard, Materialization, Movement, Realistic Form, Regeneration, Sapience, Search, Sense Link

Spells: Catalog, Demolish Comlinks, Demolish Guns, Enhance Aim, Hawkeye, Heal, Ice Spear, Ice Storm, Mana Barrier, Mass Sight Removal, Shape Earth, Stunball

Gear: Compass, 34 rounds gel ammo (Heavy Pistol), Erika Elite commlink (DR 5)

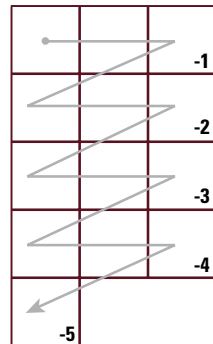
Weapons: Colt Manhunter [Pistols, Acc 5(6), 8S, AP -1, SA, 16(c), w/ laser sight]

Contacts: Arms Dealer [Connection 3/Loyalty 3]
Data Broker [Connection 4/Loyalty 3]
Drug Dealer [Connection 1/Loyalty 2]
Metaplanar Spirit [Connection 4/Loyalty 3]
Pirate/Smuggler [Connection 3/Loyalty 3]
Revvin' Injuns Gang Leader [Connection 3/Loyalty 3]
Squatter [Connection 1/Loyalty 4]
Talismonger [Connection 2/Loyalty 5]
Wage Mage [Connection 2/Loyalty 3]

Starting Nuyen: 52,000 + (1,000 x 4D6)

CONDITION MONITORS

PHYSICAL DAMAGE



STUN DAMAGE

