



ANARCHY

Chicago Chaos



CATALYST
game labs™

PLOT SOURCEBOOK



AGENTS OF CHAOS

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INTRODUCTION

In the Sixth World, the Second City stands second to none in terms of the wounds it has suffered. A collapsed core, an invasion of nightmarish insectoid spirits from another plane, and a full-on nuclear explosion combined to turn a once-thriving metropolis into a wasteland full of deadly threats and those dispossessed brave (or crazy) enough to live among them.

But the memories of the city—and in particular, the wealth it generated—remain in the minds of the megacorporate powers of the world, and they're not about to let those memories go. Especially if it means taking back promising real estate that currently sits in the hands of the people they'd prefer to push aside. Chicago will attempt to rise while hosting a convergence of powers as corporations battle each other to reclaim the area's wealth—and avoid falling prey to the shady entities that still haunt its darkest corners.

Chicago Chaos is a supplement for *Shadowrun: Anarchy* that introduces a host of new material for your *Anarchy*

game. After some short fiction to set the mood, we leap into **Screamsheet Howl**, which provides background information on how Chicago got to be what it is, as well as details on the current powers in the city and their goals. Next comes **The Uncontained**, a treasure trove of characters and NPCs that can be used in your *Anarchy* game, including as a character you may want to play. After that is a collection of **Contract Briefs**, plotlines you can pick up and run in your *Anarchy* game. These are a combination of storylines from the seasons of *Shadowrun Missions* that were set in Chicago and original plots, and they can be run in isolation or as a long-running Chicago-based campaign. Finally, there's the **Items and Objects** chapter, which lists some of the new Shadow Amps, qualities, gear and other options that the characters in this book bring into the game, and that you can adopt for your own game.

That's plenty of material to launch you into the heart of Chicago and set you on a quest to help save the city from the forces tearing it apart—or maybe shove it ahead to its final destruction. You'll make the choice, and then, as always, you'll see if you can live with it.



PLAN B

BY RUSSELL ZIMMERMAN

"And that—" Grimm's Reaper smiled as he swung his sword down, two-handed, and the blade cleaved neatly through skin, bone, flesh, and magic, to part emaciated head from emaciated shoulders "—is that."

The vampire was dead. Head removed by weapon focus—there was no coming back from that. Reaper knew a done deal when he saw it, and this deal was very, very, done.

The elf turned to glance at the sleek gun-drone hovering nearby. One buzzed and whirred near the entrance to this sewer's reeking chamber, covering the exit. The other hovered just about an arm's reach away, a blinking green light showing it was broadcasting. He looked it square in the smartlink camera lens.

"You get that footage?" he said loudly enough to be sure the aerodynamic Transys combat-bot could pick up his question on its external mics. The tunnels were a too-deep maze lined with too many old metallics, so the short-range radios they'd scrounged up for communications weren't working any better than his commlink had. Reaper'd had to leave his back at the tunnel entrance with his getaway man, the two 'links spliced together to boost Sharky's signal so *he*, at least, could maintain clear communications with their electronic support duo, clear and away, topside.

And so, without proper communications, Reaper had learned to settle for yelling at a gun-drone and hoping either microphones or facial recognition subroutines linked up to lip-reading protocols did the job.

Looked like it was still working, at least. His question got through.

Elsewhere, a rigger sent a mental command and twitched her wrist just so. The drone hovered in place, but its mounted assault rifle's muzzle bobbed down and up several times in a virtual nod. Footage received. Rigger confirmed.

"All righty! Kill documented and verified, then," Reaper nodded matter-of-factly, sheathing his mageblade at his hip. "No need to collect the corpse. I'm in the clear to get the frag out of he—"

He heard them coming just as the second drone reacted, suppressed Typhoon autorifle coughing and spitting death. Reaper's mageblade leapt back into his hand, and the scythe-sharp tattoos on his forearms blazed with power as he tapped into his internal reservoirs of power to fuel himself with supernatural speed. Grimm's Reaper was hard to catch unawares, and even harder to pin down.

The first wave of howling, blood-mad feral ghouls fell to combined waves of high-velocity death spat forth by the Transys combat-drones, several well-placed swings of Reaper's preternaturally sharp sword, and a single focused blast of pure magical power. Nothing dropped threats like Manabolt, that's what Reaper always said.

There were more claws in the darkness, more sets of glowing eyes peering at him from all around.



"Where the frag is my exit?!"
Reaper said that a lot, too.

"I've got no word from Sharky. How's Grimmy doing?" Dot-Execute almost sounded like she cared. Caring wasn't like her. She might've been faking it—she did that sometimes—but maybe she liked Reaper 'cause he was easy on the eyes. Or maybe it was an elf thing. Or maybe it was the potential payday he represented. Or, yeah, given how she was leaning carelessly against the van, maybe she was just faking it.

"You know he hates it when you call him that. And he's doing fine." Loop took a few seconds to answer, shrugging her ork-broad shoulders. Half or more of her attention was invested in manipulating her gun-drones, guiding them via her top-of-the-line control rig, flying them based on the visuals she saw projected through her augmented-reality goggles; they were flying and shooting a few klicks away and underground, so the signal noise had her lagging a bit and kept her from piloting them at full speed. She pretended it was a video game, like she'd played as a kid. Making the vampire hunt and ensuing chase feel unreal made it easier to swallow.

"But he'd be doing better if he followed my fraggin' drones more closely."

Loop had, like all right-thinking gamers, always hated escort missions.

"No, left!" She growled, agitation raising her voice. There was no way for the elven mage to hear her—not any more than her AR gaming rigs could've heard her, ten years ago, playing just for fun—but she didn't let that stop her from voicing her frustration. "Left! Turn le—ah, damn it Reaper! My drone!"

Dot-Exe rolled her eyes and busied herself with her own cyberdeck, but half-heartedly. The elf didn't seem to care very much, after all. She shrugged, elf-graceful even in her disdain for others.

"I guess Imma call Sharky and see what's what," she said, a sharp nod sliding her AR goggles down from her forehead and over her eyes. It was only fair, Dot had been the one to talk Sharky *into* this gig, she was the one that knew him from around the way, and she *wasn't* the one that was overseeing the drone fire team. It was only fair the elf do some work on this gig, right?

Reaper ran. He didn't trot, jog, jander, saunter, or stroll, no. He ran. He ran like he hadn't in a long time. He wasn't in bad shape, far from it—he was just rusty at running away. He didn't like the taste it left in his mouth, the coppery taste of pure fear and the primal, animalistic acknowledgement of another creature as a superior threat.

Pride like that was dangerous for a monster hunter, naturally, but Reaper seldom claimed he was perfect.

So it stung, but he ran.

He ran away from the spark-spewing gun-drone that he'd last seen emptying its magazine while feral ghouls tore it apart and raged about a lack of meat within. He ran away from the muzzle flashes and whirring engine of Loop's other gun-drone, letting the machine draw fire and attention as he—and his precious meat—hoofed it down a side passage. He ran as he heard claws skittering and bare feet splashing in the darkness behind him. He thought of nothing but running.

Reaper's feet slid, but the elf kept his balance as he rounded the last corner to the surface entrance where he'd left his bike and his sidekick. Sharky was local muscle, Chicago born and bred, that'd been picked up by another local Reaper'd just started to work with. She vouched for him. Sharky'd been seduced into coming along on his own set of wheels, to standing shotgun over his and Reaper's bikes, and to getting paid half in advance and half after they both made it clear, post-vampire encounter.

"Aww, drek. Damn it, Sharky!"

Reaper's skittering stop drew the glowing-eyed gaze of a knot of ghouls, feasting, bloody up to their elbows.

The good news was that Reaper hadn't ever grown very close to the local muscle. The better news was that Sharky wasn't going to need the second half of that payment. The bad news was that a whole pack of bloody-chinned ferals with bits of implanted musculature stuck in their teeth were between Reaper and his way out.

Halfway between him and the snarling, staring monsters, the elf saw a clear-glowing screen. One of their commlink's had survived Sharky's getting snuck up on and torn open, and a tinny voice rang out from it, high-pitched. Disinterested. A terrible lifeline, as lifelines went.

"—en I guess try Plan B, or whatever. Anyways, I don't know if you can even hear me, Grimmy. Sharky's Meta went offline, which could just mean the drekky battery died, could just mean that dummy dropped it, or could mean he, I dunno, got eaten or something. So if you can hear me, then I guess try Plan B, or whatever. Anyways, I don't know if you can even hear me, Gri—"

A ghoul crushed the commlink under one bare, sewer-filthy foot as the wave of them howled and rushed at Reaper.

What the frag was Plan B again? He just had time to think before his mageblade and sparking bolts of pure sorcerous power busied themselves trying to carve out a little space for him. And, for just a second, *Maybe it's time to get a regular crew instead of trying this drek solo.*

"What do you mean, it went dead?" Loop gawked over at the elf, managing to glare even as her attention remained split, one eye—literally, thanks to her AR monocle—on her remaining gun-drone, the other leveled incredulously at Dot-Execute's casual posture.

"Uh, I thought I was pretty clear," the elf rolled her eyes.

"It went dead. No return when I ping it. No response when I call, no answer when I text, no icon remaining when I full-dive in to check on it."

She shrugged.

"I set a loop—" a very un-elven snort escaped her lips as she grinned at the ork, Loop, "—to give them a heads up and remind them of our back-up plan, and wide-cast it to both 'links, but, drek, girl, I don't know. They might both be dead, I guess."

"You guess?" The ork growled.

Dot splayed her hands in front of her in a what-you-gonna-do flail.

"Girl, get your skinny ass in there," Loop nodded to Dot's cyberdeck, and by extension the Matrix, "And check again. Scan for nearby sec-cams, check on their bikes' location signals, hit up the bikes' diagnostics checks I installed, *do something*. If they're both dead, we don't get paid!"

That widened the elf's disinterested eyes and got her to work.

Loop wasn't *technically* telling her the whole truth, of course. The footage of the vampire's execution was recorded, and Loop had saved it already. To three different places. So they could probably still get paid, even if Grimm's Reaper and Sharky were both ghoul-chow. It would be a hassle—forging up a proper license and all, since Reaper was the only one with the paperwork to do this sort of gig—but Loop knew she'd be up to the task, if push came to shove.

She just *also* knew that threatening the nuyen was the surest way to get Dot-Execute's hoop in gear. Dot had promise. Dot had potential. Dot had a conscience problem. She was pure merc, and Loop tried not to hold it against her, but she also knew just how to motivate the younger console cowgirl.

"Plan B," Reaper panted as he ran, "Is stupid."

Swimming wasn't his strong suit, any more than running was. But if he had to run, then swim, then pedal a damned bike like in some old Ironman competition, by Jesus, Buddha, and Zeus, that's what he'd do; he wasn't going to get eaten by ghouls, he had a reputation to keep up!

So he continued to trek towards Plan B, which was a nautical exit. It would mean leaping right into the oh-so-polluted Chicago River and just hoping these ghouls weren't natural swimmers. There was a tendency—Reaper read a lot—there was a tendency for ghouls and assorted other Infected to shy away from aquatic encounters, and they seldom ventured into areas rich with running water. Some speculated it was a side effect of the Human/Metahuman Vampiric Virus (Krieger Strain) that made ghouls so ghoulish, others that it was a purely psychological holdover, with evidence that non-feral ghouls could swim just fine, while only ferals seemed to avoid the water. Others suggested that it had to do with a ghoul's blindness, their utter reliance only on astral vision to

see, and that they found water disconcerting or disorienting in some way.

Long story short, Plan B hinged on Reaper out-swimming ghouls who, for whatever reason, often weren't strong swimmers.

But damn, was that a weak assumption to be betting his life on.

Limping as well as panting now, Grimm's Reaper tried to ignore the steady trickle of warmth running down his side, past one hip, and along his leg. It was the bite of a ghoul that was likely to spread their disease, not just a rake of their claws, but hell if it wasn't still an open wound and he wasn't running around an actual sewer with it. And double-hell if he wasn't about to jump right into the Chicago River with a few extra holes in his body.

"If," he said aloud to nobody in particular, wincing in pain. "I can even find it."

They hadn't mapped Plan B out very meticulously, no. He'd uploaded a basic MapSoft to his goggles for emergency reference, but the local hacker girl—the elven one, Dot-Execute—had been honest about it being years out of date. Wary, even, when she'd announced it. Worried, no doubt, that providing years-old tunnel plans might endanger her payment.

"Maybe it should have," Reaper grunted as he ran, unevenly, along the route his goggles displayed for him. He had to run. They were still behind him. He could still hear them breathing, snarling, growling, splashing, and skittering after him.

Frag the map. It was time to just navigate by instinct. A monster hunter's got to trust his gut sometimes, and that means, when in doubt, running away from the ravenous horde of ghouls. Not north, not south, not measuring in meters ... just orienting in terms of *away* and *fast* and *far*.

Until, the huffing, puffing, limping elf realized, you heard snarling and the skitter of long-grown claws *in front* of you, too.

Grimm's Reaper sighed and resigned himself to another fight—his last?—and figured a proper Fireball would be a better way to die, if it came down to it, than yellow teeth and splitting claws. He leveled his mageblade, found the confident, balanced center of himself, and called up his power.

Just as the shadows swarmed in from all around, every nearby mouth of every nearby tunnel, just as he felt swollen and pregnant with the terrible, raw, fire he was about to loose in the too-tight confines of the sewers, just the second when he felt certain it was too many claws, from too many different directions ... there was a bright light and a muted roar.

A Transys Typhoon autogun, mounted in the sleek, polymer, body of a custom-rigged security drone, firing on full auto.

Grimm's Reaper pivoted on one foot and slung his fireball far down a side passage, a streaking blur of fire that cast crazed shadows on the walls as it blurred and burned its way past a half-dozen ghouls, exploded behind them, and sent

charred, blackened bodies and parts of bodies back in his general direction.

"Hey!" He shouted over the muted, suppressor-stuttering sound of the drone's continued autofire. "Where the frag is my exit?!"

Loop sighed, shook her head to re-orient her far-off, lag-heavy drone, and got her head back into the game. She fired and fired, swung and pivoted, swooped, climbed, and raced through the too-tight tunnels, her barking muzzle leading the way. She was acutely aware of her drone's dwindling ammunition count but also acutely aware it's not like she could reload the thing with fresh magazines from here.

All she could do was keep shooting, keep flying, and keep guiding Reaper's shapely, spell-slinging, elven ass towards the river.

"What're you doing?" Dot piped up from her spot safely out of arm's reach.

Loop ignored her and focused on the shooting.

"What're you do—"

"—I'm getting Reaper out of there. Or trying to. I'm running low," Loop growled. Low on bullets. Low on patience. Low on hope. And soon, low on tunnels; they'd be hitting the exit pipe before too long, and then it would be up to Grimm to show how well he swam. Or, more specifically, how well he swam with a bunch of holes in his belly.

"Okay," Dot shrugged, chewing on some gum. "Plan B, still, right?"

"Slitch, it ain't like we've got a Plan C, is it?"

"That's fair," Dot shrugged again. Her fingers were dancing across her cyberdeck's battered, button-worn, control panel, even as she half-assed her conversation with Loop.

The ork really hated that.

"I really hate this," Reaper stood at the edge of the tunnel, which protruded four meters out over the river.

The drone didn't—couldn't—answer, it just kept hovering behind him, firing. It was shooting double-taps, now. Earlier it had been full-auto. Then short bursts. Now just pairs of shots, into the darkness, carefully dropping a ghoul at a time or, at least, hurting them enough to send them scurrying back around the nearest corner, gathering their numbers.

The Infected were content to wait and collect a few more members, it seemed. Maybe they could smell his uncertainty—Reaper couldn't call it "fear"—about what remained of the plan. Maybe they knew the layout of their tunnels and were aware he was about to leave. Maybe these ones just weren't hungry and were waiting on some alpha-type feral pack leader to come along and choose the choicest cuts of his meat.

"You hear me?" Reaper hollered at the drone, the tip of his mageblade scraping against the tunnel's floor as he leaned on

it, exhausted and hurting.

"I really hate this! I hate that I'm either about to die alone except for some stranger's murder-drone while I get torn to shreds and eaten, or that I'm about to die alone *without* that drone even nearby, because I'm going to be in the bottom of a river, and that drone's just going to fly away!"

He was still yelling, but he wasn't sure why.

"And I hate that I don't even know that idiot Sharky's real name, and that he died 'cause of a job I was totally going to stiff him on. And I hate that you're just some gun-drone working for Loop, who I barely know, and that despite that you're, like, my best fragger friend right now."

A little part of Reaper was worried he had a fever.

"And I hate that Dot-Exe-whatever got her friend into this, and I don't even know *her* real name, either. Like, I hate that, if by some miracle, I don't drown in this filthy river or just die outright from chemical shock or whatever, I hate that I'm going to have to say 'Hey, Dot, sorry about Sharky,' like some kind of total asshole. I hate street names! I'm not a shadow-runner, what do I ha—"

"Hey," Reaper blinked as he heard a voice, clear as day, ring out. He looked around and saw nothing but the muzzle flashes of the gun-drone and the glowing eyes of the amassing pack. Then looked down and saw an idling Suzuki Watersport, a jet ski, idling in the water, almost within reach.

"Stop moaning and get on the thing," Dot said, voice harsh as it was broadcast through the hacked Watersport's sound system. The engine revved and the Suzuki lurched right up to the tunnel's mouth, water churning below it as jets and propellers worked to turn the sleek water-craft in place, presenting it to him.

"Let's get you out of there, float your hoop upriver, and discuss Sharky's cut of the bounty on the way to a street doc I know, huh?"

Grimm's Reaper cast a look behind him, to the sets of eyes blinking out at him, and to the dwindling fire from Loop's last combat drone. He looked away as the claws began to skitter again, as the growling and snarling grew louder behind him, and he leapt out onto the bobbing, idling, Suzuki.

Reaper let out a triumphant whoop as the Watersport lurched away from the tunnel's open mouth, and the dozen ghouls and *their* open mouths, and he flipped them off as it splashed away from the riverbank. The filthy creatures roared and charged out after him, splashing in the narrows and clambering for the banks of the river, and Reaper threw them a going-away present, a blast of pure mana, as his scythe-tattoos burned with power.

He was gonna make it! Loop's drone and Dot's swiped Watersport—his half-assed local support—were going to make all the difference in the world.

Maybe Plan B wasn't so bad after all ... and maybe it was time for a Plan C. A proper team. Regular support staff. Shadowrunning.

SCREAMSHEET HOWL

CHICAGO: THE CHANGING CITY

Perhaps no other city in the world has seen its fortunes shift as often, and as radically, as Chicago. At the cusp of a new lease on life, this town has change in its DNA and grit in its bones. The old social contracts that once held sway over the population here were torn up and have yet to be replaced with anything new, let alone anything better. In many ways, Chicago is a divining rod for the fate of the Sixth World. Chicago has experienced everything this new and vexing world has to offer, usually more than its fair share and sooner than everyone else.

For more than thirty years, Chicago has been a hotbed of shadowrunning activity, bursting with life and soaring to new heights, and the next second falling to lows previously unimaginable. It takes a special kind of person to love this city, and a crazy one to stay here. But they exist, and they survive, just like Chicago.

WHERE WE CAME FROM

The land where Chicago sits was inhabited for over 10,000 years by Native American tribes. By the time the first European set foot there, the area was largely populated by Algonquian natives long established there. Nicholas Perrot, a French trader, explored the area in 1671, but it was not until the 1780s, when a farm was built by Jean Batiste Point du Sable at the

mouth of the Chicago River, that the first non-native permanent settlement was established. Following the Northwest Indian War, some of these tribes ceded the area to the United States in 1795. Chicago was already a recognized municipality by 1830 when the town's name was officially recorded, and it held a mere one hundred people. In 1833, it was incorporated, and it was granted a city charter in 1837. By 1840, thanks to Yankee settlers looking to take advantage of the rich farmlands, Chicago had grown to more than four thousand people.

- FACT! Chicago got its name from tribal chieftain Chicagou who drowned in the Chicago River!
- Matt Wrath
- Actually, the name of the city is a derivative of shecaugo, which means "playful waters."
- DeForest
- You both must have spent all of ten seconds searching the Matrix for those bulldrek theories. Other incorrect theories say Chicago was named after the word "chicago," meaning "destitute," but that isn't right either. The origin of Chicago's name is the Miami-Illinois word "shikaakwa." It means "smelly onion" or "striped skunk." The Miami-Illinois were known to name natural landmarks after plants that grew near them. Shikaakwa was their word for a stream near Chicago because of the "smelly onions" (leeks or wild garlic) that grew there. When French explorer Robert de la Salle wrote about the land, he was the first to "frenchify" shikaakwa to "Checagou," which then became Chicago in common parlance. That's also why one of Chicago's many nicknames is the Big Onion.
- Mr. Pink

In 1848, Chicago completed construction on the Illinois and Michigan Canal, introduced its first rail line and first steam locomotives, began using steam-powered grain elevators, adopted the telegraph, and founded the Chicago Board of Trade. As a result of these and other innovations, Chicago spent the next few decades growing into the major trade hub in America, becoming the second largest American city by 1870, after New York.

- Thus another one of Chicago's nicknames, "the Second City."
- Red
- Really? I thought it was because the city was rebuilt into a "second city" after the fires of 1871.
- DeForest
- Your ability to find information needs to be balanced by an ability to sift out bulldrek. Stop spreading misinformation or you're gone.
- Old Crow

The 1850s saw the birth of Chicago's dysfunctional relationship with organized crime. As Chicago was built upon a swamp, the constant oozing of mud onto the streets led the city to raise the streets three meters using stone bases and stilts. The underground below the new ground floor, called the netherworld, became a haven for Chicago's free-wheeling criminal sub-culture that consumed it. Roger Plant, who ran "Under the Willows," a den of prostitution in the netherworld, became the first of Chicago's criminal lords.

In 1871, the Great Chicago Fire burned most of the city and left fully a third of its inhabitants homeless. Rebuilding efforts were massive and immediate, with innovations in architecture, landscaping, city planning, and art paving the way for yet another period of incredible growth. The first skyscraper was built in Chicago in this era, as well as the first modern advertising campaigns. As Chicago grew, so did the political forces within it. In fact, it was these bloviating politicians and industry leaders that gained it the nickname, "the Windy City."

- Really? My brother told me it was because of the cold breezes that come off Lake Michigan and blow through the streets.
- DeForest
- Geez, kid. I can tell we're gonna be doing this all day, so scan this: Chicago has a lot of nicknames. In addition to the Second City, the Windy City, and the Big Onion, Chicago has also been called City in a Garden (after the city's motto "Urbs in Horto," a call out to the many gardens built into the city after the fire), Chi-town (popularized by CB radio conversations between truckers), the City that Works (after Mayor Richard

J. Daley's slogan, describing Chicago as a working class city that ran smoothly), and the City of the Big Shoulders (from Carl Sandburg's poem "Chicago"). Of course, there are a few other minor ones (Murder City, Gotham) and a few more recent ones (Bug City, the Changing City), but as for the former, they are so little used that they are of no consequence, and as for the latter, I discuss them below.

- Old Crow

In the early 1900s, labor unions made Chicago a heavily unionized city. In fact, an organization close to my heart, the Industrial Workers of the World union, was formed in 1905 in Chicago by a bunch of anarchists, socialists, and radical unionists from all over the USA. Alongside the unions, organized crime continued to prosper in Chicago, much of that due to the chronically understaffed police force. However, after the US passed Prohibition, Chicago gained international notoriety in the 1920s. Powerful gangs formed, bootlegging booze and smuggling liquor from Canada. These gangs competed over lucrative profits, providing alcohol to speakeasies and private clients, all while easily dodging the cops. Al Capone was the most notorious of 'em all.

After World War II, the new middle class of Americans began moving out of downtown Chicago and into suburbs, which combined with industry restructuring to develop massive unemployment. Public housing was built in an effort to improve housing standards, but instead, uprooted poor families formed new enclaves in designated neighborhoods.

The 1960s saw a new boom of commercial building projects. The Sears Tower, then the largest building in the world at 412.4 meters high, was completed in 1974.

CHICAGO AWAKENS WITH THE WORLD

The Awakening in 2011 changed the world forever, but in the twenty-first century, nowhere on the planet has been changed as much as Chicago. In fact, the first real hint of the Awakening to come, the Awakened critter known as the century ferret, was discovered on January 1, just as the century turned in Chicago's own Edgebrook woods. After that, the change train never slows down long enough to let Chicago off.

One of the largest influences on Chicago in the first half of the century was Hosato Hikita's introduction of first-generation ASIST technology. Hikita, of ESP Systems in Chicago, revealed ASIST (Artificial Sensory Induction System Technology) in 2018 to massive fanfare. ASIST, a crucial component of simsense, makes cyberdecks, rigging, skillsofts, med-wares, BTLs and other such tech possible. Through a direct neural connection, ASIST allowed a person to experience what

happened, or is happening, to another person, as if they were living it.

When Hikita's concept was made known, ESP Systems was immediately purchased by Dan Truman of Truman Technologies, a big mover and shaker of the finance industry that happened to be based in Chicago. Truman leveraged megabucks to dump money into advanced research and development of ASIST tech and applications, turning Chicago into the epicenter of the burgeoning simsense revolution. Chicago never replaced Hollywood completely, but it gave Chicago's Second City moniker new meaning. By 2025, Truman Technologies was *the* power player in Chicago. This allowed Dan Truman to devote resources to building up Chicago in his image, starting with the revitalization of the South Side. Greasing the palms of the mob and city government, Truman bought South Side land cheap, tossing existing residents out onto the streets. Truman Tech pacified the newly homeless by giving them simsense prototypes labeled as market surveys, and then they got to work, creating an entire generation of simsense addicts in the wake of forward progress. The first project of this revitalization was the construction of the Skytrack Southside Monorail, which was flooded with cash thanks to the trideo boom of 2026, expanding the original vision from transit system to something more akin to an amusement park. The Skytrack rested on pillars seven stories high and its lights illuminated the slightly renamed Southside like a beacon of artificial daylight.

In 2028, the University of Chicago established a Bachelor of Science degree in magical studies, a discipline they incorporated into their philosophy department. The program eschewed the more practical and industrial applications of magic and focused more on magical theory and incorporating the world's growing understanding of magic into a more robust and nuanced worldview. This would prove yet another boon to Chicago, drawing many of the best and brightest magical minds to Chicago to study.

Not long after the dust settled after the Treaty of Denver and the UCAS and CAS were formed, the Atlanta-based Atlantean Foundation made a substantial donation to the University of Chicago to construct an island on Lake Michigan for the purpose of researching spirits and astral space. Chicago's lakefront teemed with spirit activity, and soon, other corporations donated to the project. In 2034, Elemental Hall was established floating on Lake Michigan, and it remains a world leader in the study of detection and illusion magic, as well as spirit activity and astral research.

The mob wasn't taking a backseat while Truman was on the rise, however. In the early days of the Awakening, Chicago Mayor Mike Malony made a series of

backroom deals with Mafia Don Patrick Murphy. Murphy used his black-market pipeline to provide Chicago with much-needed food and medical supplies during the worst of the chaos of the early twenty-first century. While VITAS plagued the world and the old USA broke apart, Chicago fared better than most, thanks to mob involvement. The result was a solidification of the relationship between the Mafia and Chicago's City Hall, benefitting both, and creating an uncommon lever against the incursion of megacorporations that most large cities didn't enjoy.

In the first half of the century, the largest of Chicago's terrors occurred, not because of magical threats but instead due to good old-fashioned bigotry. On February 7, 2039, worldwide anti-metahuman riots swept through almost every major city in an event known as the Night of Rage. Metahumans were beaten, rounded up, and killed by the thousands in racist responses to the UCAS passing legislation giving metahumans equal rights. Days later on February 10, emboldened by this response, and perhaps planning for it all along, an anti-metahuman hate group called Alamos 20,000 used a combination of magic and high explosives to bomb the Sears Tower. Years earlier, IBM had acquired the Sears Tower and from the start of the Awakening, IBM supported equal rights for metahumans. So it was that just when Chicagoans were starting to put the Night of Rage behind them, Alamos 20,000's bomb destroyed the balance of the nine units that made up the Sears Tower, collapsing it during a weekday lunch hour. Falling debris killed many and destroyed entire city blocks worth of buildings, streets, and utilities. The next tragedy happened moments later when structural damage caused local gas lines to rupture, causing the entire downtown Loop to go up in flames. An entire citywide fire was only averted by brave mages who stepped up to contain the blaze in less than an hour, but the damage was done. Over 26,000 people were killed, but the terror didn't end there. Alamos 20,000 made sure to plant evidence of the bomb, leading authorities to determine the bombing was metahuman retaliation for the Night of Rage. Chicago corporations responded quickly by forcing metahuman and poor citizens, now conveniently lumped together as one by elitist corporations, out of commercial and residential areas and into government housing projects on the Northside. Factories were built in the Northside as well, serving as *de facto* work camps, keeping humans and the wealthy feeling safe while reaping unfair benefits of metahuman labor.

The area destroyed by the falling tower is now known as the Shattergraves. After the destruction, all manner of monsters, metahuman and not, ghosts, and darker dangers lurk amidst the labyrinth of steel, concrete, and

organic wreckage. Outside of the Shattergraves, Chicago's commercial core was left to fend for itself by government officials and corporations alike. As happened so many times in Chicago's past, the mob stepped in to fill the void. The result was the creation of the Noose—Chicago's once flourishing downtown fell into the stranglehold of organized crime. By 2050, the Noose had expanded from Chicago's waterfront to Western Avenue on the west, North Avenue to the north, and Cermak Road to the south. All told, it was seventeen square miles of corruption.

The same year the Sears Tower fell, another crisis of an entirely different variety was taking shape. The Mather group bought a bit of Chicago called Cabrini-Green that had been a government housing project. When the Mather group bought it, they attempted to evict the residents but were met with violent backlash, ending in thirty-two deaths and millions of nuyen in damage. Mather had planned on bulldozing the projects and transforming the area into a thriving urban commercial center, but after the riot, they were unable to complete the work. So they became landlords for the remaining tenants instead. In order to insure they were paid rent in full, Mather hired local gangs to police the area and collect taxes, keeping gang violence to a minimum, but increasing fear and violence toward the non-gang community. In addition, Mather Group looked the other way while the gangs conducted their business, as long as Mather was sent their cut. This arrangement continued until 2053, when the Justice Network broke the "Mather Syndicate" story as a pay-per-view event. The public shamed City Hall into resuming control of Cabrini-Green, but once they did, the city declared the projects abandoned, freeing themselves from any legal obligations to its disadvantaged inhabitants.

While Mathers' woes were unfolding in Chicago, the greater UCAS was having conversations about the plight of ghouls in urban areas. Increased awareness that ghouls were not all mindless monsters swayed liberal politicians to believe that ghouls should have the same rights and protections afforded to other metahumans. When opinion polls showed Chicago Mayor Ronald Quince slumping, Quince jumped on the ghoul-rights bandwagon. The Metahuman Rights Coalition, helped along by long-suffering ghoul advocate Tamir Grey, renewed lobbying efforts. Grey, who had been infected and become a ghoul himself while advocating for disadvantaged ghouls, soon convinced the city and the state to pass Special Order 162, also known as the Cabrini Refuge Act. This special order turned Cabrini Green into a refuge for ghouls, where they could live in a controlled and protected environment, not unlike Native American reservations within the old USA. A federal judge ordered the city to secure the area and move near-

ly six hundred squatters to a temporary housing unit. Quince misjudged public opinion about the ghouls; the idea of ghouls living in the middle of Chicago quickly became unpopular. Cabrini-Green soon became known as "Ghoultown," and less tolerant members of society soon fought back. One hundred people were killed in Cabrini Refuge later that year when a mob led by extremists from the Humanis Policlub attacked with assault rifles and a rocket launcher. The ghouls were apparently expecting an attack at some point, as the majority of the community fled to underground safe spots. When the majority of the attackers were on refuge soil, the ghouls sprang out, overpowering and eating the aggressors. Attorneys for the ghouls claimed that under the articles of Order 162, the ghoul residents were within their rights to devour anyone found on their property. Knight Errant continued to attempt to keep peace around the refuge, despite citywide speculation that plans to remove or exterminate the ghouls was underway.

Unfortunately for the ghouls, Knight Errant chose not to renew their contract to provide security at Cabrini-Green in 2054. Protestors on both sides of the refuge gathered as Knight Errant's contract ended, with violence seeming imminent. Humanis planted nerve gas on a young ghoul and used it as pretext to incite violence, causing massive loss of life. Order 162 was rescinded in 2054, and the ghouls of the Cabrini Refuge were abandoned. But they persisted, and as it turned out, the ghouls were much better prepared than the rest of Chicago for what was to come.

BUG CITY

Since the Awakening, magic levels on Earth continued to rise. In the years leading up to 2055, a milestone in this increase of magic was reached, allowing strange creatures called "insect spirits" to crossover from their world into ours. Initially, these bugs were hiding from the eyes of the world, using humanitarian groups like the Universal Brotherhood as fronts for recruitment and exploitation of metahumanity. While their motives and methods remained a mystery, reports of missing persons from every major North American city (and many worldwide beside) reached a head in 2055. Mysteriously informed of the bugs' existence, authorities at Ares Macro-technology learned that Chicago was home to a massive insect spirit hive, possibly the largest in the world. Ares CEO Damien Knight began quietly directing Ares resources toward gathering information on Chicago's hive, leading to August 22, 2055, when a Knight Errant strike force assaulted the bugs. Underestimating the strength and size of the hive, the assault was botched, unleashing bug spirits onto Chicago's unwitting inhabitants.



Calls flooded in to Eagle Security about giant insects terrorizing the city, overwhelming any possible response by security forces. By that evening, details of the incident in Chicago reached Washington as federal government officials began to fear the country being overrun by bug-men. The next day, August 23, UCAS officials assumed control of Eagle Security and sabotaged Chicago's major news outlets. The government disseminated false information to the public that a new strain of VITAS (Virally-Induced Toxic Allergy Syndrome) had been discovered in Chicago and the city would have to be quarantined for the safety of the rest of the country.

By the end of the day, authorities had established the Containment Zone over the bug-infested parts of Chicago, with Knight Errant and UCAS troops bearing responsibility for controlling the perimeter. As thousands of citizens attempted to flee, UCAS troops fired on the crowd, killing fifty. Physical construction of a wall over the Containment Zone began immediately. The feeling of hopelessness in the city became immediately palpable. The next day, UCAS supply drops into the city began.

In an attempt to mitigate the damage caused by the initial assault, Ares Macrotechnology conducted a second operation attempting to wipe out the bugs. Early on October 1, Ares detonated a subtactical nuclear weapon inside the main hive, just north of Chicago's core,

roughly on the corner of Cermak and Halstead. The detonation, dubbed the Cermak Blast, was mysteriously contained, affecting only the immediate vicinity of the hive, but levelling considerable damage to the surrounding area, known as the Cermak Blast Zone. Many bug spirits within the Blast Zone were killed, but many more fell into a sort of torpor, or hibernation, while the insect spirits outside the blast continue to terrorize the rest of Chicago. While the population remained ignorant for the moment of Ares' attempt to bomb the city with a nuclear weapon, their efforts eventually came to light, giving Ares a public relations black eye. Feeling defeated, Ares and Knight Errant retreated outside the Containment Zone, leaving Chicago to its fate.

By October 4, the Containment Zone walls were complete, and the UCAS government continued to lie to the public. The federal government considered nuking the entire city, but the National Security Council failed to recommend the strikes. With growing recognition of the implications of being cut off from the rest of the world, gangs and would-be warlords rose to power on the streets, with turf wars consuming the first few months of the containment. By the end of 2055, the general public had become increasingly suspicious of the news coming out of Chicago. The World Health Organization challenged the validity of the VITAS cover story, and ru-

mors began to circulate on the Matrix, especially on the Shadowland BBS, about the true nature of the problem. When Shadowland broke the truth to the world, Chicago was redubbed "Bug City," and the public backlash against Ares was fierce. The PR nightmare continued when Ares violently put down riots between Detroit natives and refugees from Chicago fleeing the horror. As time drug on, the bug situation showed no sign of relief, and public opinion placed much of the blame for the ongoing situation squarely on Ares' shoulders. To make matters worse, Damian Knight came to believe bug spirits were escaping the Containment Zone, calling into question the purpose of the CZ itself. In his eyes, the blockade of Chicago became little more than an increasingly expensive PR problem, and Knight began funneling tremendous resources into finding a way to deal with the situation permanently.

