

BLACKJACK'S

PEOPLE COMPENDIUM



VOLUME 2: N THRU Z

INTRODUCTION

Blackjack's People Compendium consists of more than 500 NPCs divided into 100+ groups of varying personality, composition, purpose, and strength. These NPCs can be used as contacts, friends, or enemies of the Player Characters, and should be combined with additional, more anonymous NPCs in order to create a complete, fleshed out group.

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Blackjack's Shadowrun Page

<http://www.interware.it/users/blackjack/>

The Shadowrun Archive

<http://www.interware.it/shadowrun/>

SPECIAL THANKS

Paolo Marcucci, Tom Whitter, Drew Rader, Gillian Neff, my dog, Spock (who created the TOC for me), the guy who shouts 'Leather Coats! On SALE!' down on Chestnut street, and the crackhead who went psycho on the Broad Street Line and tried to kick out all the windows.

LEGAL STUFF

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Mother Christina**Archetype: Human Nun**

Description: Now in her late 80s Christina is confined to a wheelchair. She speaks at a low volume in a cracked voice and everything she says is from the bible.

Information: Mother Christina is completely unaware of the goings on at the Highland Abbey. She simply wheels around all day giving readings to various inanimate objects and occasionally mumbling "thou shalt not fornicate" when people stand too close together, even if they are all female.

Sister Sarah**Archetype: Human Mage/Nun**

Description: About forty years old, Sarah is a cold woman who never wastes words and simply walks away from a conversation when she feels it is over. She is rather ugly and comes off as being ten to twenty years older than she really is.

Information: Sister Sarah is in charge of Highland's ritual blood sorcery group. She initiates all spell casting and personally retrieves all necessary DNA samples from the target. To do this she masquerades as a Diplomat from any number of countries and has a few illusion spells and a large collection of forged materials to back her identity up. Although a force to be reckoned with while using ritual sorcery, alone, as are the rest of the Highland group, she is rather weak.

Sarah is also in charge of getting a hold of the "sacrifices" needed to complete a spellcasting session. These sacrifices require her to do as little as go hunting and shoot a sparrow or as much as using illusion and manipulation spells to coax a living person up to the abbey.

Sister Rachel**Archetype: Human Mage/Nun**

Description: Average size with a beautiful face. She constantly has a big grin on her face and her fingernails are long and painted black.

Information: Rachel is very bad at the act of playing a nun and for that reason is usually kept in her cell during outside visits. She is also an incredible flirt and once pinched the hindquarters of a visiting priest when he passed her in the hallway. She is also magically active and possesses a wide variety of manipulation spells.

Sister Emily**Archetype: Human Mage/Nun**

Description: Very petite she always has her head hung low and continuously mumbles the lord's prayer.

Information: While performing ritual sorcery Emily is down right evil. During a sacrifice she will often strip off her clothing, shriek and holler and cover herself in the blood of the victim, sometimes even drinking it. She specializes in a small number of damaging manipulation spells which are personally designed to do grotesque things to her target, mainly involving rapid loss of blood. She dreams of one day becoming a vampire.

Sister Melissa**Archetype: Human Mage/Nun**

Description: Five foot eight and a hundred and twenty pounds. She has fire red hair and piercing green eyes.

Information: Melissa fills in the combat and detection areas of the Highland group. She has never said a word. Her spellcasting is quite dramatic, with an uncommonly large amount of light and sound accompanying the process.

The Death Drones**Archetype: Zombie**

Description: Ten of these zombies roam the Abbey and are somewhat cleaner than the normal variety.

Information: The Death Drones are around for two primary reasons: First to keep unwanted intruders away, and second to masquerade as other nuns when visitors arrive.

Using a special illusion spell the Drones can be transformed to look like traditional nuns. They never talk, explained by a vow of silence, but all it takes is a simple assenting to realize their true form. For this reason the other nuns never allow magicians into the compound.

While not being used as "nuns" they are kept in the ritual sorcery chamber located beneath the abbey where they are permitted to feed off the remains of the sacrifice. At night four or five are allowed to roam the grounds as security.

Whisper

Archetype: Human Oak Shaman

Information: When walking as a child in the woods behind her parent's house Whisper come across a clearing in the middle of which was a large oak tree the likes of which she had never seen before. All forms of animals either played around its trunk or lived in it's strong branches, animals which were not frightened, who were almost pleased at her arrival. She returned to this spot for many years, learning to communicate with the animals, and even the tree itself. She could sense the joy, freedom, and safety they felt living beneath the oak's strong branches, and with these creature's assistance, was able to get in touch with the magic dwelling within herself.

At the age of sixteen she was informed by her father that he had made plans to sell the woods she had spend so much of her life in to a corporation for the purpose of building a factory. Whisper's mother objected and Whisper herself pleaded and begged for him to change his mind, but he wouldn't budge. The night before the sale she returned to her little clearing for what she thought would be the last time. To her surprise there were now several shamans surrounding it, with joined hands, chanting a song she had never heard out loud before, but knew by heart. Without a word they made room for her in the circle and the five of them made an esoteric call to the earth for it's help. Nature answered without hesitation and that night Whisper's parents were killed in a mysterious fire.

Now twenty five, Whisper rarely speaks. The land on which her tree stands was passed on to her after her parents' death and she lives in a small cabin just outside the clearing, rarely emerging to visit the old oak. She rarely eats and has let herself waste away to a shell of her former self and as her physical body wastes away, so does her ability to utilize the power oak has given her.

Autumn

Archetype: Human Oak Shaman

Information: Autumn is an imposing woman, tall and strong, a stature which has shattered more than one illusion of the female shaman as being a twiggy, granola oriented hippy. While Autumn may utilize her magic in the name of health, her other skills center heavily

around physical combat. Of solid Native American decent, Autumn has felt most comfortable utilizing hatchets and axes, some of which have been passed down through countless generations. Many of these instruments double as weapon or power focuses. Autumn's mannerisms are very blunt and to the point and she'll let you know exactly how much she likes you or, more commonly, how much she hates you. Autumn has a distaste towards everything technological, only utilizing them when absolutely necessary. She is especially hateful toward megacorporations and, unlike her more submissive friends, will often attack remote construction outposts with extreme brutality, slaughtering everyone connected with the project. She requires no special accommodations in order to be comfortable and is more than satisfied with a bed of leaves on which to sleep.

Student Of The Eternal Cycle

Archetype: Human Oak Shaman

Information: As the Student began to find out more and more about life, its secrets, and his future through communication with his totem after settling around the great oak he began to age rapidly. With every secret he wrenched from the grasp of nature, another year was taken off his life. Now, at only the chronological age of 31, Student looks very elderly. He can barely keep up the strength she requires to keep in touch with Oak and it's almost as if the Oak is trying to tell him to back off. But Student won't let up until he finds out about everything, an impossible endeavor he just won't give up. He rarely speaks anymore, living solely in the swirling tornado of questions which slowly tear apart his mind.

Solstice

Archetype: Human Oak Shaman

Information: After nature brought its wrath upon Whisper's family, a majority of the shamans who had participated in the great prayer left the clearing, and the realm of magic, forever. A year later a beautiful middle aged woman, also an oak shaman, appeared and, without a word, set up residence in an old shed located just outside the clearing. She rarely emerges, except to gather food and water. Occasionally she approaches Whisper's cabin, but always hesitates and turns away. Whisper has always been able to sense her approach and feels a strong need to speak

with this mysterious woman, although she eventually turns away from the idea. The force propelling her, a force which has been all but destroyed by the trauma Whisper experienced, is the unseen bond which exists between any parent and child. Yes, Solstice is Whisper's mother.

Saved by the spirit of the oak from death by fire, Solstice's soul was condemned to a prison, in the form of an oak tree, in a nearby forest. A young shaman, and a woodcarver, happened upon the tree and felt the mysterious essence of a beautiful being, a woman, which he proceeded to carve. For months he worked feverishly and meticulously on the carving, letting no detail of the image escape the final piece. When it was completed he felt no need to display it, or to possess it, and simply slipped away into the woods forever leaving behind a figure so life like that life itself began to slip into it. The end result was Solstice, and a second chance, an opportunity she must take advantage of soon before Whisper's magic and will to live completely fade away.

Taylor, Art**Archetype: Human Wage Slave**

Information: Art is tired of seeing his neighborhood being victimized by crime, be they gangs, or mobsters, or yaks, or shadowrunners. Art, a low level worker at a rinky dink corp, is in his mid forties with thinning hair and a blue collar build. He and a group of local residents have armed themselves with a variety of weaponry in a determined effort to keep crime out of their small section of the sprawl. Art personally owns an aging assault rifle and a variety of shot gunsand, although his old military skills have about rusted out, he's still a decent shot. Although Art and his small group has had some success in chasing away the smaller gangs he doesn't know what he's getting himself into. All it takes is one shot at a mobster, or a runner, and lord knows what he'll bring down upon himself.

DeNero, Mark**Archetype: Human Wage Slave**

Information: Mark is also a blue collar worker and is tired of the graffiti and the drugs and the theft. He owns a shotgun and a Colt Manhunter he confiscated from a ten year old who was trying to sell it. Mark, as does Art, usually takes on the most dangerous position offered by the watch group, namely, street patrol. It is his job to patrol the block and call back to the other via walkie talkie if anything bad is happening. He's not afraid to act on his own, however, and is especially not afraid to use his gun.

Day, Kim**Archetype: Human College Student**

Information: Kim is only a part time student and gladly participates in the watch group. She's a bit "out there", smoking too much weed and occasionally taking in a BTL or two, so her actions of good will are a bit hypocritical. Her post is simply her second story apartment which has a large front window through which she can see practically the entire neighborhood. Although, technically, those participating in the watch are only supposed to fire their weapons as a warning or in self defense, Kim has recently obtained a sporting rife equipped with a nifty scope and has therefore been cracking off the occasional kneecap shot.

Stern, Grover**Archetype: Ork Former Military Soldier**

Information: Although the neighborhood is not prejudiced against metahumans, they are a little bit wary of Grover. It is well known that Grover was discharged as a "section eight" from the military, but what is not well known is that he has a veritable arsenal of military grade weaponry sitting in his apartment. Grover is gruff and standoffish and down right mean but is permitted to participate in the watch program because they need all the help they can get. His post is the front steps of his row house where he sits next to a partially concealed Remington sporting rifle. Also, just inside the door and out of sight, is the belted GPHMG he has on stand by.

Hempton, Glenda**Archetype: Human Old Lady**

Information: Glenda is almost ninety years old, although she doesn't look a day over ninety five. Her purpose in the group is to babble about how all the young whip-persnappers are making a mess of the city and, occasionally, bake cookies for those on watch. She also has somehow managed to acquire several functioning hand grenades, although she keeps this fact a secret, and vows to "let those little punks have it" one day.

Judge

Archetype: Human Decker

Description: Although his name implies a powerful and commanding figure, Judge is actually five foot eight and incredibly scrawny. He is in his late thirties yet gives the visual impression of being much younger. His deep voice and vast intelligence usually throws people off. In the matrix he appears as a eighteenth century judge, white wig and all. His main attack program emerges in the form of a large gavel which squashes the target.

Information: Formerly an actual judge, Judge was booted from his profession when someone discovered his illegal decking activities on the side. His main hobbies are wreaking havoc on the Judicial system's nodes and sabotaging cases so they result in the acquittal of harsh criminals. He is sometimes paid by an outside source to do this, as well.

Cole

Archetype: Elven Decker

Description: Dresses like an old western gun slinger. Good thing he never leaves his house. Cole has only had direct contact with fifty people in his life and says he gets everything he needs to know or experience through the matrix. He'll do whatever he and Judge are paid to do. In his spare time he does nothing but watch the trid. His persona icon is that of an elven Clint Eastwood. No kidding.

Information: Cole is good at cybercombat with other persona. He loves a good old fashion matrix show-down. He is not very good at fighting IC, however. He doesn't like to anyway. He thinks their no fun. Cole will usually fight off other deckers introduced into a hacked system while Judge hammers away at the IC.

Nigel

Archetype: Human Rigger

Description: Extremely hyperactive, Nigel is always doing something and takes very little time to eat. His appearance is awkward, perhaps even disgusting, as he stands nearly six and a half feet tall, but weighs one hundred fifty pounds.

Information: In the off chance the deckers need to get into an system not connected to the matrix, Nigel does the driving. Nigel couldn't deck his way out of a paper bag but is very good with the actual equipment involved. His van is outfitted with several million dollars worth of decking equipment and is heavily armored and armed.

Tome

Archetype: Human Decker

Description: Tome loves his deck, treating it like a girlfriend. He'll take it out to dinner, to a movie, and god doesn't what to know what happens when he gets home. Tome's appearance is bedraggled, and he constantly looks exhausted and in need of sleep. When not decking or talking to his deck he watches tractor pulls on Trideo.

Information: Tome's girlfriend was killed by Black IC in 45 and he has been in a state of mild psychosis ever since. For this reason Tome is one of the best at fighting that specific type of countermeasure. He has many powerful utilities designed for that very purpose. Unfortunately he's terrible at fighting anything else and will be easily dumped by even a low level blaster.

Pick

Archetype: Human Decker

Description: A young punk, green hair and all. He has fifteen piercings on his face which makes it difficult for him to talk. He is tall and thin and falls over when a strong wind blows. He also plays in a small band known by nobody as The Wiener Blisters. His persona icon is that of a large booger.

Pick isn't a very good decker. Or a very good guitarist. So when he decided to concoct a hybrid guitar/cyberdeck not much was improved. Pick is usually used for early recon into non sensitive computer systems and usually gets creamed by the first IC he stumbles across. His one saving grace is his technical expertise and he can fix almost any kind of problem on almost any kind of deck in a very short time.

Fungo

Archetype: Dwarf Lunatic

Information: Fungo was committed to an insane asylum on his twenty first birthday when he consumed a vast quantity of alcohol, went insane, purchased a gun off the street, and began randomly shooting pedestrians. Most expected his insanity to die down in the jail cell as he sobered up but, to everybody's surprise, he never really was able to flip back whatever mental switch the booze had triggered as evident when he spent the better part of a day trying to shove his cell mates through the bars. He was eventually convicted of attempted murder (all of the gunshot victims had recovered) but, through a bribe issued by his lawyer, was placed in a mental institution. He remained there for nearly a day before escaping onto the streets.

Fungo has since hooked up with a number of other criminally insane individuals and has spent his time honing his firearms skills for the purpose of being able to shoot a person ten or fifteen times, but not kill them. Like a go gang on foot, his group swoops down on malls, gas stations, stuffer shacks, and other locations, wreaking general havoc and seriously injuring people but not killing them. Fungo is gradually gaining more weight and has grown a full beard which he has bleached white and which adds nearly twenty years to his age. He looks pretty non threatening until he whips out his twin SMGs, gives a menacing laugh, and starts blowing holes in things.