Meanwhile, inside Chicago, fortunes were shifting fast. Among those trapped inside the CZ were most of the powerful leaders of Chicago's mafia, as well as the leaders of Chicago's other criminal syndicates. When the outside Mafia lost contact with those inside, Chicago's mob operations were transferred to Don Leo McCaskill of Milwaukee, former lieutenant of James O'Malley. McCaskill moved one of his own, Brian O'Malley, to Seattle to oversee the Finngans in Seattle, attempting to keep control of the families in Chicago, where power had traditionally sat, but Chicago became increasingly less relevant with the blockade in place. This disruption caused the Yakuza and Seoulpa Rings to make major inroads, providing major pushback to the mob's previous stranglehold.

Chicago's other prominent family, the Trumans, were forced to abandon the city. Daniel Truman made every possible attempt to keep his operations running from outside the CZ, but with little success, all the while looking for his missing daughter. Melissa Truman was sixteen when Bug City hit, and she went missing the day her parents evacuated. Rumors persisted she was alive for a time, but eventually she was presumed dead. Daniel Truman abandoned his Truman Technologies facilities in Chicago and relocated his headquarters to Los Angeles in mid-2056. Truman Tech was eventually acquired by Ares Global Entertainment, and then Pathfinder Multimedia, where it now remains under AAA megacorp Horizon.

In response to Chicago being abandoned, the Supreme Court of Illinois heard the case of Milton vs. the State of Illinois in 2056, upholding the common law of Adverse Possession. This decision had far-reaching implications for Chicago, essentially vindicating squatter's rights. The ruling stated if a person openly lived on a piece of land (farm, house, apartment, etc.) for a continuous period of time of fifteen years or more, without

permission from the owner and without being ejected, that person received legal title to that land. Of course, this didn't affect most areas outside the containment zone. Within the Containment Zone, where a great deal of formerly prime real estate was located, including many corporate assets, this had profound effect. Corporations objected (naturally), but without investing finances and other resources into claiming their former land, they had little recourse.

Against all odds, one bright spot appeared as Chicago's woes continued rolling. The ghoul community moved one step closer to mainstream acceptance when the diaries of Tamir Grey, still fighting for peace inside the CZ, were smuggled out and published in 2057. His personal accounts of suffering and nobility as an aid worker who'd become a ghoul created a surge in public sympathy for Tamir and other ghouls.

While sympathy for all of Chicago's residents was high during the UCAS elections, the inauguration and subsequent assassination of President Dunkelzahn overshadowed everything, and Chicago once again faded into the background of public consciousness. It was not until 2058 that Chicago returned to world headlines.

While the world's attention was fickle, Ares and Damian Knight never let Chicago slip from the forefront of their efforts. The debacle in Chicago was a stain on their reputation that would not go away. Immediately after the failed Cermak Blast, Ares scientists were set on developing a way to fix Chicago and put it behind them once and for all. Ares scientists struck gold as they experimented with Fluorescing Astral Bacteria, or FAB. Initially, FAB was simply an Awakened bacteria that was highly sensitive to astral forms and could reveal them under UV light. Another strain, FAB-II, was hardier and could slow astral beings in addition to revealing them. Ares, using research from Telestrian Industries and their Project: Aegis, developed FAB-III, a weaponized strain of the bacteria that actively sought out astral beings and fed on their magic.

In February 2058, Knight Errant, under orders from Ares, entered Chicago's CZ with tanker trucks filled with FAB-III, escorted by Ares' heaviest available armament. The troops unleashed the astral-consuming bacteria into the atmosphere, and once the bugs were weakened, the troops unleashed hell. Operation: Extermination was labelled a success, and less than twelve hours later, Ares pulled out of Chicago once again, declaring it clean. That left the UCAS, and Chicago's citizens, to pick up the pieces. Without Ares' support of the continued quarantine, UCAS President Haeffner was given no choice but to formally open Chicago once again.

Waves of refugees fled the CZ, causing panic in neighboring areas, and riots erupted based on fears the refu-

THE SPIRIT OF CHICAGO

For nearly two centuries, the great spirit of Chicago, Calumet, influenced the growth and evolution of the city. Calumet brought unity, innovation, and progress and possessed brilliance for engineering that it passed on to those who influenced Chicago. Under it, Chicago grew powerful and proud. The spirit bound to Chicago was not born in Chicago, but it answered the city's call for help after the fires in 1871 and helped it rebuild strong. When bug spirits infiltrated the city, however, it became frail and sickly, and it was killed in 2055, sharing the fate of its city when the Containment Zone was erected.

Chicago is now a different place than it was nearly two centuries ago, and it now calls to spirits in different ways than it once did. As a result, spirits much different than Calumet have taken Chicago to be their domain. The Astral Space Preservation Society is observing this phenomenon with no small anxiety or fascination. Seven great form spirits are now growing in influence alongside each other, vying for the power that comes from being bound to a city. While none seem to have the power to claim Chicago as their own yet, there are warning signs pointing to a grim future.

A spirit of man, **Joey the Pig**, seeks to influence Chicago's organized crime. The Pig manifests as an old-timey gangster, often seen moving purposefully through the old meat-packing district south of the Cermak Blast zone. He doesn't choose sides in gang wars, but seeks to build "his" city back into its former glory so he can have his cut.

Fury, another great-form spirit of man, embodies Chicago's anger, desperation, and will to survive. She appears in torn and dirty clothing, with short hair and grim features. She is most likely to help those who have no resources to make it to the next day. Fury is incredibly powerful.

The Wailing Ghost, a crazed, vengeful spirit, haunts the Shattergraves, often mindlessly attacking those who come too close to its domain. Other times, it demands tribute or service, like finding and recovering long-dead bodies or retrieving trinkets or memorabilia from the detritus of fallen buildings. The Wailing

Ghost mourns for all Chicago's dead, and because Chicago never lacks for more dead, it continually becomes stronger.

A spirit that many have nicknamed "**Tamir**" has been seen wandering the Cabrini-Green area. The spirit speaks with eloquence and bears a striking resemblance to its namesake. Tamir has been reported as a spirit of man, but many in the ghoul population say he's appeared to them looking like a ghoul as well. Regardless, Tamir seeks to heal a broken Chicago. Tamir draws upon the hope and joy of the city's inhabitants, and as a result, his influence wildly fluctuates.

The ASPS whispers of an inhuman bug spirit called **Pestilence** somewhere in Chicago. Alarmingly, Pestilence is also used as a bogeyman among the downtrodden to keep kids in the CZ from wandering too far from their homes. This great-form insect appears to be waning in influence as Chicago allows itself to believe the bug-spirit infestation is behind them, but it would not take very much to remind the people of the dangers of bug spirits and renew the fear Pestilence feeds on.

A fairly bland spirit, **Daley**, presents itself most strongly around the old city hall. It encourages commerce and a sort of vague "can-do" attitude. Mostly benign, if a small bit corrupt, Daley seems to want things to get back to normal as soon as possible—a sentiment shared by nearly all Chicagoans.

Last, vying with Fury in terms of raw power is **V'golkatl**. Ibu Air, a spirit itself and head of the ASPS, has said V'golkatl appears to have emerged from the astral corpse of Calumet and is the largest single threat to Chicago's continued existence. Why Ibu Air believes this is unclear, as V'golkatl has made no moves, positive or negative, to influence Chicago's future. It seems content to simply feed off a city with no soul. Chicago's astral space, tainted with pain and suffering and the raw emotion and release of mana that occurred when thousands of lives were snuffed out in an instant, contributes to its growing power. V'golkatl has been spotted in astral space, but it remains elusive. The ASPS researchers who first reported their sightings have since all been removed from their positions for either gross violations of ASPS ethical standards, or in one case, violent assault.

gees were bringing insect spirits with them. The walls remained up, and while there were no longer troops enforcing containment, Chicago remained as isolated as it ever was from the world around it.

In his haste to eliminate the bug threat in Chicago, Damian Knight did not think through the consequences of releasing such a weapon into Chicago's astral space. While Ares was only present in the CZ for half a day, the FAB-III bacteria lingered far longer than initial projections. The most immediate unintended consequence hit Chicago's ghoul population. When FAB-III was released, it affected other dual-natured creatures, such as ghouls, just as badly as insect spirits. Few ghouls survived, and the refuge of Cabrini-Green became a necropolis of dead ghouls. Among the dead was Tamir Grey, although his body was only recovered years later, long after any blame

for his death could be placed on Ares. After Tamir died, a more militant leader named Blaine Hammond took leadership of Ghoultown. In addition, other dual-natured creatures, along with unfortunate mages who were in astral space, suffered the same fate as the ghouls and bugs. FAB-III still lingers in parts of Chicago, posing a continual threat to Chicago's awakened populations.

The Astral Space Preservation Society, formed using bequeathed funds specifically designated in President Dunkelzahn's will, made its headquarters in Elemental Hall, in part to attempt to research and cleanse the decimated astral space surrounding Chicago. While they have made some progress, any intervention is made even more difficult due to the persistent presence of FAB-III.

Amid the chaos of 2058, Illinoisans were eager for stability and hope. Anthony Presbitero, who had run for Chicago

Mayor in '55 and lost, campaigned in 2058 for Illinois Governor on a platform of rebuilding Chicago. He won by a large margin, showing either how much Chicago's neighbors cared, or at least how much they wanted refugees to stop flooding their own cities. Regardless of the lasting effects on the city, the public considered Ares and Knight Errant to be the heroes that saved Chicago. As a result, Knight Errant was granted Chicago's law-enforcement contract.

The decade following the reopening of Chicago was bleak. While the rest of the country moved on, Chicago failed to receive any real aid to get back on their feet, leaving basic utilities and necessities hard to come by, all while vicious warlords consolidated their power over a crippled city. Gangs and collectives expanded their influence beyond the CZ wall. By 2062, the hell that was inside the CZ spread to the rest of Chicago. The city was now populated by dangerous criminals, smugglers, and other SINless outcasts. The absence of law and order, despite Knight Errant's contract, coupled with promises but no actual help from governments or corporations, left Chicago with more hope than help, but not much of either. Bug spirits remained a constant fear, even if occurrences were uncommon, but even so, the folks of Chicago held on, after a fashion. A few feeble attempts to renew the city started and stopped. In 2063, Calumet harbor partially reopened, somewhat reviving shipping industries and relieving the accident-ridden makeshift docks that sprang up to smuggle goods during the quarantine. O'Hare airport was reopened, heavily fortified and under military control, and used mostly for corporate shipping. Much of the promise of renewal came to a halt, however, in 2064 when the worldwide Matrix crashed once again. Ironically, the impact on Chicago was minimal, as Chicagoans were already used to not having much Matrix access. Despite that, Crash 2.0 was the final nail in the coffin of Chicago's hope. The city declared bankruptcy, officials resigned en masse, and the mayor resigned by shooting himself with his nickel-plated Ares Predator.

Soon, the cities surrounding Chicago took advantage of Chicago's weakness and, with corporate assistance, began assimilating Chicago's sub-sprawls. South Milwaukee, Gary, Naperville-Bolingbrook, Joliet, and O'Hare all grabbed the bits of the Chicago sprawl they could, adding to their own sprawls. The Chicago Corridor became a patchwork of odd communities, neo-tribal collectives, and eclectic settlements gathered around the walls of the former Containment Zone, ruled by violence, where it was ruled at all.

TIME FOR CHANGE

According to an admittedly questionable census, 2071 was the first year since 2055 Chicago's population in-

creased. Those newcomers banded together, forming independent communities in the Corridor, and making an attempt at normal life. Normal life, however, was difficult to maintain. No matter how many desperate people moved into Chicago, it remained one of the most dangerous and violent cities in the world. The legacy of Bug City never truly went away, especially since true Chicagoans knew that bug spirits still slumbered in torpor around the Cermak Blast Zone. Entire areas of Chicago remained no-man's lands while the corporations refused to lift a finger to help. That all changed in 2074 when Illinois Governor Anthony Presbitero won re-election for his last term in office. Presbitero ran on a platform of rebuilding Chicago, and he helped Allan Brown, a political newcomer, get elected as mayor of Chicago using the same promise. The two politicos initiated an aggressive campaign labeled Project: Takeback in their first year of office. The official tagline was "Healing Chicago and making it safe for you and your family!" With plans to repair and rebuild the broken city, Brown and Presbitero had enormous support from corporations, the federal government, and nearly every political party. The only ones not thrilled with the announcement were those who had carved out their own space in Chicago and loved the independence it gave.

The first and most important piece of Operation: Takeback was to rescind the Adverse Possession ruling, and on June 1, 2075, the mayor and governor got their wish. Adverse Possession was thrown out, meaning the citizens of the former Containment Zone and other abandoned areas of the Corridor no longer had any legal rights to the property they may have been living on for nearly twenty years. The second piece of the plan was for Mayor Brown to spearhead the one year "reclamation period" in which any entity that could prove a legal claim to a piece of land prior to the installation of the Containment Zone, or to have since purchased those rights, would be immediately given ownership. After a year, any remaining property would be auctioned off to interested parties. Brown got his due by adding two caveats. First, any entities normally exempt from local property taxes due to extraterritoriality would have to pay taxes for the first five years to fund rebuilding critical infrastructure in the area. Second, all parties taking ownership of land had until June 1, 2079 to physically take possession, clear the land, rebuild, and begin usage or else the city would declare eminent domain and seize the property for resale.

As of winter 2075, corporations started moving in to take advantage of Project: Takeback. Residents did not take the move lying down, and the streets of Chicago are flooding with shadowrunners hired by myriad parties, corporate and civilian, to prove ownership, create



ownership, reclaim lost data, clear the land, or simply cause chaos. One thing is for sure: Like the weather in Chicago, the city's fortunes change from day to day, and the Changing City holds opportunity for those willing to risk everything to take hold of it.

2075 TO 2079

This information is probably best kept for gamemasters, as much of it happens and affects events taking place during the events of Chicago Chaos. It is presented here for quick and easy reference.

2075

Illinois governor Anthony Presbitiro and Chicago Mayor Allan Brown begin Operation: Takeback. In June, the law of Adverse Possession is thrown out, and Chicago's reclamation period begins. Corporations begin racing back to Chicago in hopes of gaining a foothold in whatever future Chicago holds once it is cleaned up. By the end of the year, every major corporation has agents in Chicago.

2076

Due to events put into motion by shadowrunners in these missions (see Tick Tock), Melissa Truman, lost daughter of Truman Technologies President Daniel Truman, is reunited with her fa-

ther, currently an executive at Horizon. In Boston, an outbreak of Cognitive Fragmentation Disorder spreads like a plague, causing the city to be placed in lockdown.

2077

Chicago's Matrix MegaGrid is brought online. Encompassing the greater Chicago area, Chicago's new grid is one of the most advanced and secure MegaGrids yet. Mitsuhamu Computer Technologies, who won the contract to create Chicago's Matrix grid in 2074, brought the grid online in September, although only approximately seventy percent complete. Dangerous and toxic areas, particularly in the former Containment Zone, along with higher than normal incidents of sabotage, slowed completion of the project, but MCT expressed confidence these issues would be overcome by end of 2079.

2078

On July 27, geologists thought the world as they knew it was ending. They were sure the earth quaking under the Yellowstone Caldera meant an impending volcanic explosion and an extinction-level event. When the pressure finally blew, it ended up mainly damaging astral space, preserving the physical dimension of Earth, but carving up the astral plane in a way that still has not been fully understood. The Yellowstone anomaly, a vast mana singularity, now travels slowly east of Yellowstone and has opened up a more-or-less stable portal to the fae realm known as the Seelie Court.

2079

In September 2079, due to its culpability for and handling of the CFD crisis, NeoNET is punished by the Corporate Court and loses its AAA status. The corporation's already weakening position enters freefall and many of its assets are bought up by other megacorporations. In particular, NeoNET's Chicago operations are folded into the newest megacorporation, Spinrad Global, giving them a foothold in the rebuilding efforts and a blank slate for moving into new markets.

OPPOSITION REPORT

THE BIG TEN

The Corporate Court gives AAA rating to the largest and most influential corporations in the world. Also called the Big Ten, the AAA-rated corporations enjoy extra-territorial privileges and are also given at least one representative on the Corporate Court. In order for a corp to obtain AAA status, the corp must be thoroughly diversified in many industries and hold enormous assets worldwide. These corporations are immune to domestic law, responsible only to themselves, and regulated only by the Corporate Court. Here is a list of the megacorporations and their plans for Chicago.

ARES MACROTECHNOLOGY

Corporate Court Ranking (2078): 9

Corporate Slogan: "Making the World a Safer Place"

Corporate Status: AAA, public corporation

World Headquarters: Detroit, UCAS

President/CEO: Damien Knight

You Know Them For: Making your favorite gun, arresting you for using your favorite gun.

Ares has a long history with Chicago. Ares' own Knight Errant were the ones who first created the bug panic back in '55 with the failed raid on the insect spirit hive. Their next failure was the Cermak Blast, which didn't kill all the bugs and put a big dent in the Chicago landscape. Eager to cover their mistakes once and for all, Ares manufactured, weaponized, and launched FAB-III into the Chicago atmosphere, killing a lot of bugs. It was a Pyrrhic victory, though, as many other Awakened creatures and people were killed as well. Most recently, Ares' Knight Errant police force lost the new Chicago contract to Lone Star, in part due to their troubled past with Chicago. After all that, rumors are that Ares has spent the decades since experimenting on bug spirits, looking for ways to exploit them instead of trying to rid the world of them. If word of that ever got out to the public, Ares might not be able



to weather the resulting firestorm of bad PR. As a result, Ares is going to want all traces of their work destroyed, even the data that might have been lost when the Containment Zone went up. Further, Ares is looking to exploit cheap land and cheap labor for new manufacturing endeavors. Rumors say Illinois Governor Anthony Presbitero gave Ares land inside the Containment Zone to imprison Ares employees infected with CFD.

Candace Phillips represents Ares in Chicago, and she's been given a decent-sized budget to hire deniable assets. Expect Ares to be hiring for capturing bugs alive, aiding with their experiments, or retrieving data that might implicate them before someone else finds it.

ARES TAGS

- Autos • Big bangs • Bug spirits • Damien Knight
- Detroit • Heavy machinery • Knight Errant
- Space travel • UCAS corp • Weapons

AZTECHNOLOGY

Corporate Court Ranking (2078): 4

Corporate Slogan: "The Way to a Better Tomorrow"

Corporate Status: AAA, private corporation

World Headquarters: Tenochtitlán, Aztlan

President/CEO: Flavia de la Rosa

You Know Them For: Great PR, selling microwave burritos at thousands of worldwide locations. Also, ruthlessness and blood magic, but they keep those under wraps.

Aside from one pyramid-shaped arcology building, Aztechnology had very little invested in Chicago previous to Bug City. As a result, they don't have much to fear as the city is rehabilitated. What they are looking for is to lock down another market in the food-production industry. Illinois has a great deal of wheat and soy farmland, and they already control much of the neighboring Gary Sprawl, so Chicago is the next essential piece to their plans of gaining a foothold into UCAS' Midwest agriculture.

Juan Xihuitl (sounds like "She-Wheat") is the acting Mr. Johnson representing Aztechnology in Chicago. If the Azzies want a shadowrunner to do a job in Chicago, Juan will be the one to hire them. Despite Aztechnology's sometimes dubious reputation in the shadows, Juan seems like a decent guy, if a little uptight and serious.



AZTECHNOLOGY TAGS

- Aztlan • Blood magic • Jaguar warriors • Juan Xihuitl
- Path of the Sun • PR masters • Stuffer Shack

HOME TOWN CORP: BRILLIANT GENESIS

Corporate Status: A

World Headquarters: Los Angeles, Pueblo Corporate Council

President: Terri Ann Riberio

You Know Them For: Being the first studio devoted exclusively to simsense scenario and scenery production.

Once upon a time, Chicago was on the path to being the second Hollywood. Brilliant Genesis carved out a niche along that path as the go-to simsense scenario studio. After Bug City, they floundered due to entire feature-length productions being lost in the Crash. Like many other simsense companies, they moved to L.A. and have been struggling ever since. With other corps headed back into Chicago, look for BG to be hiring runners to recover some of their more valuable assets they once thought lost. Their president, Terri Ann Riberio, has some Mafia ties, and that might serve to increase their aggression.

BRILLIANT GENESIS TAGS

- Chicago • Dan Truman • Horizon • Martin Tate
- Melissa Truman • Neil The Ork Barbarian • Simsense

EVO CORPORATION

Corporate Court Ranking (2078): 7

Corporate Slogan: "Evo Is Acceptance"

Corporate Status: AAA, public corporation

World Headquarters: Vladivostok, Russia

President: Yuri Shibanokuji

You Know Them For: A billion commercials pitying you for not being awesome enough to sport their entire line of enhancements and augmentations

Before they changed their name to Evo, Yamatetsu had quite a presence in old Chicago. Not many people know why, but Yamatetsu decided to build its Chicago headquarters to mirror the city's Spire building. They said it was an homage, but if you can see the old building from the new, homage isn't really the right word. It was more like challenge. The Yamatetsu Spire was built on the eastern edge of downtown, and it stands three times higher than any other building around, although Truman Tower to the North still looks down on it. Yamatetsu's Spire held offices, condos, and entertainment centers for employees, as well as retail shopping and rental facilities. But that isn't all it held. Magical research labs were on the underground floors, and rumors persist of the Spire acting as a spirit prison for deranged astral beings. In continuity with their willingness to accept all sorts of intelligent life into their company, Evo's liaison to the



Chicago shadows is an artificial intelligence calling itself **Holmes**. Expect Holmes to hire runners for runs into the Yamatetsu Spire, gathering (or destroying) evidence, and covering up old mistakes.

EVO TAGS

- Acceptance • Augmentations • Buttercup (free spirit shareholder) • CrashCart • EVOlution • Holmes
- Transhumanism • Yamatetsu

HORIZON GROUP

Corporate Court Ranking (2078): 10

Corporate Slogan: "We Know What You Think"

Corporate Status: AAA, private corporation

World Headquarters: Los Angeles, PCC

President/CEO: Gary Cline

You Know Them For: Your favorite trid shows, your favorite music, and your favorite off-book bunraku parlors offering the services of people who look like your favorite performers.

Horizon wasn't even a corporation when the Containment Zone went up, so they are entering Chicago as fresh blood ... sort of. Horizon is known as an entertainment and PR corp. That being the case, they have gobbled up many smaller corporations that helped them stay at the top. As it happens, Truman Technologies was one of them. Prior to the bug invasion, Truman Tech was Chicago's premier corp. They might even have gone AAA if things went the way CEO Daniel Truman wanted. But Bug City happened and Truman was left a shell of his former self, much like his company. But Truman Tech assets are still everywhere in Chicago. Representatives of Truman Tech, and therefore Horizon, are looking to reclaim and refurbish Truman Tower and stake a claim on Chicago on behalf of Horizon. Horizon is using the Truman name and has banked on Chicago's love of their hometown corp. **Dr. Martin Tate** is heading up the resurrection of the Truman Technologies name. Tate has set up several medical clinics around the former Containment Zone, utilizing his medical prowess to help the residents in the area. In secret, Dr. Tate is a Mr. Johnson for Horizon/Truman Tech. He is well compensated for his double life, and Horizon is expecting results.



HORIZON TAGS

- Big data • Charisma Associates • Consensus
- Entertainment • Gary Cline • Livestreaming
- Martin Tate • Public relations • Truman Technologies

MITSUHAMA COMPUTER TECHNOLOGIES

Corporate Court Ranking (2078): 1

Corporate Slogan: "The Future Is Mitsuhamama"

Corporate Status: AAA, public corporation

World Headquarters: Kyoto, Japanese Imperial State

President/CEO: Toshiro Mitsuhamama

You Know Them For: The cold feeling of fear in your heart whenever you hear the words "Mitsuhamama Zero-Zone."

Prior to 2055, MCT had a number of research and development facilities in Chicago. In the years since, however, they were thoroughly abandoned. Mitsuhamama wasn't involved in anything seriously shady in Chicago and now, like then, they are primarily interested in representing and advancing their global agenda, gambling that investing in Chicago is an investment in a renewed world-class market. In 2074, MCT won the contract to begin building Chicago's new Matrix MegaGrid, so they arrived prior to Operation: Takeback's implementation, giving Mitsuhamama an edge on the rest of the corporations and an even greater stake in what happens to the city, if they want their investments to bear fruit. **Margaret "Maggie" Goldberg** is the assistant to Mitsuhamama's Director of Operations in Chicago, **Ito Takahara**. While Takahara focuses on the actual business of running MCT in Chicago, Maggie acts as Mrs. Johnson, hiring runners to make sure MCT's goals are accomplished and their assets secure.



MITSUHAMAMA TAGS

- Aggressive acquisition • Honor and respect • Electronics
- Ito Takahara • Japanacorp • Maggie Goldberg • Magic
- World's largest corp • Yakuza

NEONET

Corporate Court Ranking (2078): 8

Corporate Slogan: "Tomorrow Runs on NeoNET"

Corporate Status: AAA, public corporation

World Headquarters: Boston, UCAS

CEO: Richard Villiers

You Know Them For: Rising and falling more times than a phoenix.

NeoNET is composed mostly of three corporations: Transys Neuronet, Erika, and Novatech. Novatech was formed by Richard Villiers, who was previously part of Fuchi Industrial Electronics. When he formed Novatech, he took about a third of Fuchi with him, which eventually became part of NeoNET when



Villiers joined his corp with the two others. The other bits of Fuchi eventually landed with Renraku and Shiawase. All of that means that these three corps—NeoNET, Renraku, and Shiawase—will be descending on Chicago in an attempt to grab as many of Fuchi's assets as they can legally (or illegally) recover. Unfortunately, while NeoNET is making significant investment in Chicago, their attention is being diverted to their hometown of Boston, where a nanite plague known as Cognitive Fragmentation Disorder (CFD) has locked Boston down. NeoNET stands to take the blame for CFD and if they do, it will mean no matter what they do in Chicago, it won't be able to save them. **Miranda King** represents NeoNET in Chicago as a land-acquisition scout, but she also has a heavy NeoNET purse and isn't shy about hiring shadow-runners to help her acquire otherwise unavailable properties. Watch for NeoNET to make a property grab and secure Fuchi assets, potentially sabotaging Renraku and Shiawase along the way.

NEONET TAGS

- AI research • Celedyr (great dragon) • CFD • Miles Lanier
- Miranda King • Richard Villiers • Survival and adaptability
- Wounded and desperate

HOME TOWN CORP: TRUMAN TECHNOLOGIES

Corporate Status: A, Horizon subsidiary

World Headquarters: Los Angeles, Pueblo Corporate Council

President: Dan Truman

You Know Them For: Being Chicago's true hometown corp. Being the biggest name in simsense in the 2050s.

Truman Technologies is truly Chicago's hometown corp, if they had such a thing anymore. In the 2050s, **Dan Truman** turned ESP Systems of Chicago into a multibillion-dollar business. Truman specialized in manufacturing their own simsense hardware and distributing software designed by several studios on Chicago's Westside. Since Bug City, however, Truman has taken a back seat. First snapped up by Ares, Truman Technologies died and became Truman Distribution Network. Dan Truman eventually made a deal with Ares allowing him to move the company over to Horizon. When Project: Takeback began, Dan Truman initialized his plan to reboot Truman Technologies and began making plans to rebuild the corp that made him famous. Dan is in his eighties now, but leónization treatments are keeping him spry. He's sent **Dr. Martin Tate** to Chicago to prepare the way for a proper Truman Tech return to Chicago. Truman Tech is looking to reclaim and refurbish Truman Tower and stake a claim on behalf of Horizon.

TRUMAN TAGS

- Simsense • BTL Chips • Dan Truman • Martin Tate
- Chicago • Melissa Truman • Horizon

CHICAGO'S HIGHEST

Chicago has more than its fair share of buildings reaching for the sky. **Truman Tower** and the two spires are the tallest. Truman Tower is located on the north side of the fifteen-square-block area called the Chicago Core and was home to Truman Technologies. Truman Tower is the most recognizable building in Chicago and also the tallest. Often mistakenly referred to as the Spire, Truman Tower dwarfs Chicago's two actual Spires by at least 150 stories, and the Truman Tower lacks the corkscrew design of the Spires. Truman Tower's three hundred fifty-two stories reach over 1,400 meters up, above the cloud line, and the first seven floors are taken up by the Skytrack Monorail station (currently non-operational). Below the street, at least seventeen subfloors stretch deep underground.

The first true Spire in Chicago, often referred to as **Spire #1**, was built on a small strip of land between the Ogden Slip and Chicago River in what is now called the Noose. This former architectural marvel twists toward the heavens in a corkscrew shape, but it is now a crumbling tower of twisted glass and steel that often drops glass onto the city streets. Spire Industries has its headquarters here and has been slowly, very slowly, refurbishing the place as much as possible, although the upper floors remain unfit for use. Rumors persist of wasp spirits nesting on the highest floors.

The second building called "the Spire" in Chicago is the **Yamatetsu Spire**. No one knows exactly why Yamatetsu decided to build its Chicago HQ as a copy of Chicago's already existing corkscrew Spire, but the guesses range between homage and competition. The Yamatetsu Spire stands three times higher than any other building around, although Truman Tower to the north still looks down on it. Offices, condos, and entertainment centers remain more or less intact, along with magical research labs underground.

- In 2058, a KE Firewatch team went to war with a wasp spirit hive on the top floors of Truman Tower. They trashed the building pretty bad, but they kicked the bugs out. Still, the gangers living on the bottom floors of Truman Tower refuse to go higher than the 150th floor. They won't, or can't, say what's up there, because no one who's ever gone up has come back down.
- Old Crow
- Yamatetsu used their Spire as a spirit prison for deranged and problematic astral beings. I wonder what happened to them once Yamatetsu bailed out of Bug City. I wonder if even Evo knows what they own inside.
- Elijah

RENRAKU COMPUTER SYSTEMS

Corporate Court Ranking (2078): 3

Corporate Slogan: "Today's Solutions to Today's Problems"

Corporate Status: AAA, public corporation

World Headquarters: Chiba, Japanese Imperial State

CEO: Inazo Aneki (Honorary)

You Know Them For: That big, flat-topped pyramid in Downtown Seattle that sends a chill through your heart every time you see it. Also, computers.

Renraku has a number of irons in the fire when it comes to their plans for Chicago. First, they have been subcontracted to help Mitsuhamu complete the new Chicago Matrix grid. Evidently, MCT underestimated the breadth of Chicago's problems when they raced to be the winning bidder. As a result, Renraku now has a great deal of face riding on their ability to follow through on their promise to deliver. Their biggest problem is the parts MCT has assigned Renraku to help with lie within the Noose, a particularly dangerous and troublesome area within the Containment Zone. Along the way, Renraku has their sights set on recovering disputed assets that once belonged to Fuchi before the company was split up. To accomplish these goals, they have sent one of their top representatives, **Sarah Silverleaf**, to represent them in Chicago. Renraku had a very large presence in Chicago prior to the Containment Zone going up, and Sarah plans to make sure not one room of one building goes unrecovered.



RENRAKU TAGS

- Business services • Electronics • Loyalty • Japanacorp
- Retail and wholesale • Sarah Silverleaf • Tradition

SAEDER-KRUPP HEAVY INDUSTRIES

Corporate Court Ranking (2078): 2

Corporate Slogan: "One Step Ahead"

Corporate Status: AAA, private corporation

World Headquarters: Essen, Allied German States

President/CEO: Lofwyr

You Know Them For: Perhaps being single-handedly responsible for the adage: "Never cut a deal with a dragon."

The presence of Saeder-Krupp in Chicago is a mystery. Not because they want in on the new and shiny Project: Takeback, but because they never had a large presence in Chi-town before. Now, though, they seem to be allotting more resources into Chicago than they could justify on a balance sheet. They don't have many,

if any, resources to recover from before Bug City, North America's Midwest isn't a traditional S-K market, and on the surface, don't stand much to gain compared to the amount they're spending. Perhaps their president and CEO, Lofwyr, knows something the other corps don't. No matter what the cause, Lofwyr has sent one of his top agents, **Simon Andrews**, to oversee intelligence and shadow operations in Chicago. Expect runs from Saeder-Krupp to involve stealing ownership files, planting evidence, clearing out property, or other odd jobs Simon needs doing.



SAEDER-KRUPP TAGS

- Cybernetics • Hans Brackhaus • Heavy industry
- Lofwyr • S-K swagger • Simon Andrews

SHIAWASE CORPORATION

Corporate Court Ranking (2078): 5

Corporate Slogan: "Advancing Life"

Corporate Status: AAA, public corporation

World Headquarters: Osaka, Japanese Imperial State

President/CEO: Korin Yama

You Know Them For: Their desperate attempt to get as cozy with the Japanese Imperial State as Aztechnology is with Aztlan.

There was a time when Shiawase didn't think much of their acquisitions. As the first megacorporation, they were used to a certain casualness when buying up profitable companies in many and various markets. Chicago was one of those markets which held a good amount of Shiawase subsidiaries, even if the home offices back in Japan didn't know or care much about what they were doing. In addition to scouting and recovering these lost assets, Shiawase is interested in what Fuchi assets they can recover. Of course, since Renraku and NeoNET also are looking to recover what Fuchi assets they can, expect conflict between the three corps. **Shiro Seto** is handling the lion's share of Shiawase's projects in Chicago, and he likes to keep his illicit activities as close to the vest as he can. Expect to deal with him directly (with a healthy dose of security) when running for Shiawase in Chicago. Shadowruns for Shiawase will include search and recovery, data steals from outdated servers, and sabotage.



SHIAWASE TAGS

- Envirotech • Honor • Imperial connections
- Market Information and Forecasting Department
- Sensei Snacks vending machines • Shiro Seto

HOME TOWN CORP: SPIRE INDUSTRIES

Corporate Status: Unrated

World Headquarters: Chicago, UCAS

CEO: Reggie Lyons

You Know Them For: Turning a smuggling operation into a legit company when legal goods in Chicago became worth more than illicit ones.

Spire Enterprises started out as a successful smuggler crew running the "Bug Zapper," the smuggling route from Seattle to Chicago while the Containment Zone was in place. When the demand for legal goods increased, the crew's pilot—an ork called Wingman—shifted the business to legal goods, fetching higher prices than black-market contraband. Converting an abandoned wasp hive in the Chicago Spire into their corporate headquarters, they registered as a Disaster Aid Business and have been essential to business growth within the former CZ. Under Reggie Lyons (a.k.a. Wingman), Spire has profited immensely, even more so now that Project: Takeback is in full swing. Wingman is a pragmatist as well as a businessman. He deals with the Union and other gangs to ensure Spire Enterprises remains neutral territory, and as a result, he enjoys a rather luxurious life in the CZ.

- The "Spire" in Spire Enterprises is Spire #1, the first one inside the Noose by the docks, not the Yamatetsu clone or Truman Tower. That's where Reggie runs the place from.
- Old Crow

SPIRE INDUSTRIES TAGS

- Smuggling • Wingman • Bug Zapper • Martin Tate
- Chicago • Spire • Union Gang

WUXING INCORPORATED

Corporate Court Ranking (2078): 6

Corporate Slogan: "We're Behind Everything You Do"

Corporate Status: AAA, public corporation

World Headquarters: Hong Kong, Free Enterprise Enclave

President: Wu Lung-Wei

You Know Them For: Making you move several times during your meetings so you don't mess up the feng shui of that particular room.

Wuxing has no former assets in Chicago, and frankly doesn't care much about gaining a foothold. Once Chicago gets back on its feet, Wuxing will move in and fill the gaps left by the other megas, like they always do, particularly in the manatech market. What they are interested in, however, is ley lines. Chicago's core rests on powerful ley lines, and the nexus of these is almost directly over the site of the Cermak Blast. With all of Chicago's woes (bugs,





nukes, violence, despair, FAB-III, corruption, toxicity), the ley lines and power nexi wouldn't benefit anyone but the mad. But if the land can be acquired for cheap and cleansed, the power from these sites would be nearly limitless. Now, Wuxing geomancers have descended in force to study the mana flow in Chicago. Their aim is to increase their general knowledge of dragon lines, to study the effects of FAB-III on the manosphere, and to test their hypothesis as to why bug spirits invaded Chicago so thoroughly. Wuxing's efforts in Chicago are being orchestrated by **Ryu Quan**, renowned geomancer, aided by the native free spirit named **Flurris**. Quan enjoys making shadowrunners uneasy and as a result, he uses Flurris as Mr. Johnson when dealing with deniable assets. Expect runs from Wuxing to be dives into astral space, dealing with magical threats, or collecting odd items. These will likely not be milk runs.