Jobbie

Archetype: Dwarf Lunatic

Information: Jobbie lost it while working for a small corporation. In the middle of a business meeting one of his presentation slides projected upside down in front of the corporate president and Jobbie, thinking his career was over, instantly leaped through a tenth story window. He fell the ten stories, through an open man-hole cover, and into a river of raw sewage which carried him into Puget Sound where he was caught up in a tuna net, hauled to Tacoma, dumped in a transport truck, and hauled to a fish market located directly across the street from his office building. This experience, for some reason, triggered an intense hatred of corps, not to mention tuna.

Since Fungo doesn't let anybody kill anybody he has provided Jobbie with two UZI IIIs modified to fire paint pellets. When the group wreaks havoc he tends to single out the corps, getting great pleasure

from staining their two thousand dollar suits. Jobbie constantly has a wide, wide smile on his face and never shuts his eyes, not even to sleep or blink. He just lets them water and get red and irritated. For some reason he blames this on the tuna.

Katamoto

Archetype: Former Yakuza Soldier

Information: Normally when a Yakuza soldier does something incredibly stupid they eventually make up for it by somehow getting killed. When Katamoto finally decided that killing was bad and that he should turn in some of his fellow soldiers he was damn lucky his father, since executed himself, was in a position of power. Rather than waste Katamoto he ordered him into exile in the barrens. Before this, however, Katamoto was to under go surgery designed to wipe all memory of his Yakuza past. During this operation somebody screwed up and, instead of wiping his memory, accidently messed up his personality. The Yak doctors released Katamoto, not knowing that he now possessed a personality flaw which caused him to slap people across the face any time they showed any aggression, be it something as severe as wanting to kill somebody or as simple as wanting a better view at a baseball game. So now while Fungo is busy shooting people with bullets, and Jobbie with paint pellets, Katamoto is busy slapping everybody upside the head with his cyber arm for just about anything even vaguely resembling aggression. Occasionally he'll even slap one of the members of his group.

Axeman

Archetype: Troll Former Woodsman

Information: Axeman always had a problem accepting the fact that a majority of the former wood related products were now made synthetically as well as coming to terms with the fact that any harvesting that would be done is completed with the use of machines. Things got worse when a tree he was chopping landed on his head. He moved off of his family's ranch and into the city where he hooked up with Fungo who showed him that trees aren't the only things you can hack apart with an axe. Actually, with the right size axe, there's very little you can't hack apart. So now Axeman, who is large and muscular even for a troll, accompanies the group on their hits, chopping the hell out of everything non living that he sees.

Arthur**Archetype: Human Street Samurai**

Information: If there was such a thing as a street knight, Arthur would be it. He holds close a code similar to that of chivalry. He uses no modern weapons but is extremely skilled with a broadsword. Extremely. He will go out of his way to make things "right", putting himself at extreme personal risk for the sake of honor, and revenge. He will often hire on additional runners to help him in his missions, insisting they closely follow his personal code of conduct. Normally he dresses like everyone else. While running, however, he wears an armor suit which resembles those of long ago only it is smaller and made out of less noisy, high tech kevlar/steel plates. He is well known on the street, and feared. Most realize that to shoot Arthur would disgrace themselves. For this reason they end up either running away or hand to hand fighting to their death.

Gueneveve**Archetype: Human Shaman**

Information: Arthur's second in command. As with all of the group (minus Dragon) she adheres to the rules of chivalry. Gueneveve handles most of the groups negotiations and also acts as the groups fixer and Mr. Johnson. She is primarily a healer, with only a few combat spells, and her purpose in combat is to help those who have been unjustly injured.

Lancelot**Archetype: Human Rigger**

Information: Unlike the rest of the group, Lancelot actually believes that he is in Camelot. This psychoses, however, does not mean he is irrational or stupid. Lancelot operates normally in society with the exception of constantly using old English and continually mumbling about the damn crusades. Lancelot's, and the groups, primary vehicle is a Ares Dragon, with a variety of vans as backups. Lancelot's personal vehicle is a motor cycle with, you guessed it, a retractable lance.....and a machine gun. Told you he wasn't stupid.

Dragon**Archetype: Human Decker**

Information: Dragon doesn't especially care for the "fantasy land" Arthur and the rest of the group are living in and plans to get out soon. Although he plays the professional, Dragon is basically a slime bucket. He has screwed over three other shadowrunning groups already and would not mind adding another to the list.

Omelion**Archetype: Human Gang Leader**

Description: Very short, almost midget like but frightening in his own strange way. He has nails imbedded in his face and is loaded down with obvious and disfiguring cyberware. He rarely stands or walks and remains, for the most part, mounted on his throne of twisted steel and car parts.

Information: Omelion is nearly insane with essence loss and has made it his job to make everyone else feel the same way he does. All of his members are cybered to an extreme and are nearly nuts as well and spend their time kidnapping innocent people and "integrating" them into their system of cyberware. He and all of his members are also skilled in decking and travel in the matrix as a pack of dented and mauled cyber wolves, "gang banging" others on the matrix. He and his gang members speak their own language which requires a special cyber modulator to speak and which sounds metallic and strangely musical. Most of their names are in this language and are nearly impossible to speak by "normals".

Sixavixl**Archetype: Human Gang Member**

Description: Completely chromed from head to toe, he wears no clothing and is polished to a blinding shine. I'm serious. No skin is visible. Even with all of his cyber mods he still walks with odd smoothness and speaks with an eerie child's voice, although he is five foot eleven.

Information: Sixavixl is the most altered out of the entire gang and gives the impression of sanity even though his mind is in complete chaos. He will occasionally snap and sit and scream for days on end. He is actually only twelve and has had his body "expanded" in every way.

Vixizilax**Archetype: Human Gang Member**

Description: Vixizilax has her forehead lined with chip and data jacks and her nose has been completely removed and replaced with a hideous olfactory booster. She has a small plume of blond hair

extending from the middle of her wire laced head. Her right arm is a stump with a gun pointing out of the end. She only speaks in the gang's language and glares at everybody with her strangely out of place normal eyes.

Information: Vixizilax has probably killed more people than any one else in the gang. She is a cold blooded killer and when she puts her gaze on you odds are she's thinking of twenty ways each second to make you dead.

Zilxaxcivlx**Archetype: Human Gang Member**

Description: Five foot five and covered with external cybernetic devices which visibly penetrate his skin and leak fluids and blood from the edges. His eyes are chromed and he froths at the mouth and constantly twirls around his gun and scrapes away at his skin with razors.

Information: Another nut. His fighting style is to just jump on his victim and rip him or her apart with his claws and the many other objects which pop from his body and twist and pull and poke and tear.

Saxvizzixal**Archetype: Human Gang Member**

Description: Probably the prettiest of the bunch, Sax has four cyber limbs and a cyber plate on his forehead. His chest is very muscular and devoid of cyberware. His back, however has strange steel plates running down his spine.

Information: Sqaxvizzixal is extremely fast and extremely powerful and extremely anal about not making a mess. He actually has his own place and lives separate of the rest of his gang's filth. He can be just as fucked up as the rest though with it comes to battle.

Qaxciviznax**Archetype: Human Gang Member**

Description: Something on Qax is usually broken which usually leaves him limping or stuttering or with a big nervous twitch. He has had all of his cyberware covered with very fake looking skin which is oddly rippled and occasionally rips open.

Information: Qax is quite rational and appears to be a wuss when compared to the rest of the gang's rather direct tactics. He usually stays back away from the action and comments. He also occasionally goes into "the real world" and pokes around but is usually forced back underground when something on his rips or breaks.

Vaz

Archetype: Troll Gang Member

Description: Very, very scary. Vaz has an assault cannon instead of a right arm and has had his head altered so when he opens his mouth his entire head tips back instead of the jaw going down. He is quite ugly and has very bulky cyber limbs which make an audible sound when they move.

Information: Although the assault cannon looks impressive, every time he fires it his cyber arm bracing wants to tear away. For this reason he usually just uses a very large, custom made SMG he hold in the other hand. Vaz, strangely, is also one of the more talkative members of the gang, usually because he just likes to see people's reaction when his head flips up. He also carries the victims back to base after combat.

Hack Hack

Archetype: Human Cybertechnician

Description: Hack Hack has absolutely no cyberware visible and is a very down to earth individual, able to come up with a semi rational excuse for everything the gang does.

Information: Hack Hack performs all alterations on the gang members and their victims and has a very up to date cyber and medical facility. He is also able to construct many of his own devices which he tries out on his gang's victims.

Simon Simon

Archetype: Human Pilot

Information: Simon is nearly sixty years old although he doesn't appear to be a day over forty. His personality parallels that of a ferret on crack and he never needs more than two hours of sleep a night. His "airline" is only partially funded by clients and is supported mostly by an extremely large fortune he accumulated through earlier business actions. He operates a small fleet of scaled down orbital and sub orbital craft and operates primarily for the sake of adventure. For a price he, or one of his other semi psychotic pilots, will provide orbital or sub orbital transportation anywhere in the world. Ok, not anywhere, he won't touch down in the middle of a London business district, for example. But one of his more suicidal pilots would be more than happy to land on a nearby expressway. Simon's company, Bye Bye Airlines, operates out of more than a dozen hidden air fields, at least one of which a year is seized or destroyed by some kind of government agency. The company also tends to go through pilots and aircraft like they were popcorn. But this all ties in with Simon's "you can't take it with you" philosophy and he looks forward to the day he can die in a fireball above some heavily defended destination.

Dover

Archetype: Human Pilot

Information: Formerly a military sub orbital pilot, Dover popped a bad BTL on shore leave a few years back and now spends most of his time growing his facial hair out another foot and contemplating the concept of flying to the center of the earth. Dover probably isn't going to be around much longer but so far has had a spectacular string of luck, the most recent example being the time he landed a sub orbital in an expressway tunnel without injury to himself, his passengers, or anyone else.

Coltrain

Archetype: Dwarf Pilot

Information: Coltrain, a former mercenary rigger who's face now consists mainly of scars and burns including a humorous one in the middle of his forehead which displays the words "Armarand Steering Wheel Company" backwards. Coltrain is one of the less

wacko pilots and specializes in flights to remote, sparsely populated regions of the world and sometimes is able to recover his aircraft and fly it back home.

Kobyuck

Archetype: Human Pilot

Information: Kobyuck is about eighty years old and is waiting for a flight he believes is invariable fatal because he is sick and tired of living in a world which, as he makes a point of telling everybody, "sucks". Kobyuck thinks everything sucks. Ninety percent of his word usage involves the utilization of the word "suck". Simon has to all but tie him down to keep him from simply offering a random pedestrian a ride into the middle of Atzlan.

Isis**Archetype: Human Street Samurai**

Information: Isis is very full of her self. And she has every right to be. She's an excellent samurai, incredibly beautiful, and extremely intelligent. Also quite deadly. Isis seems to have a near magical power of seduction and has brainwashed five street kids who are at her beck and call. They have discarded their real names and agreed to be called Eros one through five. She is also quite sadistic. She actually tortured Eros six to death, he died screaming and calling for help yet made no attempt of his own to physically get away.

Eros 1-5**Street Kids**

Information: Teenagers who have fallen under Isis's "spell". They will do anything for her, no matter how risky or stupid. Although there are generally five Eros's although the number can fluctuate depending on the mortality rate and how quickly Isis can find a replacement.

Chump**Archetype: Ork ORC Rights Activist**

Description: Very intelligent, Chump spends most of his time on the phone making demonstration arrangements. He smokes a corn cob pipe and is very polite, always asking if it is OK before he lights up. He has long black hair and wears small round spectacles.

Information: Chump is the brains of his particular ORC operation, giving orders but never in a condescending or demanding manner. He often gives parties and is very generous, occasionally taking in fellow metahumans at his home if they need protection.

Solex**Archetype: Ork ORC Rights Activist**

Description: Solex stands six foot and has short cropped hair and facial scars which hint to his military past. He speaks with a gruff voice and holds his breath a lot for some reason.

Information: When things get dirty, Solex calls in some of his old military buddies to help thin out the mess. He also has quite the arsenal of his own at his apartment and is sometimes criticized by Chump and other members of ORC for his direct and sometimes violent tactics.

Rum**Archetype: Ork ORC Rights Activist**

Description: One of the older members, Rum is seen a lot on the streets. He is also good in public relations and has a very friendly demeanor.

Information: Rum is often getting his ass kicked by various raciest groups due to his tactics of going door to door to distribute information. He takes the beatings in stride, though, and never wants anyone to retaliate. He sometimes has to hide the fact that he's been hurt from Solex so he won't go berserk.

Delux**Archetype: Ork ORC Rights Activist Mage**

Description: Delux is kind of a flake often taking the wrong approach to public relations and for the most part, coming off pretty annoying. He is small for an ork and only weighs around one hundred fifty pounds. He is bald except for a small artificial mat in the middle.

Information: Delux is usually kept in the back room making signs but is occasionally released on the press when they send an annoying reporter to bother them. He drops stuff a lot and bumbles around and would be completely useless if he wasn't a mage.

Grey, Marcy**Archetype: Human Graphic Artist**

Description: In her late forties, she has a streak of gray through her blond hair and wears a friendly smile. She speaks using a lot of jargon specific to her profession.

Information: Marcy's powerful artwork and photography has been a driving force behind ORC propaganda for years. She has designed most of their logos and has won various advertising awards for her work. Some think the organization wouldn't be much of anything without her.

Cheetah

Archetype: Human Street Samurai

Information: Cheetah is a shape changer who has gone through a lot of trouble to integrate her cyberware into herself so it still functions while in either form. She is Asian with yellow and white hair and long, razor fingernails which she will dig into her own hand when really ticked off. She is somewhat over bearing. In a tense situation she will not hesitate to change forms in front of strangers, sometimes leaping toward someone as a human and landing on them as a cheetah. When in a frenzy she is down right brutal, biting and tearing her target to pieces, regardless of what form she's in.

Dimples

Archetype: Elf Street Samurai

Information: A member of Cheetah's shadowrunning group. Very attractive and very brutal, she runs heavily on the "shoot first and don't bother with the damn questions" philosophy. She has a violent, manipulative personality and loves to use and discard people in record numbers. Aside from the body count she tends to mount during runs she also spends spare time committing random acts of murderous violence. She shows no mercy towards any living being except those of the feline family (through obvious necessity).

Liver

Archetype: Human Decker

A member of Cheetah's shadowrunning group. Liver is skinny as a twig, hardly ever eats, and conducts virtually all of his operations from his heavily armored, armed, and technologically equipped van. He has a wicked sense of humor and expresses it often through the van's PA system. You'll hardly ever see him outside the vehicle except when he enters or exits his lower class row house.