WUXING TAGS

- Arcane experts • Feng shui • Finance • Flurris
- Geomancy • Hong Kong • Mana flow • Ryu Quan

SPINRAD GLOBAL

The default timeline for Chicago Chaos is between 2075 and 2078. However, with only small changes, the dates can be as

flexible as your group desires. The following entry on Spinrad Global is included in case your group wants to run Chicago Chaos any time after the fall of NeoNET in September of 2079.

SPINRAD GLOBAL

Corporate Court Ranking (2079): 8

Corporate Slogan: "Putting our Spin on the Future"

Corporate Status: AAA, Private Corporation

World Headquarters: Lisbon, Portugal

President: Johnny Spinrad

You Know Them For: Johnny Spinrad: the billionaire jet-setter who virtually dictates fashionable trends in high society and luxury body modifications.

Spinrad Global is the newest AAA megacorporation on the Corporate Court. An unlikely merger of European Spinrad Industries and Middle Eastern Global Sandstorm, the corporation came together through an even more unlikely marriage between **Johnny Spinrad** and **Gabrielle Al Thani**, oldest daughter of Emir Jassim bin Joaan Al Thani of Qatar. After the fall of NeoNET in 2078, Spinrad Global was poised to pick up many of NeoNET's assets as it split into its various parts. In particular, Johnny Spinrad was keen to latch onto the inroads NeoNET had made in Chicago beginning in 2075. **Miranda King** saw an opportunity when NeoNET fell and leveraged her

knowledge of NeoNET's operations in Chicago to land herself a job at Spinrad Global, doing exactly what she was doing before. Miranda King will be hiring runners to help her acquire land and otherwise unavailable properties. While Spinrad Global has a much less secure claim to old Fuchi assets, they are going to try to lie, cheat, steal, and exploit whatever they can to secure NeoNET's Fuchi claims. This will bring them into conflict with Renraku and Shiawase, but as with everything else, Johnny doesn't care about being liked. He cares about winning.

SPINRAD TAGS

- Johnny Spinrad • Global Sandstorm • Spinrad Industries
- Miranda King • Futurism • Style and Substance
- New Megacorp • Dirty Tricks

ORGANIZED CRIME

MAFIA

While other organized crime is present in Chicago, the **Mafia** remains the dominant power in the Chicago underworld. For the first half of the century, there were two major Mafia families (Capone and DeLuca), one mid-size family (Giancana), and a half-dozen smaller families in Chi-town, known as the "Chicago Outfit." By 2055, it was controlled by Capone family Don Jim "Tools" O'Toole. Don O'Toole went missing when the bug break-out happened and Mafia operations within the Chicago core fell apart when the Containment Zone went up. When it became clear no one was getting in or out of Bug City, control of the Greater Chicago area was given to Milwaukee **Don Leo "The Lion" McCaskill**. When Ares gave the all-clear and lifted the quarantine in 2058, the Lion sent men back into the former Containment Zone and found an organized group of made men running small-time operations throughout the Zone. The de facto leader of this Mafia skeleton crew was Marcus Quinn, a former low-level enforcer for O'Toole. Rather than joining together to restore the mob to its former glory, McCaskill and Quinn spent the next decade backstabbing and sabotaging each other's operations rather than give an inch to gain a mile. Quinn was killed, strung up by his own crew in 2070, when Don McCaskill outed Quinn as a technomancer in the early days of the technomancer panic.

Does it matter Quinn wasn't a technomancer? No. McCaskill had an inside man plant evidence against Quinn, but the Lion screwed up. He didn't figure Quinn's men would kill him. It left a power vacuum earlier than McCaskill was ready to fill it. With McCaskill distracted, Detroit Don Roland "The Greek" Stephanopoulos began

to make moves on Chicagoland territory. Once Quinn was dead, the Lion turned his attention to the Greek. With the two big dons warring, the smaller groups of made men in the former Containment Zone rebooted their own small operations. **Capo Jules MacAvoy**, Marcus Quinn's former right-hand-man, became the most powerful and influential among the smaller groups.

The various factions spent the early 2070s angling for control, and while Don McCaskill held a strong upper hand, he was unable to consolidate his power. That situation changed in 2074 when Chicago mayor Allan Brown took office. Brown approached the Lion and offered him a return to City Hall/Mafia cooperation in return for McCaskill's help in stabilizing the city. Seeing his chance to finally get a seat on the council of Mafia families, the Commission, Don McCaskill swallowed his pride and made a deal with MacAvoy. Together, they marginalized the Greek's men and have managed to bring some semblance of unity back to the Chicago mob.

It is in the Mafia's best interest to have a stable city. Sure, a completely chaotic morass might seem great, but the more traditional dons don't see ruling a dreckhole as having made it in la Cosa Nostra. They want a big, powerful city, and they want to run all of it. But even the mob can't deal with bugs, corps, and more gangs per square block than fingers on their hands; at least, not alone. McCaskill has **Sid Gambetti**, a small-time fight promoter, acting as a go-between for the mob and shadowrunners. If Sid can make things happen, he has a bright future. Now that McCaskill and MacAvoy are working together, expect them to send Sid to hire runners for assassination, intimidation, kidnapping, smuggling, and backing made men in wars for turf. The mob is poised to take advantage of this new partnership with the local government and remake Chicago in their own image, just like they did when Chicago was young.

YAKUZA

Other organized crime syndicates like the Triads and the Vory v Zakone operate in Chicago as well, but no other syndicate besides the Mafia has remained as consistently active in Chicago as the **Yakuza**. Since the mid-2040s, the Yakuza have been slowly building power in the Windy City. Of course, Bug City hit them as hard as everyone else, but from the time the Containment Zone went up until Operation: Extermination was complete, the Yakuza gained much ground from the Mafia. Those short years were all it took for the Japanese mob to cement its place in Chicago and wait for its corporate masters to join them in finding ways to exploit the system for themselves. With Mitsuhamas big push into Chicago and its contract to build the wireless grid, the Yakuza are

more relevant than ever in Chicago. The Yakuza operate bunraku parlors all over the greater Chicago area, and they also perform a good deal of human and drug trafficking. They aren't as big as the Mafia, but they are disciplined and professional, so don't underestimate them. Recently, **Tom Nishio**, former sumo-wrestler with ties to the Yoshitomi-Gumi (Yoshitomi branch of Yakuza), has risen to leadership of the Chicago Yakuza. His partnership with former mayor Jerome Standish bought him a meeting with Don "The Lion" McCaskill and an uneasy, if mutually profitable, truce was formed. Nishio once led a gang called the True Chicagoans, but his work setting up the thriving Market Square convinced him he could do much better than petty gang rule. Nishio has trusted his enforcer **Ikatteiru Kumo** to handle his dealings with shadowrunners, and word on the street is that failure is tantamount to death. The Yakuza are interested in shoring up their smuggling routes, access to and selling of BTL chips, and sabotage of non-Japanese assets.

GANGS

Chicagoland has no shortage of gangs. In fact, there are more gangs in Chicago per square mile than anywhere else on the planet. In addition to **street gangs**, which are all about territory, and the more mobile **go-gangs**, who claim highways, there are **thrill-gangsters** who live for chaos and adrenaline, **wiz-gangsters** who sling magic, and **matrix-gangsters** who harass and break the law online. Chicago has plenty of them all. But more than just gangs, Chicago has warlords. For a long time, Chicago has been a Darwinian experiment of survival of the fittest, or in most cases, the most violent. Without any sort of law enforcement to speak of, gangs have had to assume positions not unlike the Mafia. They use violence to get control and stay in control, but then they provide a measure of stability to those within their territory. The three biggest warlord gangs are the Union, the Human Brigade, and the Horde.

THE UNION

The Union was formed when Catherine "the Terrible" Cunningham's wargang fell apart following the Ares cleanup in '58. **Marvin Chekov**, Catherine's second, took over and renamed the gang "the Union." It is a loose collaboration of smaller gangs loyal to Chekov, who is a fairly skilled face man in his own right. Checkov is respected, too, mostly because his vision for Chicago includes order and a form of law, even if it is Chekov's version of it. Union gangs patrol the Zone and the Corridor to tamp down violence and chaos, usually in a group one hundred strong. The Union controls the area in the Northwest Noose, ex-

tending to Navy Pier, which includes the water treatment plant. Most of the Union's profit comes from selling water and offering protection to the surrounding neighborhoods. Chekov opposes the drug trade and flesh trade, and he isn't afraid of opposing the Mafia openly. While he may see his actions as noble, he has painted a giant target on his back in the process.

HUMAN BRIGADE

The **Human Brigade** is a human supremacist gang that controls much of the southwest part of Downtown, extending west past the former Containment Zone. **Dean "The Duke" Rijkard**, a former officer with Eagle Security, leads the group. The Brigade and those under its protection operate farms and fields in converted recreational areas, so they are quite self-sufficient. When they trade, they exclusively barter with the Humanis State gang on the Westside. Regardless of ideological disagreements, locals hold their nose and ask the Brigade when they need help, and the gang is happy to give it, provided a human is doing the asking. Further, they offer combat training to like-minded gangs and neighborhood militias in exchange for services and goods.

THE HORDE

The third gang lord is **Alexeij** of the **Horde**, a primarily metahuman gang. After their previous leader, King Vlad, died in 2068, Alexeij emerged undefeated in the fights for succession. He immediately pulled the gang northwest, out of the former CZ, and set up his headquarters in the Govinda Enterprises Golf Course. Allowing the Horde time to rebuild in a more secure location has given Alexeij and the gang opportunity to consolidate the cooperation of other primarily orkish gangs like the Nko-Ga, the Fleshmongers, and the Scorchers. The Horde collects tolls from anyone passing through highways on their turf, and Alexeij has good relationships with outside smugglers. This means the Horde get access to exclusive contraband, which runners can take advantage of if they get on Alexeij's good side.

THE ANCIENTS

Smaller gangs litter the Containment Zone as well, many of them quite powerful in their own right. Don't think for a second that just because these gangs don't have the assets the Zone Lords do that they aren't every bit as dangerous. Some are far, far more so. The **Ancients**, an all-elf gang with power bases all over North America, also have a presence in Chicago. Inside the CZ, they have representatives in Oak Park, Kenwood, and Calumet Heights. With both magical and mun-

dane resources, they are more dangerous than their numbers show.

SWAMP THANGS

The **Swamp Thangs** have a long-standing and terrifying reputation, and in Chicago, that is saying something. The Thangs are “maggots,” or metahumans who willingly ally themselves with bug spirits. Based out of Calumet Swamp, the Thangs serve the **Foul One**. The Foul One is a Wendigo and an insect shaman whose totem is Mosquito. Fact and fiction are impossible to separate, as rumors of blood magic, cannibalism, and Amazonian animism swirl around the entire gang.

THE DEMOLISHERS

The **Demolishers** are one of the larger gangs in the Corridor. With a fair mix of metahumans, their caravans make them easy to identify. They scout out and set up camp in undefended neighborhoods every week or so, rolling in with guns blazing, scaring off or killing those who resist. The gang’s leader, a dwarf named **Cyrus**, has a pair of pet gomatiyas he keeps on gem-studded leashes. They can sniff out bug spirits, which is a major advantage in the areas close to the Zone.

HARROW’S HIVE

Harrow’s Hive is a gang made up entirely of bee spirits and metahuman maggots who serve them. The hive has a queen, but not a shaman. Operating from the tops of skyscrapers in downtown, there is rumor that an alliance with a wasp spirit hive is in the works.

RAMBLERS

Chicago’s largest go-gang is the **Ramblers**. They are an ATV and motorcycle gang, but their bikes have all been retrofitted with large, all-terrain modifications. Fiercely protective of their rides, the Ramblers gained success hijacking unprotected trucks and other couriers. Mostly human, they are willing to accept anyone who can keep up.

DESOLATION ANGELS

Last here, but certainly not the last gang in Chicago, is the **Desolation Angels**, an all-female go-gang. Like the Ancients, they have other chapters outside of Chicago, who wear green and black. The Desolation Angels of Chicago, however, wear blue and black and are all mantis spirits. Mantis spirits, while alien to metahumanity, are not always on the opposite side. The Desolation Angels,

like all other mantids, hunt and kill other forms of bug spirits, and generally leave the rest of humanity alone. **Becky 99**, a rat shaman who wears the traditional green and black, leads the Angels to be protectors of Chicago women: saving, housing, and feeding those who can’t help themselves.

OTHER GROUPS

Other groups of metahumans have banded together in Chicago, as everyone must in order to survive, but these aren’t necessarily gangs. Some are just trying to survive, some have their own agendas, and still others are actively trying to make Chicago habitable and, if possible, profitable once more.

THE GHOU LIBERATION LEAGUE

The days of Cabrini Green being a refuge are long since gone, and thanks to the FAB-III bacteria, Ghoul-town is no longer habitable by the infected of Chicago. By the time the clouds of FAB-III dissipated and the Tamir Grey memorial went up, their more radical leader **Blaine Hammond** has already led the ghouls to the fringes of society, both ideologically in their extremism, and geographically into sewers and away from the city’s core. The Ghoul Liberation League is the outgrowth of Hammond’s activism against the daily hostility shown toward the infected by civilians, governments, and corporations. The Chicago chapter of the League has strong ties to similar groups in other metropoles and uses this network to organize pilgrimages, protest marches, and other coordinated events. Many ghouls who pilgrimage to the Grey memorial end up deciding to stay and join the GLL’s ranks. Hammond and the GLL are generally respected throughout the Corridor and conduct regular trade with many other gangs, collectives, and merchants.

- Much of this trade involves goods that are unsavory to most metahumans. The GLL trades with Tamanous, an organ-legging outfit of ghouls, buying metahuman body parts for food. This “trade” includes the infamous body carts that travel the streets of Chicago collecting the bodies of metahumans and critters alike, keeping the streets clean of roadkill, and disposing of unsanitary corpses, no questions asked.
- Hannibelle

THE ALEPH SOCIETY

Dr. Mickael Nickson popped up on the magic scene in 2060, while the Year of the Comet madness was running wild. Nickson claims the **Aleph Society** had been around since 2056, but there are no records of that. Ei-

SHADOWRUN: ANARCHY

ther way, Nickson claimed his Aleph Society could unlock the magical potential in anyone, giving burnout mages their power back, or even awakening the “latent” magical power of a mundane. They claimed to do this through the power of the **Book of Gaf**, an ancient magical tome containing deep magical secrets. The Aleph Society popped up first in Chicago, and despite having at least seven other chapters in other major cities, the largest and most active group remains in Chi-town. After dropping out of the spotlight in the mid '60s, Aleph became more active again in the 70s under the leadership of **Sylvia LaGuardia**, a student of Nickson. Now that the Aleph society has gained another tome called the **Book of Tak**, their actions seem less akin to a self-help group and more like a fringe cult of psychotics. The members of Aleph work out of a restored wing of the DePaul University campus in Rolling Meadows on Chicago's Westside.

- Aleph claims their books are Atlantean in origin. That may be true, but it isn't the whole story. Gaf and Tak are powerful shadow spirits who make blood pacts with the Aleph members, sharing their power in exchange for the souls of those who bond with them.
- Red
- The books of Gaf and Tak aren't the only books like this, either. There are also books of Dru and Obe. These four spirits are immensely powerful and reside on a shadowy metaplane. Bringing these four books together would spell certain doom for the planet.
- Elijah.

CHICAGO ANARCHIST COLLECTIVE/ABC/BLACK STAR

From 2055 to 2058, while the Containment Zone was up, the “Haymarket Nation” anarchist collective was formed. Joining with various anarchist groups within Chicago, they became the **Chicago Anarchist Collective**, an umbrella organization for the Windy City's rebellious movements. Many communities and groups are loosely affiliated with the Collective, offering help or asking assistance when issues too large for one group present themselves. The largest and most active of these groups are the **Anarchist Black Crescent** and **Black Star**. The Anarchist Black Crescent is a strictly anarchist medical aid organization offering a range of medical services, which are desperately needed inside the Noose. Black Star (officially the Anarchist Black Star) is a secretive network of anarchist shadowrunners that maintain cells worldwide but seem to have headquarters in Chicago. A subset of Black Star, the **Association of Awakened Anarchists**, regularly patrols the areas around the Shattergraves, keeping magical threats at bay.

- Modern “hooding,” runs that directly benefit the outcasts of society, the poor or underprivileged, got their start in Chicago. Call me biased, but these guys do more good than anyone else in Chicago.
- Old Crow
- Okay. You're biased. I'm sure everyone's grateful for you and Black Star doing good. But the collective is not just activists. They are people trying to just live life in a non-coercive way in a city that has been abandoned. There is plenty of non-corporate work to be done if you want to do good. The Black Crescent is always in need of extraction teams to help get wounded out of sticky situations. They have an HQ in Northside.
- Red

THE MAKER COLLECTIVE

Formed from a need and filled by like-minded scientists and former Northwestern University students, the **Maker Collective** in Evanston in Northside, has become Chicago's own experimental gadget industry. While some say it is little more than a whole district of mad scientists, the collective's reputation for creating appliances and gadgets from scrap and recycled materials have made its weekly bazaars a hot spot. Don't mind the industrial noise, funny-colored acidic clouds, and the odd fiery blast; these folks can jury-rig what you need, when you need it. Recently, some corporations have been eye-balling the Makers to see if an investment or takeover would be profitable.

- They don't just make odd stuff. They are a vital and thriving part of Chicago's economy. Goods the rest of the UCAS take for granted are hard to come by in Chicago, so getting a washing machine or a toaster into the Noose is worth its weight in gold, which is why nearly everyone likes these guys.
- Turbo Bunny

ASTRAL SPACE PRESERVATION SOCIETY (ASPS)

The **ASPS** was formed as part of the Dunkelzahn Institute of Magical Research primarily concerned with protecting astral space and restoring astral contamination. The ASPS is under financial stress, however, and the board is considering selling to Wuxing unless something miraculous occurs. A free spirit, **Ibu Air**, is the current head of the Society, but second in command is former dean of the University of Chicago **Dr. Eric Kersh**. Kersh leads research for the ASPS out of **Elemental Hall**, a four-story complex on an island half a kilometer off the shore of Lake Michigan. Elemental Hall used to be part of U of C's magical studies program and is said to have a bizarre astral construct around it, protecting it from as-

tral perception. The Astral Space Preservation Society has dedicated much of their significant resources to the restoration of the ravaged astral plane throughout Chicago.

- The ASPS hosts much of its hands-on research out of the old Chicago Field Museum. Previous to their takeover of the building, it served as an astral sanctuary for spirits. It was the only location in Chicago not affected by the damaged astral space. Its leader, Jason Two-Spirits, disappeared with those he protected just before Ares swooped in in '58. No one has seen him since.
- Axis Mundi
- Correction, no one had seen him since ... until last week. Jason Two-Spirits was seen heading toward the Cermak Crater with Dr. Kersh and some free spirit called Seeks-the-Moon. Your guess is as good as mine what they were up to.
- Ecotope
- Professor Stuart BronswicK, a member of the Oracle Society, studies tarot magic out of Elemental Hall, if that sort of thing is of interest to you. He teaches initiates in exchange for field research in the Noose.
- Ethernaut

THE LAW

Lone Star Security Services took a beating when Chicago hired **Knight Errant** to fix the bug problem and solve many of their pressing issues in the 50s. KE however chose not to renew Chicago contracts after they "solved" the bug problem back in 2058. For most of the time since, Chicago, particularly inside the Noose, has been virtually lawless. When Operation: Takeback began, the contract to protect Chicago was given to Lone Star. For years, Lone Star had patrolled the streets of Seattle, the jewel in their crown. But since losing the Seattle contract to Knight Errant in 2071, they've been looking to reclaim their honor and do what their rival Knight Errant couldn't—clean up Chicago. They've been given a great deal of freedom in how to deal with crime inside the Noose, being told simply "reclaim it." When you run into Lone Star in Chi-town, expect to encounter a high-threat response team with well-trained officers. These aren't corporate beat cops. They are anti-shadowrunner SWAT teams. Lone Star particularly guards the well-worn routes in and out of the former Containment Zone carefully, so use caution when going in or out. **Nick Ryder** was a beat cop from before Bug City and every horrible thing Chicago's been through is reflected in the bags under his eyes. Now a detective, Nick is willing to do whatever it takes to clean his city up again, even if that means hiring shadowrunners with company money to take matters into his own hands.

POLITICOS

Anthony Presbitero is the incumbent governor of Illinois. This is his final term, and he is determined that his legacy will be to clean up Bug City and restore Chicago to its former glory. Riding along with him is newly elected Mayor of Chicago **Allan Brown**, who rode Presbitero's coattails and platform all the way to the ballot box. This pair set plans into motion to finally get Chicago on a new path with Operation: Takeback. Their plan has two parts: First, they are reclaiming property under eminent domain for any person or corporation that no longer exists or cannot prove ownership of the land. A deadline of June 1, 2079 has been put in place for individuals or companies to claim their property and begin clean-up and rebuilding or face seizure. Second, Chicago is selling the claimed land cheaply and offering up huge tax breaks and other incentives to companies and individuals looking to move downtown. All of this is being handled very rapidly, meaning opportunity is knocking for shadowrunners who find themselves in Chicago.

GRIDGUIDE: CHICAGO

Even before the Sears Tower fell, before the bugs, before the Cermak Blast, before the Containment Zone, before the Zone Lords, Chicago was never what you'd call a tame city. Having a reliable guide to the city helps you stay out of the more dangerous areas, or at least equips you for them if you're dead set on going. Chicago is basically made of three different geographic areas: Chicagoland, the Corridor, and the Zone.

CHICAGOLAND

In 2075, Chicago's metropolex is actually a continuous urban sprawl over three UCAS states, with Chicago's downtown at its heart. After the Chicago city government fell, neighboring cities made a grab for districts outside the Zone, and for the most part succeeded due to corporate lobbying. Prior to 2055, Chicago was a major transportation hub including not only O'Hare airport, but the docks on Lake Michigan-Huron, traffic down the Mississippi River, highways, trains, and even zeppelin traffic from the eco-conscious Algonquian-Manitou Council. When they gobbled up the outlying neighborhoods, the Chicagoland sub-sprawls rescued at least a dozen A-rated corporations, and corporate activity redirected traffic through Chicagoland instead of Chicago proper. The areas that make up Chicagoland are the Illinois regions of **Joliet, Naperville-Bolingbrook**, and the **O'Hare Sub-Sprawl**, along with **Gary, Indiana** and the sprawl between Illinois and Wisconsin—**South Milwaukee**.

JOLIET

To the Southwest of Chicago's Southside is Joliet, which, among other things, is an Ares-town. While the CZ was up, the **Joliet Arsenal Industrial Park** was the staging point for Knight Errant while they guarded the walls of the Containment Zone. Today, it still houses much of Ares' most experimental munitions research, as well as interesting research on the effects of ammunition on soil and water (from when they used to do military testing there). The other points of interest are the **Stateville Correctional Center** and the **New Joliet Correctional Center**, both maximum-security prisons. Stateville is a male-only prison, rundown, overpopulated, and manned by Knight Errant. By contrast, New Joliet Correctional Center is a modern coed facility maintained by Ares strictly for corporate prisoners. Other corporations pay Ares to keep inmates there for a given duration for breaking various corporate laws. Lots of convicts end up staying in Joliet suburbs when released, making Joliet a destination for the families of convicts as well. That's one reason why the mob is in bed with the city government in Joliet. In addition, a deep vein of racism runs through a subsection of the city. Humanis is big in Joliet, taking on a distinctly skinhead, neo-Nazi flavor. Metahumans, blacks and Jews in Joliet know which neighborhoods to avoid, and the racists do the same for other neighborhoods, making Joliet a divided town.

- Homer Glen and Romeoville are the worst offenders. Lots of young, angry ex-cons and kids with bad home lives—they may not be able to read, but they're smart enough to see they have no future. Humanis barely even has to try when they recruit there. UCAS and corporate military find recruiting easy there as well.
- Hannibelle

NAPERVILLE-BOLINGBROOK

Most of the rail traffic Chicago used to handle is now handled by **Naperville-Bolingbrook**. The region to the Southwest of Greater Chicago also handles a large chunk of the data processing and management that helps goods from all over North America flow in and out of Chicago-land with maximum efficiency (what counts for efficiency in Chicago, anyway). Renraku and NeoNET both have strong ties in the region and are in strong competition as well. White-collar middle-management jobs abound here, as does skilled technical labor. Gang activity is present, but fairly small, usually corporate brats and kids with more money than brains.

- Locals call the region Nape brook, and it is as boring as it sounds. All the cool kids head to Westside when they want

to party or have any sort of fun. Sure, there are a few places that cater to the rich-but-freaky crowd, but they are poser shops and wannabe danger haunts. Nape brook's kids go elsewhere for real good times.

- Red
- This place is full of piece-of-drek corp brat wannabe gangers. This is where the Silver Spoons and Hanging Chads got their start. Those gangs have since taken to peddling their poser trash inside the Noose, mistreating old ladies and hassling decent shop owners with their gold plated Warhawks. If you see any of this slime, remove their fingers. I'll pay by the hand.
- Old Crow
- Behind the scenes, Nape brook has a dark side. Tamanous is in bed with the mob here. They get newbs addicted, lead 'em towards prostitution and porn BTLs, then once they are nice and junkie-feed, trade their organs for hits.
- Butch

GARY, INDIANA

Gary is a growing city full of blue collars and their families. Despite being a virtual AZT technology company town, the Aztec Kool-Aid hasn't sunk in as deep as other Azzie-run sprawls. There is a majority Latin community in Gary, mostly employed by Illinois **Precision Tool Works**, **Azteca Food Processing**, and the **Great Lakes Shipping Company** that keep the light industry and shipping sectors flowing and expanding. The gangers in Gary have strong South American flavors, while the non-Latin gangs have become more human and white as the culture continues to change around them. **Arleen Daley**, of the Chicago Daley political dynasty, is Gary's mayor and has been aggressively expanding its borders. In the early 2070s, Gary annexed parts of East Chicago, Calumet City, and Chicago Heights.

- The Aztechnology propaganda machine is in full swing in Gary. Oddly enough, it's not working. Since the late '60s, the Azzies have been trying to convert everyone in town to Azzie corporate and religious culture, but Gary ain't havin' it, despite the large Latin population.
- DangerSensei
- You mean, except for the upper management of Gary's industry. They are all Azzie bootlickers. You can't get ahead in Gary unless you publicly and actively support the cult. At least one gang in Gary maintains the Aztlaner religion, though. The 67 Sanguine gang acts as the muscle for Azzie management scum when they need some dirty deeds done.
- Old Crow
- Which only makes Gary's population more immune. The various churches in Gary have framed this Aztechnology

hostility as persecution, which they say proves God is on their side. So every time the Azzies put up another poster, the entrenched religious folk of Gary dig in even harder.

- DangerSensei
- Mayor Daley is a world-class player, by the way. Arleen is in bed with both Aztechnology and the Detroit mob. She pretends not to notice their smuggling, union-busting, and BTL dens, and in return, fat bribes roll in each week.
- 2XL

O'HARE SUB-SPRAWL

The densely populated core of the O'Hare Sub-Sprawl is built around the **O'Hare International Aerospaceport**. On paper, O'Hare is owned directly by the UCAS government, justifying this because of a need to protect intercontinental transportation and shipping. But in truth, O'Hare is run by megacorporations with the head of the governing Security Council, **Colonel Vathoss**, serving as an errand boy. Most citizens and aerospaceport personnel have corporate SINs, and the entire O'Hare sprawl has one of the more eclectic mixes of multicorporate culture anywhere. The sub-sprawl continues to expand west, with each corp having their own cloistered corporate enclave surrounding business hubs. Beyond those, O'Hare caters to business and travel tourism, so the city never sleeps. The aerospaceport grows vertically larger every year with restaurants, hotel space, theaters, conference rooms, and every other form of luxury imaginable.

- Mafia Don Leo "The Lion" McCaskill is the ruling underworld player in O'Hare. He launders millions of nuyen into middle managers' secret accounts so they can retire free of corp scrip. Of course, all he requires in return is unfettered access to passenger and shipping manifests, turning blind eyes to security checks, and an odd item displaced from a cargo hold.
- 2XL
- The homeless have it relatively good around the Airport. The corps like to keep their tourist trap looking friendly, so they offer a wide array of amenities just off the main strip. Of course, over time, this has drawn even more vagrants to O'Hare and now, just outside the airport and corporate enclaves, disease runs rampant. If you got a weak immune system, consider flying into somewhere else.
- Borderline

SOUTH MILWAUKEE

When Wisconsin attempted to take over large parts of Illinois the way Gary did, the state government got involved and put a stop to it before they could move the

state line. The result was South Milwaukee, a bunch of towns and small cities caught between loyalty to Illinois and Wisconsin.

There's nothing that really unifies the economy of South Milwaukee, and even into the 2070s, it's still trying to get its tax bylaws, statutes, and debt handled. Of course, Ares was more than willing to step in and help, which makes them the go-to corp in South Milwaukee. Ares' current projects involve building and connecting new docks along the lake coast and bolstering shipping lanes. NeoNET also saw an opportunity and underwrote South Milwaukee's Matrix upgrade, hoping commlink sales and persona accounts would make a good investment. Four years in, they were right. Ares and NeoNET continue to vie for control over South Milwaukee, and with NeoNET locking down the tech sector and Ares covering industry, there is very little room for other corp competitors but plenty of room for shadowrunners.

- Truth is, while South Milwaukee is technically sovereign Illinois territory, the mayor and his people remain in the pockets of Milwaukee proper, receiving their dictates as law. The population feels like Illinoisans, but the city works for Wisconsin.
- Sticks
- With Chicago being what it is, South Milwaukee is a hotbed of runner activity. Its location outside the danger of Chicago means it is the perfect meetup before and after runs. Smuggling in and out is both easier and less dangerous if you can make it to South Milwaukee with your goods. Not to mention that if you can get your Johnson to meet you at Chicago's Own Pizzeria, you just might get some free, real-meat pizza out of the deal.
- Old Crow

THE CORRIDOR

While Chicago's heart and center were gutted by bugs and abandoned by the UCAS, not all of Chicago suffered the same fate. These three areas of Chicago suffered less than downtown, but they still took their hits. There are still plenty of messed-up areas, dilapidated buildings, and wandering maniacs, but there are also decent areas and places that seem downright safe and quaint ... at least compared to the Noose. These areas—Northside, Southside, and Westside—are known collectively as the Corridor. Some refer to them as the 'sides nowadays, but whatever you call them, they make up the traffic and population centers of Chicago.

NORTHSIDE

Bordering the former Containment Zone to the south

along Irving Park Road, Northside extends all the way north to South Milwaukee. Interstate 94/294 butts against the O'Hare sub-sprawl and forms Northside's Eastern edge. Northside is known as the smoothest area of the Corridor to get into, especially from the freeway. This increased flow of metahuman traffic is the reason for the increase of street business along the highway as well, so keep an eye out for folks trying to make a living as you barrel down the road. Chances are, if you are looking for something that can be found in Chicago, it will be somewhere in Northside, for a price. Of course, if you are in the mood for some real pork, you could always stop by **Long Pig Farm**, located on the remains of some country-club golf courses in what used to be Skokie.

- One of the novelties of Northside's highway commerce is the fleets of metahuman taxis, or bicycle- or foot-powered rickshaws) that run north and south along highways 41 and 131. They run (no pun intended) nearly the length of Northside and are all packing, which adds to security if you just need a warm body to back you up, at least as long as the ride lasts.
- Sticks
- Long Pig Farm is a bit of an inside joke. "Long pig" is a way to refer to eating human flesh. Unsurprisingly, Long Pig Farm is run by ghouls. Ironically, they are a legit business. They do indeed provide a great deal of pork products, free-range and well-treated, to the breadth of Chicago. They have a special strain of pig that they also raise, one spliced with metahuman DNA, that they hope will replace their dependence on metahuman flesh in a few generations. But those are just for ghouls and are kept strictly separate from the pork they sell.
- Red

SOUTHSIDE

While all of Chicago is a no-man's land of corruption, fear, and power-struggles, Southside's versions take a distinctly organized crime flavor. Southside encompasses everything between Gary, Indiana on the South-East and Joliet on the South-West and North to the Cal-Sag Channel and the southern border of the CeeZee. The men of Don McCaskill and Capo MacAvoy duked it out all over Southside before they started working together. Detroit Don, Roland 'The Greek' Stephanopoulos, still takes every opportunity to meddle in McCaskill's affairs, but he has been marginalized a great deal since mayor Allan Brown took office and silently backed Don McCaskill. Now, the modus operandi of the mob is running bate-meth labs, shakedown operations, and myriad bunraku parlors, brothels, and on-demand sex-traffic delivery.

The parts of Southside that border Joliet and Gary

share their docks, industry, and blue-collar culture. People here used to live for the weekend, but as corps find their way back to Chicago, weekends off are becoming increasingly rare. Now, every night is a mini weekend with workers letting off steam wherever they can, mostly at night clubs, sports bars, pubs, and strip joints that residents say, tongue in cheek, are Southside's largest employers. Closer to the Zone, abandoned factories and high rises have been taken over by gangs and survivalist communities. Corps are paying big for runners to clear out the ones closest to Downtown just in case Chicago becomes safe enough to move back into. Perhaps most importantly, Lake Calumet goes underneath the Zone border, and if you need something or someone smuggled back and forth between Southside and the Zone, that's your best bet.

- Southside's many, many bars and clubs are run mostly by ex-cons with Mafia ties. The homeless, orphan, and runaway teenagers who staff the places are little better than slaves and fodder for gang retaliations. Good news is, they got more needs than loyalties, so some nuyen in the right hands can get you up the chain quick.
- 2XL
- Stephanopoulos is getting pushed out of Southside, and he ain't happy about it. Every time he loses ground, he does his fragging salt-the-earth tactic and hurts decent people and businesses on the way out, making sure McCaskill and MacAvoy get nothing to work with.
- Butch
- Who are these decent people you speak of? Maybe you got the cities mixed up?
- Kane

WESTSIDE

Despite being the smallest district in Chicago, it continues to shrink—a casualty of Naperville-Bolingbrook continuing to gobble them up. When Chicago's government fell, Naperville-Bolingbrook took over prime territory along the western border and hasn't stopped since. With the hard borders of the CZ to the East, the river to the south, and O'Hare's razor wire-topped walls to the north, Westside is continually squeezed and impoverished. Still, it provides the only relatively safe route around the former Containment Zone. So while the other districts might want bits of what Westside has, and often just take them, no one wants the responsibility of maintaining the region in the way that Westside has been doing organically for more than twenty years.

Defying expectations, there are a number of upper- and middle-class neighborhoods in Westside. When the Chicago government fell during Bug City, some bourgeoisie

sie enclaves with gated communities built their walls even higher and had armed patrols 24/7. They paid big bucks to keep their wired Matrix connections running and had VTOL drops of food. Being able to completely avoid taxes on their million-dollar homes and assets made a pretty compelling case, I guess. Well, fast-forward to now, and as the corps move back in and the Chicago economy looks to be heading up, these snobs whose lifestyles barely changed are now sitting on some of the most expensive real estate in Chicago.

- When the CZ first came up, it cut across the highways, so the gov made some immediate transit connections around the wall, right through Westside. There's a grip o' gangs in Westside that do nothing more than setup temporary barricades and extort folks looking to pass through. These tollgangs are really not much of a menace, though. Pay 'em and they let you through every time. Pay 'em enough, and you have an armed escort down the freeway. Don't pay 'em? Now you got a problem. The biggest tollgang is the Wardukes.
- Bull
- Another tollgang is the Windy City Tollkeepers. They (or their parents) used to be government employees who stayed around Chicago. They all wear government uniforms and travel back and forth down 294 and 55, blocking off ramps with toll booths, collecting fees, then moving on in a day or two. The Tollkeepers are quintessentially Chicagoan, as they'd just as soon barter with ya than rob ya.
- Cayman
- The Wardukes look like your worst nightmare, but they really are decent blokes. They dress up like barbarian warriors off a Molly Hatchet album cover, but they do that just to intimidate folks so they won't have to fight.
- Thorn

THE FORMER CONTAINMENT ZONE (THE ZONE, CZ, CEEZEE)

When insect spirits emerged throughout Chicago in August of 2055, the UCAS Government declared a quarantine area between Lake Michigan and Des Plaines River. This Containment Zone was designed to protect the surrounding regions, and the entire UCAS, from an infestation of insect spirits. The UCAS military collapsed buildings and used their rubble to construct a huge wall—a barrier to stop anything from going in or out. The wall headed west from the lake shore along Irving Park Road on the north, then followed Harlem Avenue south, marking the western boundary of the CZ. At 115th Street, it headed back east and bisected the downtown Core before ending again at the lake. After Ares supposedly took care of the bugs in 2058, the quarantine was lifted; this

left the wall still up, the people inside still isolated, but with no enforcement of the boundary. This situation remains largely unchanged in the 2070s.

The fact is, even hardened criminal and vicious predators avoid the Zone. For twenty years, it has been ground zero for the worst horror and pain imaginable in the sixth World's short memory. Since the fall of the Sears Tower, Chicago has been subjected to a massive infestation of insect spirits, the detonation of a tactical nuclear weapon, the quarantine of a hundred thousand people to a living hell, the genocide of ghouls, and the birth of the no-rules, survival-is-everything culture that grew up in the place of a glorious old Chicago—all centered in what is the former Containment Zone.

The scars of these events remain—on the city's streets and its people. The walls of the CZ are mostly still intact, covered with weeds and other growth, guard towers looming high, but neither offering protection or punishment. But now that the corporations are coming back, expect the walls to come down soon. Don't expect what's inside to change as quickly. Life inside the CZ is not monolithic, however, and areas such as the downtown **Core**, **Little Earth**, and the **Noose** just add to the chaos of the Zone.

- The trauma created again and again within the Zone has created a mana ebb, a scar on the astral plane. Magic and adept powers are significantly harder to use there unless you've grown up in inside. Even so, it isn't vibrant. It is the magical equivalent of using sewage to brew beer.
- Old Crow
- MIT&T and Aztechnology both sent teams into the Zone to study the mana ebb. They tried to create a focusing metamagic technique, allowing their mages to operate normally in these conditions, by using filtering to create a sort of mesh to draw in nearby mana to power their spells.
- Winterhawk
- What was the result? I'd love to get my hands on something like that.
- Elijah
- The prime location where they tested it was the Shattergraves. When they made their first attempt, it created a sort of mana black hole that sucked the mages into its singularity. They were never heard from again. So I'd stop short of saying it's ready for commercial use.
- Winterhawk
- Noted. I'd still like to peruse the notes. Were the mages destroyed? Transported? Transmogrified? Inquiring minds ...
- Elijah
- Check your messages.
- Winterhawk

THE CORE

It's a bit counter-intuitive, but the Core is not at the center of the CZ. Rather, the Core is a roughly fifteen-square-block area created by the old Skytrack rails and the ten blocks immediately surrounding that square. It was prime real estate before the bugs. All the megacorps had offices in the tallest skyscrapers that rose out of the heart of the downtown Core. The largest buildings housed Truman Tech, the Chicago Board of Trade, Ares Macrotechnology, IBM, Federated Boeing, UCAS Steel & Manufacturing, Yamatetsu, and Fuchi-America. Truman Tower intersected the Skytrack, and one of the stations was actually inside the building. Now these decrepit concrete-and-metal shells exist only as monuments to the former prosperity of the wealthy and the ultimate fate of all the material stuff that always seems so important to us.

The CZ wall cut the Core nearly in half, and the north half (inside the wall) housed most of the good stuff. Now, almost more than any other part, the Core is a dead zone. It's eerie, and everything has been picked through. Some low-rent gangs pop up now and again, but they always disappear. Can't say why, because I'm not dumb enough to investigate. The streets don't work around the Core; too much garbage and other refuse in the way, in addition to the tens of thousands of vehicles that were parked in lots and on streets when the wall went up. They're still there, unable to move.

- There is a splinter group of the Human Nation that has its HQ in one of the Core's old police stations. They are particularly anti-magic and will kill mages, physads, ghouls, spirits, and any other mana-using creature on sight.
- Clockwork
- The reason people keep disappearing is the maggots.
- Matt Wrath
- There are no maggots anymore. The days when metahumans would make deals with the bugs in order to survive are over. Yes, maggots, or those willing to deal with the bugs and serve them, did exist, but there aren't any bugs left in Chicago. So maggots don't kidnap people anymore to feed their insect masters.
- OrkCEO
- You have no idea what you are talking about. Monitoring rumors and what little Matrix chatter dribbles out of the Changing City is not the same as being here. There is still plenty to fear from maggots.
- Red
- Latest I heard from the Core is Ares and the Dunkelzahn Institute of Magical Research are paying good nuyen for

the reagent stockpiles, foci, mana lodge materials, and the ever elusive "Royal Jelly" the insects made. Of course, that means heading into bug lairs, active or not, and grabbing that swag at the source. The bugs may be gone, but I ain't taking that risk. Just in case.

- Mika

LITTLE EARTH

Magical studies were incorporated into the University of Chicago's philosophy department in 2028. Due to its lack of industrial or practical application, their theoretical approach to magic sought to incorporate magic into existing models of the universe. The university itself became a destination point for magical pilgrims on the fringe of magical society. Together with other magic wierdos, they took over an area near the campus. They called it Little Earth, a nod to the Tolkien books. Before long, artisans and luddites started to migrate in, and the place became a sort of magic-hippie enclave. That was before Bug City.

After the Zone wall was erected, the inhabitants of Little Earth raided the U of C campus and scavenged magical artifacts, reagents, research, and even saved some paracritters. They became a sort of survivalist community for the Awakened, wary of strangers, but they had a decent community and standard of living for being inside the CZ. Although they remained distrustful of strangers, their numbers continued to dwindle, especially since a good number of them went "questing" outside the U of C campus, trying to save people from bugs and exterminating bug hives. The bugs won. After that, some of them tried to take out the Foul One in Calumet swamp, and those died, too. The remaining inhabitants of Little Earth are the weak, the shifty, or the very powerful. Their community still runs idealistic, but unless you have something very good to bargain with, they likely don't want you around. Still, they have an incredible store of magic supplies including talismans, fetishes, foci, paracritter pets, reagents, and anything else you can think of.

- I knew them before most of them were wiped out, so they trust me. They still offer decent barter if you can make yourself useful.
- Elijah
- I hate to say it, but while they did end up eating dirt, these fraggers were inspiring—traveling around the Zone, righting wrongs and drek. Glad I didn't sign up, though.
- Ecotope
- The mages who took on the Foul One were powerful as hell. They almost won
- Lyran



- "Almost" doesn't count.
- Old Crow
- Some of the folks that are left are Walkers. It may sound unimportant, but these guys are doing Ghost's work. Walkers are Awakened folks who walk the ley lines of Chicago, praying as they go. By sending positive vibes into the manosphere with their walking rituals, they are healing the damage to Chicago's astral space. It is slow, and their progress is often quickly undone, but they are heroes in my book.
- Old Crow

THE NOOSE

The fact is, even before Bug City, this broken-ass part of Chicago was feral as hell. Streetwalkers, drug-dealers, ghouls, and petty criminals were more common than upstanding citizens. After Bug City, it approaches some of the worst living conditions the Sixth World has to offer. Those malcontents remain, but they've been hardened and radicalized by the wanton violence and despair that permeates every nook and cranny of the Noose, like evil butter coating a decaying piece of toast. Historic buildings and skyscrapers in disrepair remain, testaments to the way the city developed be-

fore the dark times. In any other place they'd be condemned, but in the Noose they are the prime abodes for the millions of malcontents and misfortunates.

Two places to avoid at all costs when inside the Noose are the **Cermak Blast Zone** and the **Shattergraves**, both legacies of outside forces acting on Chicago, changing it forever. Whatever you are looking for, you'll find more than you bargained for in these literal haunts.

- There's wicked drek in the Noose for sure, but there's also survival and innovation. A lot of old-school deckers (really old school by today's standards), techno-tinkers, mechanics and engineers stayed around long enough to patch together NooseNet, a wireless network stitched together from the corpse of Chicago's old Matrix infrastructure. Most of the folks who set up NooseNet are dead now, but Quantum Princess and her squad keep it maintained, updated, and most of all, free.
- Bull

CERMAK BLAST ZONE

In 2055, as the Bug City crisis was at its peak, Ares Macrotechnology detonated a small nuke inside a large bug hive, just north of Chicago's core, on the corner of Cermak and Halsted. The Blast, mysteriously contained, nevertheless devastated the surrounding neighborhoods

and left a crater in its wake. Many bug spirits were killed, but many more around the crater and the blast zone fell into a hibernation, or torpor, instead. The nuclear energy, the release of magic, and the deaths of so many humans and spirits has caused the Cermak Blast Zone, and especially the crater, to possess bizarre and frightening qualities. The radiation levels in the blast radius remain far higher than expected and persist, even twenty years later, at deadly levels. Magicians, adepts, and magical creatures find using magic incredibly difficult, and the potential for running into a pocket mana void is high.

- Be extremely careful using any magic in the Blast Zone. First, there is a mighty background count, which will make any magic far more difficult; and second, any flow of mana risks waking up the thousands of bugs sleeping beneath your feet. That'd be bollocks for you—and the rest of Chicago.
- Winterhawk
- An unfortunate side effect of the blast and radiation is that none of the FAB bacteria that Ares used to kill the bugs in the rest of Chicago was able to reach into the blast radius. The radiation killed the bacteria before it got close. That means no bugs close to Cermak were affected. Make a note.
- Sticks
- Aye. There's more than a few nests and queens beneath the ground there. If they were to wake up, it'd be Bug City once more.
- Winterhawk

SHATTERGRAVES

In 2039, anti-metahuman riots engulfed most major cities worldwide in what came to be known as the Night of Rage. Days later on February 10, Alamos 20,000, an anti-meta hate group used a combination of magic and high explosives to blow up Chicago's Sears Tower, blaming it on metahuman retaliation. The Sears Tower collapsed and local gas lines ruptured, causing the entire downtown Loop to erupt in flames. Over 26,000 people were killed, and the area of destruction caused by the fall of the skyscraper and its nine smaller towers became known as the Shattergraves.

Since their creation, the Shattergraves have been home to all manner of monsters, ghosts, and darker dangers dwelling in the wasteland cemetery of bodies, steel, and concrete. Although crews of city workers flooded in after the bomb went off and cleared as many bodies and as much rubble as they could, the immediate appearance of ghosts, specters, and other darker spirits began haunting the place, discouraging any further attempts at clean up. The northern border of the Shattergraves is Lake Street, Polk and State streets on the south and east, and the expressway on the west.

- Ghouls once made their homes in the Shattergraves, but they're all gone now. The ghosts remain, but not all of 'em are hateful, so it ain't so bad all the time. Plus, bugs don't infest the ghosts so there ain't any there. It's scary, no drek, though. Most people who go to the 'graves come out with less marbles than they had before—if they come out at all.
- Lothan the Wise
- In the middle of the 'graves sits the Sears Tower foundation. That place used to be the tallest skyscraper in the World. If you look at it in the astral—a harrowing proposition in the 'graves, by the by—you'll see a replica of the old tower, looking just like it did before the bomb. On the anniversary of the bombing, every February 10, the Sears Tower manifests physically for an entire day. Inside, workers go about mundane tasks and live the lives they did in 2039, oblivious to the horror that occurred.
- Elijah
- Each year, you hear of a few people who go missing because they were in the tower when it faded. Most everyone simply reappears on the ground when it fades, so I don't know how much stock I put in those stories.
- Red
- The Noose is home to hundreds or maybe even thousands of ghosts, with nearly all of them haunting the Shattergraves. When Ares dropped FAB on Chicago, most of the ghosts disappeared, but most of them seem to have made their way back after the bacteria cleared. Some wander around more or less oblivious. Others have claimed their own territories and defend them aggressively.
- Hannabelle

LIFE IN CHICAGO

THE MATRIX

Chicago's Matrix access alternates between nightmarish and non-existent. It's been that way since the Containment Zone was erected. Thankfully, hackers and enterprising tech geeks were able to improvise at a time when the rest of the world wrote Chicago off. NooseNet is a wireless network stitched together with chewing gum and willpower, but it kept the CZ connected for years. Currently, Mitsuhamu has begun work on Chicago's public grid, but it is spotty and incomplete. The persistent low-level background radiation, coupled with the lack of modern equipment throughout the city, means anyone trying to connect to the Matrix constantly fights high levels of background **noise**. This noise makes even basic Matrix communication difficult. Unless otherwise specified, the default noise level in Chicago is 2, meaning every Matrix action is taken with 2 dice removed from the dice pool.

MAGIC

Between the Cermak Blast, the bugs, the horrific effects of FAB III, and decades of death and misery, the astral space in and around Chicago is twisted and sick. Some Awakened metahumans in Chicago have learned to adapt to this, because they have lived their entire lives under its oppression, but to everyone else, using magic feels like running against the wind; a foul, infected wind. Unless otherwise specified, assume a default astral **background count** in Chicago of 2. This means every magical action (including spells, adept powers, or actions otherwise affected by magic) is taken with 2 dice removed from the dice pool.

There are certain parts of Chicago that are better, such as outside the Containment Zone, and parts that are much worse, such as the Cermak Blast Zone and the Shattergraves. Mana voids (areas of no magic where attempts at magic have unexpected and disastrous consequences) and mana warps (places where magic flares wildly and unpredictably) are also common occurrences in Chicago's Containment Zone.

GETTING AROUND

The CZ holds less than one-third of Chicago proper. The CZ is what most people think of as Chicago still, and it remains the big, rotted, gutted, feral heart of the city. A mass of torn-down buildings and hastily erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and

even now nearly twenty years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the Zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely. Illegal items are still illegal in Chicago, so smuggling is always a viable alternative. Inside the CZ, roads range from well-kept to dilapidated, to covered-with-empty-cars and garbage, to non-existent. Plan accordingly.

BUGS

The Universal Brotherhood is no more. Their attempts to take over Chicago failed, and although the cost was high, insect spirits no longer roam throughout the streets. In fact, most in Chicago, while still deeply afraid of bug spirits, no longer consider them a threat to their everyday life. There are bug spirits remaining in Chicago, and the majority can be found near the Cermak Blast Zone and are in a torpor, or in hibernation. No one knows what might wake them up, but for now, things are calm. Rumors of "free" bug spirits persist, of insect spirits disconnected from their hives, but no firm data exists. What the city seems to have more than anything is insect shamans, which are not much less dangerous than actual bug spirits. These corrupt magicians have the potential to bring more bugs to Chicago and are always looking to do so. They may even be able to wake the sleeping bugs. But as far as the rest of Chicago knows, or wants to know, the bugs are gone.

THE UNCONTAINED

ANGOKA

HUMAN STEALTH DECKER

TAGS

- Human • Decker • Anti-Corp • Tech-Head • Feminist

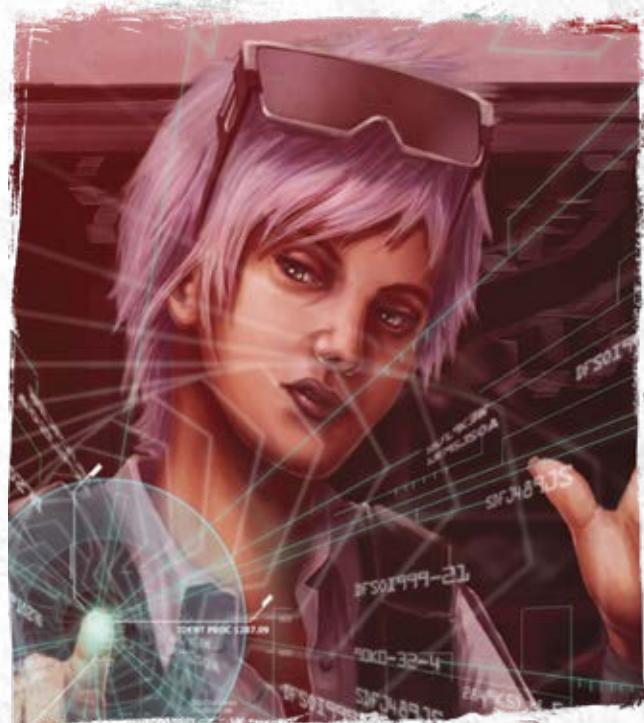
BACKGROUND

Hitomi Nakajima was born to Renraku wageslaves and grew up in the Neo-Tokyo sprawl. She was blind at birth, and her parents were offered a chance to participate in a medical trial testing cybereyes for children. The trial was a success, and she was first able to see at the age of six.

Unknown to her or her parents, her cybereyes were fitted with a wireless transmitter, sending everything she saw to Renraku CorpSec. They suspected her parents of spying for Mitsuhamu and used her to spy on them in turn. A few months later, the CorpSec ploy worked. Her parents were revealed as MCT spies, arrested, and disappeared.

Hitomi spent the next several years being shifted from family to family, and each time, the family was arrested a few months later. She began thinking she was cursed to never have a family.

During this time, she focused on learning about whatever technology she could get her hands on, especially Matrix hardware and software. When she was eighteen, she managed to refurbish a broken cyberdeck using parts she'd scavenged, and she set about exploring the NeoTokyo Renraku host. Unexpectedly, she was able



to slip into CorpSec's files. As surprised as she was to discover they had a file on her, she was livid when she read what CorpSec had done to her eyes, to her family, and all the families she had lived with.

She reached out to an old friend of her parents, Sarah Silverleaf, and got transferred to Chicago with an entry-level programming job. After spending a few months getting to know the Chicago area and making some contacts with the local hacker scene, she stole a signal jammer to block the wireless transmitter in her eyes and slipped into the shadows. Her first goals are to replace and upgrade her cybereyes, then get a better cyberdeck.

ANGOKA

Emerged
 Awakened

STRENGTH
2

AGILITY
5

WILLPOWER
4

LOGIC
6

CHARISMA
4

EDGE
4

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Keep your head down, go unnoticed, and do what you want when no one is looking.

Just because I'm a girl doesn't mean you're better than me.

It really is the quiet ones you have to watch out for.

The better your tech, the more successful you'll be.

SKILLS

ELECTRONICS

5+L

STEALTH

3+A

RENRAKU

(K)

HACKING

6+L

JAPANESE LANGUAGE

(K)

TECHNOLOGY

(K)

SHADOW AMPS

ESSENCE: 4

-1 die to magic/healing tests

CYBEREYES 1

Ignore vision modifiers, may reroll 1 failed dice with ranged attacks. -1 Essence.

2

CYBERDECK 2 (RENRAKU TSURUGI)

May reroll 1 die on Matrix actions, Firewall +2, Matrix Condition Monitor 9, may run 1 program at a time.

3

DATAJACK AND HEADWARE

May access the Matrix via full VR, +1 die to Matrix actions. -1 Essence.

1

EXPLOIT (PROGRAM)

May reroll two dice on non-Cybercombat hacking tests.

CUES

stares silently

Why are you asking me? Ugh, fine, I'll run a Matrix search.

You think you can hack into that host faster than me, otoko? We'll see about that!

No, I don't have a schoolgirl outfit. Ask again and I'll shove a virus into your datajack.

If we go in that bunraku parlor, I'm gonna hack all of them and wipe out their control software. Those places are evil!

Your guns are useless if they're not loaded. *click* *clatter* Oh, look—they're not loaded.

All your data are belong to me.

Have you ever hacked someone's trodes and remapped the sensory input signals? Funniest thing I've ever seen!

QUALITIES

CODESLINGER

+2 dice to Hacking tests.

COLLEGE EDUCATION

May choose 2 additional Knowledge skills.

PHOBIA (CORPSEC)

When in presence of Corp Security, -2 to all dice rolls.

WEAPONS

UNARMED

DAM
1S
CLOSE
OK
NEAR
—
FAR
—

Narcoject Pistol

DAM
6P

CLOSE
OK
NEAR
—
FAR

Stun Baton

DAM
7S

CLOSE
OK
NEAR
—
FAR

DAM

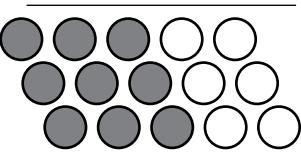
CLOSE

NEAR

FAR

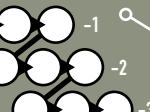
ARMOR

ARMOR CLOTHING

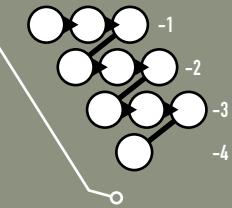


CONDITION MONITOR

PHYSICAL



STUN



GEAR

Area signal jammer, Electronics toolkit, Fake SIN, Renraku Sensei commlink

CONTACTS

Quantum Princess (old-school decker)
Sarah Silverleaf (Renraku Johnson)

DR. MARTIN TATE

HUMAN MR. JOHNSON

TAGS

- Human • Doctor • Mr. Johnson

BACKGROUND

Dr. Martin Tate was brought in from Horizon's main office to lead the redevelopment of the company's Truman Technologies Brand. He approached this task from a position of benevolence, starting with the construction of several Truman Health clinics throughout the city. Dr. Tate is hands on, often working on patients in the clinics he runs. He continues to operate as the public face of Truman Technologies and makes no secret of his desire to restore all of the assets of the corporation—shadow or otherwise.

Dr. Martin Tate is defined by precision. He wears bespoke suits and AR-enhanced spectacles to accent his neatly trimmed hair and clean-shaven face. He speaks very softly, using as few words as necessary to convey his point. Beneath this clean-cut frame is a corporate climber determined to reach the upper echelons of management.



DR. MARTIN TATE

Emerged
 Awakened



STRENGTH
3

AGILITY
5

WILLPOWER
4

LOGIC
6

CHARISMA
5

EDGE
5

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

The experiment outweighs the needs of the individual.

There is no room for carelessness—only precise action can be replicated.

In helping people, we gain their trust and adoration.

You are but one very small part of a larger apparatus.

SKILLS

BIOTECH

3+L

CLOSE COMBAT

1+A

CON

2+C

NEGOTIATION

3+C

ADVANCED MEDICINE

(K)

CORPORATE POLITICS

(K)

CHICAGO AREA

(K)

DRUG DEALERS

(K)

INSPECT SPIRITS

(K)

ORGANLEGGERS

(K)

SMUGGLERS

(K)

STREET GANGS

(K)

SHADOW AMPS

ESSENCE: 5

-1 die to magic/healing tests

DATAJACK AND HEADWARE

May access the Matrix via full VR, +1 die to Matrix actions. -1 Essence.

1

CUES

Wait, I don't think we've planned carefully enough.

Let me tell you of the Chicago I remember.

That looks nasty. Let me help.

If corp money will help heal people, then corp money is what I'll use.

The bite of every creature in the CZ looks different.

Saving lives is what I do.

This place is really hard on officewear.

If people can get what I need, I don't ask where it came from.

QUALITIES

FAME (CHICAGO AREA PHILANTHROPIST)

+2 dice to Charisma-based tests when Tate is recognized.

WEAPONS

UNARMED

DAM
1S
CLOSE
OK
NEAR
—
FAR
—

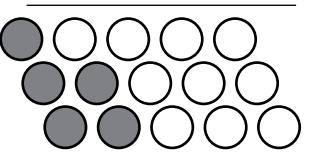
Parashield Dart Pistol
DAM
6S
CLOSE
OK
NEAR
—
FAR
—

DAM
CLOSE
NEAR
FAR
—

DAM
CLOSE
NEAR
FAR
—

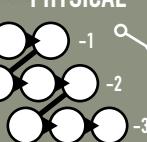
ARMOR

ARMOR CLOTHING

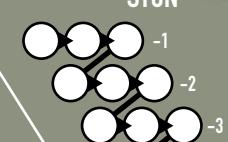


CONDITION MONITOR

PHYSICAL



STUN



GEAR

Armored clothing, Commlink

CONTACTS

Amos Lane (Organlegger)

Sarah Silverleaf

Quantum Princess

DOT-EXECUTE

ELVEN DECKER

TAGS

- Elf • Hacker • Console Cowgirl • Freelancer • Hungry

BACKGROUND

They said America was a land of prosperity. Your grandparents believed that when they moved here. Your parents learned it wasn't true. By the time you came along, "America" wasn't even a place any more. Before you were even born, it all fell apart, and when you read the faded, water-stained ruins of history books, you learned valuable lessons: take what you can, hold it as long as you can, and kill anyone who tries to take it from you.

As your city fell apart around your ears, those lessons took on a real sense of urgency. Your parents died. Your siblings died. Your friends died. Chicago died. You squat in what's left of it, picking at the corpse, trying to gather the strength you need to claim a bigger piece or to get away entirely. Some people have magic for that. You have skill, instead. Hard work, dedication, and a clear streak of ambition unhindered by antiquated notions of morality. That's your edge.

Some people think augmented reality, and especially a full-dive into the Matrix's virtual reality, is just a way for metahumans to hide the real world, or to hide *from* it, but you know better. You know that the data flowing all around you is the real world, or at least it's the only part of it that matters. SINs, corporate identifications, military ranks, bank-account balance levels, records of ownership; everything that's anything is just data, begging to be tweaked. When push comes to shove, hospital records and obituaries are just records, too, right? Better them than you—the streets taught you that.

So here you are, offering your skills and single-mindedness to the highest bidders, trying to dodge desperation and hunger as nimbly as you dodge intrusion countermeasures. You know you can. You know you have to.



DOT-EXECUTE

Emerged
 Awakened

STRENGTH
2

AGILITY
4

WILLPOWER
3

LOGIC
5

CHARISMA
5

EDGE
1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Upgrade, upgrade, upgrade.

The only way out of the gutter is up.

Data exists to be manipulated. People, too.

Protect what's yours, steal what isn't.

SKILLS

ELECTRONICS (CYBERDECKS +2)

1+L

FIREARMS

2+A

HACKING (CYBERCOMBAT +2)

3+L

STREET GANGS

(K)

SHADOW AMPS

ESSENCE: 5

-1 die to magic/healing tests

1 DATAJACK AND HEADWARE

May access the Matrix via full VR, +1 die to Matrix actions. -1 Essence.

2 FINDER'S FEE, AND I'LL INTRODUCE YOU (I KNOW EVERYBODY)

Gain (Cha rating) contacts.

1 SLEDGEHAMMER DONGLE

+1 pip to a die in Cybercombat.

2 SCRATCH-BUILT CYBERDECK 1

May reroll 1 die on Matrix actions. Firewall +1. Matrix condition monitor 6. May run 1 program at a time.

CUES

You can get yours, I'm gonna get mine.

Hostile program or hostile person, you're out.

If the price is right, the ICE goes down. Simple.

Yeah, I can get us past that guard.

It's all just data.

I'm not out to hack the planet, I'm just out to hack my life.

Anything, and anyone, can be hacked.

Whatever will get me out of this place.

I'll take half of that up front, thanks.

I'm not scared of VR. Just plain R saw to that.

QUALITIES

(ANTI)-SOCIAL HACKING
+2 dice to Con tests.

GO BIG OR GO HOME
-2 dice to cybercombat tests, but may reroll all misses once.

SINNER, CRIMINAL

Character is known to law enforcement, and their data is available through the Global SIN Registry.

WEAPONS

UNARMED

DAM
1S
CLOSE
OK
NEAR
—
FAR
—

Stun Baton

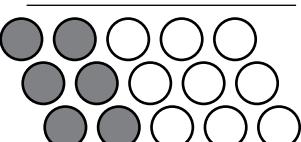
DAM
7S
CLOSE
OK
NEAR
—
FAR
—

Ruger Super Warhawk
DAM
6P
CLOSE
OK
NEAR
—
FAR
—

DAM
CLOSE
NEAR
FAR
—
—
—

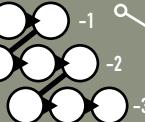
ARMOR

LINED COAT

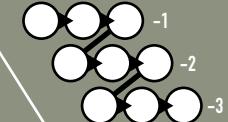


CONDITION MONITOR

PHYSICAL



STUN



GEAR

Fake SIN, Better Fake SIN, Microtronica Azteca Raptor commlink, Area Signal Jammer

CONTACTS

DOA (Traveling Street Doc)
Han Munition (Seoulpa Ring Quartermaster/Arms Dealer)
Miracle Eddy (Electronics Dealer)

DREDGE

ORK STREET SAMURAI

TAGS

- Ork • Street Samurai • Runner
- Ganger • Desolation Angels

BACKGROUND

Dredge was never the joining type. Her family never took interest in helping her, so she left them before what passes for middle school in Chicago. Falling in with progressively more toxic “friends,” the criminal life was inevitable. A robbery gone wrong lost her an arm, and a shady deal with an even shadier street doc secured her a strong but fantastically ugly cyberarm. Community and loyalty were never on her radar, as people exist only to take advantage of you or be taken advantage of. That was the mentality that kept Dredge alive. Until she met Becky 99.

Becky and the Desolation Angels showed up when Dredge had nowhere else to turn. The Desolation Angels appointed themselves protectors of Chicago’s women and backed it up by providing food, protection, and shelter to whatever women they could. Dredge first encountered them after a bloody gang war erupted outside her squat. After, she kept an eye on the Angels, looking for some crack in their façade, some reason to disbelieve. But Becky reached out, invited Dredge to the gang, and the rest is history. Dredge acts as muscle for the Desolation Angels, and while she is tempted every day to run, she forces herself to stay. She has found something worth belonging to. Her heart remains full of distrust, but nowadays, the voice of hope and loyalty shouts it down.



DREDGE

Emerged
 Awakened



STRENGTH
7

AGILITY
6

WILLPOWER
5

LOGIC
3

CHARISMA
2

EDGE
1

DISPOSITIONS

The gang is family.

Doesn't trust compliments.

Knows her place: fighting.

Loyal to a fault, but never says so.

SKILLS

ATHLETICS

2+A

CLOSE COMBAT (BLADES +2)

4+A

FIREARMS

3+A

SURVIVAL

2+W

GANG ART

(K)

SHADOW AMPS

ESSENCE: 4

4

CYBERARM 3
Cyberware. May reroll 3 dice on Agility-related rolls. -1 Essence.

4

GREY MANA INTEGRATION
Gear Amp to Lined Coat. Reduce damage taken by magic by 3.

2

CYBERLIMB ARMOR PLATING
Reduce damage taken by 1. -1 Essence.

CUES

You aren't one of us. You never will be.

Mages don't scare me.

Point me at who needs to die.

Your opinion matters as much as wet Chicago garbage.

Shame to see the corps moving back in.

Fighting like a girl is a compliment where I'm from.

We aren't the biggest gang, but we might be the toughest.

Did someone say pizza? I'm in.

When you've fought as many bugs as me, not much shakes you.

I'll fight anytime, for fun or cash.

QUALITIES

TOUGHNESS

All damage taken is reduced by 1.

HOME GROUND (CHICAGO'S NOOSE)

Gain +1 Plot Point when entering or waking up in the Noose.

EMOTIONAL ATTACHMENT (DESOLATION ANGELS GANG)

Must spend a Plot Point to avoid prioritizing the Desolation Angels above anything else.

WEAPONS

UNARMED

DAM 4S CLOSE NEAR FAR

DAM CLOSE NEAR FAR

Cougar Bowie Fineblade 7P

DAM CLOSE NEAR FAR

Ruger Super Warhawk 6P

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

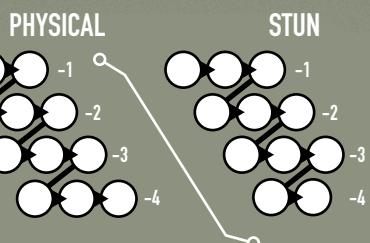
ARMOR

LINED COAT



CONDITION MONITOR

PHYSICAL



GEAR

Fake SIN, Harley-Davidson Scorpion Bike, Meta Link comlink, Stim patches

CONTACTS

Becky 99 (gang leader, Desolation Angels)
Aux (human rigger/former cop)

GOOBER

DWARF ARMORER/RIGGER

TAGS

- Dwarf • Armorer • Cautious • Creepy

BACKGROUND

Goober makes his living knowing what everyone else needs and having a way to put his hands on those items. He runs his armory out of a bait shop on the waterfront called Goober's B&T. The surface operation is legitimate, but the warehouse underneath is where he keeps his specialty goods. He has worked out of his store for years, and in that time he learned that the only person he can trust is himself.

Goober is short and round with a face full of shock-red hair. He is more metal than meat, with the most obvious of these features being his left arm and black goggle-style cybereyes. When he looks at a person he stares directly at their chin, giving the impression that he is staring through them or perhaps not looking at them at all. Without pupils, it's hard to tell. Goober dresses in work overalls and is usually loaded down with peculiar tools and trinkets.



GOOBER

Emerged
 Awakened



STRENGTH
5

AGILITY
3

WILLPOWER
7

LOGIC
5

CHARISMA
4

EDGE
5

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Recognize that I have the supply and you are just demanding.

Good, fast, or cheap. Pick two.

I don't trust easy. Actually, I don't trust at all.

Anything that gets you through the night, no matter how weird, is fine by me.

SKILLS

ENGINEERING

7+L

HEAVY WEAPONS

4+A

NEGOTIATION

4+C

PILOT (GROUND)

5+A

PILOT (OTHER)

4+A

SURVIVAL

4+W

CHICAGO AREA, DWARVEN PORN, INSECT
SPIRITS, LOCAL RUNNERS, SMUGGLERS

(K)

SHADOW AMPS

ESSENCE: 1

-3 dice to magic/healing tests.

3

ALUMINUM BONE LACING 2
Cyberware. Reduce damage taken by 2-1 Essence

2

CONTROL RIG 1
Cyberware. Control vehicles by VR, +1 die to vehicle actions, may re-roll 1 die on vehicle actions. -2 Essence

2

CYBERARM (LEFT) 1
Cyberware. May reroll (1) die on Agility-related rolls. -1 Essence

4

CYBEREYES 3
Cyberware. Ignore vision modifiers, may reroll 3 failed dice with ranged attacks. -1 Essence

CUES

Machines don't let you down! 'Cept when they break.

Gimme a can of oil and some tape, and I'll get it running.

I like 'em short and spunky. Drones, I mean.

I never trust Chicago streets.

Pedal to the metal and straight ahead!

I can take a punch if I have to.

Get me out of this rain! I rust!

You got a vehicle, I can figure out how to arm it.

QUALITIES

DISTASTE FOR VIOLENCE
Goober's attacks do 2 less damage.

WEAPONS

UNARMED

DAM 4S CLOSE NEAR FAR

Stoner-Ares M202

DAM 8P

CLOSE OK

NEAR OK

FAR OK

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

NEAR

FAR

ARMOR

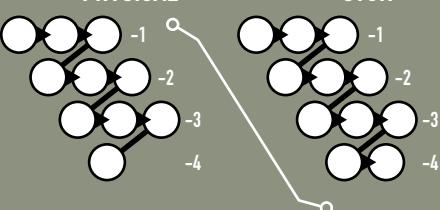
ARMOR JACKET



CONDITION MONITOR

PHYSICAL

STUN



GEAR

Access to a large weapons and drones warehouse.

CONTACTS

Ted Celozzi (car dealer)
Quantum Princess

GRIMM'S REAPER

ELF MYSTIC ADEPT

TAGS

- Elf • Mystic Adept • Killer • Hunter • Freelancer

BACKGROUND

It ain't easy, making ends meet as a monster hunter. Job one? Going somewhere with enough monsters to make a living off of, with law enforcement sparse enough there's a need for you to fill in the gap, but enough societal order that someone's gonna pay the bounties.

Chicago works.

Reaper's lit up enough paracritters with combat mojo to keep food on the table, and that's saying something. It's messy, dangerous work, even for a mage; hell, considering the background counts around monster-infested areas, *especially* for a mage. You've got to think fast, be tough, and have an iron stomach. The only thing that smells worse than a pack of feral ghouls living in the Shattergraves is a pack of Shattergraves ghouls that've been lit on fire, you know?

It's a mug's game, but when you've got the talent for combat magic and no knack for research or teaching, it's kill monsters as a freelancer or collect steady pay killing other humans for trespassing. Being a corporate wage-mage is no way to sleep at night, so monster hunting it is. Grimm's Reaper keeps at it, with a side of shadowrunning—and so far, so good.



GRIMM'S REAPER

Emerged
 Awakened

STRENGTH

5

AGILITY

7

WILLPOWER

6

LOGIC

5

CHARISMA

4

EDGE

1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Talks a big game.

Backs it up.

Ain't afraid of no ghost (or any other paracritter).

Puts things down, keeps things down.

SKILLS

ASTRAL COMBAT

4+W

CLOSE COMBAT (BLADES +2)

2+A

CONJURING

2+W

SORCERY (COMBAT SPELLS +2)

4+W

PARAZOOLOGY

(K)

SHADOW AMPS

ESSENCE: 6

No penalties.

2

CRITICAL STRIKE 1

Adept power. Add 1 pip of damage to melee attack.