Diocese

Archetype: Human Mage

A member of Cheetah's shadowrunning group. Diocese is a bit out of it...or a bit too much into it. She is an extremely good mage but has the motivation of a snail on downers and therefore has never

really "gotten into" this magical thing. Fortunately (or unfortunately, depending on which side of the fireball you're on) magic has found her and occasionally she will wake up from a hard night of drinking and smoking weed to the realization that she can now cast a force four Turn Gun Into Silly Putty. While running a spare member is usually put in charge of making sure Diocese doesn't wander off.

Mutilate

Archetype: Ork Street Samurai

Information: Mutilate is as brutal as he is stupid. Or perhaps he is brutal because he is stupid. When he makes a mistake and somebody brings it up he believes it is his duty to rid the world of that individual. While running he usually takes the straight forward approach, using heavy weapons to complete his mission. His lack of discretion will most likely be his downfall as well. He has landed himself in jail many times, always seems to escape or be rescued, and is now on many people's, both cop and shadowrunner's, most wanted list.

Death

Archetype: Human Street Samurai

Information: A fellow runner of Mutilate. Death has virtually no personality of his own and imitates everything Mutilate does, no matter how stupid. In response Mutilate is getting more and more annoyed and will probably be "ending" their relationship real soon.

Control**Archetype: Human Street Samurai**

Description: Middle aged and constantly enraged. He has a perpetual scow on his scared face and has gold plating on one of his front teeth. He never talks, he always argues or yells. Not a nice person to hang out with. He is Chinese and speaks broken English.

Information: Control worked for the government in China on a special population control project which involved population caps on sectors of the country. If the cap was succeeded then the overflow was randomly killed off. It secretly went into effect in a remote village, in which lived his wife and family. The cap was exceeded and one of his children happened to be randomly chosen and killed. His wife committed suicide the next day. Control quickly lost a majority of his sanity, becoming bitter and vengeful against himself and people in general. He is one step below a mass murderer in the way he and his team indiscriminately execute residents of Seattle's squatter communities.

Midland**Archetype: Elven Rigger**

Description: A strung out, drugged up shell of his former self. He doesn't like to speak, when he does it is with his teeth clenched and in a seething tone. He drives like a maniac.

Midland raced professionally until a opponents car spun out of control and wiped out the section of the stands his family was sitting in. After "taking care" of the car's driver he went under ground and later hooked up with Control. They have worked together ever since.

Fife**Archetype: Human Mage Burn Out**

Description: Ghost white, her clothing black and heavily armored. She carries high tech weaponry obtained god knows how. She has mastered one type of spell.

Information: Fife plays a black flute when she centers. Her only spell is one which causes the beating of the heart to accelerate, sometimes to the point of blowing up. She is only loosely associated with Control and Midland, mainly due to their association with The Officers and Last Enforcer. She can be as ruthless as any of them, however.

Officer Jack**Archetype: Human Security Officer**

Description: A gun happy pervert. He has a specific rifle and pistol for each say of the week. He stutters severely, and shakes violently on occasion, accidentally firing his gun if he has it in his hands. He is skinny and wears an old beat up Phillies hat on his head.

Information: Jack loves to beat information out of people, even if he doesn't really need any. He has killed many, many people and is heartless towards any body's dilemma. Most people tend to underestimate his ruthlessness and usually don't live to regret it.

Officer John**Archetype: Human Security Officer**

Description: Short and big, Officer John is a despicable human being. He has a disposition for little boys and girls, tortures animals, pushes over baby carriages. He never brushes his teeth which have now nearly rotted away. He never bathes, therefore he reeks to high hell. He sucks.

Information: Officer John harasses everyone. He is a degenerate. He is also a very good security guard. He has extraordinary senses and a seeming second sight for danger. If he gets into a fight he can be brutal, not caring about innocents or overkill. He becomes a wretched, rotting, animal.

Last Enforcer**Archetype: Human Assassin**

Description: Last Enforcer's skin and clothing are black as night. Most magicians can sense his evil just by being around him. He speaks in a low voice and gets right to the point with his words. Last Enforcer carries a brightly chromed pistol which he can whip out at lightening speeds and which appears blinding when contrasted with the rest of his presence.

Information: Last Enforcer rides in a chauffeured limousine to wherever he has to get things done. He only does as much as he is hired to do, no less no more. Control saved him from death one time in the past which is the only reason he even associates himself with their group. After his services are no longer needed he vanishes as mysteriously as he appeared.

Thug

Archetype: Ork Gang Leader

Information: When Thug's predecessor, Armon, established The Posse it was intended to be a small and lightly armed neighborhood watch group working against racism and bashings. It lasted merely a month in that state before a bitter argument broke out between Thug, Armon, and a majority of the members over whether the group should be more aggressive in suppressing racism. A firefight ensued resulting in the maiming of Thug and the death of Armon and his followers. Since then Thug has turned The Posse into what is, essentially, exactly the type of group they were initially trying to get rid of: a group of racist hatemongers. Now missing one eye and a piece of his skull, Thug commands his gang to strike against not only Policlub meeting houses but human and even elven residences and businesses. His wounds also left him unable to speak without the aid of a mechanical device which sounds his commands in a hideous, gurgling hiss.

Skag

Archetype: Ork Gang Member

Information: Thug's right hand man, Skag personally shot Armon during the initial fighting which broke up The Posse. Brutal, vulgar, and annoying, Skag makes sure his men are trained in both light and heavy weapons. He has now equipped more than half of the group's members with heavy weaponry ranging from machine guns to assault cannons to missile launchers. Although he never personally fights he will command operations from a near by area and even occasionally makes use of a small helicopter so he can have a better view.

Jackhammer

Archetype: Ork Gang Member

Information: The nastiest of the bunch, Jackhammer has dermal plating covering a majority of his body and has a pair of solid black cybereyes which further emphasize his look of moral apathy. His sole weapon is a Panther assault cannon he has customized to the point that it fits him and his hit and run fighting style like a glove. He never talks, he shouts, and is usually the one who eliminates any members who do not show their full devotion to the gang.

Kump

Archetype: Ork Gang Member

Information: Although he fights from time to time, Kump is mainly in charge of retrofitting and repairing The Posse's fleet of ramshackle vehicles. These vehicles range from old 20th century Buicks fitted with spiked bumpers to armored hovercraft, one of which is rumored to have a vehicle laser.

Trouble

Archetype: Human Gang Member

Information: Needless to say The Posse's activities bring on a lot of attention from various authorities and it is Trouble's job to make sure all investigations meet dead ends and all snoopers are placed in a shallow grave. He is rather quick for a ork, which can be easily explained by the fact that he's actually human. Over the years he has put on much weight and has had his appearance drastically altered through surgery to the point that it is impossible without the assistance of DNA typing to tell his true race. Trouble is quiet only because he is constantly thinking and planning and he feels that stupid chit chat only slows progress.

Dale Preacher

Archetype: Human Former Preacher

Information: Dale and his brothers were once hardcore preachers of the Baptist faith until somebody decided to detonate a bomb in their church, killing just about everybody, and causing the brothers to acquire a new purpose: That of tracking down the bombers.

To say they've had little luck with this endeavor would be an understatement. They have no idea how to interact with people outside of the church environment, how to search for information, or how to fight in a strategic fashion. This would make them a pretty weak foe if it wasn't for the fact that each has so much cyberware in them they're a datajack away from being zombies. How they acquired the money for such ware is unknown, but some believe it actually came in as donations from the families of people who were killed in the explosion.

So what do they do? Mainly just hang out in bars and try to communicate with street types. Unfortunately they have the social skills of cabbages so little is getting done. Occasionally somebody will pick them up and pay them a few bucks for guard duty and give the brothers some sort of dead end information regarding the bombers.

Max Preacher

Archetype: Human Former Preacher

Information: Max is the only brother who is making any concerted effort to learn how to use the numerous pieces of metal he has inside of him. He's also managed to pick up a few social skills but rarely has a chance to use them effectively before his older brother, Dale, chimes in with a statement that makes them all look like idiots. It's getting so bad that he's considering abandoning the rest of his brothers in order to pursue the bomber on his own.

Stan Preacher

Archetype: Human Former Preacher

Information: Stan wasn't especially pleased at the prospect of getting cyberware and, now that he has it, he's about nuts from the effects it has had on his mind. Usually he just sits around, staring at a cyber arm, and shouting "No! I will not give you oil!".

Sometimes his own brothers have to sedate him when he tries to rip his wired reflexes out with his steel fingernails.

Henry Preacher

Archetype: Human Former Preacher

Information: Henry thinks they all should just go back, rebuild the church, and get on with preaching. At his request, all of the cyberware installed in him was head and memoryware which he has utilized to memorize just about every piece of religious literature thus turning him into a finely tuned, and rather annoying, preaching machine. If the group ever gets into a fight he usually just stands back and recites a passage from the bible explaining why they shouldn't be doing what they're doing followed by another passage from the bible that JUSTIFIES what they're doing until finally he gets into an intense, and audible, argument with himself over why he is and is not committing an act of blasphemy.

Race**Archetype: Human Scientist**

Description: Race stands five foot five and is bald except for a tiny tuft of hair in the middle of his head. He is clumsy and speaks in broken sentences.

Information: Race and Vine is a virtually harmless Jeckll and Hyde. Race is a bumbling, yet intelligent scientist who has obtained a high position in a well known R&D firm. While in his Race mode he is a diligent worker, while in the other.....

Vine**Archetype: Human Scientist**

Description: Vine stands five foot five and is bald except for a tiny tuft of hair in the middle of his head. He is constantly crying and very suicidal.

Information: When Race changes to Vine he will immediately begin suicidal attempts. During this time corporate security usually restrains him to keep him from hurting himself. He has been the subject of one attempted extraction, during which his Vine persona kicked in and the confused extractors ended up leaving him behind.

Mulgen**Archetype: Human Trideo Producer**

Information: Mulgen made his first “death show” at the age of twelve when he videotaped two cats with their tails tied together fighting while hung over a clothesline. Now at the age of 45, this cold, but frightening funny, man has produced thrill and death shows for a variety of stations, both legal and pirate. His current baby is “Death Hunt”, a pirate show in which up and coming shadowrunners are literally kidnapped, placed in a section of the barrens, and hunted like dogs. Not that it’s much consolation, but if the runners do manage to escape the area they are still hunted down, but for the purpose of receiving fifty thousand nuyen in prize money. Fortunately for Mulgen this rarely happens because he sends a virtual army after them and pays the barren squatters with food which turns them into his own personal snitches.

Sabot**Archetype: Human Former Street Samurai**

Information: Sabot is in charge of the hunt, overseeing various hunter units and coordinating their searches and attacks. Sabot’s one weakness, at least in the eyes of Mulgen, is his desire for actual sportsman ship. Sabot will occasionally pull his hunters out when it appears as if the kill will come too easily. In the end, however, he will do his best to not allow the “players” to leave the containment area. Sabot still regrets having given up his former profession to become one of Mulgen’s playthings and he knows that he is so hated on the streets that he can never return to them. Like everybody on the hunting team, Sabot is equipped with a variety of micro trideo recording gear, his personally being cyberware.

Slammer**Archetype: Ork Former Mercenary**

Information: Slammer’s idea of sportsmanship is giving the target a full nanosecond head start before coming at him with a rocket launcher. His bloody techniques and humorously smart ass personality have made him a favorite with viewers around the world. Despite Sabot’s attempts to keep Slammer under control he continues to wage his paramilitary like war against the contestants and is willing to take out entire apartment buildings still inhabited by squatters in order to get the target.

Opium Crack Head III**Archetype: Human Former Drug Dealer**

Information: A drug dealer turned cyber burnout turned druggie cyber burnout, Opium Crack Head III is in charge of what is known as the “Uh, Oh” round. If the contestants are in any way knocked unconscious during their attempt at escape they are taken back to Opium’s horrid “lab” located in the basement of a burnt out apartment building and, while the cameras continue to roll, are subjected to a variety of torture which usually ends up killing them. Although Opium appears frightening and ruthless on camera he turns into the worlds biggest wussie when threatened. The only reason he’s so bold on camera is because his victims are strapped down.

Luddy**Archetype: Dwarf Squatter**

Information: Luddy is in charge of the network of squatters who report back to Mulgen with information on contestant positions. He, and other squatters, will also do their best to “befriend” the contestants and draw them into ambushes. But Luddy, and most of the squatters, are more than happy to take bribes from the players for which they may or may not help them out.

Mainframe**Archetype: Human Decker**

Information: Located at various points throughout the gaming zone are aging cyberterminals, the existence of which Mulgen is not aware. Mainframe, who actually works for Mulgen by maintaining his computer systems, also maintains these hidden terminals which, at times, are a contestant’s only hope. If they find one it can be used to make free phone calls, access the matrix, or, if the user is good, to access Mulgen’s system itself through a small backdoor. Mainframe only appears in the gaming zone if one of the terminals needs repairs and if he is caught he might end as a contestant himself. Mainframe is in his late twenties, although he doesn’t act a day over eighteen. It is unclear whether Mainframe is doing this to actually help people, or for his own amusement. He gets as big a kick as anybody else out of the games, but feels Mulgen could use a bigger challenge.

Ice**Archetype: Human Former Special Forces Soldier**

Information: Ice has delivered a tremendous amount of death in the twenty three years she's been alive and personally requested to be pulled from the special forces on the grounds that she "would end up killing everybody". She also specifically requested guard duty, a profession which required that somebody other than herself initiate combat. This way she has definite knowledge of when to stop the slaughter.

Ice was raised by a group radical extremists who held a firm belief in the apocalypse scenario and therefore spent their days training, planning, and preparing for the inevitable struggle for survival which would follow the "end". At the age of 19 an explosion at a nearby military reservation resulted in a massive government and military sweep of the area for suspects. The group of radicals was not about to let any "oppressive destructors of rights" set foot on their land and immediately launched a brutal effort to keep the forces away. They did so for nearly a week until the government sent in their special forces to take care of the problem. Even at her young age Ice was an efficient fighter and, as it turned out, an efficient killer as, even after the rest of the group had been wiped out, she managed to take out nearly all of the special forces team with her deadly talents before finally falling to a sniper bullet through the heart.

The commander of the special forces unit, who had survived the whole ordeal, ordered Ice to be stabilized and taken to the military's top hospital where they successfully replaced her heart with an artificial one while simultaneously installing a move by wire system and a number of other pieces of cyberware. As she recovered she received many visits from the unit commander who, impressed with her skills, convinced her to join the special forces. Having lost everything which had any meaning in her life, Ice agreed.