1

DETECT MAGIC (SPELL)

Effect. Magical objects and active spells glow in a way the caster can perceive.

3

FIREBALL (SPELL)

Combat. Damage of 6P. Defense = A + L. Damages multiple targets.

2

IMPROVED REFLEXES 1

Adept power. Gains +1 attack.

2

MAGEBLADE WEAPON FOCUS

Focus. Magical Weapon. May reroll one die on Close Combat attacks.

2

MANABOLT (SPELL)

Combat. Damage of 6P/AA. Defense = S + W.

CUES

The spells knock 'em down, mageblade finishes them off.

I'm alive by being faster and meaner than the things I hunt.

I've killed vampires. Corporate security's not that big a deal.

What's your record for most ghoulies in one spell? Mine's bigger.

It might not be a legal bounty, but if the gig pays, I'll take it.

I kill all kinds of monsters. Don't act monstrous around me.

Guns? No. The Reaper doesn't need guns.

If I can't do it, I can whip up a spirit that can.

I'm not against working together, if the job calls for it.

But I'm not here to make friends.

QUALITIES

HAWKEYE

+2 dice for Perception tests.

SPELLSLINGER

+2 dice on Spellcasting tests.

COMBAT JUNKIE

Tends to rely on lethal force to answer all life's problems, can spend a Plot Point to avoid doing so.

WEAPONS

UNARMED

DAM
3S

CLOSE
OK

NEAR
—

FAR
—

Mageblade

DAM
6P

CLOSE
OK

NEAR
—

FAR
—

Wooden stakes

DAM
4P

CLOSE
OK

NEAR
—

FAR
—

Stun baton

DAM
7S

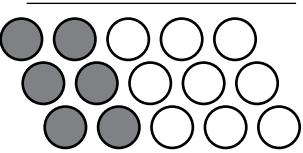
CLOSE
OK

NEAR
—

FAR
—

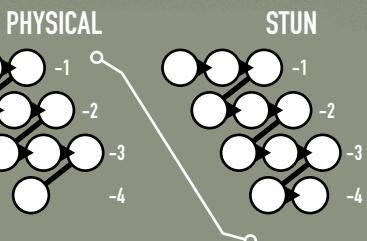
ARMOR

ARMORED, RUNE-PROTECTED HOODIE



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Suzuki Watersport jet ski [A 5, D 5], Fake SIN, Fake Paracritter Bounty license, Suzuki Aurora racing bike [A 6, D 5]

CONTACTS

Tsuba (Yakuza Lieutenant, Kendo Instructor)

Dee (Vampire Hunter)

JUAN XIHUITL

TROLL SOCIAL ADEPT

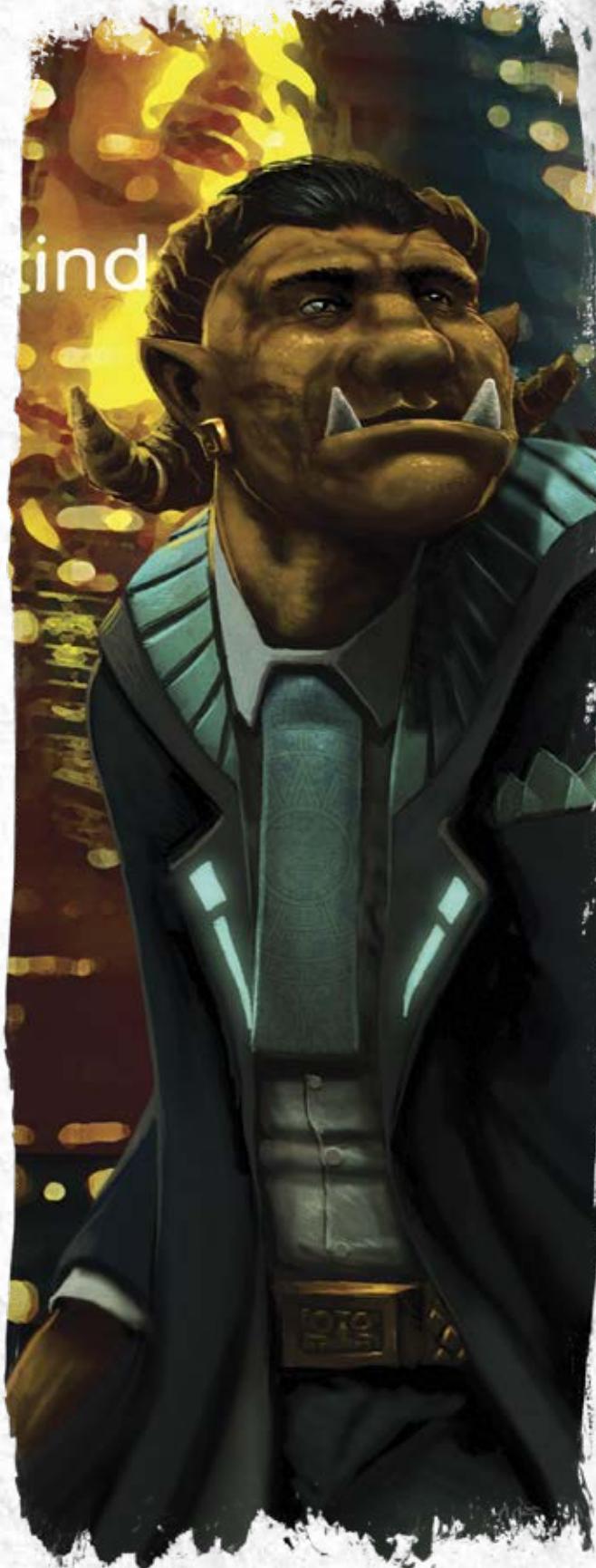
TAGS

- Troll • Negotiator • Straight Laced
- Social Adept • Aztlaner

BACKGROUND

Juan Xihuitl (Pronounced similar to “She-Wheat”) is AZT’s point man in the Chicago area. His main mission is to increase Aztechnology’s holdings in the area and secure leverage on local competitors. Juan views the job less as an opportunity than as a demotion from his position in Texas. As a result, he is consumed by his mission and operates with a brazen arrogance. Juan sees himself as an at-will employer. He pays well for professionalism, but the runners who work with him quickly recognize they are disposable assets, replaceable with the click of a commlink.

Juan Xihuitl is a dark-skinned Latino troll. Juan’s horns are curled and well-groomed. He wears his hair long, pulled back into a traditional ponytail. His clothing is always the latest design from the AZT fashion houses with a leaning toward traditional warrior garb. In spite of the look, he is no fighter. He leaves the violence to his ever-present pair of bodyguards.



JUAN XIUITL

Emerged
 Awakened



STRENGTH
7

AGILITY
3

WILLPOWER
5

LOGIC
4

CHARISMA
4

EDGE
5

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

You never mattered anyway.

Aloof and above it all.

If mistakes were tolerated, the bugs would still be running this place.

I can afford three of you.

SKILLS

CLOSE COMBAT

6+A

FIREARMS

3+A

NEGOTIATION

8+C

CORP FINANCE, AZTLAN COUTURE,
 SPANISH, LOCAL RUNNERS,
 ORGANIZED CRIME, SMUGGLERS

(K)

SHADOW AMPS

ESSENCE: 6

No penalties.

4

ATTRIBUTE BOOST 3 (CHARISMA)

Adept power. Add 3 dice when using Charisma.

2

AWAKENED

Has access to magical amps.

3

MYSTIC ARMOR

Adept power. Ignore 1 point of Armor damage each time your Armor is about to absorb damage.

CUES

Everything here is small potatoes.

Do any of you look in the mirror after you get dressed?

You don't want to know what kind of powers I can call upon.

In the interests of the corporation, I am willing to come to an agreement.

You want quality here, you need to have someone who can bring it to you.

Let me make you an offer.

You know what makes rough seas smoother? Cash.

Al mal tiempo, buena cara.

QUALITIES

DISTINCTIVE STYLE (AZTEC FORMAL WEAR)

Opposition receives +2 dice to remember Xihuitl in Perception tests.

BRAND LOYALTY (AZTECHNOLOGY)

+1 dice when using AZT gear. -2 dice when not using gear from AZT.

WEAPONS

UNARMED

DAM
1S

CLOSE
 OK

NEAR
 —

FAR
 —

Taurus Omni-6

DAM
5P

CLOSE
 OK

NEAR
-2

FAR

Ceremonial Dagger

DAM
5P

CLOSE
 OK

NEAR
 —

FAR
 —

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

NEAR

FAR

DAM

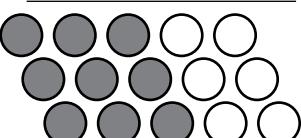
CLOSE

NEAR

FAR

ARMOR

ARMOR CLOTHING

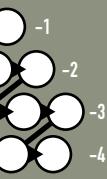


CONDITION MONITOR

PHYSICAL



STUN



GEAR

Ceremonial Dagger: (Talisman) Usable once per day, reduces damage from one attack in half (round up).

CONTACTS

Sarah Silverleaf
 Dr. Martin Tate

LASSIE LANDSKNECHT

DWARF STREET SAMURAI

TAGS

- Dwarf • Traditionalist • Razor Sharp
- Reliable • Mercenary

BACKGROUND

Street samurai. Street samurai. Street samurai. Every razorboy punk with a gleam in his eye and a glint of steel stuck somewhere else in him thinks he's a "street samurai" if he clings to some half-assed code. Everybody goes crazy about the katanas, but it's not like everyone, everywhere, is some salaryman wannabe working for Mitsuhamu or something, or an inked-up Yakuza killer in a suit. Roots are important, and those roots run deep ... but those roots aren't yours.

No, you grew up on different stories, about a different code. Your daddy told you stories about princesses and castles, but your momma told you stories about swords and horses. You decided early that hers sounded cooler, and your family did what they could to let you follow that passion; well, mostly. You opted for a good bike instead of a horse, but you decided to keep the sword idea going.

You trained. You competed. You prepared. One night, on your way home from a class, someone tried to rob you, and you realized—you showed the whole world—that this wasn't just a sport for you. You redoubled your training after getting your sword bloody, and when the city went to hell, your sword stayed red. It got you a rep. It got you a name. It got you a lifestyle. Now you and your sword have to keep the nuyen coming in, because your parents still need your help. Chicago falling apart doesn't change that obligation.



LASSIE LANDSKNECHT

Emerged
 Awakened



STRENGTH

5

AGILITY

6

WILLPOWER

4

LOGIC

2

CHARISMA

2

EDGE

1

DISPOSITIONS

Old-fashioned

Flamboyant clothes display wealth, imply ability

Has a sword, is eager to use it

Chip on the shoulder

SKILLS

CLOSE COMBAT (BLADES +2)

3+A

FIREARMS

2+A

PILOTING (GROUND)

2+A

INTIMIDATION

2+C

GERMAN LANGUAGE

(K)

SHADOW AMPS

ESSENCE: 4

-1 modifier on magic/healing tests.

3

MUSCLE REPLACEMENT 2
 May reroll 1 die on Strength-related rolls, may reroll 1 die when attacking. -1 Essence.

2

DERMAL PLATING 2
 Reduce damage taken by 2. -1 Essence.

Go on. The first one's free.

Lay on!

Who do you need slashed, why, and how badly?

It's none of your business what I need the money for, chummer.

I'm a different kind of knight.

Hell no, you can't take my sword.

You call that a hit?

Pfft, elves.

Dress for the job you want, right?

If you have to ask, you can't afford me.

CUES

QUALITIES

TOUGHNESS

All damage taken is reduced by 1.

NATURAL SWORDSWOMAN

+2 dice for Close Combat tests.

DISTINCTIVE STYLE (FLAMBOYANT CLOTHING)

Always seen in modern takes on colorful Renaissance garb. Opponents gain +2 dice to Perception tests to recognize or remember you.

WEAPONS

UNARMED

DAM
3S
CLOSE
OK
NEAR
—
FAR
—

Well-Kept Longsword
DAM
6P
CLOSE
OK
NEAR
—
FAR
—

Defiance EX Shocker
DAM
6S
CLOSE
OK
NEAR
—
FAR
—

DAM
CLOSE
NEAR
FAR
—
—
—
—

ARMOR

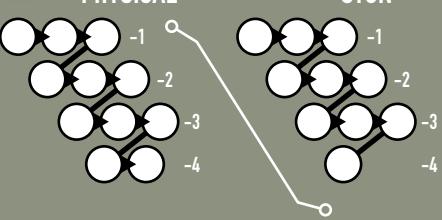
ARMOR VEST



CONDITION MONITOR

PHYSICAL

STUN



GEAR

Fake SIN, Yamaha Rapier street bike [A 6, D 5], Meta Link Commlink, Enhanced vision goggles

CONTACTS

Tear E. Cruise (Street Racer)
 "Stitches" McGee (Street Doc)

LOOP

ORK DECKER/RIGGER

TAGS

- Ork • Decker • Rigger • NeoNET Fangirl • Black Hat

BACKGROUND

Growing up as an ork means lots of decks are stacked against you. Growing up the youngest of your family's eleven kids, more decks. Being born not long after the blast and trying to feel like a normal kid in the Containment Zone? Keep stacking those decks. Trying to live on the straight and narrow, eking out a living on corporate-sponsored supply drops, and scrape together an education through long-distance NeoNET technical courses? More decks, more stacking. Avoiding gangs? More stacked decks. And then, after all of that, having NeoNET fall apart, pulling the rug out from under you, after years of taking flak and wearing the white hat in their name?

Eventually the decks get so stacked against you that it's time to flip the script, grab a cyberdeck, and start stacking the odds back in your favor.

Loop cut her teeth as an on-call security tech, protecting NeoNET interests in and around the Chicago Sprawl. She dodged the CZ's many gangs, dealt with the scorn from her family even as she paid their bills, and did her time, only for the company to frag up in another sprawl, Boston, and for that ripple of failure to lead to her contract being terminated, her benefits revoked, and her orkish hoop to be left hanging.

So she wears a black hat, now. She's out to take back, out to use NeoNET's best hardware—which she's still convinced is the best in the world—to take what she wants, when she wants it, and rules, laws, and social norms be damned. She tried it their way, and it got her burned. It's time to try it a new way.



LOOP

Emerged
 Awakened



STRENGTH
7

AGILITY
6

WILLPOWER
5

LOGIC
5

CHARISMA
4

EDGE
1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

No more Ms. Nice Tusker.

Doesn't like to get her hands dirty. Quite.

What you can't hack, send a drone to wreck. What a drone can't wreck, you hack.

NeoNET are backstabbers, but they make damned good tech.

SKILLS

ELECTRONICS

1+L

ENGINEERING

1+L

HACKING

5+L

PILOTING (OTHER) (Drones +2)

2+A

VEHICLE WEAPONS
(DRONE-MOUNTED +2)

3+A

CORPORATE LORE: NEONET

(K)

SHADOW AMPS

ESSENCE: 3

-2 dice to magic/healing tests

3

CONTROL RIG 2
Cyberware. Control vehicles by VR, +1 die and may reroll 2 dice with vehicle actions. -2 Essence.

1

DATAJACK AND HEADWARE
May access the Matrix via full VR, +1 die to Matrix actions. -1 Essence.

2

EXPLOIT (PROGRAM)
May reroll 2 dice on non-Cybercombat Hacking tests.

5

FAIRLIGHT EXCALIBUR CYBERDECK 4
May reroll 2 dice on Matrix actions, Firewall +3, Matrix Condition Monitor 12, may run 2 programs at a time.

3

HOVER GUN-DRONES 2
Gain +2 attacks/movements per round (only with gun-drones) [A6, D6]

CUES

Hey, frag off. I'm not with them any more.

I don't have time to tie myself down with a gang. I'm not a joiner.

If it's got electronics, I can make it sing.

Magic? Blech. Flashy tricks and pretty lights, that's all.

Part of why I'm the best is that I use the best hardware.

"Why not MCT?" Oh, I don't know. Is their head of R&D a dragon?

Hacking or shooting, you deal with setbacks.

Chummer, don't test me. I've been in a bad mood for about a year now.

You pay me, I hack it. It's simple.

Sorry, pal. You're just ... out of the Loop.

QUALITIES

NATURAL GUNNER

+2 dice to Vehicle Weapons tests.

BRAND LOYALTY (NEONET)

+1 die when using NeoNET-corporate-umbrella gear.
-2 dice when making a test using gear not produced by NeoNET or a subsidiary.

STUBORN LOYALTY (NEONET)

-1 die when using a drone/deck that isn't NeoNET-crafted or customized to specs.

WEAPONS

UNARMED

DAM 4S
CLOSE OK
NEAR —
FAR —

NeoNET Neutralizer
Stun Baton

DAM
7S

CLOSE OK
NEAR —
FAR —

Transys Typhoon
Assault Rifle

DAM
8P

CLOSE OK

NEAR

FAR -2

Drone-Mounted
Typhoon AR's

DAM
8P

CLOSE OK

NEAR

FAR -2

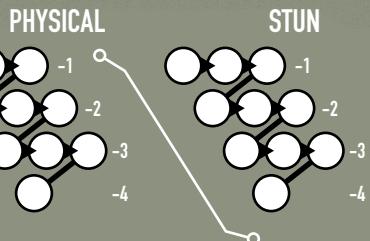
ARMOR

ERIKA ELITIST LINED COAT



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Fake SIN, NovaTech No Ping area signal jammer, Fairlight Caliban commlink, Transys Tourney Champion courier bag, Erika Elektronika hardware toolkit

CONTACTS

Wild Eye (Orkish Gang Leader, Physical Adept)
Ms. Johnson (NeoNET regional Mr. Johnson, Fixer)
Sir Trystan (Fairlight Enthusiast, electronics-monger)

MAGPIE

ELF MAGE

TAGS

- Elf • Mage • Chatty • For Hire • Thief

BACKGROUND

Sometimes, growing up with privilege can be worse than growing up in poverty. Just ask Magpie. She grew up, secure and safe, in a NeoNET corporate arcoblock. Her parents were socialites, and she was destined to be one, too. NeoNET identified her magical ability early and trained her to be a high-profile wagemage. But one fatal flaw intervened. Magpie likes shiny things and can't help taking what doesn't belong to her. Rather than get her help, NeoNET decided to make an example of her, punishing her parents for her sins. Rather than bow to their demands and threats, Magpie ran away, eventually finding herself on Chicago's mean streets.

Life in Chicago is never easy for anyone, but it's even harder on someone who'd never had to fight or struggle for anything. Magpie needed help, so she created it in the form of her ally spirit, Whisper. The air spirit is fiendishly devoted to Magpie, and together, they watch each other's backs and have carved out a small piece of Chicago for themselves. It's just a small flat in Northside, but it is theirs.

Magpie and Whisper have been making the rounds as petty thieves but have recently fallen in with a group of shadowrunners who've decided Chicago is where the nuyen is. Her knowledge of Chicago streets and her immensely practical thieving experience have proven invaluable. But she still can't help taking what isn't hers. Maybe one day she'll learn. Maybe.



MAGPIE

Emerged
 Awakened



STRENGTH
2

AGILITY
6

WILLPOWER
5

LOGIC
3

CHARISMA
7

EDGE
1

DISPOSITIONS

Steals. Doesn't need to. Likes to.

TOTAL KARMA

KARMA BALANCE

Will give you her last nuyen ... then steal it back later.

Never gives in ... just changes her mind.

SKILLS

CLOSE COMBAT

1+A

CON

3+C

CONJURING

1+W

SORCERY

4+W

STEALTH (PICKPOCKETING +2)

3+A

LIFESTYLES OF THE RICH AND FAMOUS

(K)

SHADOW AMPS

ESSENCE: 6

No penalties.

4

ALLY AIR SPIRIT
You have a friendly spirit that cannot be dismissed nor counts against your limit of conjured spirits.

2

AWAKENED MAGICIAN
Has access to Magical Amps.

2

INVISIBILITY
Effect Spell. Solo invisibility, targeted person may reroll 1 failed Stealth die while the spell is sustained.

2

MANABOLT
Combat Spell. Damage of 6P/AA. Defense = S + W.

CUES

I saw it first!

The job can wait.

It's time to improvise!

Work comes second to play.

Come on, sugar. Don't be that way ...

I sure like the way you talk, sugar.

My way is much smoother, don't you agree?

You don't have to like it.

I'm gonna steal it, with or without you.

Go on, Whisper. Just like I taught you ...

QUALITIES

HONEST FACE

+2 dice to Con tests.

CATLIKE

+2 dice for Stealth tests.

LIFELONG THIEF

When opportunities present themselves, you must spend a Plot Point to avoid prioritizing petty (or grand) larceny over other concerns.

WEAPONS

UNARMED

DAM
4S
 CLOSE
 OK
 NEAR
 FAR

Stun Baton

DAM
7S

CLOSE
 OK
 NEAR
 FAR

Narcoject One Pistol

DAM
6S

CLOSE
 OK
 NEAR
 FAR

DAM

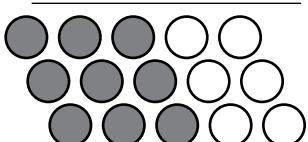
CLOSE

NEAR

FAR

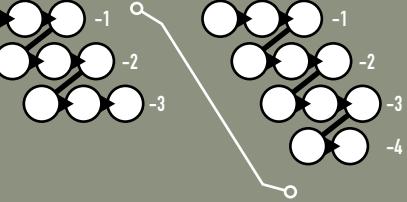
ARMOR

ARMOR CLOTHING



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Disguise Kit, Fake SIN, Faraday bag (blocks electronic/wireless signals), MCT 3500 commlink

CONTACTS

Apothecary (ork combat medic)

Hawthorn (human eagle shaman/marksman)

MORRIS KNIGHT

TROLL SHAMAN

TAGS

- Troll • Shaman • Performer • Swagger • Runner

BACKGROUND

In high school, Morris was in a band with Barry Mana and Andreas Clinton, with the trio being managed by Knight's mother. The band, Shampoo (later renamed Uptown Monk), was a big hit on Chicago's Southside, at least among the orks and trolls there. Never gaining commercial success, Barry Mana moved to Seattle, where he was eventually discovered and has since had his solo career take off. Andreas and Morris, trying to follow Mana's example, created an ensemble group, focused on old school R&B with 2070s flair. The group was dubbed the Space, but it immediately suffered when Clinton fell victim to racially motivated murder after the Space's first big gig.

Unable to get the Space up off the ground financially, Morris has turned to shadowrunning to pay the bills for his ensemble, hoping to keep his and Clinton's dream alive. He currently works bars and clubs on the weekends while selling his charm and mojo to the highest bidder, all to keep doing the music he loves. He's even gone as far as to reach out to his old friend Barry Mana, offering to tour or have the Space provide backup. However, the lack of response tells Morris that Barry may have new friends now, and other priorities.



MORRIS KNIGHT

Emerged
 Awakened

STRENGTH

7

AGILITY

4

WILLPOWER

4

LOGIC

3

CHARISMA

5

EDGE

1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

As confident as the night is long.

Smooth talker.

Magic is a gift.

Enjoys life, probably too much.

SKILLS

CON (PERFORMANCE +2)

3+C

CONJURING

3+W

FIREARMS

2+A

SORCERY

3+W

CHICAGO CLUBS

(K)

SHADOW AMPS

ESSENCE: 6

No penalties.

2

AWAKENED MAGICIAN

Awakened Magician: Has access to Magical Amps.

3

OPIUM DEN

Effect Spell. Mass euphoria; targets are distracted and suffer a -1 die penalty to all tests while the spell is sustained.

1

FASHION

Effect Spell. Instantly change style of clothing and cosmetics

3

SOUNDWAVE

Combat Spell. Damage of 6S. Defense = A + L. Damages multiple targets.

1

DESIGNER FASHIONWEAR

Gear. +1 pip to a die on Social tests.

CUES

I love to party, chum.

The best revenge is success.

I ain't drunk, chummer. I can still stand.

Say, you're date looks lovely tonight.

Hello, what have we here?

I think I wanna know you.

This city is magic. Most don't see it. But I do.

No time like right now. For eating, loving, and fighting.

Friends? Sure. I got plenty.

I'll drop you, chummer. I'll drop you, and toast a better world.

QUALITIES

EXCEPTIONAL ATTRIBUTE (CHARISMA)

Increase your (Charisma) cap by +1.

MENTOR SPIRIT (SEDUCTOR)

+1 die for Con tests, may reroll 1 die on Con tests.

ATTENTION SEEKER

Must spend a Plot Point to avoid prioritizing being the center of attention above anything else.

WEAPONS

UNARMED

DAM 4S CLOSE OK NEAR — FAR —

Knives/knucks/spurs

DAM 5P

CLOSE OK

NEAR —

FAR —

Ruger Super Warhawk

DAM 6P

CLOSE OK

NEAR -2

FAR —

DAM

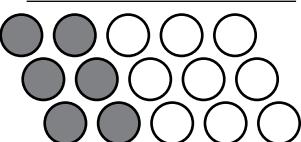
CLOSE

NEAR

FAR

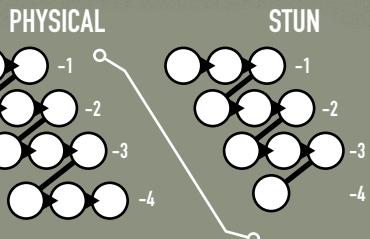
ARMOR

ARMOR CLOTHING, TROLL SKIN



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Fake SIN, Mercury Comet (Troll-fitted), PULSE Wave Commlink, Suitcase Travel Bar

CONTACTS

Bobby Boomstick (troll fixer/arms dealer)
 Celly (human rigger)

MATT WRATH

ELF UNDERGROUND FIGHTER

TAGS

- Elf • Street fighter • Bodyguard • Loyal • Ugly

BACKGROUND

It is hard luck being an elf. You're fed a steady diet of one-liners, mostly about dandelions and something called a Legolas. They expect you to be pretty, polite, and probably dance around in the forest casting spells. Matt Wrath doesn't cast spells and he doesn't put up with one-liners from anyone. Matt Wrath is the anti-elf.

Matt Wrath should've been born an ork. After years of beatings and scarring he looks the part and acts it as well. His oft-reset nose and crooked teeth are buried in stubble. He has his last name tattooed across his back in sprawling gold letters. He prefers punches over poetry and is the first person you'd expect to get in a fight at a bar. When he does fight, winning is as much about entertaining the audience as it is about putting the other guy into the dirt.

Wrath, unsurprisingly, often refers to himself in the third person. He sees himself as an entertainer and, when it comes to the ones he loves, a guardian. Wrath doesn't just love people, either. Early in his career, he rescued a devil rat from a chef's skillet, and the thing's been with him ever since. No one has been able to account for the unusually long life span of this rat. It sits perched on his shoulder most of the time as if Wrath were a pirate and it a parrot. He calls the thing Matt Rat.



MATT WRATH

Emerged
 Awakened



STRENGTH

6

AGILITY

6

WILLPOWER

5

LOGIC

3

CHARISMA

3

EDGE

4

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Some people need a beating

Your friends are your family

A fight is a show you put on—until you need to win

SKILLS

ATHLETICS

5+A

CLOSE COMBAT

8+A

INTIMIDATION

6+C

PILOTING (GROUND)

2+A

CHICAGO AREA, STREET GANGS,
UNDERGROUND FIGHTING

(K)

SHADOW AMPS

ESSENCE: 6

No penalties.

MYSTIC ARMOR

3 Adept power. Ignore 1 point of Armor damage each time your Armor is about to absorb damage.

IMPROVED REFLEXES 2

3 Adept power. +1 attack, 1 Plot Point per scene.

CUES

Matt Wrath isn't gonna take this drek.

It's time for a Mattitude Adjustment!

Matt Wrath doesn't want to hear your whining.

Walls break! So do puny skulls!

The shortest distance is a straight line!

What makes Matt Wrath better than some street thug? Showmanship!

Don't wait! Move!

Matt Rat eats my leftovers!

QUALITIES

BRUISER

+2 dice to Intimidation tests.

ANIMAL EMPATHY

+2 dice on tests involving influencing or controlling animals.

WEAPONS

UNARMED

DAM 1S CLOSE NEAR FAR

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

NEAR

FAR

DAM

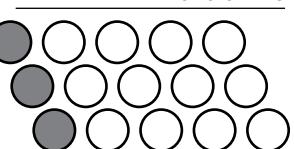
CLOSE

NEAR

FAR

ARMOR

ARMOR CLOTHING

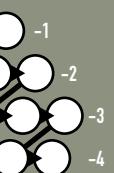


CONDITION MONITOR

PHYSICAL



STUN



GEAR

Spinrad Industries Commlink, Satchel, Stim Patches, Harley Davidson Scorpion [A 9, D 8]

CONTACTS

Sid Gambetti
Big Sheila (Troll Madam)

RUNE

DWARVEN COMBAT MAGE

TAGS

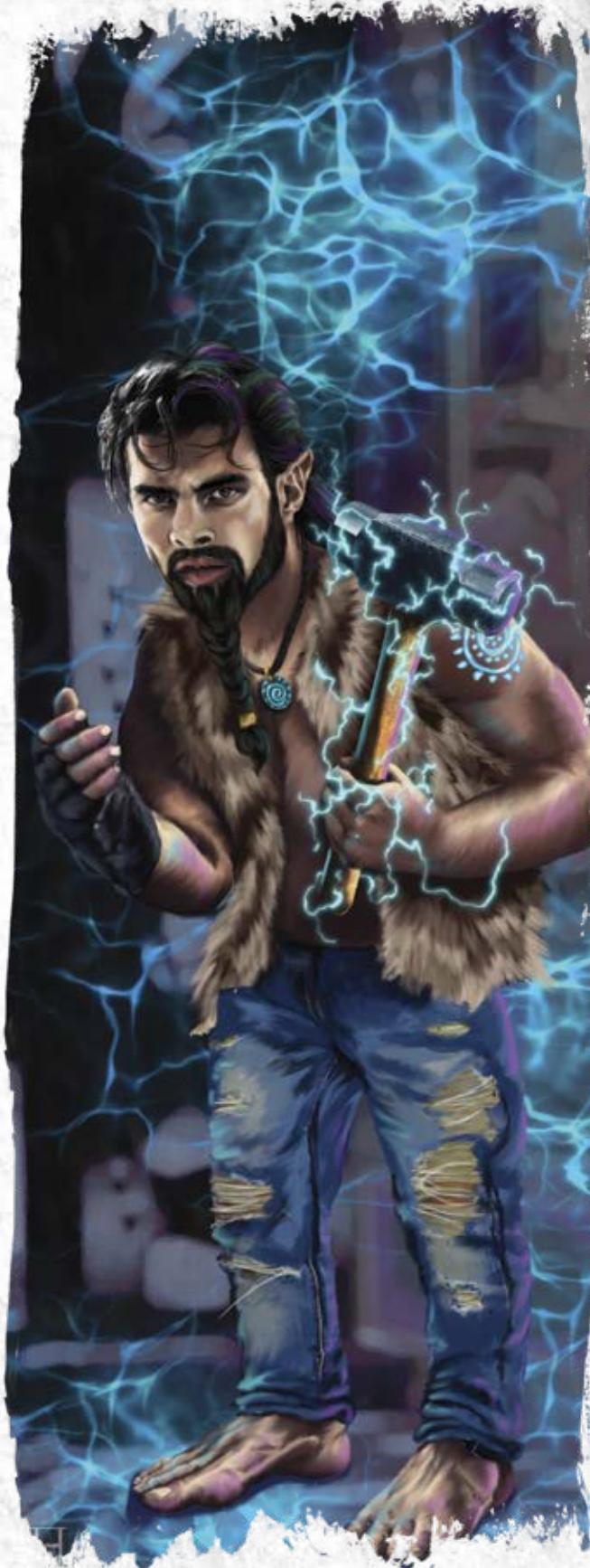
- Dwarf • Shaman • Brawler • Neo-Primitive • Reckless

BACKGROUND

When the drek hit the fan in Chicago, some folks thought it was the end of the world. Some folks panicked. Some folks froze, starved, died. Your tribe, though? Your tribe flourished. You'd already been scavenging off the bones of the city, you'd already been living off the grid, you'd already been urban primitives, dedicated to making ends meet without indulging in the softness of modern life. When that modern life got taken away from so many? Your people weren't smug, but your people were safe.

You were already an accomplished young tough for your tribe before the magic hit you, before your talent manifested. You were always strong, always hardy, always brave; Dragonslayer rewarded those things, blessed you by doubling and redoubling your prowess, gave you gifts beyond anything you'd hoped for. In your clan's mead-hall, you eat, drink, and make merry. Outside, on the streets, you bring the thunder and the lightning in equal measure, to protect what's yours.

Your people live without modern society's creature comforts, but you're not total luddites. You use technology, instead of letting it use you, that's all; you still need to reach out to non-members from time to time, you still need nuyen for some basic supplies that can't be bartered for, and you still need friends. What's more, Dragonslayer wants more of you than just to cling to your turf and protect your tribal brothers and sisters. No, your mentor doesn't want comfort and complacency from you. You've got slaying to do, and the world has no shortage of dragons.



RUNE

Emerged
 Awakened



STRENGTH

6

AGILITY

4

WILLPOWER

6

LOGIC

3

CHARISMA

4

EDGE

1

DISPOSITIONS

Boisterous, loud, and brash.

Brave to a fault.

Used to being part of a group.

Disdainful of modern technology.

SKILLS

CLOSE COMBAT (CLUBS +2)

2+A

CONJURING

3+W

SORCERY

4+H

SURVIVAL (URBAN SURVIVAL +2)

1+W

METALWORKING

(K)

SHADOW AMPS

ESSENCE: 6

No penalties.

2

AWAKENED

Has access to magical amps.

2

TATTOO FOCUS (INCREASE REFLEXES)

Gains +1 attack.

2

HEAL (SPELL)

Heal one box of Physical or Stun damage per hit on a Sorcery + Willpower test (remember to adjust for the Essence of the target).

3

LIGHTNING BOLT (SPELL)

Combat. Damage 6P/AA. May reroll one failed Sorcery die. Defense = S + W.

1

ANALYZE TRUTH (SPELL)

Effect. Caster can determine whether or not subject is telling the truth.

CUES

Pfft. That garbage has made you soft.

I killed it, of course I'm going to eat it!

That's a cute trick, but it won't save you.

My dad could strip a scrapyard of decent steel in five minutes.

Easy, now. If we tussle, we'll wreck this joint.

Quit it, or we're going to have a serious disagreement.

Sure, the spirits will do what I say. It's worked so far!

Bottoms up!

Someday I'll be a Hearthguard, but today I'm for hire.

Your toys break too easy!

QUALITIES

SPIRIT WHISPERER

When making a Conjuring Test, you may reroll 2 dice

MENTOR SPIRIT (DRAGON SLAYER ALT)

Awakened only. +1 die when using combat spells or adept powers in combat. You may reroll 1 die on Intimidation tests.

GREMLINS

When using high-tech items, always add a Glitch Die that cannot roll an Exploit.

WEAPONS

UNARMED

DAM 3S CLOSE OK NEAR — FAR —

Sawed-off Sledgehammer

DAM 5P

CLOSE OK

NEAR —

FAR —

Defiance T-250 Shotgun 9P

DAM

CLOSE OK*

NEAR -2

FAR —

DAM

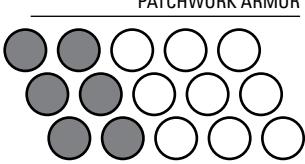
CLOSE

NEAR

FAR

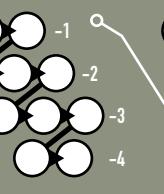
ARMOR

PATCHWORK ARMOR

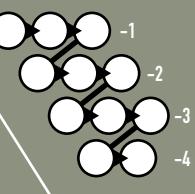


CONDITION MONITOR

PHYSICAL



STUN



GEAR

Crowbar, Magical Lodge Materials, Fifty drams of Reagents, Survival Kit

CONTACTS

Momma Dean (Neo-Tribal Leader)

Zamboni (Former Mafia Hitman, Current Fixer)

SARAH SILVERLEAF

ELF FACE/CORPORATE REPRESENTATIVE

TAGS

- Elf • Face • Chicago • Mrs. Johnson • Renraku

BACKGROUND

The gorgeous and intelligent force behind Renraku's operations in Chicago, Sarah Silverleaf has made quite a name for herself in the small time she has been with the corp. She recently transferred to Chicago from Tír Tairngire, assuming authority over operations Renraku had largely abandoned following Bug City. With Governor Presbitero's call to reclaim Chicago, Sarah is looking to not only reclaim Renraku property, but also to also help Renraku claim as much real estate as she can. She may look the part of a traditionally beautiful blonde bombshell, but her looks are just a front for her ruthless ambition, and anyone underestimating her will live to regret it.