Ice has experienced the loss of virtually all of her humanity, including the most precious aspect of being alive: her heart. Although she suffers from chronic dissociation syndrome, she handles it rather well. Perhaps the most frightening aspect about Ice is that, unlike the ultracybered freaks the extensive use of ware usually creates, all of Ice's equipment is internal and on the surface she appears as a normal 23 year old, attractive with long black hair, the same type of

girl you might see attending grad classes at a university. It isn't until she moves or talks that her enhancements become apparent. Especially when she talks. Her voice, soft and gentle, has very little emotion attached to it. If you ask her how she feels she'll stare blankly into space and say, softly, she doesn't know.

Fantasia**Archetype: Elf Physical Adept**

Information: Fantasia entered the business of shadowrunning with one purpose in mind: Money. Originating from Tir royalty, she took a portion of the family fortunes and ran, using them to purchase foci and locks and magical material, much of which she has progressively discarded as her abilities become more efficient and strong. During a run on a government facility she ended up being captured, but only after an incredibly bloody fight which left countless foot soldiers dead and maimed. As she awoke in an interrogation room her first comment was "If you're going to kill me it will cost you sixty grand". She got her sixty, and another five hundred thousand, and in return she joined the government special operations team. She joined without a struggle because, after all, all she wanted was the money.

Fantasia was recruited at the age of twenty three and now at twenty six she has improved her skills to an high level. Her level of initiation is off the scale and she has ditched all of her foci and acquired a number of new skills which primarily involve espionage and undercover work. The government continues to pay her well because they can't afford to have her running off, which she would probably do if the right price was offered. Fortunately virtually nobody, even the megacorporations, can match what she's currently getting. In order to insure a safe escape should things go sour Fantasia has also taken extensive measures to insure that nobody gets hold of a DNA sample. Her appearance changes on a daily basis, primarily through the utilization of clever disguises and magic. It is rumored that she has achieved such control over her body that she can alter it's outward appearance to the point that she no longer even appears elven.

Kingdom**Archetype: Ork Former Mercenary**

Information: Kingdom was born with the myste-

rious, almost magical gift of knowing exactly where all living creatures are located within a hundred meter radius of himself. Every living creature. Ask him and he'll state, nonchalantly, "two elves, one human, three dogs, ten rats, fifteen birds, five hundred and fifty two grass hoppers, one thousand two hundred thirty eight fireflies...." and on and on until you ask him to stop. He can sense living things concealed behind walls, buried in fox holes, dropping in from above, or where ever they might be. Needless to say these skills proved invaluable when conducting military operations and, after witnessing his skills in action, the government decided they wanted Kingdom, and his skills, on their side. They lured his unit into a scuffle and then descended on him and his group from all sides with an immense amount of force giving him the option to give himself up or have his unit obliterated. Kingdom, who dearly loved his unit, allowed himself to be captured. Then, surprisingly, rather than bullying Kingdom to join the government forces they offered him a deal: Twenty million dollars worth of military equipment for his unit in exchange for his services six months out of every year. He agreed, but only after upping the price to thirty million. Kingdom now spends half a year with his own unit and half a year with the government.

Jackhammer**Archetype: Ork Construction Worker**

Information: The last thing in the world a city's Department Of Streets And Services wants is to have a road stay functional for any extended period of time. After all, if they all did their jobs perfectly, they'd soon be out of one. Jackhammer is one of the department director's hacks whose job it is to make sure nothing ever gets done right. While technically a supervisor he will do his best to clandestinely sabotage equipment, cover streets with asphalt eating bacteria, and so on. Although a majority of street workers actually believe they're supposed to be helping the infrastructure, Jackhammer and the rest of his "squad" carry out the real orders.

Jackhammer is rather overweight and spends most of his working time eating soy wieners and doughnuts. Although oafish in appearance he is actually quite intelligent, possessing a masters degree Chemistry as well as extensive knowledge of street related architecture. For this reason he knows just what chemicals will mess up a road the fastest, and what support pylons you have to knock on a few times with a jackhammer in order to make them break. He's terrible at conversation, however, and any attempt to speak with him usually results in him breaking into a fit of obscenities and chasing the offending individual away.

Banjo**Archetype: Troll Construction Worker**

Information: Banjo is good friends with Jackhammer. In fact, he's the only friend Jackhammer has. Banjo has vast experience with explosives, as the result of a short stint with the military, and has developed his own explosive compound, with the help of Jackhammer's chemistry skills, which blows fast, but quietly, and leaves no residue. A small amount of this explosive can be dropped into a street grate, blow silently, a create enough pressure to buckle pavement and destroy utilities. Banjo is fairly intelligent although, like Jackhammer, he rarely shows it in conversation. Both of their intelligence comes out, however, when they converse, usually in a bar, about chemistry, explosives, stress points, and the like.

Dale**Archetype: Human Construction Worker**

Information: Dale appears to be an idiot, prima-

rily because he is. His purpose is to carry stuff around, place explosives, and try to stay on Jackhammer's good side. All Dale can talk about is sports and any attempt at any other form of conversation will confuse the hell out of him and force him to buy another beer. Dale is in his late fifties and is looking forward to retiring so he can sit around and watch ESPN all day.

Mac**Archetype: Human Construction Worker**

Information: Almost as stupid as Dale, the two often go to baseball games together. Mac's one saving grace is that he's extremely strong, stronger than Jackhammer and Banjo combined, and is able to use an enormous Jackhammer most people can't even begin to pick up. Once he's done chipping away, however, he's usually allowed to run off to the sports bar. If you ever heard his annoying, incessant, chattery, high pitched, whiny, voice you'd know why they don't like him to stick around.

Slim Jim**Archetype: Human Rigger**

Information: Slim Jim used to work for the Streets Department before he quit and decided to drive large vehicles freelance. He is hired from time to time, paid through private funds, to haul in his array of enormous construction related equipment. He's tall and skinny, disgustingly skinny, and likes to listen to country metal thrash music while driving. He's not incredibly fun to be around, mainly because he's extremely paranoid of everybody he work's with. This paranoia has motivated him to carry an array of shotguns and rifles in all of his vehicles. Fortunately, he can't use them worth a damn.

Imelda Garret**Archetype: Human Politician**

Information: Imelda is currently in charge of the streets division and uses Jackhammer and his group to do her dirty work. She's a hideous woman in her early sixties who wears too much makeup and never bathes, a fact she tries to cover up by wearing gallons of cheap perfume. She's constantly snapping orders to people, always demanding everything and never, ever, ever, asking. She hates the world but likes money and would like to keep her job as long as possible. She often takes bribes from various businesses so she'll give their roads priority over everybody else's

Lime**Archetype: Ork Ghoul**

Information: Lime can sometimes be seen dragging bodies away from a fire fight and into the sewers where he lives. He then eats the dead individual. He will not attack the living, actually he is afraid of them. He is confused about his condition, not really realizing that he is dead, and will cry dry tears when he is finished and moan "What's wrong with me?". If someone offers to be his friend or even so much as talks to him he will assist them whenever possible, so long as it does not require much activity outside of the sewers.

Dirt**Archetype: Ork Ghoul**

Information: A "friend" of Lime. He spends most of his time while they're together trying to convince Lime that he is dead and that he should hate the living.

Slug**Archetype: Troll Ghoul**

Information: A "friend" of Lime. Slug lives above ground in a large squatter camp where he has a close knit group of living people who know his identity and have agreed to keep it secret. He is constantly attempting to convince Lime to come stay with him at the camp.

Sandy**Archetype: Street Kid**

Description: Thirteen years old with dirty blond hair to her shoulders. She is super skittish and will cringe when anybody makes a sudden hand movement. She despises weapons and will cover her ears and scream if a fire fight erupts.

Information: Sandy and her friends saw something they shouldn't have. They are too frightened to speak about it but whatever it is they have been running from it for three years now. Is it a corp? A spirit? Whatever it is has these kids absolutely petrified.

Jerimiha**Archetype: Street Kid**

Description: Jerimiah is fourteen although he looks three or four years older. He has dark eyes which seem to express pure fear. He is practically in a state of terrified psychosis and will sometimes drift into a near comatose state, from which he erupts screaming.

Information: Jerimiah is almost completely lost. The years on the road have been very hard on him and his mind and he is on a suicidal borderline. Sandy might be the only thing keeping him from losing it completely, occasionally taking him aside and talking him down from his state.

Ben**Archetype: Street Kid**

Description: Twelve and very forward. He is usually the first one to introduce himself if a rare social situation arises. From that point on he will grill the individual for every bit of useful information he or she has. Most people just blow him off, however, due to his age and non imposing stature.

Information: Ben does not get along well with Sandy or Jerimiah because he actually wants to confront whatever is chasing them. Sandy can usually talk him down and has made him promise not to mention their problem to any one they meet. Odds are if whatever they are running from ever finds him he would rather fight, and possibly die, than keep up the chase.

Zero Zero**Archetype: Elf Go Gang Member**

Information: While many go-gangs appears as a chaotic group of kids riding bikes and wielding hatchets, Zero Zero has organized his into an efficient fighting team who has ditched the tradition random and senseless violence in exchange for systematic and calculated violence. The gang, called Rush, now almost qualifies as a specialized shadowrunning group, taking out contracts and intermingling with Johnsons like any other runner. Although they're still specialists in destruction, they have honed their skills in the interest of reducing collateral damage and increasing speed. Typically they may be hired out by an organized crime group, or ever a corporation, to take out a transport convoy or to trash specific buildings in a given neighborhood. Over the years they have also replaced their shabby, disorganized appearance with good grooming and gang outfits which almost resemble tuxedos. Zero Zero, who has acquired the personality of a truly professional runner, leads the group, which is equipped almost exclusively with BMW Blitzens, with the occasional stolen and retrofitted Electroglide thrown in. All vehicles are equipped with encrypted communications gear and the gang possesses a sophisticated garage with the latest in repair equipment. Although the gang still holds a small patch of "turf" they usually don't have to worry about defending it because nobody is so stupid as to mess with them.

Uptown**Archetype: Human Go Gang Member**

Information: Uptown is Zero's right hand man and the two of them always meet with their Johnson together. Uptown is charismatic and an excellent negotiator, a skill which carried over from the old days when he would negotiate drug and chip deals. The two frequent the city's most elite entertainment establishments, blending in nicely with both corps and professional runners. Uptown is the only member of the gang who possesses rigger cyberware and has altered his Blitzen so it fits him like a second skin. He's also a crack shot with a heavy pistol, often times performing simple drive by assassinations completely on his own.

Alexis**Archetype: Human Go Gang Member**

Information: Alexis misses the old days of just being able to trash whoever she wanted to but

keeps her dissatisfaction under control in the name of money. Hardened by the mental and physical scars of a dozen wrecks in her early days and a lynching she experienced at the hands of a competing gang, she is very blunt with her words and doesn't put up with anybody's crap. A seemingly benign comment made by somebody in a bar or even in her own gang has resulted in this person losing more than a few teeth. Her tactics in combat vaguely reflect her yearning for the old days and she tends to arm herself and her bike more heavily than the rest of the gang. Alexis still hangs out at low class ganger bars despite her former peers disdain for her career choice.

Jasper**Archetype: Elf Go Gang Member**

Information: Part of Rush's "new blood", Jasper is a cocky young man aged nineteen years, making him nearly five years younger than a majority of the members. Jasper proved his skills in a rather idiotic way by successful dismounting Alexis of all people with a stun round to the chest. After Alexis beat the tar out of him for a few hours she asked Zero to let him join the gang, perhaps out of nostalgia for the days when she would have done the same thing to somebody like herself. Jasper has some good fundamental skills but is working with Alexis to bring them up to par, through both training and the occasional beating when he screws up badly.

Hits**Archetype: Ork Go Gang Member**

Information: Hits has never been a spectacularly good motorcycle driver but his lack of skill in this area is more than made up in his strength and weapons talent. Hits is extremely strong, giving him the ability to fire large weapons using one arm while driving with the other. His primary weapon is an automatic grenade launcher which fires high powered but low shrapnel grenades designed to take out a building without doing much damage to the surrounding area. Hits likes to make people think he's stupid and then, just as they start to take advantage of him, start spewing philosophy and knowledge he picked up in a short stint in the university circuit.

Snappy**Archetype: Dwarf Rigger**

Description: Gruff and unfriendly, nobody is allowed on the bridge of his ship but him. He speaks condescendingly to everyone and drinks heavily while at port.

Information: Snappy may be a drunk on land but at sea he is in complete control of his situation. From a specially built chamber on the bridge of the S.S. Pretty Lady, he can control all of the ship's functions. Although mean to his crew they treat him with respect as Snappy rescued each of them from some adverse situation at some time. Security personnel take his shit because he pays them well. Snappy primarily runs hot goods between countries but will occasionally hire on as a courier for a corporation. Snappy is not especially fond of metahumans, primarily trolls.

Colebin**Archetype: Human Sailor**

Description: Happy and jolly to the point of sickness, some think him insane. While out at sea he will occasionally dress in pirate's or traditional navy clothing.

Information: When Colebin returns to shore after a lengthy voyage, usually the first thing he does is check himself into a mental hospital for a couple of days. While out at sea he will occasionally lose it and have to be locked up in a cell located beneath the deck.

Darlington**Archetype: Human Sailor**

Description: Darlington is a dispossessed British aristocrat and acts like he still has some power. He speaks in a lofty voice and when asked to do something he agrees with the line "Sure thing, hidie ho, god save the king."

Information: Darlington is also a little "off" mentally but is simply in a case of extreme denial. His cabin looks like a little scholarly library and he spends much of his spare time reading and smoking Snappy's expensive tobacco.

Fledler**Archetype: Human Sailor**

Description: A former military officer, Fledler takes his job very seriously. He is always on the boat, rarely talks to anyone, and is always checking to make sure things are all right.

Information: Without Fledler the S.S. Pretty Lady would probably fall apart. He does a majority of the repair work and does not seem to mind when the rest of the crew gives little assistance.

Don**Archetype: Human Security Guard**

Description: Medium built, five foot ten. Don hardly ever sleeps and is always worried about whatever he is guarding.

Information: Don and several other security personnel were hired from Knight Errant on an open ended contract and have been with Snappy so long they are considered part of the crew. Don has a professional relationship with Fledler and the two work together to accomplish an amazing amount of work.

Alen (Watchdog)**Archetype: Dwarf Security Guard**

Description: Almost Neanderthal looking, Alen is deceptively smart and an extremely keen observer. When he first encounters an individual he usually showers him or her with questions until he is satisfied with the amount of information he has obtained.

Information: Alen and Snappy kind of stay apart and although Snappy does not like Alen all that much, he has kept him on because of his exceptional security work. Alen is loaded with all kinds of perception cyberwear and is sometimes called Watchdog.

Kent**Archetype: Human Security Guard**

Information: Very tan due to the amount of time he spends on deck. He specializes in heavy weapons and is usually the first one to be called on deck when a dangerous ship approaches. He does not fire, however, until he is completely certain the on

coming vessel is hostile, sometimes waiting to a dangerously late minute.

Lowel

Archetype: Human Security Guard

Information: Trained as general patrol, he rarely speaks and during his off hours spends his time watching trid and gaining more weight.

Shamp

Archetype: Human Security Guard

Information: Sometimes over zealous, Shamp is a crack shot with a sporting rifle and is usually kept away from the action until Don is sure he wants the offender dead. He then unleashes Shamp, who is very good at putting little holes in just the right places with very little mess.

Commander Rain**Archetype: Human Dog Shaman**

Information: Most folks don't expect to see a shaman in charge of a megacorporation security force and the realization that Rain and his unit exists is a most unpleasant surprise. Having grown up a street shaman, Rain joined up with the corporation and worked on his detection and tracking spells. As his power grew the big boys find him the best candidate for leading a special force created for the sole purpose of returning extractees. Rain is a big guy, looking awkward and frightening in his black and grey street shaman garb when contrasted against the suit wearing corps he works for. What Rain wants in the area of personnel, Rain gets, commonly snatching up newly recruited shamans in order to test their ability at tracking, and then tossing them back to the corporation when they don't live up to his expectations. Although Rain is ready to fight if necessary, he much prefers negotiating the return of an extractee as opposed to forcibly retrieving them. He will even go so far as to negotiate with the kidnapper's Johnson or, if he can get the name of the corp behind the extraction, the corporation itself. But, being a dog shaman, Rain will not let up until he has his target and will resort to whatever methods are necessary in order to get the job done. Rain prefers to work with spirits and watchers, leaving the spell tossing and ritual stuff to his resident mage and other magic users brought in on a temporary basis.

Teal & Toby**Archetype: Allies**

Information: Teal and Toby are ally spirits belonging to Rain. They inhabit and otherwise take on the form of two grey steel dogs, one male and one female. They are only partially devoted to their master and Rain allows them to take their own "excursions" into astral space or the city in order to keep them happy. Both are able to speak and take on a personality closely resembling what one might expect from a mean Disney animal character. They constantly babble between themselves over how they're going to one day make off with Rain's magic, making sure Rain can hear this just so he'll get nervous. When on the job they still maintain their cocky and spiteful personalities but actually use their hunting skills to track targets. They will not enter combat unless absolutely necessary.

Trax**Archetype: Human Mage**

Information: Trax is a well accomplished initiate and it is usually he and other members of his corporate based magical group who use ritual magic or astral tracking in order to locate people. Having boosted his perception reflexes to the max, Trax is constantly on edge. It is almost a blessing that he's too slow and to undertrained combat wise to react immediately to his perceptions otherwise many people who innocently walked up behind would be dead by now. In Trax's mind he is always on duty and will take a menial guard duty in order to prevent himself from getting bored.

Punishment**Archetype: Ork Corporate Soldier**

Information: When all of the "nice" attempts at retrieving an extracted individual fails, Commander Rain calls in Punishment. In turn, Punishment calls in the biggest and the baddest of the corporations nasties to help him out. He may call on other corporate soldiers, pull in a mercenary force, even higher some shadowrunners, all that matters is he's going to get the target back. When Punishment goes after somebody his methods are unpredictable and he makes sure he never has any evidence on him tying him to the corporation. Those who know him know enough to stay out of his path, especially when he's having trouble getting somebody back. Although he can't get too ruthless he can have some unfortunate civilian "accidents" accompany his retrieval attempts if they forward his efforts and don't draw too much attention.

As you've probably perceived, with Rain and Punishment in charge of things it appears as if they'll hijack a ballistic to the moon if that's where the target is. Well, they probably would, but it is likely by that time the higher ups in the corporation would have pulled both of them back. You see, such operations cost a lot of money and can also result in bad publicity and the risk of even nastier retaliation if the corp ends up stepping on a bigger corps shoes. Although Rain and Punishment may not like it, they'll pull out if their bosses tell them to.

Foles**Archetype: Ork Gang Leader**

Description: If Foles wasn't such an evil son of a bitch he could have run for office. He has a strange, almost magical charisma which draws people into his words despite his outwardly shabby appearance. He is bald and has a goatee which almost touches his perfectly symmetrical fangs.

Information: Foles is a born leader and his followers have complete faith in him. He is also very intelligent and plans his gang activities in much the same way a military general would. His members are never expendable and he cares for each one as if they were his children. He is always where the action is during a confrontation and knows when to fight and when to retreat.

Dank**Archetype: Ork Gang Member**

Description: Foles's right hand man, Dank is always with him. He dresses closer to the style of a samurai than to that of a gang member and uses many of the same weapons and techniques.

Information: Dank is a walking underworld data store and possesses information on the layout of a majority of the Seattle sewers and countless secret entrances to the ork underground. He also acts as Foles's body guard.

Lither**Archetype: Troll Gang Member**

Description: Big and mean, Lither is constantly pissed off and he looks it. He carries a grenade launcher on him at all times which he has named Betty II and which he talks to.

Information: Ever since he lost his first grenade launcher, Betty, while retreating from a fight Lither has been in a bad mood. That was back in 45'. His grenade launcher is his only weapon and he has developed various kinds of custom rounds for it which include some which release poison gas and various acids.

Grate**Archetype: Ork Gang Member**

Description: Grate is suffering from a grotesque skin deformity which causes him to constantly leak ooze from his pores. He spits a lot when he speaks and talks with a guttural voice. He loves his slimed state and will do his best to get it all over anyone he is around. He will also occasionally drink the ooze just to gross people out even more.

Information: Grate is unable to use any firearms due to his skin disorder jamming the mechanisms and has become skilled in the use of hand weapons, especially a large neanderthallish club. He is also surprisingly nimble and can run and maneuver at high speeds.

Druth**Archetype: Troll Gang Member**

Description: Druth has had his skin color altered to resemble the pattern of a sewer wall. He is a mute and stands and sits perfectly still when no movement is necessary. He can walk through the sewers without making a sound.

Information: It is a rather frightening sight when Druth first fires his grenade launcher, usually unexpectedly coming out of his silent state to wreak explosive havoc. He also specializes in plastic explosives and has reportedly blown entirely new tunnel connections within the sewer system.

Slath**Archetype: Troll Toxic Shaman**

Description: Slath looks like a walking trash can. His armor actually has plates from them. He is wretched, smelly and talks to no one but his ally.

Information: Slath showed up in the Sewer Rats layer one day and just never left. It is almost comical the way he was wordlessly integrated into the system and pretty much allowed to the run of the place. Slath assists the rest of the gang when he feels like it, but usually acts like a form of security around the layer.

Ruiner**Archetype: Ally**

Description: Ruiner's body consists of a stainless steel Hell Hound statue. He will attempt to tear apart anyone who stands within three feet of his master. Slath treats Ruiner very well and the possibility to him wanting to leave is slim.

Watl**Archetype: Ork Toxic Shaman**

Description: Watl pretty much thinks he's a rat. He has had surgery which has covered his body with rat looking hair and has even had whiskers implanted. He talks in a squeaky, almost annoying voice.

Information: At times it actually appears as if Watl is controlled by rats and not the other way around. He will have episodes when he just crawls around the hide out for days with Veepers, apparently convinced of his rat status. His movements are quick and nervous and when Watl speaks his lack of education is apparent.

Veepers**Archetype: Devil Rat**

Description: Veepers is Watl's pet. He has been trained to do simple things such as scout ahead and emit a squeak if there is an enemy and can call on other rats to wreak havoc during a retreat and slow the enemy's progress.

Margie**Archetype: Human Smuggler**

Information: A rather tiny woman in her early sixties, Margie looks like the kind of person who should be in a Betty Crocker commercial, not running contraband by boat. But smuggling is her profession as it has been for her and her family for the last twenty five years. Originally in the fishing business, pollution and the loss of fishing stock forced the family into their current profession of running drugs, banned goods, and people short distances, usually from off shore ocean going ships to the coast. She is extremely pleasant to be around, never swears, and handles any boat she's given with mellow skill. She and her family owns a fleet of boats ranging from powered rowboats to ECM equipped Nightrunners.

Earl**Archetype: Human Smuggler**

Information: Earl is still pissed off at the megacorporations who destroyed his original trade and will do nothing but bitch about them while navigating. The up side of this is that he never gets upset about anything but the corporations, taking such incidents as having his ship perforated by an autocannon round in calm stride. Earl rarely runs people, especially corps, and tends to stick to drugs and other inanimate objects which won't ask him to stop bitching.

Lindsey**Archetype: Human Smuggler**

Information: One of the three children of Margie and Earl, Lindsey posses the personality of both of her parents, causing her to get pissed off about something and then immediately apologize and ask everybody if they'd like some tea. Aged 30 years, she's short and a bit overweight and prefers to take missions requiring little personal movement. She has virtually no ambitions beyond completing her current smuggling run and spends her off time at her parent's island home watching trideo, eating Doritos, and being lethargic.

Silverfish**Archetype: Human Rigger**

Information: Unlike Margie, Earl, or Lindsey, Silverfish and her twin brother, Saberfish, are full fledged riggers, each actively involved in the shadowrunner world and returning to smuggle goods as a "vacation". Silverfish, age 27, is still shorter than average but is very fit and strong, being an excellent swimmer and hand to hand combat fighter. She "owns" B&V River Commander which she managed to steal from a corporation during an extraction and which she keeps in excellent shape through the utilization of her vast technical and repair skills. Although she will usually keep this vehicle hidden at her parents island home Silverfish will pull it out when power is needed.

Saberfish**Archetype: Human Rigger**

Information: Saberfish looks almost exactly like his sister except for the fact that his hair is extremely long and hers is kept relatively short. And, although they are twins in the physical sense, Saberfish got the shit end of the sanity stick, resulting in irrational, almost suicidal behavior which has his family, and most of all his twin sister, sick with worry. He always wants to take on the high octane, high risk runs, going into violent screaming fits when people prevent him from participating in them. So far Saberfish has trashed three boats, including a Nightrunner, and has messed himself up so badly time after time that he spends an average of two months a year in the hospital.

Johnny Bragfoot

Archetype: Human Snitch

Information: Johnny has been shot fifteen times, beaten up forty times, and threatened more times than he can count (if he actually has the ability to count). His short, stocky, busted up figure shows off the results of the countless acts of revenge he brought upon himself by snitching to the cops about shadowrunner activity. An oddity in the world of snitches, Johnny only talks to the cops and never to anybody else. Why he does this is anybody's guess, although rumor says the cops pay for the luxury hotel room of his choice during the day.

This is not to say that Johnny is useless to a shadowrunner. He's pretty stupid and is open to great amounts of manipulation, making it relatively easy for a runner to trick him into thinking they're a cop. Just don't ask any questions about the cops; that'll kinda give you away.

Little Lisa

Archetype: Troll Snitch

Information: Little Lisa is far from being little. Not only is she a troll, but an obese troll as well. She weighs well over 700 pounds and must use a large motorized cart in order to get around.

Little Lisa will give you any information she can in exchange for food and perhaps a recharge of her cart's battery. And when I say food, I'm not talking about a candy bar or something. She'll want 40 soyburgers or a Bulk Bucket O' Chicken from the Cluck N' Suck Restaurant down the street. Her information tends to revolve around restaurant a lot, and she has tons of information on who eats where and with who. Lisa's voice is meek, except when she laughs, at which time she bellows in traditional troll style.

Coin Man

Archetype: Human Snitch

Information: Short and thin with a black beard that touches his feet, Coin Man wanders the streets in search of spare change, apparently unaware that credsticks all but eliminated coins many years ago. As he wanders he sees a lot and knows much about the comings and goings of those living in his

neighborhood. He's more than happy to give you information for a small price, usually only a buck or two, but there's a catch: It has to be in coins. He will accept no other form of payment. When confronted with a cred stick he'll always say, in a raspy voice, "No gum for me, thank you."

Nosey**Archetype: Dwarf Snoop**

Information: Ever since he first discovered voyeurism at the age of 11, Nosey has dedicated his life to the art of surveillance, mainly to get off, but also in the name of money. Oddly wrinkled and old looking, Nosey looks like a photo footnote to the word "pervert". He doesn't discriminate by sex and will eye anybody he sees with unnerving lust in his eyes. Snoop possesses a large amount of surveillance equipment and two fully equipped vans filled with gear. Who knows, he might even have a picture of you in the shower.

Suck**Archetype: Dwarf Snoop**

Information: Nosey's only friend and, apparently, lover. The two are rather repulsive to be around, unless you like the idea of two dwarfs slobbering all over each other with constant lust in their eyes. Suck is also good with surveillance and, visually, looks a lot like Nosey. He even had his skin artificially wrinkled so they'd look more alike. Suck speaks in a low, drooling slur, and tends to slobber over everything so it's a good idea to wipe off whatever he's handing you.

Geraldine**Archetype: Human Bodyguard**

Information: The only thing keeping Nosey and Suck from making advances towards Geraldine is the fact that she works side by side with her husband, Lance, who, as you will see, is an extremely large axe wielding ork. Geraldine doesn't especially care what goes on inside Nosey's apartment or in the back of his van as long as she doesn't have to look at any of it. She takes her pervert protection assignment extremely seriously and will try to punch out anybody who makes fun of her job.

Lance**Archetype: Ork Bodyguard**

Information: The only thing that keeps Nosey and Suck from making advanced toward Lance is the fact that Geraldine will pound the crap out of them, devotion to assignment or not. Lance rarely speaks

and always has a stupid grin on his face which sharply contrasts against Geraldine's perpetual sneer. Looking at the two of them idea gives you the impression that somebody just told them a rather humorous, but possible offensive, joke. Lance works solely with pistols while Geraldine always has some sort of fully automatic weapon at the ready, a weapon which is usually loaded with gel rounds.

Relish**Archetype: Human Undercover Cop**

Information: A secret branch of the normal police department, Relish's gang is much feared in the shadowrunner community, particularly because they are very, very effective. All members are masters of disguise (there are rumors they even possess a drug which alters an individual's DNA signature) and work with complete autonomy. Although they usually target running groups known for vile acts they will occasionally attempt to break up or eliminate groups who have associated with vile people, whether the runners knew these people were bad or not. What they define as "vile" or "bad" is anything to do with child pornography, molestation, BTLs, your nastier traditional drugs, and poisoning or illegal lethal chemicals. They are not ruthless, however, and will often give the target group a chance to right their wrong.

Relish leads the operation, possessing extensive connections in all walks of life and a knack for showing up at his target's most vulnerable moments. He's wired to the max and carries a custom taser gun with the ability to penetrate hardened armor. His personality usually aligns with whatever archetype he is posing as at the time, be it shadowrunner or corp, but his ability to verbally manipulate people shows through in all of these.