Rumors of her past place her variably from Tír Tairngire, Tír na nÓg, or even the Seelie Court. She has denied these claims and when pressed, she presents her Seattle SIN. Still, she is highly connected in a way that belies her relative youth, and she continues to create high-power networks wherever she goes. And now, Chicago is in her sights. A win for Renraku here opens up doors for her future, and she isn't about to let anything stand in her way.



SARAH SILVERLEAF

Emerged
 Awakened

STRENGTH
2

AGILITY
5

WILLPOWER
5

LOGIC
6

CHARISMA
9

EDGE
3

DISPOSITIONS

Always in control.

Anything to win. Anything.

Loves being underestimated.

Takes every advantage.

SKILLS

CLOSE COMBAT

3+A

CON (SEDUCTION +2)

5+C

FIREARMS

3+A

NEGOTIATION

6+C

CORPORATE CULTURE

(K)

SHADOW AMPS

ESSENCE: 4.5

–1 die on magic/healing tests

TAILORED PHEROMONES

Reroll 1 die on all in-person Charisma-related tests. –0.5 Essence.

A CERTAIN JE NE SAIS QUOI

May contribute a teamwork test to any teammate's action outside of combat, using Charisma instead of other relevant attribute.

3

SYNAPTIC BOOSTER 3

Bioware. +1 action, +2 Plot Points per Scene. –0.5 Essence.

5

CEREBRAL BOOSTER 2

Bioware. Reroll 2 dice on Logic-related tests. –0.5 Essence.

4

CUES

I know people.

Best not underestimate me.

Arrogance is the fatal flaw of the powerful.

I know my way around a bedroom and a boardroom.

I don't mind getting my hands dirty... figuratively, of course.

Corporations are people, too.

Negotiations are partnerships. They're best when nobody loses.

I always get what I'm after.

The last guy who said that eats through a straw now.

There's more to me than a naughty secretary.

QUALITIES

EXCEPTIONAL ATTRIBUTE (CHARISMA)

Increase your (Charisma) cap by +1.

SILVER TONGUE

May reroll two dice on Charisma tests.

SINNER, CORPORATE (RENRAKU)

Character is a corporate citizen. Their data available through Global SIN Registry.

WEAPONS

UNARMED

DAM 2S CLOSE OK NEAR — FAR —

Katana

DAM 4P CLOSE OK NEAR — FAR

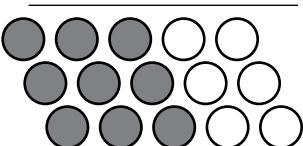
Streetline Special

DAM 5P CLOSE OK NEAR -2 FAR —

DAM 6S CLOSE OK NEAR -4 FAR —

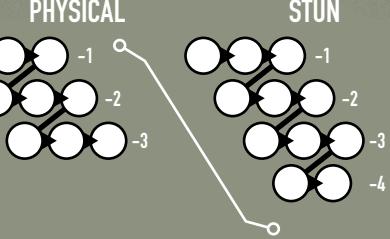
ARMOR

ACTIONEER BUSINESS CLOTHES

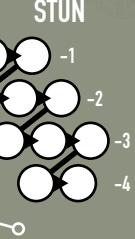


CONDITION MONITOR

PHYSICAL



STUN



GEAR

Area signal jammer, Eurocar Westwind, Renraku Sensei commlink, Seelie Heirloom, White noise generator

CONTACTS

Ricky (drake mage/magical researcher)
Void (elf hacker/socialite)

SCURRY

CHANGELING MAGE (PRIME RUNNER)

TAGS

- Changeling • Lizard Man • Mage
- Dragon-bound • Operative

BACKGROUND

Scurry is a victim of circumstance. It wasn't his fault he was born a changeling. It wasn't his fault that unlike most changelings, who received a few neat body upgrades, Scurry became a head-to-toe lizard man. It wasn't his fault that when puberty hit, he became magically awakened. It wasn't his fault that the only other person like him he'd ever met was Simon Andrews, some lizard-man punk. And it surely wasn't his fault that Simon's master, the great dragon Lofwyr, took notice of him when he was a teenager. From what Scurry can figure, Simon served master Lofwyr so well, the dragon decided to recruit him as well. And as Scurry soon discovered, when the draconic head of a AAA corporation "recruits" you, it is more akin to indentured servitude than a job.

At heart a rebel, Scurry does the jobs he is told to do, either by Lofwyr himself, S-K rep Hans Brackhaus, or Simon Andrews. On the side, he runs the shadows. Now that he's been in the biz for years, Scurry is close to having a nest egg that will allow him to escape the clutches of his dragon master and go into hiding. A life on the run seems like paradise when compared to a life under a clawed thumb.



SCURRY

Emerged
 Awakened

STRENGTH

3

AGILITY

5

WILLPOWER

6

LOGIC

5

CHARISMA

6

EDGE

3

DISPOSITIONS

My life isn't my own.

All this power, and I serve a dragon master.

Loves rebelling in small ways.

Efficient.

SKILLS

CLOSE COMBAT

2+A

CONJURING

3+W

FIREARMS

2+A

NEGOTIATION

3+C

SORCERY (COMBAT SPELLS +2)

4+W

SAEDER-KRUPP POLITICS

(K)

SHADOW AMPS

ESSENCE: 6

No penalties.

2

AWAKENED MAGICIAN

Has access to Magical Amps.

1

DRAGON SKIN

Reduce Fire damage by 2.

3

FLAMING SPEAR

Combat spell. Damage of 6S/AA.

Defense = S + W. +2 damage to Armor.

2

HEAL

Effect Spell. Heal one box of Physical or Stun damage per hit on a Sorcery + Willpower test (remember to adjust for the Essence of the target).

3

MANABALL

Combat Spell. Damage of 6P/AA.
Defense = S + W. Damages multiple targets.

1

NATURAL WEAPON

Claws: May inflict Physical or Stun damage with Unarmed attack.

CUES

Punk's not dead!

Look, boss, I'm just trying to have a good time.

Dragons are harsh masters. Hopefully my service is temporary.

Best not talk about Master Lofwyr that way.

I'm here for stealing, sex, and sleep. In that order.

Wanna take this outside, chief?

Go ahead and stare. Your date is clearly enjoying it.

Never seen a lizard man before? You need to get on the Matrix more often.

I'm a freak, no denying.

Plan for the future, chum. The farsighted see better things.

QUALITIES

BRAND LOYALTY (SAEDER-KRUPP)

+1 die to tests when using S-K gear. -2 dice when making a test using gear not produced by S-K.

FRIENDS IN HIGH PLACES

+2 dice to Charisma-based tests with important people (GM decision).

ALLERGY (SILVER)

When affected by allergy (GM decision), -4 to all dice rolls.

WEAPONS

UNARMED

DAM 2S CLOSE OK NEAR — FAR —

S-K "Wyvern" Rapier DAM 5P CLOSE OK NEAR — FAR

S-K Onotari Equalizer DAM 6P CLOSE OK NEAR — FAR

S-K Onotari Arms Kali DAM 8P CLOSE OK NEAR — FAR

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

ARMOR

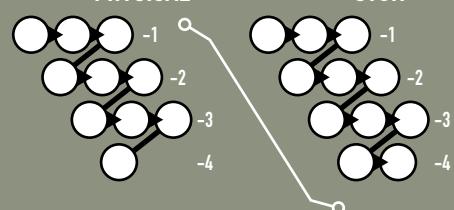
ARMOR VEST



CONDITION MONITOR

PHYSICAL

STUN



GEAR

Fake SIN, BMW Blitzkrieg bike, Hermes Ikon commlink, White noise generator, Enhanced vision contact lenses

CONTACTS

Clementina (young dragon/fixer)

Leko (human rigger/theatre tech)

Wisp (vampire/detective)

SHISHI

ONI ADEPT

TAGS

- Oni • Adept • Lion • Fugitive • Shiawase

BACKGROUND

While the culture among certain meagcorporations has softened in recent years toward non-humans, there is still plenty of meta-racism to be found against orks among the elite of Japan's megacorporations. Double that for an oni. Fortunately, or unfortunately, Shiawase, with its veneration of spirits, ancestors, and oddities, doesn't feel that way, and as a result, Shishi was "adopted" from her family at a young age and placed in a secret Shiawase school for fledgling assassins.

Shishi learned early that her talent for killing did not accompany a desire to do so. As a result, she often toyed too long with her victims, gave them too many advantages, revealed herself to the marks, or otherwise gave advantage to those she was meant to assassinate, due to some sense of honorable combat Shiawase could not eliminate. After the most vivid dream of becoming a lion and protecting her people, Shishi broke away from her handler's grasp and fled to discover who "her people" would be.

Honorable to a fault, Shishi is led by some innate sense of fairness. She doesn't attack the helpless, won't kill someone who isn't a killer, and can't resist making fights more fair. She protects those who are friends, and mauls those who threaten her or her people. She happened to gain her freedom on Chicago soil, so here she remains, prowling around, seeking someone worthy to devour.



SHISHI

Emerged
 Awakened

STRENGTH

6

AGILITY

6

WILLPOWER

4

LOGIC

3

CHARISMA

2

EDGE

2

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Proud.

Will not be silenced.

Fears capture more than death.

Values honesty, not niceness.

SKILLS

ATHLETICS

2+A

CLOSE COMBAT (BLADES +2)

4+A

DISGUISE

2+C

FIREARMS

3+A

JAPANESE CORPORATE ETIQUETTE

(K)

SHADOW AMPS

ESSENCE: 6

No penalties.

2

AWAKENED ADEPT

Has access to Adept Amps.

2

QI FOCUS

Focus. Usable once per day, may reroll all misses when using an Adept Power.

3

CRITICAL STRIKE 2

Adept power. Add 2 damage to melee attack.

3

IMPROVED REFLXES 2

Adept power. +1 attack, 1 Plot Point per Scene.

1

FREEFALL

Adept power. Reduce damage from falling by half.

CUES

I'm never going back.

Yes, you do look stupid.

My honor is more important than your greed.

I will not leave a comrade behind.

I am willing to fight to the death. Yours.

I don't fight to kill. I kill to protect.

I have no use for subtlety or cowardice.

Honor has little to do with law.

My past is none of your concern.

Staring won't change the color of my skin.

QUALITIES

MENTOR SPIRIT (LION)

+1 die for Athletics tests, may reroll 1 die when using combat spells or adept powers in combat.

WARRIOR'S WAY

Adept only. At character creation, get 2 free points of combat-related Adept Power Shadow Amps.

DISTINCTIVE STYLE (RED SKIN)

Opposition is at +2 dice to recognize or remember you in Perception tests.

WEAPONS

UNARMED

DAM 2S CLOSE OK NEAR — FAR —

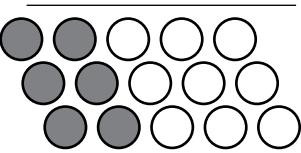
Ares "One" Monosword 6P
DAM CLOSE NEAR FAR

Browning Mega-Power 6P
DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

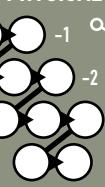
ARMOR

LINED COAT

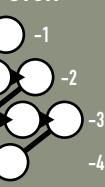


CONDITION MONITOR

PHYSICAL



STUN



GEAR

Fake SIN, Mysterious ashes, Shiawase Kawaii Shugenja commlink, Suzuki Aurora street bike

CONTACTS

Eric da' MAJ (elf combat mage)

Ravachol (elf technomancer/Black Star operative)

SID GAMBETTI

HUMAN FIGHT PROMOTER

TAGS

- Human • Negotiator • Fixer • Italian • Survivor

BACKGROUND

Sid made it through the worst years of the Containment Zone the same way he made it through the roughest part of his childhood. He talked his way out of trouble. Sid has a quiet knack for making people feel important. Gambetti used that natural ability to con his way into the good graces of the toughest runners in the 'plex. From there, he graduated to booking fights for his friends. Before long, the self-styled boxing promoter was booking his fighters for shadow work. Nowadays, Sid Gambetti finds himself on the brink of the big time. He's connected to most of the smaller gangs and crime outfits, but top-tier underworld figures won't return his calls. In Gambetti's mind, moving up the ladder in the criminal world is a birthright, no matter who he needs to rob or lie to in order to get there.

Sid is going bald, a fact accentuated by his wearing his hair in a ponytail. He keeps himself in cigars, whiskey, and the latest and cheapest suits. He always has his hand on his commlink, ready to cut a deal. However, that commlink, like the ever-present diamond stud in his ear, is a fake. It is an affectation meant to sell people on who he wants them to think he is.



SID GAMBETTI

Emerged
 Awakened



STRENGTH
2

AGILITY
3

WILLPOWER
5

LOGIC
4

CHARISMA
5

EDGE
4

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

It isn't enough to be noticed. You need to be respected

There is an angle in every deal where he comes out on top.

If you show loyalty, people will give it right back to you.

Give them jobs they can handle, but only as much of the take as they need.

SKILLS

CON

5+C

NEGOTIATION

7+C

PILOTING

1+A

GAMBLING, LAW, SPORTS, CHICAGO
AREA, SAFEHOUSES

(K)

SHADOW AMPS

ESSENCE: 5

-1 die to magic/healing tests

1

DATAJACK AND HEADWARE
May access the Matrix in full VR, +1 die to Matrix actions. -1 Essence.

2

I KNOW EVERYBODY
Gain (Cha rating) contacts.

2

TEAM PLAYER
You may freely give your own Plot Points or Edge to other players.

CUES

Hey, hey calm down. Have a drink, have a smoke, we'll work it out.

Don't worry. I know a guy who knows a guy.

I love the guy, but I'll gut him like a fish if I have to.

I've been punching above my weight my whole life.

You don't get to where I am in life by being bashful.

Jab, jab, jab. You get nowhere if you can't land a jab.

You look tense. Go a few rounds with the heavy bag.

I'm more than just a pretty face. Especially because my face ain't pretty.

QUALITIES

SILVER TONGUE

May reroll 2 dice on Charisma tests.

COMBAT PARALYSIS

Act last on the first round of any combat (that isn't you specifically initiating an ambush).

WEAPONS

UNARMED

DAM 1S CLOSE OK NEAR — FAR —

Gnarled Staff

DAM 6P CLOSE OK — —

Boomerang

DAM 4P CLOSE OK — —

DAM CLOSE NEAR FAR

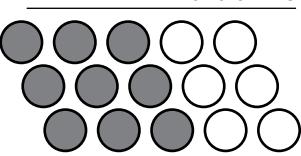
DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

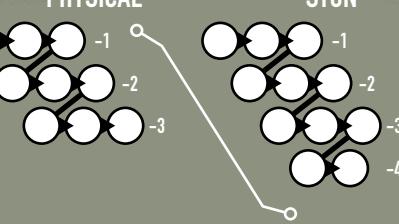
ARMOR

ARMOR CLOTHING



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Armor clothing, Renraku Sensei commlink (DR3, uses this to hide his implanted commlink)

CONTACTS

Matt Wrath
Simon Long (Corporate Fixer)

SM-501

HUMAN AUGMENTED TECHNOMANCER

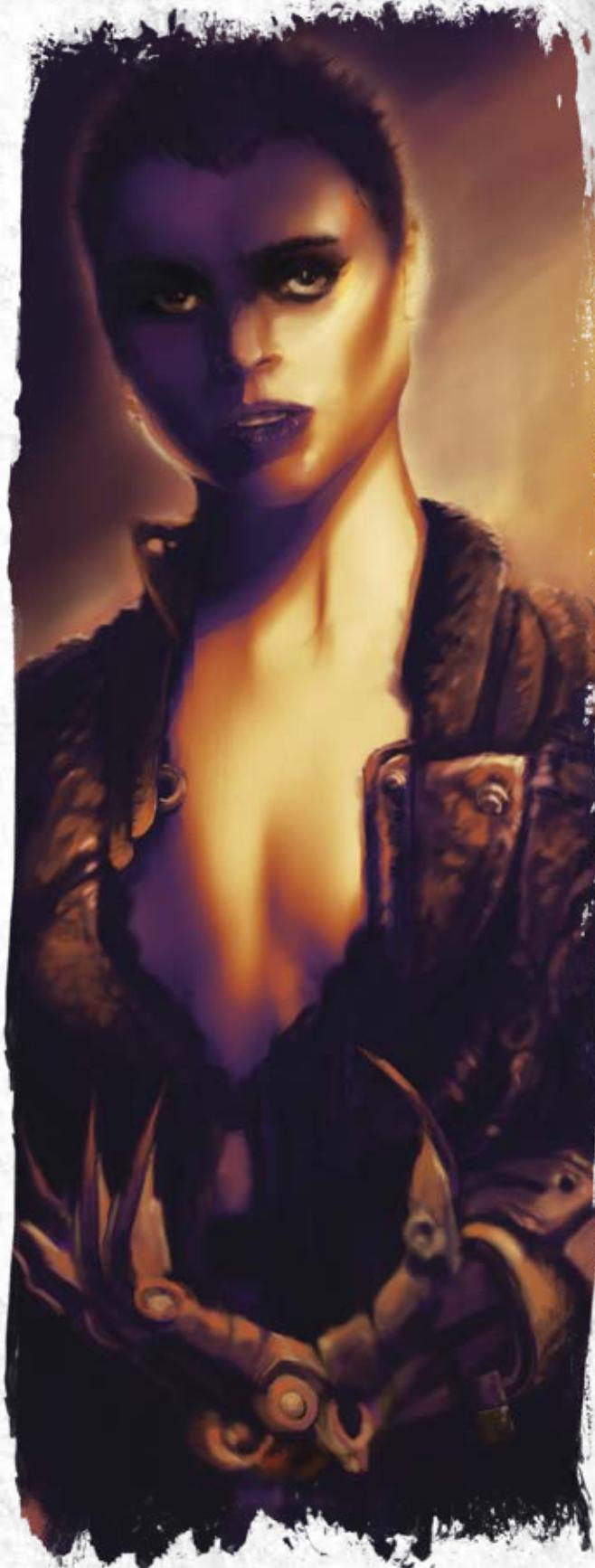
TAGS

- Human • Technomancer • Experiment
- Augmented • Amnesiac

BACKGROUND

In the 2050s, Shiawase subsidiary Hephaestus Technologies acquired a small computing research firm called Janus Industries. Hephaestus found Janus was engaged in experimentation on interfacing metahuman consciousness with the Matrix, long before the first technomancers appeared. After mostly unsuccessful efforts, Shiawase lost access to Janus when the Containment Zone was erected. The researchers at Janus decided to continue their research and sometime later abducted a six-year-old latent technomancer for their experiments. Unsure of how their experiments with cyberware would affect their subject, they cloned her, hoping to replicate her technomantic abilities and further their experiments. All of these attempts at replicating the original experiment's abilities were unsuccessful, save one: subject SM-501.

SM-501 was given cybernetic upgrades and subjected to seemingly unending psychological and physical experimentation. Then, one day, the experimentation stopped. She observed through her pod as researchers were brutally killed by someone wearing her own face. Frightened, SM-501 waited as long as she dared before escaping herself into the bizarre and desolate city of Chicago. With only the most rudimentary social skills and a body trained as an arsenal, SM-501 is just at the beginning of a struggle to live her own life, free of experimentation and solitude. She trusts few people, as in her heart, she knows if Shiawase ever finds out she is alive, they will track her down and end whatever new life she has built.



SM-501

Emerged
 Awakened

STRENGTH
5

AGILITY
5

WILLPOWER
4

LOGIC
5

CHARISMA
2

EDGE
2

DISPOSITIONS

Having nothing to hold onto makes it hard to hold on.

Doesn't remember her past. Doesn't want to.

Survival is everything.

Doesn't remember learning skills, but knows how to use them.

SKILLS

CLOSE COMBAT
 (UNARMED COMBAT +2)

3+A

ELECTRONICS

2+L

FIREARMS

2+A

HACKING (COMPUTER HACKING +2)

3+L

TASKING

3+L

CHICAGO STREETS

(K)

SHADOW AMPS

ESSENCE: 2

-2 modifier on magic/healing tests.

2

EMERGED

Has access to Technomancer Amps.

2

ALUMINUM BONE LACING I (-1 ESSENCE)

Reduce damage taken by 1. Reduce damage taken by 1.

2

MUSCLE REPLACEMENT I (-1 ESSENCE)

May reroll 1 dice on Strength-related rolls.

2

WIRED REFLEXES I (-1 ESSENCE)

+1 attack.

2

CYBERADEPT

Resonance Stream. Once per day, may reroll all misses when making an attack with cyberware.

CUES

This reminds me of somewhere dark and awful.

I ... don't remember.

I don't trust anyone, especially someone like you.

Hitting things is something I remember.

Janus Industries? Why does that sound familiar?

I barely feel human most of the time.

The Matrix is so much nicer than reality.

Chicago's streets are my home.

Fear and hunger get things done.

I don't know how, but I know I can hack this.

QUALITIES

CODESLINGER

+2 dice to Hacking tests.

SINGLE MINDED

Gain a free skill specialization.

FLASHBACKS

At times, you must spend a Plot Point to avoid freezing in place.

WEAPONS

UNARMED

DAM
 3S
 CLOSE
 OK
 NEAR
 FAR

Survival Knife

DAM
 4P

CLOSE
 OK

NEAR
 —

FAR
 —

Ares Predator V

DAM
 6P

CLOSE
 OK

NEAR
 -2

FAR
 —

DAM

CLOSE

NEAR

FAR

ARMOR

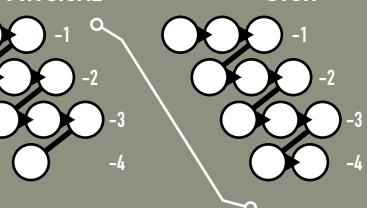
SYNTHLEATHER CLOTHING



CONDITION MONITOR

PHYSICAL

STUN



GEAR

Fake SIN, Courier bag, Meta Link commlink, Survival kit

CONTACTS

Hans "Brennenderwulf" Jaeger (human weapon specialist)
 Teufelsjäger (wolf shaman)

VONNY

DWARF STREET ARTIST

TAGS

- Dwarf • Street Artist • Punk • Colorful • Neo-Anarchist

BACKGROUND

Levon Robinson never knew a Chicago without bugs. He was born a few years after the Cermak Blast and grew up in the Noose. It's the only world he's ever known.

While most of his friends were getting initiated into one of the various street gangs, Vonny spent his time drawing and messing around with spray paints he'd found in an abandoned hardware shop. It didn't take him long to discover a love of graffiti art.

Unfortunately, there's not a lot of money in making street art, so Vonny earned his nuyen anyway he could, mostly by transporting various small goods from place to place around the Noose—no questions asked. Moving around the Noose tends to be dangerous, so folk either get good at protecting themselves, or they become prey. Vonny got good at both self-defense and art.

Tired of gangs trying to recruit him (and the resulting confrontations when he refused), Vonny decided that the group that best suited his personal philosophy of "you do you, and I'll do me" was Black Star. He tracked down a group of Black Star operatives based in the Noose and asked to join. The young punk learned much that day, not the least of which was that anarchy was more than just doing your thing whenever you feel like it. The pirate broadcaster he spoke with must've seen potential in him, though, because he gave Vonny a chance to show what he could do.

Vonny didn't disappoint. He's been making a name for himself and meeting all sorts of interesting people in the last several months. And his art is only getting better.



VONNY

Emerged
 Awakened

STRENGTH

5

AGILITY

6

WILLPOWER

4

LOGIC

3

CHARISMA

5

EDGE

5

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Art is life.

Be loud, be proud, be yourself.

Life is too short to not have fun.

Take care of your friends, and they'll take care of you.

SKILLS

ATHLETICS

3+A

CLOSE COMBAT

2+A

CON

2+C

FIREARMS (PISTOLS +2)

2+A

STEALTH

3+A

STREET ART

(K)

SHADOW AMPS

ESSENCE: 6

No penalties.

2

I KNOW EVERYBODY
Gain (Cha rating) contacts.

2

JACK OF ALL TRADES
Reroll 1 failed die when you're rolling a skill you don't have.

2

TEAM PLAYER
You may freely gift your own Plot Points or Edge to other players.

CUES

Dude, you're disturbing my chill.

AR tags are cool and all, but there's something about using actual paint that inspires me.

Yeah, I can deliver that for ya. It'll cost ya, though.

Come on, man. Give a little, get a little. We can make this work for both of us.

Don't sell yourself short, chummer. You can do this.

Pink trenchcoat and black mohawk? What the frag do you think I'm painting here?

The only good bug is a dead bug.

Hey, wanna grab some Thai food and catch the latest Blood Runners trid?

QUALITIES

HOME GROUND (THE NOOSE)

Gain +1 Plot Point when entering or waking up in the Noose of Chicago.

NATURAL ATHLETE

+2 dice for Athletics tests.

EMOTIONAL ATTACHMENT (STREET ART)

In certain situations, must spend a Plot Point to avoid prioritizing Street Art above anything else.

WEAPONS

UNARMED

DAM 2S CLOSE OK NEAR — FAR —

Baton

DAM 4P CLOSE OK NEAR — FAR

DAM 6P CLOSE OK NEAR — FAR

DAM CLOSE NEAR FAR

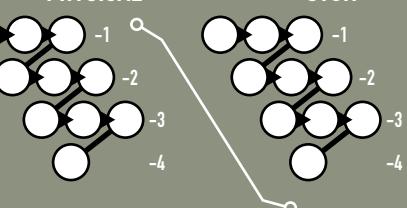
ARMOR

SYNTHLEATHER JACKET



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Aerosol spray paint cans, Courier bag, Goggles (image link, thermographic vision, vision magnification), Renraku Sensei commlink

CONTACTS

Becky 99 (rat shaman, gang leader)

Goober (dwarf mechanic, rigger)

WOOD RAVEN

TROLL RIGGER

TAGS

- Troll • Rigger • Roadster • Freedom

BACKGROUND

Wood Raven is fast to agree that in the Sixth World, freedom is pretty much always an illusion, but then she'll add that the illusion is never quite so convincing as when you roll down Lake Shore Drive with the top down. She's young enough that she doesn't know any version of Chicago besides the one with a Containment Zone, so unlike some old-timers she knows, she doesn't see decayed grandeur and lost potential when she's on that road. She just sees the beautiful lake, which still is capable of showing brilliant blues even after all it has been through, next to steel, glass, and concrete walls that show the varying success residents have had in making the abandoned buildings work for them, and a road whose patchwork nature makes it all the more thrilling to navigate without having a disastrous accident.

She doesn't have a permanent address and does not particularly want one. After all, a home is where you go when you are not moving, and she has trouble seeing that as a desirous state. A few amateur psychologists who have met her have come up with theories for why she is the way she is—maybe the fact that she never knew her parents or any family has led to her rootlessness, or maybe the fact that the city is constantly changing around her keeps her from settling down—but if asked directly, she'll just say she like it that way. She is not the expert mechanic some riggers are, because to her, tinkering with machines is a means to an end, and that end is always the same: Driving down the road, wind in her hair, while the waves crash gently on the night-time shore.



WOOD RAVEN

Emerged
 Awakened



STRENGTH

5

AGILITY

4

WILLPOWER

2

LOGIC

3

CHARISMA

2

EDGE

2

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Life is movement.

Never settle.

Chrome gleams, steel screams.

Ride away from worry.

SKILLS

ENGINEERING

2+L

FIREARMS

2+A

PILOTING(GROUND)

5+A

SURVIVAL

2+W

SHADOW AMPS

ESSENCE: 6

No penalties.

CONTROL RIG 3

4 Cyberware. Control vehicles by VR, +1 die to vehicle actions, may reroll 3 dice on vehicle actions. -2 Essence.

2

REACTION ENHancers

+1 Plot Point at the beginning of combat.
-1 Essence to give them commands.

2

TEAM PLAYER

You may freely gift your own Plot Points or Edge to other players.

CUES

You don't break promises you don't make.

I'm Friday night trouble bound!

Speed's good. Precision's better.

You only need a house when you have more than can fit in your trunk.

I'm not there yet, but I can get there!

I believe in God, because she's the one who invented troll-sized roadsters.

Those who fail to plan have more time to move.

You can't feel the wind in your hair without a head.

QUALITIES

STREET RACER

+2 dice for Piloting (Ground) tests

EMOTIONAL ATTACHMENT

(Troll-sized Mitsubishi Runabout: Must spend a Plot Point to avoid prioritizing the Runabout above everything else.)

WEAPONS

UNARMED

DAM 3S CLOSE NEAR FAR

Club

DAM 5P CLOSE OK NEAR — FAR

Remington
Roomsweeper

DAM 6P CLOSE OK NEAR -2 FAR

DAM CLOSE NEAR FAR

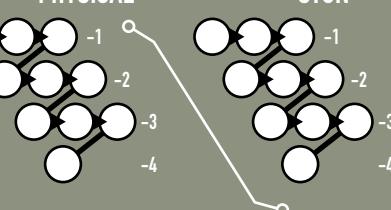
ARMOR

ARMOR VEST



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Old garbage truck, back hollowed out to take passengers [A 9, D 14], Mechanic toolkit, Meta Link commlink, Mitsubishi Roundabout [A 6, D 10]

CONTACTS

Goober
Zennie Claw, junkyard owner

NON-PLAYER CHARACTERS

ALTAR BOY

ELF SHEDIM-POSSESSED MYSTIC ADEPT TEENAGER

Awakened

STR	AGL	WIL	LOG	CHA	EDG
7	6	6	6	6	3

SKILLS: Astral Combat 3+W, Close Combat 3+A

SHADOW AMPS: Essence: 6 (No penalties.)

Critter: Has access to critter amps.

Enhanced Senses (Critter Power): Gain +3 dice to any Perception test.

Fear (Critter Power): May reroll 2 dice on Intimidation tests.

Immunity (Normal Weapons) II (Critter Power): Reduce damage taken by non-magical weapons by 2.

Paralyzing Touch (Critter Power): Combat/Effect. If Critter successfully hits with an Unarmed melee attack, then target Cannot move. Defense = S + W.

Weakness (sunlight, Mild) (Critter Power): When affected by chosen weakness, Critter takes -2 damage/turn, which cannot be regenerated.

Accident (Effect Spell): Each combat turn, may add 1 glitch die to (WIL rating) rolls

Ball Lightning: Combat Spell, Amp Level 4: Combat. Damage of 6P/AA. Defense = S + W. Damages multiple targets.

Improved Invisibility (Effect Spell): Mass invisibility, and targeted group may reroll 2 failed Stealth dice.

Lightning Bolt (Combat Spell): Damage of 6P/AA. Defense = S + W.

Mystic Armor: Adept power. Ignore 1 point of Armor damage each time your Armor is about to absorb damage.

Wall Running: Adept power. Run up/across vertical surfaces during a movement.

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Katana	4P	OK	—	—

Armor: 6 [Natural Armor]

Condition Monitors (P/S): 12/11

BARGHEST

A pack animal resembling a large dog, the barghest has sharp, pointed ears, a protruding spine, and glowing eyes and teeth. The howl of a barghest induces fear and, in some cases, a catatonic state in its hearers.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
7	5	4	3	5	4

SKILLS: Athletics 3+A, Close Combat 8+A, Intimidation 7+C, Tracking 6+L

SHADOW AMPS: Essence: 6 (no penalties)

Critter: Has access to critter amps.

Dual Natured: Active in both astral and meatspace.

Enhanced Senses (Hearing, Smell, Sonar): Gain +3 dice to any Hearing, Smell, or Sonar Perception tests.

Fear: May reroll 2 dice on Intimidation tests; melee opponents must roll 2 hits on C+W or run away.

Natural Weapon: Weapon (bite) damage of (STR/2) + 3P.

Paralyzing Howl: Defense = S + W; failure inflicts -1 Attack and -1 Movement for the scene.

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Bite	7P	OK	—	—

Armor: 3 [Natural Armor]

Condition Monitors (P/S): 12/10

BASILISK

A basilisk is an Awakened reptile, 2.5 meters long, similar in size to a Komodo dragon. It feeds mostly on small mammals but will hunt nearly any prey if hungry enough. Basilisks are dual natured and can petrify creatures that it sees. Some brave corporations use them for security.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
7	3	5	2	1	1

SKILLS: Athletics 3+A (Swimming +2), Close Combat 6+A, Stealth 3+A

SHADOW AMPS: Essence: 6 (no penalties)

Critter: Has access to critter amps.

Natural Weapon: Weapon (bite) damage of (STR/2) + 3P.

Petrification: Defense = S + W; failure inflicts -1 At-

tack and -1 Movement, then transforms target to stone statue if no Attacks or Movements remain.

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Bite	7P	OK	—	—

Armor: 7 [Natural Armor]
Condition Monitors (P/S): 12/11

BISHOP

MASTER SHEDIM-POSSESSED TOXIC SHAMAN

Awakened

STR	AGL	WIL	LOG	CHA	EDG
7	6	6	6	6	3

SKILLS: Astral Combat 3+W, Close Combat 3+A

SHADOW AMPS: Essence: 6 (No penalties)

Critter: Has access to critter amps.

Enhanced Senses (Critter Power): Gain +3 dice to any Perception test.

Fear (Critter Power): May reroll 2 dice on Intimidation tests.

Immunity (Normal Weapons) 2 (Critter Power): Reduce damage taken by non-magical weapons by 2.

Paralyzing Touch (Critter Power): Combat/Effect. If Critter successfully hits with an Unarmed melee attack, then Target Cannot move. Defense = S + W.

Weakness (sunlight, Mild) (Critter Power): When affected by chosen weakness, Critter takes -2 damage/turn, which cannot be regenerated.

Ball Lightning (Combat Spell, Amp Level 4): Damage of 6P/AA. Defense = S + W. Damages multiple Targets.

Improved Invisibility (Effect Spell): Mass invisibility, and targeted group may reroll 2 failed Stealth dice.

Mystic Armor: Adept power. Ignore 1 point of Armor damage each time your Armor is about to absorb damage.

Accident (Effect Spell): Each combat turn, may add 1 glitch die to (Wil rating) rolls

Stunbolt (Combat Spell): Damage of 8S/AA. Defense = S + W.

Toxic Wave (Combat Spell): Damage of 6P/AA, +2 damage to Armor. Defense = S + W. Damages multiple targets.

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Katana	4P	OK	—	—

Armor: 6 [Natural Armor]
Condition Monitors (P/S): 12/11

BUG SPIRITS

Awakened

Bug spirits (or insect spirits) are spirits that have tried, and continue to try, to invade our world from a far-off metaplane. They can only cross over into our world through investing themselves into living hosts. This process produces either a flesh-form bug spirit, a good merge, or a true-form bug spirit.

For variety when facing insect (bug) spirits, use the templates below. Select one Insect Type, one Spirit Type, and one form, and apply to either the Bug Queen or Bug Spirit stat block from *Shadowrun:Anarchy*, p. 134 (if using Queen, skip the Insect Types table). All bug spirits gain Weakness (insecticides, Moderate).

INSECT TYPES

Ant: Elemental Attack (Acid; applies to all melee attacks)

Beetle: +2 Immunity (Normal Weapons)

Cicada: Deafening buzz; targets within earshot are distracted and suffer a -1 die penalty to all tests while sustained.

Fly: Gain Pestilence Critter Shadow Amp.

Mantid: Gain +1 die to attack when target is another insect spirit.

Mosquito: Flight; Essence Drain, Pestilence

Roach: +3 Armor, Weakness (light, Mild)

Termite: None

Wasp: Flight; Venom

SPIRIT TYPES

Caretaker: -2 Str; +2 Agi, Wil, Log, Cha, Edg; Negotiation 4+C, Projectile Weapons 3+A; Binding, Confusion, Enhanced Senses.

Nymph: -2 Str; +2 Agi, Wil, Log, Cha, Edg; Compulsion, Fear, Enhanced Senses

Queen: Con 4+C, Negotiation 4+C, Projectile Weapons 5+A; Compulsion, Enhanced Senses, Fear, Noxious Breath

Scout: -1 Str; +3 Agi, +2 Wil, Log, Cha, Edg; Biotech 3+L; Concealment, Confusion, Enhanced Senses; +3 Natural Armor

Soldier: Add +2 Agi, Wil, Log, Cha, Edg; Projectile Weapons 4+A; Binding, Fear, Noxious Breath; +6 Natural Armor

Worker: Add +1 Wil, Log, Edg; Concealment, Enhanced Senses; add one technical or physical skill

FORMS

FLESH FORMS

Astral Combat 3+W

Flesh Forms are hybrid human/bugs and have bizarre mix of features from both human and bug species. These are gross abominations.