Cracked**Archetype: Human Undercover Cop**

Information: Cracked is a specialist at stealth and ambush and plain old hiding. She'll pop out of the damndest places at the damndest times, using her quick wit and SMG to throw the target off guard or just plain scare them. She's only actually killed one person in his history with the special ops group, usually preferring to frighten the target into repentance. To assist her she possesses a skin tight body suit coated with a substance which changes colors at her mental request.

Brother John**Archetype: Human Undercover Cop**

Information: Brother John can convince a person that they're best friends and without missing a beat, blow this person away. John could have been a

better negotiator than Relish if he wanted to but instead prefers simply to mess with people's minds. Handsome and congenial, he has an outward appearance of power and friendliness which is almost superhuman. His street name started out as a joke when Relish kept introducing him as his brother, John. Which, by the way, he is.

Plumb**Archetype: Ork Undercover Cop**

Information: Rarely accompanying the rest of the team on missions, Plumb is usually reserved for clean up operations. He specializes in anything that explodes and has access to a military grade Aguiler in case things get really out of hand. Plumb has a very bad self image which is why he rarely appears in public and is very bad with people who, in his eyes, are constantly making fun of him.

Vayas**Archetype: Human Dock Worker**

Information: The leader of a group of dock workers who work for a while for an employer before ripping them off and moving to another city. He is deaf and communicates via a custom form of sign language only he and the rest of the team can interpret. He also owns the Semi which is the base of operations for the group and is also used to transport most of the stolen goods.

Moore**Archetype: Human Dock Worker**

Information: Born and raised on the docks, Moore gets into more fights than a professional boxer. Sometimes he wins, sometimes he loses, he just appears to enjoy kicking ass, or getting his kicked. He is the first to volunteer to take out a security guard if need be.

Cooloch**Archetype: Human Dock Worker**

Information: Too cocky for his own good, Cooloch often takes unnecessary risks during an operation. He has been arrested numerous times, each time getting bailed out by some unknown individual. He drives a nice car.

Lairid**Archetype: Human Dock Worker**

Information: Mentally disabled, Lairid is mainly used for his extraordinary strength. He is the only one of the group who has any cyber wear and not even Lairid himself knows where it came from. He does not know how to fight but can take a punch without budging. He also plays the harmonica extremely well.

Simone**Archetype: Human Dock Worker**

Information: The only member of the group who possesses a firearm, a sub machine gun. He has never had to use it and does not really want to. He is the most athletic of the group and usually is assigned

to find out as much about the site they are going to rip off as he can. He does have the nasty habit of getting shot, actually the rest of the group plans on it happening every other heist.

Capp**Archetype: Troll Dock Worker**

Information: Capp only occasionally works with Vayas and the rest of his gang, most of the time doing some thing else. Most believe shadowrunning. When he does show up Vayas lets him take over as the effective leader of the group. Most jobs go over easier when Capp is in charge.

Jimmyslime**Archetype: Human Fence**

Information: Vayas works with two Fences on a alternating basis. For this reason Jimmyslime hates Gleek and Gleek hates Jimmyslime. During the negotiation process more is covered regarding the fence's nemesis than actual business. Jimmyslime is the sleaziest of the two, starting out negotiations as a ridiculously low price and taking forever to work his way up. He drives a beat up Americar with a bumper sticker advertising Picket Fencing.

Gleek**Archetype: Ork Fence**

Information: Gleek has actually planned attempts on Jimmyslime's life, all of which have gone off very badly. Gleek gives Vayas a better price than him, almost going broke just so he can stay one up.

Shape**Archetype: Human Mage**

Information: Shape and the rest of his gang have devoted nearly all of their magical skills to the science of physical manipulation and deception. Using their combined skills, including masking, they can transform themselves, and each other, into virtually anybody with such accuracy that virtually any test, including DNA typing, will fail to pick up their true identity. Many of the spells they use are custom made. The three also have formed their own magical group for initiation purposes.

Shape is cocky and loud and, although he is the leader of the group, is probably their weakest link. Unlike the other two members Shape has never acquired the acting skills needed to take on an individual's personality. Although vocal and physical manipulation takes care of most of an individual's attributes Shape must still be able to imitate the personality of the individual he has acquired the identity of. He is quite bad at this and usually takes on the identity of the least talkative individual.

Shape and his group use their deception skills to acquire people's identities for the purpose of committing a wide range of crimes, ranging from theft to framing to faked deaths.

Delta**Archetype: Human Mage**

Information: Delta and her husband, Marx, are skilled in intelligence and covert actions as well as magic. They gather information about the target thus enabling them to more easily imitate the individual's habits, personality, and so on. Delta is about as Cocky as Shape but has the habit of taking things personally too often, occasionally transforming an exchange of smart ass banter into a fist fight.

Marx**Archetype: Human Mage**

Information: It's amazing that Delta and Marx have stayed married as long as they have. Marx is somewhat the oddball of the group, taking everything way too seriously and possessing virtually no sense of humor. When preparing for a job he centers completely on it and gets pissed when Delta and Shape enjoy themselves too much. Secretly he suspects they are having an affair, a suspicion which is completely unfounded. Marx usually plays the role of the most complicated individual the group is attempting to imitate.

Edmund Fraggie**Archetype: Human Sweatshop Owner**

Information: For anyone unaware, a "sweatshop" is an underground factory where people, usually illegal immigrants and the like, work for little pay under terrible conditions for long hours with no benefits. Edmund Fraggie owns such a shop, devoted to manufacturing cheap weapon imitations, and runs it with an iron fist. If his employees do not follow every one of his 129 Ethics Of Employment they are either fired, docked of pay, beaten, or worse. He's rather pathetic looking, short, bald, overweight, but has a squad of thugs more than willing to do his dirty work for him.

Delta G. Hurt**Archetype: Ork Thug**

Information: Delta looks like a rock with arms and legs and something resembling a head. She is frighteningly ugly and frighteningly big and strong and just plain frightening. She is very rarely assigned to any "rule enforcement" activities due to her unfortunate tendency to break her victim into little pieces even when simply escorting them out of the building. Mainly she just stands around and looks scary.

Oakland**Archetype: Human Thug**

Information: A fairly good bouncer before he acquired a rather nasty BTL habit, Oakland now takes his life oriented frustrations out of whomever Edmund tells him to. Oakland is rather big and would probably be considered overweight if it wasn't for the fact that all of his bulk is muscle. He likes to talk about his miserable life while performing his duties as well: "So she said (smack) that I was too lazy (whack). Can you believe that (pound)? Yeah (pummel), neither can I (smash)."

Deric Soloman**Archetype: Human Undercover Cop**

Information: Deric has been attempting to build up enough evidence to successfully bust Edmund's operations but with nobody willing to testify against him and no hard core proof of anything but illegal weapons manufacturing he's having a tough time. Once very "by the book", Deric's convictions are beginning to waver as he sees more and more atrocities being committed. He is receiving no support from his precinct and the thought of calling in some shadowy support to take care of business is slowly beginning to solidify in his mind.

Sugar**Archetype: Human Rocker**

Information: Sugar, and the band named after her, play music to front their illegal drug and firearms dealing operations. Sugar herself is an excellent guitar player as well as being quite effective with a Manhunter and a very good and negotiator. She's partially Japanese, has long straight black hair to her ankles, and brilliant green eyes. She heads all operations and the rest of her group strictly obeys her orders. Due to the fact that Sugar will occasionally push bad BTLs and shoddy weapons she rarely does business with anyone above the street scum level.

Sly**Archetype: Elf Rocker**

Information: Sly has the sleaziest connections in town and it is usually through him the group obtains faulty merchandise at dirt cheap prices. His shoulder length elven hair is dyed black and is usually dripping some hideous oily substance. In addition to playing bass he also specializes in SMGs, specifically the UZI, and has his own beat up van he uses for pickups and dealings in the worst parts of town.

Robbie**Archetype: Ork Rocker**

Information: A complete moron, Robbie's sole functions are to play drums and break out his Panther cannon when things get too rough.

Root**Archetype: Human Rocker**

Information: Once a fairly effective shaman, Root traded his magical ability for a year of BTLing. Although he finally got off the chips his magical ability was completely destroyed and he changed to the profession of rigger and keyboard player for the Sweet Sugar Band. Root still dresses like a shaman, continuing to carry around talismans and focuses he can no longer use.

Grabber Garbone**Archetype: Elf Thief**

Information: Skinny, quick, and a physical adept, Grabber can scale walls with his bare hands and fall twenty meters without getting hurt. All of his adept skills are geared towards quickness and mobility and he can run at an unbelievable speed. There is, however, the fact that a bullet from a Street Line special would bring him down in a second. If you can hit him. Up close Grabber looks like a skeleton on crack, possessing sunken, wild eyes and the skin color of snow. His voice sounds like a 45rpm record playing at five times its normal speed making him nearly impossible to understand.

Slinky**Archetype: Human Thief**

Information: Slinky got his name from the design of his four cyber limbs which possess the ability to extend to nearly three times their original length, allowing him to practically walk over fences and reach, without a ladder, many third story windows. Slinky is also quick, quick enough to escape most combat situations. In order to better align himself with his street name Slinky also possesses a voice modulator which perpetually mixes in the flanging sound of the toy after which he is named.

Kragger**Archetype: Troll Thief**

Information: Kragger prefers to take a more direct approach when stealing which usually involves backing a "borrowed" garbage truck through various walls in order to gain entrance to his target. Kragger actually owns a garbage truck of his own which he uses on special occasions and which can be painted to resemble local trucks and carries heavy weaponry. Kragger has the personality of a vulgar trucker and spends his spare time getting into brawls and throwing darts (through the board, through the wall, and into the next room).

Mr. Jamenson

Archetype: Human Grade School Teacher

Information: Now in his early sixties, Mr. Jamenson has watched the school district in which he works slowly decay into a heartless construct of underfunding and apathy. Several years ago he witnessed one of his fifth grade students get shot and killed while waiting for the bus to take him home. Since then Mr. Jamenson has developed a radical plan to help grade school students defend themselves: Teaching them how to use hand guns. He hand picks the most responsible and mature students in his class and, after school at a private range, teaches them firearms safety and use. He personally provides a variety of hold out pistols to the students and each student has taken a vow to never use the weapon for anything but defense. So far he has managed to keep his activities quiet but lord knows what's going to happen when something inevitable goes wrong.

ently switch between these personalities at will, teaching as a friendly intelligent blonde and then turning into her repulsive other self once class lets out. She makes many promises she doesn't keep, especially to the children who she promises to bail out of tough situations but then leaves to rot once things go wrong.

Brack

Archetype: Former Troll Gang Leader

Information: Initially Brack recruited street kids into his game for criminal purposes but after one of his members, an eight year old boy, was killed while attempting to rob an apartment he has switched over to simply protecting and teaching them. Brack has quickly changed from a brazen, uncaring fiend into somebody you'd be more than happy to have dinner with. Although he still teaches his students the arts of combat he also tells stories of history, assists the children in pursuing their own interests, and has even convinced some of them to go back to school. Brack has quit his original gang, the Big Boys, but still receives financial and protection assistance from them. If anybody messes with one of Brack's kids it is the Big Boys who usually take care of the offending individual.

Alabama

Archetype: Human Gang Member

Information: Alabama possesses a nearly symmetrical split personality, at times being the nicest, sweetest person you've ever met and the next minute the nastiest, most despicable human being on the face of the earth. She runs a very small private middle school from which she recruits innocent children to do her evil alter ego's bidding. Alabama can appar-

Darwin**Archetype: Human Scientist**

Description: It is obvious this individual is smarter than his own good. He is short, and incredibly skinny from his time spent in the lab. He has many, many, many intelligence enhancements and gives the impression of being completely insane. He talks above everybody but his companion.

Information: Darwin actually thinks he's Darwin. He started calling himself this a couple of years ago and never stopped. He has managed to journey to just about every one of the places that the original Darwin did and has adopted all of his research as his own. In his lab he constantly has all religious channels running and when someone comes on talking about Adam and Eve he will maniacally jump up and down on his chair and scream: "You're wrong! You're so, so wrong!"

By his request, the rest of "Team Darwin" has adopted a name which in some way relates to the man and his journeys and research. Actually, he paid them lots of money to do it.

Mr. Pierce**Archetype: Dwarf Scientist**

Description: Older looking with long white hair and a white beard. He is a rather calm man and is always seen with a cigarette in his hand.

Information: Mr. Pierce has been the friend of Darwin for many years, back before Darwin went nuts. He is also very intelligent, but is much more down to earth, acting as translator when Darwin begins to speak in some dead European language none of the rest of the team understands.

For the most part Mr. Pierce hangs back and makes sure Darwin doesn't hurt himself. He also makes his "expedition" plans and keeps touch with the reality his friend has lost.

Brake (Lyell)**Archetype: Elven Rigger**

Description: A rather glum individual, Lyell is always dressed in black. He speaks slowly and

apathetically and uses the word "whatever" a lot.

Information: Chances are Lyell would have blown himself away years ago if he hadn't hooked up with "Team Darwin", who constantly gives him different vehicles to drive and money to pay for his anti-depressants.

The team has been in combat situations a couple of times and each time has turn tail and ran, usually in one of the team's vehicles. The rest of the team, especially Downing, dislike him and would really like him to go away. Fortunately, Darwin likes him and won't let anyone remove him without his permission.

Simon Says (Dawson)**Archetype: Human Bodyguard**

Description: Big and bold and rather obnoxious. He's quite attractive and knows it. Even in frigid weather his can be seen wearing a tank top, exposing his baby oiled muscles.

Information: Dawson's is in charge of protecting Darwin during expeditions and other excursions. He is skilled in light pistols and since he wears very little armor, has major skin and skeletal reinforcement.

Big Fark (Downing)**Archetype: Ork Mercenary**

Description: Mean and nasty and pissed that he's stuck with his current contract. He has scars all over him, gets drunk a lot, and swears at every possible opportunity.

Information: Downing signed his three year contract thinking that traveling with a mad man to exotic locations would bring him plenty of ground combat, but other than blowing away an elephant when it was charging, not much has happened. He has looked through his contract for every possible loop hole and has yet to find one.

He doesn't get along with much of any body on Team Darwin, especially Lyle, who he has threatened to shoot on several occasions.

The Philosopher**Archetype: Human Mage Scholar**

Description: If anyone is fortunate enough to get a glimpse of her they will see one of the most strikingly beautiful individuals on the face of the earth. Then she will proceed to blow them away with her mind.

Information: The Philosopher has been seen by few and rarely leaves her dark mansion located just at the foot of mount Rainier. She spends most of her time in the study and the remainder of her time engaged in her elaborate and very sexual "bonding" ceremonies with Velena's female students.

The Philosopher is a grade four initiate whom has developed a vast number of rituals and spells which allow her to drain one person's mind into hers. The participants become addicted and soon spend all of their time with her until finally, in a grotesque display, The Philosopher bonds both physically and mentally with the victim. If someone manages to penetrate her masking ability she can be perceived as a astral entity with no body of her own in the real world.

Velina**Archetype: Human Professor**

Description: Also beautiful, Velina teaches several philosophy classes and is well known for her novel views regarding the human intelligence and soul.

Information: Velina is addicted to The Philosopher's psychic drain and is kept alive by her so she can coerce victims into coming to the mansion. For the sake of her sanity she has shut out what happens to the victims from her mind and will leave in the middle of the ceremony when one of them is about to meet their death. She otherwise appears to lead a very normal life, living by herself right off of campus.

Nancy**Archetype: Human Student**

Information: Beautiful like the rest, Nancy is a Religion major. She speaks her philosophies with a ditsy voice which sometimes cause people to not take her seriously. She is tall and blond and looks and acts and lives like someone out of old Beverly Hills.

She is greatly addicted to The Philosopher's essence drain.

Linda**Archetype: Human Student**

Information: Red hair and green eyes, Linda is very Irish. She is a Religion major and is well versed in the history and methods of Druidic magic. She does not practice any magic, however. Linda is also addicted to essence drain, but to a lesser degree than Nancy

Carolanne**Archetype: Human Student**

Information: A specialist in ancient cultures, Carolanne already has a Ph.D.. in history and is going for a Masters in religion. She has brown hair and brown eyes and remains relatively quiet most of the time except during a heated discussion when she has been known to jump on tabletops and scream her position. She is slightly addicted to essence drain.

Challus**Archetype: Human Rigger**

Description: Challus is dark and mysterious and is always dressed in black clothing and always wears a black leather jacket and black boots. Even at night he wears sunglasses and smokes a special kind of black cigarette you can only get in a small town in Australia.

Information: Challus is usually sent to pick up Velina and her students in his limousine or will occasionally chauffeur The Philosopher into the city when she wishes, although she never leaves the vehicle. He also has an Ares Dragon at his disposal which can actually land inside of the mansion by flying through an enormous sliding glass door.

Incubus**Archetype: Elven Street Mage**

Description: Dresses solely in black and has custom made shurkins placed at strategic and visible points around his clothing. He has long white hair and perfect teeth which sometimes spark when he is casting a spell.

Information: Incubus is in charge of astral security for the mansion and has several elementals bonded to him for assistance. He is strictly a combat mage and is also an initiate with a high centering skill (Ancient Greek). He should be feared by any one smart enough to know how much a force six powerbolt can sting.

Socrates

Archetype: Human Street Samurai

Description: Socrates has a constant layer of scruff on his face and has jet black, slicked back hair. He has a custom made suit of light security armor which looks less bulky and more shadowrunnerish and wears four visible pistols, a predator and a predator II, one of each on each hip.

Information: Socrates was captured by The Philosopher during an attempted theft and was quickly seduced by her. She soon had him addicted to essence drain and manipulated his mind until he became very cold and apathetic. He now feels almost nothing and remains at the mansion as security, taking care of the occasional angry boyfriend who has come after his college sweet heart.

Hannable

Archetype: Ork Mechanic

Description: Sick from a persistent degenerative disease, Hannable never leaves the garage of the mansion except to do occasional repairs on the Dragon. He is old and weak and bleeds from his eyes and various skin lesions sometimes.

Information: Hannable maintains the large fleet of drones patrolling the grounds around the mansion and also keeps an eye on his bank of surveillance cameras. He is in constant pain and his moans can sometimes be heard at night, echoing through the cavernous halls.

T-Rex**Archetype: Human Rigger**

Information: Attractive and well built. He is twenty five, has prematurely gray hair and a thick mustache. He is a heavy smoker, the cockpit of his Panzer is filled with a perpetual fog. He tells outlandish stories, of which every single one of them is true. T-Rex is good. Damn good. At setting up the auto pilot. But when something goes wrong during his runs down the rockies he almost freezes. The military spec. auto pilot has spoiled him. Although it hasn't cost him more than a few plates of armor so far, eventually it will all catch up with him.

Gunny**Archetype: Human Mercenary**

Information: The gunner for the Thunderbird. Sits in a compartment at the rear of the craft and does his best not to get too excited and rake the undercarriage of his own aircraft. Gunny relies more on a steady supply of ammunition than actual skill, having a variety of heavy weaponry with rapid rates of fire at his disposal. The cargo area of the panzer is smaller than most due to the additional area taken up by Gunny's expanded ammunition bins.

Monkey Wrench**Archetype: Human Mechanic**

Information: Fixes the Thunderbird when T-Rex or Gunny racks it up real bad. One good thing about T-Rex's panzer is that if it goes down, Monkey Wrench will have the materials and know how to fix it immediately. The large number of spare parts (and armor) have decreased the cargo area available even more. During missions, when there is nothing to fix, she usually just sits back and stares out the window.

Free Land**Archetype: Human Shaman Thief**

Information: Free Land is a fox totem who resides in the depths of NAN forests. Most of his magic is designed for concealability and manipulation and he possesses only one low level combat spell. He is a thief who does not bother with the taking of small, petty items. He has the ability to sense whether the certified credstick you are carrying has 10 ny or 10,000. He is rarely seen and is almost a legend where he lives. He will never steal from another magic user, however. Sometimes he even warns them of his own actions. Just for fun.

Toffy**Archetype: Human Thief**

Information: A good old fashion thief and uneasy friend of Free Land. Free Land taught him everything he knows and although Toffy usually adheres to the same morals as Free Land he has been stealing more and more from local magic users and when the fireballs come raining down Free Land doesn't want to be around.

Dr. Shake**Archetype: Human Geological Engineer**

Information: Once a United States sponsored geologist/seismologist, Dr. Shake worked on a secret project researching the effects of explosives on fault lines. His aim was two fold: Part of his goal was to figure out whether or not explosions from shelling and bombing could start an earthquake when one was not wanted. In addition the government wanted to know if shelling and bombing COULD be used to cause an earthquake when one WAS wanted. When the old United States fell apart, so did funding for “extracurricular” research such as Dr. Shake’s. Fortunately one of the new and powerful megacorporations was more than happy to pick him up.

Dr. Shake bounces from corporation to corporation almost monthly, often arranging his own extraction when things with his currently employer don’t go his way. Having abandoned his first goal, Dr. Shake now concentrates his research efforts on figuring out how to use explosives to activate fault lines. He has no sense of humor what so ever and seems to think of absolutely nothing but his work. Although he has yet to successfully cause an earthquake he is in the process of preparing a field test based on new research, a field test he plans on carrying out very soon, probably somewhere in the California Free State.

Breaker**Archetype: Human Demolitionist**

Information: Breaker’s acne scarred face and distorted features make him nauseating to look. He’s heavily built, but still carries a lot of fat, and is slow both physically and mentally. He usually sits around bitching about how Dr. Shake hasn’t allowed him to blow anything up yet.

Dakota**Archetype: Ork Demolitionist**

Information: Hired temporarily for Dr. Shake’s field test, Dakota has also experimented in the area of explosions and seismology and claims to have successfully set off a volcano, although nobody has been able to back up this claim. The vehicle Freebird drives is actually Dakota’s and contains a wide array of

drilling and explosive equipment. Dakota is a heavy drinker, often times locking up his own explosives with a timed lock so he can’t get to them and blow himself up.

Freebird**Archetype: Human Rigger**

Information: Formerly a member of the UCAS military, Freebird’s bold, and sometimes stupid, flying tactics eventually resulted in a crash which left him paralyzed from the waist down. He hooked up with Dakota while both were in the hospital and was offered a vehicle and enough money to customize it to fit his special needs in return for a no questions asked five year partnership. Freebird saves up the small cut of money Dakota gives him in hopes of one day being able to afford the cybersurgery necessary to restore his full mobility. Freebird does not seem bitter towards Dakota for giving him such a small portion of the profits, still grateful for the Ork’s initial assistance.

Shania**Archetype: Human Mercenary**

Information: Shania was also hired temporarily for Dr. Shake’s field test and is yearning for the day its over and done so she can move on to more exciting employment, just sitting around waiting to protect somebody while they’re blowing stuff up not being her idea of fun. At first glance her small size and seemingly delicate features would not give one the impression of her being all that threatening. As it turns out she has some of the densest muscle augmentation around, allowing it to stay small in size while still providing impressive power. On a bad day she can still easily punch through a cinder block wall with only minor damage to her cyberhands.

One Shot Sally

Archetype: Ork Hitwoman

Information: Sally literally blows apart the stigma that Orks are just too damn slow to be any good at hit and runs. An enormous woman - all muscle - Sally has devoted all of her money and essence into turning herself into the fastest Ork around. She has delta grade wired reflexes, numerous bioware enhancements, and even a few quickened spells. Her firearms skill, however, is 100% natural. It is rumored that she first fired a gun at age four and made daily trips to the range for the next twenty five years. Needless to say, such a large amount of training has given her the opportunity to specialize in a number of weapons. Perhaps one of the most unique aspects of Sally is the fact that she only works with legal weapons such as sporting rifles, semi-automatic pistols, etc. Only recently did she realize that her hobby could turn into something much more profitable and she has since made the decision to put her skills, speed, and strength up for hire.

Intelligent in the book sense, Sally still needs to acquire the street smarts necessary to successfully operate on the street by herself. Currently jobs are handed to her by a variety of Johnsons, many of which take advantage of her ignorance of negotiations, shadowrunner pay scale, etc. So, at this point in time, Sally merely takes her orders and does her job. Should anybody take the time to teach her the ropes of shadowrunning it would surely earn this person her loyalty.

One Shot Sally got her name from an incident in which she wiped out five members of a Yakuza clan while only expending five bullets. It is not uncommon for her to return from a mission lacking only a number of bullets equal to her targets.

Baby Grace

Archetype: Elven Hitwoman

Information: Thin, young (20), and usually sporting short hair dyed in a variety of colors, Grace possesses a disarming amount of charm and mannerisms which politely violate her street punk image. Her features would be perfect and beautiful, were it not for numerous webs of light scars which criss cross virtually every part of her body and face. It is said that she acquired these scars from an incident three or four

years ago when a drugged up ex-boyfriend wiggled out on a bad BTL, then proceeded to knock her out and take to her with a laser scalpel.

This incident created another, more sinister layer to Grace's personality. The only time you'll ever see Grace's evil side is if you happen to be her target. And then you'll only see it for a moment before you die. Horribly.

Grace is proficient with a number of non-lethal weaponry, ranging from Narcoject weapons to Squirts, aerosol poisons, and others. She only goes after lone male targets and, after knocking them out, transports them back to her squalid apartment via her Saab Turbo. Her victims are never seen again.

Grace is deceptively strong, her seemingly frail body packed with a variety of strength and speed increasing ware. Unfortunately (or fortunately, if you're the target) she is ill equipped to take a bullet. Usually her speed compensates for this, however, and her skills in stealth are impeccable.

Fixit**Archetype: Elf Street Samurai**

Information: While, technically, street sammys, street mages, and so on, the members of the Troubleshooters shadowrunning team all have skills in just about every category imaginable. Fixit, a elf in his early 40s with a long face, green eyes, and a body which, contrary to most elves, shows a bit of age, has specialized skills in electronics, biotech, firearms, athletics, demolitions, computers and even conjuring, though he is not magically active. He, and the rest of his group, deplores network and will only kill when it is necessary for their own survival.

Unlike most running groups, the Troubleshooters don't go on conventional runs and only take jobs where the goal is minutely focused. In addition, they will only work as backup and never as the primary group. They are hired separately, perform separate research on their duties, and rarely come face to face with their coconspirators for more than a few moments. Usually the primary group is only aware that they have backup and are given a special transmitter which they can press to call the Troubleshooters in, at which time they will complete their predetermined job, whether or not that's what the runners called them in for. (For example, the primary group may have the job of stealing a formula from inside a corporate compound. If this primary group gets pinned down by gunfire while entering the compound and calls in the Troubleshooters, the Troubleshooters will go straight for the formula, regardless of the primary group's situation.) If the Troubleshooters manage to complete the mission before the primary group the primary will, mysteriously, receive a pretty good amount of money from the Troubleshooters. It's kind of their way of thanking the other team for keeping everybody off their backs.

Watching Fixit and his group work is truly an experience. He is very thorough with details, slipping through a compound in a graceful flurry of small explosions, rewirings, athletic maneuvers, and taser shots. Sometimes he doesn't even have to break his stride.

Laserboy**Archetype: Human Street Samurai**

Information: In addition to his specialization in hand held lasers, Laserboy also has skills in biotech,

athletics, demolition, computers, and gunnery. He owns a customized MP laser which is smaller in size than the normal model and which has a mechanism for controlling the output of the laser, allowing him to stage down the damage. A boy genius, Laserboy is only 18, but doesn't look a day over 15. He's extremely athletic, and extraordinarily strong for somebody of his light build. He's also a mute (but not deaf) and communicates via sign language. Laserboy can do extraordinary things with his weapon, including focusing the beam to a pinpoint and knocking out single chips in electronic devices. Laserboy also hasn't learned to control his hormonal impulses yet and will proposition any attractive female in the area via lewd hand motions and an unnerving boyish grin.

Normal Jean**Archetype: Human Street Samurai**

Information: Normal Jean specializes in undercover activity but also has skills in many other diverse categories. She has four cyberlimbs, each of which contains weapons of some kind, including a shotgun in each arm, and a SMG in each leg. (Yup, in her legs.) She's 30, going on 19, and has an disarmingly innocent smile. Normally she dresses like a corporate woman, even on runs, and never uses any weapon which isn't already built into her. Despite her vast array of weaponry, she has never killed anybody, preferring to disorient people by firing her weapons before manually knocking them unconscious.

Normal Jean II**Archetype: Human Street Mage**

Information: Normal Jean's identical twin sister, Normal Jean II is an accomplished mage who contains no cyberware what so ever. She also carries no weapons, relying on her magical skills alone. She is probably the best at electronics out of the entire group which may explain her liking for electrical manipulation spells.

Mack**Archetype: Ork Rigger**

Information: In addition to being the Troubleshooter's rigger, Mack also specializes in biotech and electronic warfare. His fast moving off road jeeps and bikes are equipped with the finest of communications

and jamming gear, as well as an autodestruct system.

Digital Sorcerer

Archetype: Human Decker Adept

Information: Digital Sorcerer is a sorcery adept (illusion) as well as the Troubleshooter's rigger. He uses spells primarily in order to cloak himself and his actions so he can move into a position from which he can deck. He always wears a black jumpsuit of some kind, usually along with a black leather jacket. He rarely talks about either decking or magic, preferring to banter on for hours about endangered animals.