GOOD MERGE

Astral Combat 3+W; Firearms 4+A; select one Firearm

Good Merges result from strong-willed hosts who resist the investing spirit. The host's spirit is still replaced, but physically, they appear exactly as before. In this scenario, the bug spirit keeps all of the host's memories and skills.

TRUE FORM

Astral Combat 5+W; +1 Immunity (Normal Weapons)

True Forms resemble gigantic versions of their insect type.

CIVILIAN

These people are utterly unremarkable. They have no police force, corporate, or military training and should not present much challenge. But if you still want to use them, here they are!

STR	AGL	WIL	LOG	CHA	EDG
3	3	3	3	3	1

SKILLS: Select up to 4 skills with ranks totaling up to 12.

SHADOW AMPS: Essence: 6 (No penalties.)

Select 2 amps, or +2 Edge.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Select 1 weapon	—	—	—	—

Armor: 0 [Clothing]

Condition Monitors (P/S): 10/10

COCKATRICE

The cockatrice is a bird-like creature resembling an enormous chicken. It has limited mobility in the air but runs quickly, vaulting into the air to claw its prey with sharp

talons. Its most dangerous feature is its tail, which paralyzes its victims, making the cockatrice valuable for corporate security.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
4	5	4	2	1	1

SKILLS: Athletics 4+A, Close Combat 4+A, Sneaking 3+A

SHADOW AMPS: Essence: 6 (No penalties.)

Critter: Has access to critter amps.

Natural Weapon (Critter Power): Weapon (claws, teeth, tail) damage of 5P.

Paralyzing Touch (Tail) (Critter Power): Combat/Effect. If critter successfully hits with an Unarmed melee attack, then Target cannot move. Defense = S + W.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Claws	5P	OK	—	—

Armor: 6 [Natural Armor]

Condition Monitors (P/S): 10/10

CYBERZOMBIE

Cyberzombie is a slang word for someone who has been installed with so much cyberware that they no longer truly live. They continue to exist only due to powerful and forbidden cybernetic and magical constructs and cybermancy rituals. Few groups, including corporations, possess the resources to create and maintain these mockeries of life. While technically “dead,” the soul of the cybermantic corpse is trapped, and if the cybermancy is properly executed, the subject keeps their former intelligence and memories.

STR	AGL	WIL	LOG	CHA	EDG
7	6	1	2	2	1

SKILLS: Athletics 2+A, Close Combat 4+A, Firearms 4+A, Heavy Weapons 3+A, Intimidation 4+C

SHADOW AMPS: Essence: -1 (-4 dice to magic/healing Tests.)

Critter: Has access to critter amps.

CFD Nanites (Critter Power): Effect. Add 2 dice or 2 damage when using any physical attribute.

Cyberarms 2: Cyberware. May reroll 2 dice on Agility-related rolls.

Cybereyes 2 with Smartlink: Cyberware. Ignore vi-

sion modifiers, may reroll 2 failed dice with ranged attacks. +1 dice to Firearms or Heavy Weapons rolls.

Cybergun: Cyberware. Use stats for Heavy Pistol.

Cyberleg 2: Cyberware. Gain 1 extra movement per narration, may reroll 2 dice on Athletics Tests.

Dermal Plating 3: Cyberware. Reduce damage taken by 3.

Retractable Hand Razors: Cyberware. Weapon. Inflicts Physical damage with Unarmed attack, may reroll 1 die.

Wired Reflexes 2: Cyberware. +1 attack, 1 Plot Point per scene.

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Ares Alpha	8P	OK	OK	-2
Cybergun	6P	OK	-2	—
Hand Razors	4P	OK	—	—

Armor: 12 [Armor Jacket]

Condition Monitors (P/S): 12/9

Note: When a cyberzombie contracts CFD, they gain the CFD Nanites Shadow Amp and +1 die/effect to any use of cyberware. However, they go berserk, attacking any creature they see, and their cyberware burns out within six hours of contracting CFD, causing death.

ELITES

To make any particular enemy tougher, add the following: up to +2 in Attributes bonuses, +1 Edge, add up to +4 in Skills bonuses, add 1 extra Shadow Amp, and 1 extra weapon. For example:

Elite Ganger: Ganger; *Anarchy*, p. 136. Elite: +1 Str, Agi; +2 Close Combat, +2 Firearms; Smartlink, AK-97.

Elite Rent-A-Cop: Rent-A-Cop; *Anarchy* p. 137. Elite: +1 Agi, Cha; +1 Close Combat, +1 Con, +1 Firearms, +1 Intimidation; Smartlink; Mossberg AM-CMDT.

THE FOUL ONE

Chicago has no shortage of strange and awful combinations. One of these combinations is the leader of the Swamp Thangs, a Wendigo Mosquito Shaman. If you don't go near her swamp, she shouldn't bug you. Wordplay!

Awakened

STR	AGL	WIL	LOG	CHA	EDG
7	4	6	4	4	4

SKILLS: Astral Combat 6+W, Athletics 5+A, Close Combat 5+A, Con 6+C, Conjuring 6+W, Intimidation 6+C, Sorcery 6+W, Stealth 6+A

SHADOW AMPS: Essence: 6 (No penalties.)

Critter: Has access to critter amps.

Dietary Requirement: Metahuman Flesh

Essence Drain (Critter Power): If used on incapacitated enemy, permanently lowers essence of target by 1.

Enhanced Senses (Critter Power): +3 dice to any Perception test.

Fear (Critter Power): May reroll 2 dice on Intimidation tests.

Heal (Spell): Heal one box of Physical or Stun damage per hit on a Sorcery + Willpower test.

Infection (Critter Power): If an Essence Drain action would take the target to 0 essence, target is infected with the same virus as the attacker.

Influence (Critter Power): Effect. +3 dice to Con and Negotiation tests.

Natural Weapon (Critter Power): Weapon (claws, teeth, tail) damage of (Str/2 +3)P

Physical Mask (Effect Spell): Mass illusion/disguises, and targets may reroll 2 failed Disguise dice.

Regeneration (Critter Power): Every combat turn, Critter regains 2 boxes of damage, in the following order: Stun, Physical, armor (if Natural Armor).

Wendigo Sorcery (Critter Power): Wendigo may choose from any spell in the list of Spell Amps.

Toxic Wave (Combat Spell): Damage of 6P/AA, +2 damage to Armor. Defense = S + W. Damages multiple targets.

Weakness (ferrous metals, Moderate): When affected, takes -4 damage/turn, which cannot be regenerated.

Weakness (sunlight, Severe): When affected by chosen weakness, critter takes -6 damage/turn, which cannot be regenerated.

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Bite/Claw	7P	OK	—	—

Armor: 9 [Lined Coat]

Condition Monitors (P/S): 12/11

THE FOUNDER

A.K.A. Paul Valley, he's a rather mean human toxic shaman holed up in the basement of a Chicago facility. Probably best to stay clear.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
3	6	6	5	6	4

SKILLS: Astral Combat 4+W, Close Combat 2+A, Con 2+C, Conjuring 4+W, Firearms 3+A, Intimidate 4+C, Sorcery 5+W

SHADOW AMPS: Essence: 6 (no penalties)

Awakened: Has access to magical amps.

Acid Stream (Conat Spell): Damage of 6P/AA, +2 damage to Armor.

Detect Life (Effect Spell): Living beings glow in a way the caster can perceive.

Stunbolt (Spell): Combat. Damage of 8S/AA. Defense = S + W.

Toxic Wave (Combat Spell): Damage of 6P/AA, +2 damage to Armor. Defense = S + W. Damages multiple targets.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Ares Crusader II	6P	OK	-2	—
Combat Knife	3P	OK	—	—

Armor: 9 [Lined coat]

Condition Monitors (P/S): 10/11

GANGER VARIETIES

Not all gangs are created equally. For variety, apply the following templates to the Ganger stats found in *Shadowrun: Anarchy*, p.136, as per below.

Go-Gangers (Ex: 405 Hellhounds, Ramblers)

Skills: +2 to Pilot (Ground)

Gear: Street Bike

Optional Weapons: Mounted vehicle weapon, Molotov cocktails, brass knuckles

Thrill Gangers (Ex: Halloweeners, Demolishers)

Fear: +2 dice to Intimidation rolls; melee opponents must roll 2 hits on Cha + Wil test or run away.

Optional Weapons: Hand razors, Molotov cocktails, chainsaw, cannon/launcher

Organized Crime Gangers (Ex: Mafia, Yakuza)

+1 to all Attributes

+1 to all Skills

Optional Weapons: any Firearm or Heavy Weapon, katana, shuriken, brass knuckles

Wiz Gangers (Ex: Merlyns)

Skills: Replace Close Combat and Firearms skills with Astral Combat 3+W and Sorcery 3+W.

Awakened (Magician): Has access to Magical Amps.

Manabolt (Combat Spell): Damage of 6P/AA. Defense = S + W.

Matrix Gangers (Ex: Twizzlers, Fry Guys)

Reduce STR and AGI by 1, and increase LOG by 2.

Skills: Replace Athletics and Close Combat skills with Electronics 3+L and Hacking 3+L.

Cyberdeck 1: May reroll 1 die on Matrix actions, Firewall +1, Matrix Condition Monitor 6, may run 1 program at a time.

Datajack and Headware: Cyberware. May access the Matrix via full VR (+1 die to Matrix actions). -1 Essence

GHOUL

Ghouls are metahumans infected by the Krieger strain of HMHV. They must consume raw metahuman flesh to survive. Physically blind, they have enhanced senses of smell and hearing, along with a dual nature that allows them to perceive the astral plane. They are stronger than their non-Infected counterparts, but many suffer a lower intelligence. Many ghouls become feral after their Infection, while a smaller number remain sane.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
6	4	5	3	1	3

SKILLS: Athletics 3+A, Close Combat 6+A, Stealth 6+A

SHADOW AMPS: Essence: 6 (No penalties.)

Critter: Has access to critter amps.

Enhanced Senses (Critter Power): Gain +3 dice to any Perception test.

Immunity (Normal Weapons) 1 (Critter Power): Reduce damage taken by non-magical weapons by 1.

Natural Weapon (Critter Power): Weapon (claws, teeth, tail) damage of 6P.

Dietary Requirement (Metahuman Flesh)

Reduced Senses (Blind): Ghouls must rely on astral sight to see.

Weakness (sunlight, Moderate): When in sunlight, ghouls take -4 damage/turn, which cannot be regenerated.

WEAPONS

	Damage	Close	Near	Far
Unarmed	3S	OK	—	—
Claws	6P	OK	—	—

Armor: 1 [Natural Armor]**Condition Monitors (P/S):** 11/11

IC (INTRUSION COUNTERMEASURES)

Intrusion countermeasures, or IC, are Matrix programs designed to halt or even harm invading hackers on a Matrix host. IC can be anything from a harmless Patrol IC to the deadly Black IC found on more secure corporate hosts.

WIL	LOG	FIREWALL
5	5	5

SKILLS: Hacking 3+L, Tracking 3+L**SHADOW AMPS:** Essence: 6 (no penalties)

Choose one:

Black IC: Damage is biofeedback (Physical).**Jammer IC:** On a successful Cybercombat test, target gets -1 to all tests in the Matrix.**Killer IC:** +2 to Cybercombat Hacking tests.**Patrol IC:** +2 to Perception tests in the Matrix.**Tar Baby IC:** Linklocks target on a successful Cybercombat test.**Track IC:** +2 to Tracking tests.

WEAPONS

	Damage	Close	Near	Far
Cybercombat	3S	OK	OK	OK

Armor: 0**Condition Monitors (P/S):** -/11

MAGE VARIANTS

Awakened

Not all mages have the same skills or know the same spells. Here is a variety of templates meant to be used with the Enemy Mage stat block from *Shadowrun: Anarchy*, p. 136.

Detective Mage: Replace all spells with Analyze Truth, Detect Magic, Stunball, and Stunbolt. Add custom lined coat. Replace weapons with Ares Predator V and stun baton.

Gang Mage: Replace all spells with Detect Life, Improved Invisibility, Manabolt, Stunbolt.

Insect Shaman: Add +1 STR, CHA, EDG. Add Biotech 3+L, Con 2+C, Negotiation 2+C; +2 Conjuring, +1 Sorcery, +1 Stealth. Add Summoning Focus. Replace all spells with Acid Stream, Armor, Chaotic World, Clout, Control Thoughts 3, Detect Enemies, Heal, Improved Invisibility, Stunball, Toxic Wave.

Security Mage: Replace all spells with Analyze Truth, Detect Life, Heal, Manabolt, Stunball. Replace weapons with Ares Predator V and stun baton. Replace lined coat with body armor.

Street Shaman: Replace all spells with Illusion, Heal, Manabolt. Add Mentor Spirit (choose one).

NICK RYDER

HUMAN DETECTIVE (NPC)



TAGS

- Human • Lone Star Detective • Good Cop
- Bad Rep • Recovering Alcoholic

BACKGROUND

Detective Nick Ryder, Lone Star Chicago. That meant something once—before the bugs, before the booze. After nearly two decades of drinking his problems away,

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he's trying to climb out of the bottle and make a difference again. Chicago is finally starting to recover from the bugs, and he means to help however he can.

Folk on the street spread the word that Ryder is trustworthy and actually cares about justice, but that ends up making him a pain in the brass's hoops. Too often he's refused to let things go and close cases when he's told to, so his bosses throw him under the bus with the press and sabotage his efforts to bring the actual bad guys to justice. He's been under IA's microscope more times than he'd like to admit, often just because he tried to do what he thought was right.

Ryder is on the young side of his forties and would probably be handsome if he didn't always look like he just rolled out of bed with the world's worst hangover. Rumpled tan suits, a battered trench coat, and crooked tie complement his short, dark, and sweat-spiked hair perfectly. Two days' worth of stubble growth complete his world-weary look.

DISPOSITIONS

- Does what he thinks is right, even if it brings him trouble.
- Chicago is his city, broken as she is.
- Trying to climb out of the bottle.
- Cares about justice, not reputation.

STR	AGL	WIL	LOG	CHA	EDG
4	5	6	5	5	7

SKILLS

- Close Combat 3+A
- Con 3+C
- Firearms 3+A
- Intimidation 2+C (Interrogation +2 dice)
- Negotiation 4+C
- Chicago Area (K)
- Law Enforcement (K)
- Street Rumors (K)

SHADOW AMPS

Essence: 4 (-1 die on magic/healing tests)

(4) Custom Lined Coat: (hidden compartments, bug scanner) 10 armor. Perception tests are -3 dice for items in coat.

(1) Datajack and Headware: May access the Matrix via full VR, +1 die to Matrix actions. -1 Essence.

(2) I Know Everybody: Gain 5 contacts.

(2) Smartlink: +1 die to Firearms or Heavy Weapons rolls. -1 Essence.

CUES

- Nobody blows up an entire block of my town! Anymore!
- The city's got a long way to go to be meaner than me.
- I got soykaf and my Colt. I can take on anything.
- I don't know everything. But I can ask around.
- You wanna help me out, or you wanna answer some questions downtown?
- Gimme a name and twenty-four hours.
- I don't need a badge to take you down.
- Blow me.

QUALITIES

College Education: May choose 2 additional Knowledge skills.

Distinctive Style (Scruffy Detective): Trench coat, perpetual 5-o'clock shadow. Opposition is at +2 dice to recognize or remember you in Perception tests.

Guts: May reroll 2 dice when resisting fear or intimidation.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	-	-
Colt Gov't 2066	6P	OK	-2	-
Defiance EX Shocker	6S	OK	-4	-
Stun Baton	7S	OK	-	-

Armor: 10 [Custom Lined Coat]

Condition Monitors (P/S): 10/11

Gear: Biometric reader, Glasses (image link, thermographic vision, vision magnification), Hermes Ikon commlink, Metal restraints, Whiskey flask (contains seltzer water)

Contacts: 8 contacts, as needed.

QUANTUM PRINCESS

HUMAN DIPLOMATIC DECKER

TAGS

- Human • Hacker • Fixer • Hispanic • Old School

BACKGROUND

Few people in the shadows of Chicago know the name Vanessa Rodriguez, but the name Quantum Princess is a



whole different story. She was a deck hound and nova-hot runner before Bug City, and she was right in the thick of things when drek went sideways, bugs came out of the woodworks, and the CZ went up. She played a key role in setting up a jury-rigged BBS to help those caught in the CZ survive and stay in touch. It's widely held that she's the sys-admin for NooseNet, Chicago's version of ShadowSEA or JackPoint, but she's not saying one way or the other.

No longer an active runner, Quantum Princess earns most of her nuyen doing fixer work. It helps that she's liked, even trusted, by most factions, groups, and gangs in Chicago. She often mediates between groups that are at odds with each other.

Quantum Princess is a human female, her deep brown skin and dark hair showcasing her Hispanic-An-glo descent. She is in her mid-fifties, and age and stress have added some weight and slowed her down. Her wit and intelligence are as sharp as ever, though, and her trademark deep-violet cybereyes with golden-atom symbol pupils don't miss anything.

DISPOSITIONS

- Being connected—to people or to the Matrix—is vital.
- Seeks to find a solution agreeable to all parties.
- Help, not harm—but no reason not to make a profit while you're at it.
- NooseNet is her home, and she'll defend it to the last.

STR	AGL	WIL	LOG	CHA	EDG
3	5	5	6	6	4

SKILLS

- Con 3+C
- Electronics 3+L
- Firearms 3+A
- Hacking 4+L
- Negotiation 3+C
- Local Runners (K)

SHADOW AMPS

Essence: 2 (-2 dice on magic/healing tests)

(3) Custom Cybereyes 2 with Smartlink: Cyberware. Ignore vision modifiers, may reroll 2 failed die with ranged attacks, +1 die to Firearms or Heavy Weapons rolls. -1 Essence.

Datajack and Headware: Cyberware. May access the Matrix via full VR, +1 die to Matrix actions. -1 Essence.

I Know Everybody: Gain (Cha rating) contacts

(5) Cyberdeck 4 (Shiawase Cyber-5): May reroll 2 dice on Matrix actions, Firewall +3, Matrix Condition Monitor 12, may run 2 programs at a time.

(2) Exploit (program): May reroll two dice on non-Cybercombat hacking tests.

(2) Mugger (program): May reroll 1 die in Cybercombat tests.

CUES

- GOD watches all. But I watch GOD.
- I will not let my city stay broken.
- I don't need to hack the world—just the parts that're in my way.
- Your commlink's so old, it's got a rotary dial.
- Ever seen a smartlink melt?
- The corps want us at each other's throats. Don't give them the satisfaction.
- I get jobs for people I trust. Help me trust you.
- This is good—you and me, talking. We can make something happen.

QUALITIES

Home Ground (NooseNet Grid): Gain +1 Plot Point when entering the NooseNet Grid.

Combat Paralysis: Act last on the first round of any combat (that isn't you specifically initiating an ambush).

Silver Tongue: May reroll 2 dice on Charisma tests.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Remington	6P	OK	-2	—
Roomsweeper				
Narcoject Pistol	6S	OK	-4	—
Club	4P	OK	—	—

Armor: 6 [armor clothing]

Condition Monitors (P/S): 10/11

Gear: DocWagon Platinum contract (1 year), Electronics toolkit, Fairlight Caliban commlink, Fake SIN, Medkit

Contacts: 9 contacts, as needed.

SHEDIM

These spirits from dark and shadowed metaplanes are only capable of manifesting on our world by possessing dead (or unoccupied) bodies. They hate all life and seem to exist solely to conquer and extinguish it wherever they are found.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
7	6	6	6	6	3

SKILLS: Astral Combat 3+W, Close Combat 3+A

SHADOW AMPS: Essence: 6 (No penalties.)

Critter: Has access to critter amps.

Enhanced Senses (Critter Power): Gain +3 dice to any Perception test.

Fear (Critter Power): May reroll 2 dice on Intimidation tests.

Immunity (Normal Weapons) 2 (Critter Power): Reduce damage taken by non-magical weapons by 2.

Paralyzing Touch (Critter Power): Combat/Effect. If critter successfully hits with an unarmed melee attack, then target cannot move. Defense = S + W.

Weakness (sunlight, Mild) (Critter Power): When affected by chosen weakness, Critter takes -2 damage/turn, which cannot be regenerated.

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—

Armor: 6 [Natural Armor]

Condition Monitors (P/S): 12/11

Note: For master shedim, increase all attributes by 2, increase all skills by 1, increase Immunity by 2, add

the Concealment, Control Thoughts, and Regeneration critter amps, add Sorcery 5+W, two (or more) spell amps, and increase damage of all attacks by 2.

SPECIAL FORCES

There are groups in the Sixth World whose expertise goes beyond what is common. These fighting forces stand above the rest as the most effective and lethal at what they do. Examples of these forces include Aztechnology's Jaguar Guard, CAS Navy Seals, Ares Seraphim, Anarchist Black Star Operatives, Israeli Mossad, Renraku's Red Samurai, or Knight Errant's Firewatch.

STR	AGL	WIL	LOG	CHA	EDG
5	6	5	4	3	3

SKILLS: Athletics 4+A, Close Combat 5+A, Firearms 5+A, Heavy Weapons 3+A, Intimidation +3, Projectile Weapons 3+A, Stealth 3+A

SHADOW AMPS: Essence: 3 (-2 die to magic/healing tests.)

Cybereyes 2 (-1 Ess): Cyberware. Ignore vision modifiers, may reroll 2 failed dice with ranged attacks.

Muscle Augmentation 2 (-0.5 Ess): Bioware. May reroll 2 dice on Strength-related rolls.

Muscle Toner 2 (-0.5 Ess): Bioware. May reroll 2 dice on Athletics tests.

Wired Reflexes 2 (-1 Ess): Cyberware. +1 attack, 1 Plot Point per Scene.

WEAPONS

	Damage	Close	Near	Far
Unarmed	3S	OK	—	—
Ares Alpha	8P	OK	OK	—
Ares Predator V	6P	OK	-2	—
Combat Knife	4P	OK	—	—
Grenade x3	12P	OK	OK	—

Armor: 12 [Body Armor]

Condition Monitors (P/S): 11/11

Note: Apply the below changes to create different types of special forces troops.

Lieutenant: Add +1 CHA. Add Con 2+C, +2 Intimidation. Increase all Shadow Amps to Level 3.

Mage: Add +1 LOG. Add Biotech 2+L. Replace all Shadow Amps with Awakened, Ball Lightning, Clout, Detect Enemies, Flamethrower, Heal, Mass Confusion.

Rigger: Add +1 LOG. Add Electronics 4+L, Hacking 4+L, Piloting (Ground) 4+A, Piloting (Other) 4+A, Vehicle Weapons 4+A. Replace Muscle Augmentation and Muscle Toner with Control Rig 2.

Sniper: Add +2 Stealth. Replace Area Alpha with Ares Desert Strike.

Spider: Add +1 Log. Add Electronics 5+L, Hacking 5+L. Add datajack and headware, Cyberdeck 3 (Shiawase Cyber-4), Exploit program, Hammer program, Track program.

SPIRIT OF CHEMICALS (TOXIC WATER SPIRIT)

A former spirit of water corrupted by waste and pollution, the spirit of chemicals is antithetical to all life, seeking only to corrupt and corrode whatever it contacts.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
6	8	6	6	6	3

SKILLS: Astral Combat 5+W, Close Combat 5+A

SHADOW AMPS: Essence: 6 (no penalties)

Critter: Has access to critter amps.

Immunity (Normal Weapons) 3 (Critter Power): Reduce damage taken by non-magical weapons by 3.

Elemental Attack (Acid) (Critter Power): Combat. Damage of 8S. Defense = A + L.

Accident (Effect Spell): Each combat turn, may add 1 glitch die to (WIL rating) rolls

Enhanced Senses (Critter Power): Gain +3 dice to any Perception test.

Fear (Critter Power): May reroll 2 dice on Intimidation tests.

WEAPONS

	Damage	Close	Near	Far
Unarmed	3S	OK	—	—

Armor: 9 [Natural armor]

Condition Monitors (P/S): 11/11

Note: For greater spirit of water, increase all Attributes by 2, increase Immunity by 2, and increase damage of all attacks by 2.

SPIRIT OF RADIATION (TOXIC AIR SPIRIT)

This spirit of air has been corrupted by pollution, the will of a toxic shaman, or some other horrific event. In this case, an air spirit has been corrupted by radioactive fallout and now, full of spite and rage, it seeks only to share its fate with others.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
6	8	6	6	6	3

SKILLS: Astral Combat 5+W, Close Combat 5+A

SHADOW AMPS: Essence: 6 (no penalties)

Critter: Has access to critter amps.

Energy Aura (Radiation) (Critter Power): Combat. Melee attacker or target takes damage of (WIL)P/AA. Additional effect based on aura's element; failure inflicts target with -2 to all tests.

Enhanced Senses (Critter Power): Gain +3 dice to any Perception test.

Fear (Critter Power): May reroll 2 dice on Intimidation tests.

Immunity (Normal Weapons) 3 (Critter Power): Reduce damage taken by non-magical weapons by 3.

Accident (Effect Spell): Each combat turn, may add 1 glitch die to (WIL rating) rolls

Elemental Attack (Radiation) (Combat Spell): Damage of 6P/AA. Defense = S + W; failure inflicts target with -2 to all tests.

Weaknesses (Water): When in contact with water, takes -4 damage/turn.

WEAPONS

	Damage	Close	Near	Far
Unarmed	3S	OK	—	—

Armor: 9 [Natural armor]

Condition Monitors (P/S): 11/11

Note: For greater spirit of water, increase all Attributes by 2, increase Immunity by 2, and increase damage of all attacks by 2.

TECHNOMANCER SPRITE

Technomancers can create semi-autonomous entities in the Matrix—digital creatures that serve the technomancer's whims. While they are often viewed as pets or friends, some see them as Matrix spirits.

STR	AGL	WIL	LOG	CHA	EDG
—	—	4	4	4	3

SKILLS: Electronics 3+L, Hacking 3+L, Tasking 3+L, Tracking 3+L

SHADOW AMPS: Essence: 6 (no penalties)

Aid: May assist in Teamwork tests for any of its skills.

Also choose one:

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Courier Sprite: +2 to Perception tests in the Matrix.
Crack Sprite: +2 to non-Cybercombat Hacking and Tasking tests.
Data Sprite: +2 to Tracking tests in the Matrix.
Fault Sprite: +2 to Cybercombat Hacking and Tasking tests.
Machine Sprite: You may reroll any Glitch die related to high-tech items but must keep the second result.

WEAPONS

	Damage	Close	Near	Far
Cybercombat	2S	OK	OK	OK

Armor: 0

Condition Monitors (P/S): -/10

TERRORS

“Terrors” is a term used to describe horrifying creatures or corruption capable of only hatred, malice, and death. Where they come from is unknown, but they have some connection to so-called Terrors, or Elder Gods, or at the very least, Elder God cults. Extremely rare, there have been at least three variations of these lesser terrors.

Awakened

LESSER TERROR (CRAWLER)

Approximately three to four meters long, these filth monsters looks vaguely insectoid but possess eight hairy tentacles instead of legs. Their legs aren't used for transportation, however, as they hover above the ground, moving silently. When near their prey, crawlers leap forward, tentacles ahead, and wrap themselves around their target. Their three mouths are behind mandibles, while their three eyes (two are eerily human looking) behold the fear on their victims' faces as they are consumed alive.

STR	AGL	WIL	LOG	CHA	EDG
9	5	6	4	4	4

SKILLS: Astral Combat 4+W, Athletics 4+A, Close Combat 6+A, Stealth 3+A

SHADOW AMPS: Essence: 6 (No penalties.)

Critter: Has access to critter amps.

Immunity (Normal Weapons) 2 (Critter Power): Reduce damage taken by non-magical weapons by 2.

Natural Weapon (Critter Power): Weapon (claws, teeth, tail) damage of 8P.

Venom (Critter Power): Combat. If target struck by Natural Weapon, inflicts additional 6P damage. Defense = S + W.

WEAPONS

	Damage	Close	Near	Far
Unarmed	5S	OK	—	—
Tentacle/Bite	8P	OK	—	—

Armor: 9 [Natural Armor]

Condition Monitors (P/S): 13/11

LESSER TERROR (M'FLESIT)

Traveling in dense packs called covens, these horrifying nightmares feed on the fear they elicit with their very presence. Most resembling a twisted combination of feral rats and black widow spiders. Each bite from a m'flesit causes a different allergic response in metahumans. Once a coven of m'flesit swarms a victim, there is no hope of survival.

STR	AGL	WIL	LOG	CHA	EDG
3	6	4	1	1	1

SKILLS: Astral Combat 4+W, Close Combat 6+A

SHADOW AMPS: Essence: 6 (No penalties.)

Critter: Has access to critter amps.

Immunity (Normal Weapons) 1 (Critter Power): Reduce damage taken by non-magical weapons by 1.

Natural Weapon (Critter Power): Weapon (claws, teeth, tail) damage of 7P.

Anaphylaxis (Critter Power): Toxin. When hit with Natural Weapon, target makes S + W Test. If the attack had more hits, inflicts 1P damage on each of the target's narrations.

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Body-Slam	7P	OK	—	—

Armor: 6 [Natural Armor]

Condition Monitors (P/S): 8/8

LESSER TERROR (TOAD)

Alternatively called gum toads, these morbidly obese balls of goo ooze a material similar to tar. With a tongue seven meters long, they can trap prey with incredible speed, drawing it into their maw. Once targets are coated with drool and excretions, they rarely live to tell the tale.

STR	AGL	WIL	LOG	CHA	EDG
7	4	4	4	2	4

SKILLS: Astral Combat 4+W, Close Combat 6+A**SHADOW AMPS:** Essence: 6 (No penalties.)**Critter:** Has access to critter amps.**Immunity (Normal Weapons) 2 (Critter Power):** Reduce damage taken by non-magical weapons by 2.**Natural Weapon (Critter Power):** Weapon (claws, teeth, tail) damage of 7P.**Paralyzing Touch (Critter Power):** Combat/Effect. If critter successfully hits with an Unarmed melee attack, then Target Cannot move. Defense = S + W.

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Body-Slam	7P	OK	—	—

Armor: 6 [Natural Armor]**Condition Monitors (P/S):** 12/10

WASP DRAGON QUEEN

Imagine a dragon. Now imagine that dragon was infested with a queen bug spirit and driven mad by the experience. That's what this is.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
20	10	9	9	9	6

SKILLS: Astral Combat 9+W, Close Combat 9+A, Conjuring 9+W, Intimidation 7+C, Projectile Weapons 9+W, Sorcery 11+W**SHADOW AMPS:** Essence: 6 (no penalties)**Critter:** Has access to critter amps.**Immunity (Normal Weapons) 3 (Critter Power):** Reduce damage taken by non-magical weapons by 3.**Elemental Attack (Acid) (Critter Power):** Combat. Damage of 8S. Defense = A + L.**Natural Weapon (Critter Power):** Weapon (claws, teeth, tail) STR/2 +3P**Animal Control (Critter Power):** Mundane animals obey simple commands. Limited to swarm of tiny creatures, three dozen small creatures, or six large creatures)**DragonSpeech (Critter Power):** May speak and be understood without the use of audible words.**Enhanced Sense (Critter Power):** +3 dice to any Perception test.**Fear (Critter Power):** +3 dice to intimidation rolls, melee opponents must roll 3 hits on CHA+WIL or run away.**Dragon Sorcery:** Dragons may choose from any spell in the list of Spell Amps.**Noxious Breath:** Toxin. Defense = S + W; failure inca-

pacitates target with nausea for one narration. Damages multiple targets.

Venom (Critter Power): Combat. If target struck by Natural Weapon, inflicts additional 6P damage. Defense = S + W.**Weakness (insecticides):** When affected by insecticides, critter takes -6 damage/turn, which cannot be regenerated.

WEAPONS

	Damage	Close	Near	Far
Unarmed	8S	OK	OK	—
Natural Weapon	11P	OK	OK	—

Armor: 15 [Natural armor]**Condition Monitors (P/S):** 16/13

WENDIGO

A wendigo is an ork infected with the human/metahuman vampiric virus (HMHVV). They are troll-sized with white fur and bear some resemblance to a sasquatch. All wendigos are Awakened.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
7	4	4	4	4	3

SKILLS: Astral Combat 4+W, Athletics 3+A, Close Combat 3+A, Con 4+C, Conjuring 4+W, Intimidation 4+C, Sorcery 4+W, Stealth 4+A**SHADOW AMPS:** Essence: 6 (No penalties.)**Critter:** Has access to critter amps.**Essence Drain (Critter Power):** If used on incapacitated enemy, permanently lowers Essence of target by 1.**Fear (Critter Power):** May reroll 2 dice on Intimidation tests.**Infection (Critter Power):** If an Essence Drain action would take the target to 0 Essence, target is infected with the same virus as the attacker.**Natural Weapon (Critter Power):** Weapon (claws, teeth, tail) damage of (STR/2 +3)P.**Regeneration (Critter Power):** Every combat turn, critter regains 2 boxes of damage, in the following order: Stun, Physical, armor (if Natural Armor).**Weakness (ferrous metals, Moderate) (Critter Power):** When affected by chosen weakness, critter takes -4 damage/turn, which cannot be regenerated.**Weakness (sunlight, Severe) (Critter Power):** When affected by chosen weakness, critter takes -6 damage/turn, which cannot be regenerated.**Wendigo Sorcery (Critter Power):** Wendigo may choose from any spell in the list of Spell Amps.**Dietary Requirement (Metahuman Flesh)**

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Bite/Claw	7P	OK	—	—

Armor: 9 [Lined Coat]

Condition Monitors (P/S): 12/11

WOLF

A wild, carnivorous member of the dog family of mammals that lives and hunts in packs. Native to both Eurasia and North America, the Chicago variety is particularly aggressive and grumpy.

STR	AGL	WIL	LOG	CHA	EDG
5	4	3	3	3	3

SKILLS: Athletics 4+A, Close Combat 5+A, Stealth 4+A, Tracking 5+L

SHADOW AMPS: Essence: 6 (No penalties.)

Critter: Has access to critter amps.

Enhanced Senses (Critter Power): Gain +3 dice to any Perception test.

Natural Weapon (Critter Power): Weapon (claws, teeth, tail) damage of (STR/2 +3)P.

WEAPONS

	Damage	Close	Near	Far
Unarmed	3S	OK	—	—
Bite/Claw	6P	OK	—	—

Armor: 0

Condition Monitors (P/S): 11/10

WOLF SHAPESHIFTER

Wolf shapeshifters, like all species of shifters, are Awakened versions of common animals, born with the ability to take on a human form.

Awakened

STR	AGL	WIL	LOG	CHA	EDG
5	5	3	3	4	3

SKILLS: Athletics 4+A, Close Combat 5+A, Firearms 3+A, Stealth 4+A, Tracking 5+L

SHADOW AMPS: Essence: 6 (No penalties.)

Critter: Has access to critter amps.

Enhanced Senses (Critter Power): Gain +3 dice to any Perception test.

Natural Weapon (Critter Power): Weapon (claws, teeth, tail) damage of (STR/2 +3)P.

Shift (Metahuman Form): Critter can change into a single metahuman form.

WEAPONS

	Damage	Close	Near	Far
Unarmed	3S	OK	—	—
Bite/Claw	6P	OK	—	—
Ares Predator V	6P	OK	-2	—

Armor: 9 [Armor Vest]

Condition Monitors (P/S): 11/10



CONTRACT BRIEFS

This chapter contains twenty-six Contract Briefs, plotlines to make it easy to play your own *Anarchy* games. With the information in these briefs and the characters in the **Street People** chapter of *Shadowrun: Anarchy* and **The Uncontained** chapter of this book, you can start a game in no time. Since there are some plot twists and other sensitive info following, we'll provide the following disclaimer:

IT'S PROBABLY BEST IF ONLY GAMEMASTERS READ THIS CHAPTER.

The plot structures of the Contract Briefs are left purposefully loose, leaving room for the players to add their own twists and developments. Often this means the ending is not set in stone; other times there are secrets that the gamemaster may eventually reveal, though the way the secrets come out may or may not follow the exact pattern outlined in the adventure.

Bottom line: The Contract Briefs are structures players and gamemasters can use to build games and plots, but they should not be viewed as iron-clad gospel. They are tools to get the story moving and to provide interesting story twists, but not strict outlines you must follow.