Golf, Sam

Archetype: Human Corporate Official

Information: Before Golf became a corp he ran the shadows, the reversal of the normal paradox. For this reason Golf can be a dangerous adversary if runners come up against him. He still keeps tabs on the old hide outs and still retains contacts throughout the shadowrunner community. Unlike most corps, when things get rough Golf usually takes care of the problems himself, shedding the plugs and cosmetics which conceal his array of cyberware. Golf was once confronted by one of his former colleagues who was making a run on his office while he was still in it. The friend refrained from killing Golf to which he responded to by blowing a hole through the man with a laser mounted in the front of the desk. This man has no mercy.

Zome

Archetype: Troll Bodyguard

Information: Golf's personal bodyguard. Sam has had Zome so cybered up that he is essentially a bullet proof zombie. Zome never speaks and communicates with Golf via encrypted head gear.

Java

Archetype: Human Street Samurai

Information: A shadowrunner contact. Java was once golf's best friend and although they continue to work together on sparse occasions Java is beginning to dislike and resent Golf's continued involvement in the corporate arena. He first perceived the entire situation as either temporary or as a joke but this self imposed ignorance is quickly beginning to wear through, and Golf is one of the first to realize this.

Kepp

Archetype: Human Street Samurai

Information: Once one of Golf's most loyal followers he is now virtually owned by Golf and his corporation. Naive considering his age of 33 years, Kepp is being strung along like a marionette until Gold no longer has a need for him and finally snips his strings.

Captain Krull

Archetype: Human Former Mercenary

Information: Krull carries the scars of many, many battles and is a veteran of virtually every war since 2010. Now in his early sixties Krull is in charge of an elite police response unit specializing in heavy weaponry and very direct tactics. His unit is permitted to take whatever action is necessary to complete the job assigned to them. Whenever possible, Krull takes no prisoners. He directs his unit's actions from a heavily armored ares master which has been converted to an inconspicuous APC equipped with the latest tactical communication technology.

Nevermore

Archetype: Human Former Mercenary

Information: Nevermore has been kicked out of virtually every mercenary outfit in existence due to his tendency for overkill in battle. Unit 13 was more than happy to pick him up. Nevermore is a heavily built Native American with long black hair and thermo sunglasses hardwired into his skull. His specialties are explosives and missile weapons and their applicable build and repair skills. All of his personal weapons are custom made to specs which even a Nazi would reject on the grounds that their use would be too inhumane.

Slay

Archetype: Human Former Mercenary

Information: Tall, limber, and possessing a frightening monotone voice, Slay was picked up by Unit 13 after he murdered all of the members of his former mercenary group WHILE SLEEPWALKING. He now sleeps with a special device plugged into his datajack which prevents such an incident from taking place again. Slay's reflexes are military grade and he uses a special set of pistols which are able to fire at three times their normal rate.

Jackal

Archetype: Human Former Mercenary Rigger

Information: In charge of driving the unit's ares master he also controls all of its weapons and keeps it in good repair. Physically he is a mess of wires

and cheap cyber eyes which sometimes cause his eye sockets to bleed. This does not effect his rigging, however. He has also equipped the vehicle with a computer capable of targeting its autocannon for indirect artillery fire.

Jammer

Archetype: Human Former Mercenary Decker

Information: Now a days decking has become Jammer's second best skill, closely following communication. He is able to jam just about any signal and has also devised equipment which can cause damaging feedback to occur in head gear. He is also rather handy with a grenade launcher and has developed a special grenade capable of emitting a strong electro magnetic pulse which damages electronic equipment in the area of detonation.

Goldfinger

Archetype: Human Former Mercenary

Information: Although once a mage, Goldfinger has cybered all of his magical ability away. His most striking feature is a gold plated cyberarm with an incredible amount of increased strength. Goldfinger mainly provided cover fire using his SMG and assault rifle skills.

Snip

Archetype: Human Shadowrunner

Description: Average height and build, Snip has a short green mohawk and black finger nails. He speaks with a French accent and has Viva La France sewn into the back of his gray long coat.

Information: Snip isn't the most professional shadowrunner out there, but he isn't stupid either. He tends to "follow the crowd" and has in his possession whatever hardware is hot at the time. He frequents night clubs and bars where he can find other shadowrunners.

Snip is kind of new to the business and doesn't have the nerve strength more seasoned runners posses. If a situation gets to rough or he gets injured Snip usually calls it a night.

Sam

Archetype: Human Street Shaman

Description: Only 19, Sam is quite new to her profession. She dresses awkwardly as a shaman and walks and talks in an insecure manner.

Information: Sam has yet to ever kill anybody and has only cast her powerbolt against inanimate objects. She has been one two runs where all she did was simple astral perception. Sam just recently hooked up with Snip, who treats her like shit. Odds are if Snip ever got into really deep trouble Sam would not bail him out.

Ghost In The Machine

Archetype: Decker

Description: The Virtually Dead are a group of deckers who have a constant presence in the matrix even through nobody can figure out who they are, where they jack in, or anything about their past. Ghost is their leader, its icon being that of a white phantom, almost like a cloud of mist. All of its programs are custom and all have a strange masking ability so even as they run nobody can tell what it is until it actually activates or burns something. All emerge as a foggy patch of the original phantom.

Information: Ghost is not a destructive matrix entity. It never causes unnecessary damage to a system and spends more time on free systems than restricted. For the most part ghost just hangs back and watches things happen. One can usually tell if it has visited their system if they jack in and discover it has planted a program in a node which makes the entire thing resemble a grave yard. This effect is visual only and has no effect on node function. It can be inconvenient to remove, however.

Baby Jesus

Archetype: Decker

Description: Jesus's icon is that of the Christ child enshrouded in a heavenly glow. When it attacks it changes into the battered body of Jesus crucified. The attacks are almost eloquent in the way they are executed, usually involving a simple almost gentle touch from the icon.

Information: Baby Jesus is a very religious individual and will ravage any one or any thing which has harmed something relating to Christianity. This not mean it will blow a datastore if someone wrote a file denouncing the religion. Even though it knows its right it believes everyone has the right to their own opinion. If a faction blew up a church, however, that's when things can get really ugly.

Angel

Archetype: Decker

Description: Angel appears as a shimmering, blindingly radiant icon. She spends most of its

time watching over Baby Jesus and backing it up when it gets into trouble. Angel possesses only defensive utilities and will occasionally defend someone she doesn't even know.

Information: Angel can usually be found on an isolated Denver node known as The Muse's Tear. Where she sings beautiful music and recites her poetry. She is the only one from the group which has actual verbal contact with others on a regular basis. Unlike the rest of the group everyone also is pretty sure of her gender.

Sleeping Soul

Archetype: Decker

Description: Sleeping soul appears as a black cylinder with a small glass window revealing the occupant as being a sleeping man. Sleeping soul floats endlessly through the electronic corridors of the matrix, not able to be stopped by any known form of defensive system.

Information: Sleeping soul has no known attack capabilities but his defensive systems are unbeatable. Nobody has even come close to cracking them. Now most people just leave him alone to float. The rest of the "group" visits occasionally and seems to have some way of communicating with him.

Finley

Archetype: Elven Mage

Information: Finley was the victim of a virus which causes people to age at an accelerated rate. He is one of the few (or the only) elf which actually looks aged. For this reason he has been shunned by the elven community and, in turn, has developed much resentment for his own race. He is beginning to develop Alzheimer's disease and will occasionally drift off on a sad memory. He devotes most of his time to searching for a magical cure for his ailment. Finley also offers magical assistance services, mostly astral, as he does not have the endurance to commit to an actual run.

Delina

Archetype: Elven Mage

Information: Delina acts as part nurse and part girlfriend to Finley. When not shadowrunning or caring for Finley she is usually engaged in a desperate search for the cure to his disease. She has been seriously injured twice while attempting to steal information from Megacorporations regarding the disease. It is uncertain who will meet the grave first, her or Finley.

Froth, John

Archetype: Troll Pedestrian

Information:: Another neighbor. Fearful of Finley's disease. Always attempting to get him evicted. Froth, himself, is a drunkard and miscreant and if anybody should be evicted from anywhere it should be him.

Koopman, Bob

Archetype: Ork Landlord

Information: The landlord. Doesn't really care about what is going on but will evict Finley if things get too ugly. After all it's his business to rent apartments, not care.

Wired**Archetype: Elven Squatter**

Information: Wired, a former elven runner in his late thirties with a scarred face and dirty white hair, “leads” a small band of squatters, all of who were part of the shadowrunner community before various vices and injuries left them in their current state. Wired lost his ability to run after an electrical field blew out his headware, leaving him scarred and burnt and mentally screwed up. He then turned to alcohol and conventional drugs to dull both the physical and mental pain of his past and present. His hollow eyes and pleading voice are enough to make even the toughest runner shiver. Wired and his friends are a frightening reminder of what every runner could become.

Bizarre**Archetype: Ork Squatter**

Information: Bizarre, a former mercenary, lost both of his arms when someone with a wide band transmitter detonated the explosives he was preparing. The blast also damaged many of his internal organs, most of which are only partially there. When his outfit abandoned him he had no way of repairing them. Bizarre hardly ever talks, it causes him too much pain, and he just sits around, leaking blood and fluid from his decimated cyberware, waiting for his body to fail completely.

Strangler**Archetype: Human Squatter**

Information: Strangler was once a great assassin and in his BTL ravaged mind still believes he is despite the fact that both of his legs were mangled by a grenade many years earlier. Strangler will attempt to stab or slice anything that comes near him other than the other squatters. He’s constantly drinking and chipping and mumbling profanity under his breath, having lost the ability to carry on any kind of intelligent conversation. Still dressed in the black jump suit he wore when crippled he allows his splintered legs to dangle for everyone to see.

Crow**Archetype: Ork Squatter**

Information: Crow was a street shaman before a bad summoning caused a spirit to turn on him and gouge out his eyes. He still possesses limited magical ability, mainly using it to create small illusions on street corners for money. Occasionally his memory of his encounter with the spirit causes these illusions to become grotesque and frightening, depicting the story of his demise. Crow is the only squatter in the group that is mobile and, despite his blindness, he will travel short distances to get food or drugs for his friends. Crow is also the only one who has hope, most of his days are spent struggling with the decision of whether or not to have his eyes replaced with cyberware.

Dr. Phlat**Archetype: Human Archeologist**

Description: A rich French snob. He speaks in a lofty tone and will only drink fine wine and eat food produced in his home country. He is never afraid to tell someone if they bore or repulse him. He is in his late forties.

Information: Dr. Phlat is despised by most other Archeologists. His only interest is profit and he is a harsh negotiator. (He knew a woman who desperately loved a specific type of 1st century vase, only three or four of which existed. After locating one and removing it from its site he showed up at her house willing to sell it for fifty million new yen, an outrageous price. When the woman only offered thirty he took the vase to a balcony and threatened to throw it off.) Dr. Phlat never steals, but uses dirty methods and negotiations to get what he wants.

Dr. Weinstein**Archetype: Human Archeologist**

Description: Another rich French snob. She is twice as bad as Dr. Phlat and sometimes refuses to walk to a site if the ground is too dusty, making the body guards carry her.

Information: Dr. Weinstein is the ultimate rich bitch. She has her nose so far up in the air she has to make sure the rotors of Suttle's Plutocrat don't cut it off. She is also a hard negotiator and is, for some reason, remarkably good at firearms. She has a beautiful heavy pistol specially designed so when it fires no smoke gets in her face.

Suttle**Archetype: Human Rigger**

Description: Well dressed and well mannered and very attractive. She has many of the traits her employers have with the exception of a big mean streak. She has black hair gray eyes. She usually speaks in French. She is thirty five.

Information: Suttle grew up in France and lost both of her parents in the Euro-Wars. Although well controlled most of the time there are many, many

things which can set her off. While in a rage she'll start shouting in French and, if in an isolated place, shoot things up with either her vehicle weapons or her own SMG.

Glox**Archetype: Troll Bodyguard**

Description: The biggest of the bunch, rippling with muscles and proudly displaying his many cyberwear augmentation. He is lightning fast and does everything, even something as simple as lighting a cigarette, with lightening quickness.

Information: Somewhere in the back of Glox's brain someone must of planted a "protect" chip because Glox will plant his body in front of an incoming AVM if he has to. His obsession with whomever he is protecting is nearly psychotic and will sometimes go without sleep for a week if the person is in any immediate danger.

Leko**Archetype: Troll Bodyguard**

Description: Leko makes a nice wall. He has had a lot of bone reinforcement and skin toughening and can take a light pistol round, then pluck it out of his skin like it was a splinter. He is slow, though. Both mentally and physically.

Information: When things get bad Leko wraps his arms around his target and crouches, creating a cocoon on armor and cyberwear. He wears a very heavy long coat which assists in this action.

Smutt**Archetype: Troll Bodyguard**

Description: Not very strong but very fast. He usually has a gun in his hand during high tension operations but can get to one in a holster with lightening speed if needed. He is also intelligent and rather attractive.

Information: Once the bullets start flying at his target they're not going to stop until someone takes out its source. Smutt has a military grade targeting computer in his skull and can acquire and eliminate a threat before most even see it.

Zot

which she will fall into a pit of depression and guilt and sometimes violence.

Archetype: Human Mage

Information: Zot has devoted his life to combining his Buddhist teachings with magic. He dresses like a Buddhist monk when not running and while not running is docile and friendly. And even when he is on a run his deadliest magic has a certain elegance to it. He is also an initiate whose centering skill is traditional full lotus meditation. Zot usually punctuates his magical actions with an ancient and philosophical quotation or proverb.

Lithro**Archetype: Human Mage**

Information: Zot's "sidekick", Lithro is 90% idiot, 10% moron and wouldn't be able to find his way down the block if it wasn't for Zot's support. Initially Zot had planned on training Lithro to be his successor, but this was before he realized how much of an idiot he was. Unfortunately every time Zot attempts to explain the fact that he's going to be "demoted" Lithro goes into a suicidal fit. Ironically Zot keeps Lithro up front during any combat situations in the secret hope that he'll get blown away.

Temble**Archetype: Human Mage**

Information: Temble's powers are almost equal to those of Zot, his main drawback being a rather irresponsible personality. Zot has been secretly training Temble to be his successor, desperately attempting to suppress his tendency to disregard all life but his own and his brothers.

Lix**Archetype: Human Mage**

Information: Only in her later teens, Lix has already displayed the ability to manage her power responsibly and appears to be, both visually and mentally, at least twenty five. Although she concentrates in illusion and health spells she has also become proficient in a few combat spells, many of which she has yet to try on a living target. She is reserved and quiet, unless she is casting a combat spell, during and after