Most of the briefs in this chapter are a single page

and likely would be covered in a single gaming session (though given the creativity of shadowrunners, some of them may well go for multiple sessions). Mixed in with those are briefs containing multiple parts. Most of the briefs contained in *Chicago Chaos* are written to be used in succession, but unless noted, they may be played in any order. The briefs in this book, if played together, form a long campaign set in Chicago, beginning with megacorporations flooding back into Chicago and ending with a second bug spirit invasion. Gamemasters are free to pick and choose briefs to use and leave others out. The point is, whether you want standalone missions or longer campaigns, the tools are here to make things easier, not railroad you!

Note that each *Mr. Johnson's Pitch* contains the Karma payment offered by Mr. Johnson, stated as an amount of Karma each player would receive. Players can always attempt a negotiation, and the payment can be adjusted by the gamemaster based on extenuating circumstances (perhaps they're doing a job because they owe Mr. Johnson a favor from a previous job, and thus they should be taking less pay). Generally speaking, though, payment should not dip lower than 3 Karma and should not be negotiated to higher than 9. In each section, the suggested NPCs may be found in the original *Shadowrun: Anarchy* book or here in *Chicago Chaos* in **The Uncontained**.

CHASIN' THE WIND

CONTEXT

Background: More than twenty years ago, before the Containment Zone went up, Janus Industries (a subsidiary of Shiawase) began experimenting on children, forcing them to interact with the Matrix in unnatural ways. Their research would have yielded little if it were not for one young girl, a latent technomancer. This kidnapped girl, Samantha, was subjected to many horrors, among them forced augmentation and memory alteration. Nick Ryder, a rookie cop in Chicago, was assigned the case but was never able to crack it. When Chicago was cut off from the rest of the world, Janus continued their research away from any corporate interference or accountability, leading to further abuses, including attempts at cloning Samantha. Now, Sam's only friend, a free sprite named Remo, has helped her escape.

MR. JOHNSON'S PITCH

The runners are contacted by Quantum Princess, an aging shadowrunner (see entry for Quantum Princess in **The Uncontained**, p. 82), for a meet at Chicago's Own, a pizzeria north of Chicago. She tells them she has been hired for a job but is getting too old for this sort of thing. She wants to subcontract the job to the runners. First, she wants them to prove their worth. She hires them to insert wireless transmitters into two Matrix transmission points just inside the CZ, ostensibly to repair Matrix connectivity in Chicago, but really to allow her to "piggyback" on the new NooseNet Grid (local pirate grid running alongside Chicago's public grid). If the runners are successful, they receive 2 Karma.

If the runners pull off the first errand without a hitch, Quantum tells them about the next run. She is subcontracting a job from Simon Andrews (one of Saeder-Krupp's top agents, use Scurry, p. 64) to investigate a Janus Industries lab facility and download ownership files from the facility's node (see **Scene 2**). Once complete, the runners will meet Simon back at Chicago's Own for the exchange. Simon offers 3 Karma for the job.

Any time after Scene 2 begins (gamemaster discretion), the runners receive a call from a local cop, Nick Ryder (see entry for Nick Ryder in **The Uncontained**, p. 81). Nick asks them to find a young missing girl named Samantha. This girl was kidnapped many years ago and was Detective Nick Ryder's first unsolved case. Samantha's trail has been cold for years, but recent rumors placed her near the Maker Collective (see **Scene 3**). Nick offers 3 Karma for retrieving Sam, and he'll meet the

runners anywhere. Scenes 2 and 3 can be completed in any order.

OBJECTIVES

- Insert wireless transmitters into two Matrix nodes
- Investigate Janus and download ownership data
- Locate Samantha

TAGS

- Janus • Shiawase • Saeder-Krupp • Quantum Princess
- Simon Andrews • Samantha • Nick Ryder

THE PLOT

SCENE 1

Suggested NPCs: Rent-a-Cops x2 (p. 137, SR:A).
Enemy Mage (p. 136, SR:A). **Spirit of Man** (p. 139, SR:A).

Soldier (add sniper rifle; (p. 137, SR:A)

The first Matrix transmission point is in the control tower of the defunct Midway Airport. Since a snowstorm is picking up, have any drivers make a Piloting (Ground) test as they drive around. If runners don't get any hits on the Piloting test, they crash their vehicle. The control tower is guarded by two guards, a mage, and a spirit of man. Once these are dealt with, installing the wireless transmitter requires 3 hits on a Hardware test (if none of the runners have Hardware, Electronics or Hacking could work as well).

The second Matrix transmission point is located at Garfield Park. It's an overgrown series of playgrounds and picnic shelters surrounding a wooded area. The transmission point is inside a fake tree. To find it, the runners can either get 5 hits on a Perception test or track the Matrix signal with 3 hits on an Electronics test. Installing the second wireless transmitter requires the same test as the first. If you feel like adding more action, include a deranged citizen on a rooftop who thinks the runners are bug spirits. Have him take sniper shots at them while they look for the transmission point.

SCENE 2

Suggested NPCs: Samantha Clones

(use stats for SM-501 in *The Uncontained*, p. 70)

Janus Industries is located at 1501 North Greenview Avenue. The windows of the brick building are boarded up, and the building is dark. The building is large, and the ownership files the runners are looking for are in a wired computer in the downstairs lab. Unlike the rest of

the building, the lab looks recently used.

Dead Janus lab technicians lie along the floor of the lab. Twelve cloning tanks line the room; eleven of them contain identical dark-haired human females, all in suspended animation. A twelfth tank is open, and its inhabitant gone. (If the runners found Samantha first, they will recognize the other females as being identical to her.)

Two hits on a Biotech test reveal the technicians were killed by blunt-force trauma—kicks and punches. Two hits on a Perception test reveals a commlink on one of the technicians. Three hits on a Hacking Test will allow runners to see recorded video of one of the tanks opening by itself and one of the clones bursting forth and slaughtering the technicians with obviously augmented skill. The commlink also has access codes to the lab computer. Otherwise, to get the data from the computer, 4 hits on a Hacking Test is required.

SCENE 3

Suggested NPCs: Samantha (use stats for SM-501 in *The Uncontained*, p. 70, add 1 to all stats and 2 to all skills), people of the Maker Collective (Rent-a-cops SR:A, p. 137; Gangers, SR:A, p. 136)

To find Samantha, the runners travel to the Maker Collective, a network of strip malls and office buildings connected by canvas tunnels. The runners might have to do legwork to find Sam among the office buildings, workshops, and drug refineries. When they ask around about Sam, someone eventually reveals that she has been working at a drug refinery called the Smokestack, where she also rents a small squat on the second floor. Sam is quiet, reserved, and doesn't own much beyond the armor jacket and scrubs she wears.

If the runners try to get Sam to come with them, they'll realize she has no memory of her previous life. They could also try to knock her out and take her by force. Samantha is a technomancer and augmented, so she won't be a pushover. A sprite, Remo, resides in her biological PAN and was the one who helped her escape. Add as much or little resistance as desired from guards or vendors in the Maker Collective. There isn't any way for the runners to tell if Samantha is the original or a clone, but Nick Ryder won't split hairs about it.

Note: If Simon Andrews is told about Samantha, he matches Nick Ryder's offer to the runners if they turn Samantha over to him instead.

CRITIC'S CHOICE

CONTEXT

Sid Gambetti, small-time fight promoter and wannabe fixer, invites the shadowrunners to the Vault. Once there, they catch the last moments of a match as Matt Wrath knocks out his opponent.

Sid escorts them to a back room, followed by Matt Wrath. "Matt and me, we know folks in the Zone, and I got a guy looking to get a data snatch job done. If you're interested, head over to the clinic. Dr. Tate's waiting for you."

As Sid leaves, Matt adds, "Before you head out, go talk with Becky 99. She looks after people around here, and has some work you might be interested in."

MR. JOHNSON'S PITCH

Dr. Tate is polite but gets straight to business. "I'm planning to set up additional medical facilities deeper in the CZ. To keep medical costs affordable to the locals, I need to acquire a suitable space cheaply. Your task is to get into an abandoned office building and acquire specific data from the host there. I can offer you 3 Karma each, plus one free visit for medical treatment at any of my facilities."

When the players accept the mission, he provides more detail. "The target is Chicago Genesis, an old trid studio at Kimball Avenue Addison Street. I need you to extract any data relating to property ownership from the host there."

If the runners forget to talk to Becky 99, a young girl named Tasha will send them to the market square to see her.

Becky 99 is friendlier. "Don't worry, I'm not looking to hijack the job you just took. I don't trust Tate, but he's doing some good around here. The trid studio is outside my turf, but I'm looking for any old trid recordings you can find there. I can give you 1 Karma each just for looking, and an additional 1 Karma each if you bring anything back."

OBJECTIVES

- Locate and steal property ownership data from Chicago Genesis computers
- Bring back any trid recordings they find

TAGS

- Sid Gambetti • Matt Wrath • Martin Tate
- Becky 99 • Containment Zone



THE PLOT

SCENE 1

Suggested NPCs: The Lost Ones x3

(Gangers, SR:A, p. 137), Hell Hound (SR:A, p. 136)

The Chicago Genesis building is a small, two-story office attached to a four-story brick building that occupies the rest of the city block. Human and metahuman skulls hang in a tree near the door. Inside are large piles of debris, a steel door leading into the brick building, and stairs leading down. Three of the Lost Ones, armed with swords and bows and a hell hound, are standing guard here. They challenge the runners, but 3 hits on a Con or Negotiate test prompt them to escort the runners to their leader, "Neil the Ork Barbarian."

SCENE 2

Suggested NPCs: The Lost Ones x9 (Gangers, SR:A, p. 136),

Kira (use Vector, SR:A, p. 128), Jeff "Neil" Thompson

(use Sledge, SR:A, p. 82), Hell Hounds x3 (SR:A, p. 136)

The Lost Ones gang resides in the brick building, a soundstage once used to film episodes of *Neil the Ork Barbarian*. They're all armed with swords and bows. They refuse

to leave, but 4 hits on a Negotiation test convinces them to allow Tate to use the front office.

SCENE 3

Suggested NPCs: Devil Rats (SR:A, p. 135),

Fleshmongers (Gangers, SR:A, p. 136)

The lower level holds the remnants of the datacenter and editing rooms. The stench of decay is overpowering. Devil rats occupy piles of garbage and have destroyed the host's power-lines. The runners will have to run a power line from a generator in the soundstage to the host, requiring 2 hits on an Engineering or Electronics test. The ownership data requires 3 hits on an Electronics test to find. The trid files are also there—sim recordings of actors being taken by bugs nearly twenty years ago. The files are damaged; only five are recoverable, requiring 4 hits on an Electronics test to repair them all. Once they do, viewing them may induce nightmares.

Dr. Tate gladly pays the runners for the ownership data, plus a bonus of 1 Karma if they dealt with the Lost Ones peacefully, as he can use them as security. Becky 99 is likewise glad to receive the sim files they found.

If the runners have managed to avoid most of the combat in this adventure, have a pack of Fleshmongers jump them on the way back to the Vault.

RESISTANCE IS FUTILE

CONTEXT

In the early 2050s, Aztechnology secretly set up a research facility focused on cybermancy research. The facility was written off after the Cermak Blast. When Aztechnology returned to Chicago, they restored the facility, recovering lost data and resuming research.

WORD WATCH

Cognitive Fragmentation Disorder (CFD): A nanite-caused personality disorder. Over time, the victim's personality is overwritten by nanites and replaced with a digital personality.

Cybermancy: Technique combining magic and cyberware to keep a spirit trapped in a dead body. This allows a body to house more cyberware than should be possible.

MR. JOHNSON'S PITCH

The shadowrunners meet Juan Xihuitl at a local Taco Temple. "Hola, mensajeros sombrios. I have a job, and I think you're the ones for it. An Aztechnology research facility we recently restored has fallen silent. I need you to secure the facility, make copies of all the research data, then destroy the facility and bring the research to me. I'm offering you 4 Karma each. Are you interested?" If asked why he needs help to shut down one of his own facilities, he merely replies. "This needs to be handled ... quietly."

After the runners accept, he tells them the research facility is located in a hidden sub-basement under the Jesse Brown VA Hospital. He gives them the entrance location and passcodes. He won't say anything more about the facility.

Once they leave Juan, the runners will receive another call. Maggie Goldberg, Mitsuhamas Johnson, asks, "I heard about a job you just picked up—I'd like to improve on Juan's offer. And before you hang up, let me ask—he *did* tell you what the facility does, right? You might want to know what you're walking into." If the runners agree, Maggie tells them the facility researches cybermancy, and MCT wants the data. She asks the runners to report what they find, plus copy any research. She doesn't care how, but she wants the facility itself intact. She'll pay 5 Karma each to run the job for her instead of Juan.

OBJECTIVES

- Secure the hidden Aztechnology facility
- Copy research data
- Destroy the facility and return to Juan

TAGS

- Juan Xihuitl • Maggie Goldberg • Cybermancy
- Cyberzombies • CFD • MCT • Aztechnology

THE PLOT

SCENE 1

Suggested NPCs: Hospital Security & Lone Star Patrol (Rent-a-Cops, SR:A, p. 137)

The hospital is a public medical facility, so armed shadowrunners won't be allowed to wander the halls as they please. The runners will need to look like they belong in the hospital, either as patients, staff, or visitors. Otherwise, hospital security will ask them to leave. If the runners start a fight, security calls Lone Star to assist.

SCENE 2

Suggested NPCs: Cyberzombies x3 (p. 78), CFD-Infected Cyberzombie (p. 79), CFD-Infected Enemy Mage x2 (SR:A, p. 136), CFD-Infected Researcher x4 (Civilian, p. 78)

At the facility entrance, the access codes don't work. Three hits on a Hacking test open the door. Emergency lights shine dimly, and a few computer screens flicker in the darkness. A pair of red eyes stare at the runners and then rush toward them.

What Maggie didn't know—and Juan didn't tell them—was that the cyberzombies got infected with CFD, making them incredibly powerful but uncontrollable, and their cyberware burns out within a few hours. The researchers also got infected and have been researching ways to prevent infected cyberzombies from burning out. The cyberzombies patrolling the facility aren't infected, but the researchers are working on one that is. They set it loose when they learn of the runners' intrusion. Power is on in the lab. The rest of the facility looks like the set of a horror trid to slow down intruders.

SCENE 3

Suggested NPCs: Lone Star HTR Team—Officers x4 (Special Forces, p. 84), Mage (Special Forces Mage, p. 84), Lieutenant (Special Forces Lieutenant, p. 84)

After dealing with the cyberzombies and research team, the shadowrunners can access the facility's host with 5 hits on a Hacking test. It was a secure system to begin with, and the CFD-infected researchers made it even more secure. Once in, the hacker can find and copy the research data without much trouble. The runners must decide whether

to destroy the facility as Juan instructed or leave it intact so Maggie and MCT can quietly take it over.

On the way out, the hospital corridors are curiously empty. When the runners exit the building, a Lone Star HTR team is waiting for them, alerted by a hidden protocol in the facility's host that Juan was unaware of.

GONE LONG GONE

MR. JOHNSON'S PITCH

Sarah Silverleaf is in the market for runners to head into the Containment Zone and collect some research and ownership papers from an old Valley Rose Pharmaceuticals Facility. Sarah works for Renraku, who recently bought Valley Rose Pharmaceuticals, and is intending to use the recovered information to gain profits for the company and improve her position.

The target building is in the irradiated Cermak Zone, where a power plant went up some years ago, and magic is all twisted. It's likely that the runners are looking at a toxic mage of some sort, maybe even a former employee of the company. Sarah suggests talking to a mage named Lothan the Wise at Miller's Pub for information.

Sarah is offering 5 Karma to the team that brings back the information and paperwork. She also offers an extra 1 Karma to each player if they take out any toxic mages in the area.

OBJECTIVES

- Retrieve the research
- Retrieve ownership records
- Destroy the toxic mage.

TAGS

- Sarah Silverleaf • Researcher • Corporate Paperwork
- Toxic Magic • Containment Zone

THE SETTING

This mission is inside the Containment Zone, in the irradiated Cermak area. The mission finishes at a research site run by a gang.

THE PLOT

Note that each scene should have a clue to lead the players to the next scene. As always, if the players come up

with a better plan than you or the contract brief has, let it happen!

SCENE 1

Suggested NPCs: Lothan the Wise (use Enemy Mage, Street Shaman variant, p. 81; add +2 STR, +3 Armor)

Lothan the Wise is an arrogant ex-runner who loves to brag and boast, and who also has a feud with the toxic shaman who lives in the Valley Rose Pharmaceuticals building. If convinced that the runners are serious contenders, he will spill useful information on where the building is, along with the fact that it contains a fairly powerful toxic mage.

SCENE 2

Suggested NPCs: Hot Dawgs (Gangers, SR.A, p. 136)

As the runners are nearing the target building, they are jumped by some gangers hopped up on cheap combat drugs. They are violent, but they might be talked down, or even captured and interrogated. They happen to be of the same gang that is hanging out at the pharmaceutical company. If magically compelled or otherwise forced, they might talk about who lives in the building, but they are unlikely to be competent enough to really help.

SCENE 3

Suggested NPCs: Hot Dawgs (Gangers, SR.A, p. 136), Hound Dog (Elite Ganger, p. 79), Party Girl (Enemy Mage, Street Shaman variant, p. 81)

The Valley Rose Pharmaceuticals building houses the Hot Dawgs, a violent but not particularly bright gang. Hound Dawg, the leader, is the brains of the operation, and he will object to the presence of the runners. Brutish and violent, the gangers will fight till they are defeated. Hound Dawg is more pragmatic and will flee if the fight goes against the gang. He will bargain for his life if necessary.

SCENE 4

Suggested NPCs: Toxic Shaman (The Founder, p. 80), Spirit of Chemicals (Toxic Water Spirit, p. 85)

The Founder has been growing steadily more insane over the twenty years he has confined himself to his lab. He has a key to a filing cabinet on him, and the information the runners want is in the cabinet. It's possible that the runners could buy or negotiate for it, but it won't be easy—Paul is very insane and has a deep desire to kill any people who come in range.

AFTERMATH

If the runners return the research and title deeds, they will be given their promised reward by Sarah. If the runners killed Paul and have some sort of proof (gun camera footage would be sufficient), they earn the bonus Karma. Sarah will be delighted with how things have gone and will ask if it's okay to keep the runners on speed dial.

LIBERATION

CONTEXT

Lothan the Wise, grey-haired troll and retired shadowrunner, runs a talismonger shop in the basement of Miller's Pub on South Wabash Avenue. Feeling his age, he wants something to boost his magic. The Astral Space Preservation Society has been performing research in the Chicago Field Museum since the Society's formation in the '50s. Dr. Eric Kersh is curious about the effects of radiation on the astral plane and needs someone to go into the Cermak Crater to investigate.

MR. JOHNSON'S PITCH

Lothan summons the shadowrunners to his shop and hires them to retrieve a canister of presolar grains from Dr. Eric Kersh at the Field Museum of Chicago. He plans to use the grains to create a powerful focus. Lothan is rude and arrogant, but nuyen is motivating. He believes this will be a milk run, but he knows Dr. Kersh will ask the runners for a favor to acquire the grains. Accordingly, he offers the runners 3 Karma for this "simple errand."

At the Field Museum, Kersh waits for the runners in front of the main entrance. He is happy to give them the grains, provided they perform a task for him—take a sensor to the Cermak Crater and use it to measure the radiation levels. He does not offer additional Karma for this task, but if asked, will cast Detox on anyone affected by radiation poisoning.

OBJECTIVES

- Meet Dr. Eric Kersh at the Chicago Field Museum
- Take scans of the Cermak Crater
- Return presolar grains to Lothan the Wise

TAGS

- Lothan the Wise • Astral Space Preservation Society
- Dr. Eric Kersh • Cermak Crater • Swamp Thangs

THE PLOT

SCENE 1

Suggested NPCs: Spirits of Radiation x2 (p. 85)

An hour at Cermak Crater unprotected exposes runners to lethal levels of radiation. The sensor clicks ominously like a Geiger counter. Background count in the area causes a -5 dice pool penalty when casting spells or perceiving astrally. Anyone astrally projecting takes one box of physical damage per round. The center of the crater is a mana void—anyone casting a spell, perceiving astrally, or astrally projecting here is automatically knocked unconscious. Also, there are hundreds of powerful insect spirits sleeping in torpor. Don't wake them.

Two radiation spirits, taking the form of children, notice and follow the runners. They are curious and playful, but creepy and petulant. They ask questions like normal children, then start hugging the runners, which triggers their Energy Aura power. When the runners try to leave, the spirits demand they stay and play. They won't take no for an answer but won't follow beyond the radioactive zone.

SCENE 2

Suggested NPCs: Swamp Thangs (use Ganger, SR:A, p. 136),

Cockatrices (p. 78)

Upon returning, the runners see that Dr. Kersh is under assault. Several Swamp Thangs gangers have taken the presolar grains and fled; a few stayed behind to cover their escape. Surviving gangers inform the runners that the grains were taken to their base in Calumet Swamp.

Calumet Swamp is a cold marsh with toxic runoff, gangs working for insect spirits, and paracritters. Having tracked down the ramshackle housing project the Swamp Thangs call home, the runners have to locate and escape with the grains. At least a dozen gangers wander around the camp, with a few trained cockatrices in cages.

SCENE 3

Suggested NPCs: The Foul One (p. 79)

The shadowrunners call Lothan the Wise to arrange delivery of the presolar grains, but Lothan's phone has been hacked. The call is answered by the leader of the Swamp Thangs, The Foul One. She magically disguises herself as Lothan and tries to trick the runners into giving her the grains. She appears as Lothan wearing a plain black shirt and cargo shorts rather than robes and is friendly and polite instead of gruff and condescending. If she gets the grains, she pays what Lothan offered. If not, she attacks.

EPILOGUE

Upon delivering the grains to Lothan, he begrudgingly pays an additional 3 Karma above what was promised.

GHOULTOWN BLUES

CONTEXT

Purinsu Ribon, an Osaka-based subsidiary of Shiawase, is a transgenics corp focused on Awakened DNA research. Shiawase Labs has been experimenting with Infected DNA as a way to cure CFD, or Cognitive Fragmentation Disorder, but Purinsu Ribon has been pursuing alternative genetech applications with infected plasmids. Prior to the outbreak of CFD, Purinsu Ribon focused exclusively on researching metegenic DNA, or what makes metahumans distinct from humans. For years, they have been hiring runners to capture HMHVV-infected metahumans.

MR. JOHNSON'S PITCH

Shiro Seto, Shiawase's liaison in Chicago, is Mr. Johnson for this run. He meets the runners at Jinsoku, a Japanese restaurant outside Shiawase's corporate enclave in the O'Hare Sub-Sprawl. Mr. Seto seems natural and confident, not someone new to the business. "My employers are concerned about feral ghouls endangering the local population. As such, we would like to make you an offer that benefits you, my employers, and all of Chicago. Inside the Containment Zone near Oak Park, there is a nest of these creatures, led by a far more dangerous goblin. Find the nest. Bring me the dead body of the goblin and as many live ghouls as you can manage. I'll give you 2 Karma for the dead goblin, and 1 Karma for every three live ghouls, up to a maximum of 8 Karma total."

OBJECTIVES

- Locate the ghoul nest near Oak Park
- Survive the run-in with Needles
- Kill the goblin and capture the ghouls, or save them from hunters

TAGS

- Shiro Seto • Shiawase • Ghouls • Goblins
- Hunt • Red • Containment Zone • HMHVV

THE PLOT

SCENE 1

Suggested NPCs: Rent-a-Cops (SR:A, p. 137)

Runners need to use legwork to figure out where the ghoul nest is. Mr. Seto believes the nest is close to Oak Park, but getting there requires entering the Containment Zone. Unless the runners make a point of smuggling themselves in somehow, have Lone Star hassle them as they enter. The cops don't need a reason if the team looks suspicious. After asking locals, calling contacts, or doing any other sort of research, the runners will hear rumors of suspicious and malformed creatures slinking around La Follette Park at night. When they are en route to La Follette Park, go to Scene 2.

SCENE 2

Suggested NPCs: Ghouls (1 per runner, armed with explosives; p. 80), Needles (Ghoul, p. 80; add +1 AGI, +2 CHA)

As they head to La Follette Park, the runners' vehicle is shot at. The shooters are trying to incapacitate the vehicle, not cause serious damage. If the gunfire doesn't stop the runners, the shooters will attempt other measures to stop the runners, like barricades, Molotov cocktails, etc. A group of ghouls from Long Pig Farms, along with their leader Needles, heard the runners were trying to track down the La Follette nest. They attacked the runners to protect the nest. If the runners persist, the ghouls attack, but if the runners do not immediately attack or try to talk, Needles is willing to parlay. If he is not immediately killed, Needles tells them the La Follette ghouls aren't feral, and the goblin is neither feral nor Infected. He'll ask for the runners' help in defending them from other hunters. Either way, the runners proceed to Scene 3.

SCENE 3

Suggested NPCs: Ghouls (1 per runner, armed with pistols and knives, p. 80), Salbur (Ghoul, p. 80, add +1 AGI, LOG, CHA, subtract 1 STR and remove all Shadow Amps), Opposing runner team (compile a team using Street People in SR: Anarchy, p. 73, and this book, p. 36)

La Follette Park seems quiet; 3 hits on a Perception test (or alternate means of detection as the gamemaster permits) allows runners to find the entrance to the nest inside a storage shed. Underground, the main den of the ghoul nest isn't hard to find. Negotiation with the ghouls is possible—their leader, Salbur, is willing to talk. He appears to be a goblin but claims he is not infected with HMHVV. His claims are impossible to confirm or deny,

but he is not hostile and is very articulate. He offers the runners 5 Karma to help defend the nest from another group of hostiles who are on their way. If the runners wish to kill Salbur and collect the bounty on the ghouls, the hunters will arrive long after they've gone.

AMBER WAVES OF GRAIN

MR. JOHNSON'S PITCH

Sid Gambetti is working on behalf of a Mr. Johnson to hire a team for some industrial vandalism. He wants to poison a particular set of plants in an agro-dome outside town and is willing to pay to get it done. There is a catch: the runners will need to first steal a tank of herbicide from an abandoned shipping depot.

The depot is in the CZ—it's an old truck-freight-forwarding depot.

Sid is offering 5 Karma to the runners if they steal the herbicide, get into the dome, and dump it into the water supply. He doesn't particularly care if any opponents die during the mission, but he would also be perfectly happy if no one died. He's not paying for blood, but he doesn't want to tie the runners' hands.

OBJECTIVES

- Retrieve the herbicide
- Infiltrate the dome
- Kill the plants in the dome

TAGS

- Containment Zone • Herbicidal Maniacs
- Shadowy Johnson • Wholesome

THE SETTING

This mission takes place across two main locations: the Terminal—an abandoned freight depot in the Containment Zone; and the Farm—a dome outside town that houses plants and animals.

THE PLOT

SCENE 1

Suggested NPCs: The protectors of the Terminal (choose any four runner characters from Street People in SR: Anarchy, p.73, and this book, p. 36)

The terminal in the CZ was abandoned long ago, but it has become the home of dozens of formerly home-

less people. A modest and barely functional community is protected by a few homeless ex-runners. The tank is in among a tangled pile of shipping containers and can be located by checking RFID tags. A modest bribe might bring the residents of the terminal on board, and someone strong will need to help carry the tank out of the terminal to a runner's vehicle.

SCENE 2

Suggested NPCs: Corporate Security (SR:A, p. 134),

Elite Rent-a-Cop (p. 79), Drones (SR:A, p. 135)

When the runners get to the farm, they find patrols of guardsmen wandering the area. The perimeter is monitored by drones and guards, with regular patrols on the inside. The dome has several levels, and both runners and guards have plenty of cover in the growing areas and can shoot upward and downward through the mesh metal floors. The guards do not have authorization to shoot to kill, but they will ignore that and load lethal rounds if the runners start murdering people. The guards are hard to intimidate, but they are not hardened soldiers and will retreat if it is obvious that they are overmatched.

SCENE 3

Suggested NPCs: Street Shaman (p. 81), Spirit of Water (SR:A, p. 139), Spirit of Air (SR:A, p. 138), Security Spider (SR:A, p. 137), Drones (SR:A, p. 135)

The control room of the dome is secure and doubles as the living quarters of a spider and mage. As above, these people are not authorized to kill but can be provoked into it—or bribed or intimidated out of it. The spider can use sprinklers, hoses, forklifts, and other farming equipment to harass players. The mage and the spider are good at distraction but are not hardened soldiers.

AFTERMATH

Sid Gambetti pays the runners when they get back to town and also rewards them with miscellaneous Matt Wrath merchandise, including jackets and tickets to fights.

If the runners were not violent at the Terminal, they might make a friend of Becky 99, an ex-runner who looks after the homeless and downtrodden.

ANCIENT RUMBLINGS

CONTEXT

The Ancients are a world-class gang. The Chicago branch was never as influential as others, but before Bug City, they were still a gang to be reckoned with. Most of them were near the heart of downtown when the bugs hit, however, and they were quickly annihilated. The Chicago Ancients never really recovered and now have only a few dozen members. Three months ago, things changed. A mysterious new leader emerged, known only as Altar Boy. They've dropped almost all their drug and gun business and have gotten into body harvesting, organ trafficking, and the like. Rumors say they're creepy and uncharacteristically violent these days.

Months ago, these Ancients fell in with two master shedim. One, Altar Boy, took control of the Ancients, while the second remains in the shadows. These shedim have been experimenting with arcane ways of opening portals to their home metaplane, as well as experimenting on technomancers. The shedim have kidnapped Tasha, a technomancer and gang sister of Becky 99, hoping that her sacrifice might give them the power they desire.

WORD WATCH

Shedim: Bodysnatching spirits from a metaplane of shadows. They take over dead bodies (or those absent of souls) in order to physically manifest in the real world. They hate all the living and desire to destroy all life on our world. Master shedim are incredibly powerful and dangerous.

MR. JOHNSON'S PITCH

Mr. Johnson, a changeling who looks like a lizard man (Simon Andrews), meets the runners at 10 p.m. at the Buried Treasure, a pirate-themed bar in Southside, a few blocks from the Zone. In his characteristic East-End-of-London accent, Simon addresses the team: "Oi, so 'ere's the job, right? My bosses at Saeder-Krupp recently bought out Anderson Electronics, which used to be owned by Fuchi. While they was going through their records, they found some references to a certain ACCEL project. It was supposed to revolutionize the simsense industry or somethin', but none of the Fuchi blokes workin' on it made it out of the CZ when it went up. I'd like to hire ya to head into the Containment Zone and check out Fuchi-America's old facility, see if any traces of the project still exist. I'll give yer 2 Karma for checking it out, and another 2 for any useful ACCEL data. Not bad, 'ey?"

OBJECTIVES

- Check out Fuchi-America's old facility
- Rescue the Desolation Angels
- Find Tasha

TAGS

- Saeder-Krupp • Simon Andrews • Becky 99
- Fuchi • Shedim • Ancients • Altar Boy

THE PLOT

SCENE 1

Suggested NPCs: Devil Rats (SR:A, p. 135), Spirit of Man (SR:A, p. 139)

The Fuchi-America facility was once a five-story building, but the top three stories are collapsed and inaccessible. Inside, the building sits dark and silent. As the runners investigate the building, they'll find no trace of the ACCEL project. If combat is desired, add devil rats or haunting spirits to the facility. Regardless, this part of the run is a "failure." As the runners move to leave, however, they hear gunfire outside the building, and a group of gangers bust in, looking for shelter from the firefight outside.

SCENE 2

Suggested NPCs: Ramblers (Gangers, SR:A, p. 136), Rambler Ork Lieutenant (Elite Ganger, p. 79)

The gang that just busted in is the Desolation Angels and their leader, Becky 99 (use **Street Shaman**, p. 81). When they see the runners, they immediately lower weapons to show they don't want another fight. Becky explains she and her girls accidentally started a fight with the Ramblers while looking for Becky's missing "sister," Tasha. They are wounded and outnumbered. Becky offers the team 2 Karma to help them out. Whether the team uses force, negotiation, or stealth to deal with the Ramblers, Becky leads them to a safe house. Once there, she offers the team 4 Karma to help her find Tasha.

SCENE 3

Suggested NPCs: Altar Boy (see **The Uncontained**, p. 76), Ancients (Gangers, SR:A, p. 136)

Tracking Tasha requires legwork. There's evidence the Ancients gang is involved, and a creepy elf kid named Altar Boy was asking about Tasha. This leads them to find Altar Boy and his Ancients in an old S-Mart facility near the



Noose. When the runners arrive, Altar Boy is in the process of sacrificing a young dwarf girl. To stop it, the runners must fight Ancients gangers through the maze of S-Mart aisles. Whether the runners stop the ritual or not (gamemaster preference), Altar Boy will escape. The girl on the altar was not Tasha, but the runners discover Tasha's body close by—she was the victim of a previous sacrifice. Becky still honors her agreement even though Tasha is dead.

TICK TOCK

MR. JOHNSON'S PITCH

Dr. Martin Tate has some friends with a long-lost daughter named Melissa Truman, who went missing twenty years ago. Her old PANICBUTTON! Bracelet has just gone off, and he wants some runners to investigate what's happening and, if it is her, bring her back to her family. PANICBUTTON!s are usually triggered when the wearer is in real and immediate trouble, so there is urgency about this mission. Other people will also be investigating the signal, sent by less scrupulous fixers about town.

Tate can provide a device that can track down the signal from close range and can point the runners to the first place that the signal was sent, which is near the

core of Chicago—an area of the city that has been left to feral people and gangs for more than twenty years.

Dr. Tate is offering 5 Karma to the team that reunites Melissa with her family.

OBJECTIVES

- Find out what happened to Melissa
- Rescue Katy
- Defeat NeoNET extraction team
- Defeat Bug Spirit

TAGS

- Bug Spirits • Shattergraves • Combat mission
- Melissa Truman • Martin Tate • NeoNET • PANICBUTTON!

THE SETTING

This mission crosses three core venues:

- Truman Tower, a crumbling corporate building in the bad part of a bad town
- Grant Park, the marketplace home of the Haymarket Nation (a loose collection of people banded together for protection) in the Containment Zone

- The Shattergraves, devastated by a collapsed mega-skyscraper and occupied by ghouls and psychotic gangers

THE PLOT

SCENE 1

Suggested NPCs: Truman Terrors (Gangsters, SR.A, p. 136)

This scene explores Truman Tower, one of the world's tallest buildings, whose top floors are well above the cloud line. The building consumes the north side of a fifteen-square-block area called the Chicago Core that was home to Truman Technologies. Some gangers, calling themselves the Truman Terrors, are clearing away dead and wounded people from the scene of a firefight. The gangers don't recognize the twenty-year-old photo of Melissa, but say that at least one woman fled north when it started.

One of the wounded is paying attention to the runners, and she introduces herself as Staci. She claims to know where Melissa is, and she's happy to lead the runners to her if the runners assure her that they want to rescue, not kill, her.

Runners may want to talk to the guards and ask about the battle.

Staci won't say ahead of time what the destination is, but she will lead the runners through the dangerous streets of the Chicago core until everyone arrives at the Haymarket. The tracking device will give a straight-line direction to the bracelet, but Staci will be able to lead the runners through the streets.

SCENE 2

Suggested NPCs: Security Guards (Rent-a-Cops, (SR.A, p. 137) and goods sellers (Civilians, p. 78)

This is an open market guarded by sentries. Almost anything that costs less than 200¥ can be had here, legal or not. Staci takes the runners through the market and to Melissa's home, which has been ransacked. There is an escape tunnel, which she could have used.

Runners may wish to question people in the market, purchase gear or drugs, or ask about the people who lived in the home.

The signal points to the Shattergraves.

SCENE 3

Suggested NPCs: NeoNET Strike Team (use Corporate Security, SR.A, p. 137), Melissa (Civilian, p. 78), Katy (Civilian, p. 78)

The tracker gets the runners to where the bracelet is, which is on the wrist of Katy, at about the time when

Katy's physical barrier spell runs out and she's about to be tasered by NeoNET. Staci shouts out "We have to save her" and runs into the fight.

If the fight is too easy, it awakens a mosquito spirit who was hibernating nearby.

If the runners save Katy, Staci admits that she, in fact, is the Melissa that they are looking for and Katy is her daughter. She adds that they would like to go home now.

If things do not go well, the runners should still be able to take the bracelet back, but they won't be able to tell the whole story.

AFTERMATH

If the runners bring back Melissa, Dr. Tate will be pleasantly surprised and happy to see Katy, paying the full amount to the runners. If the runners bring in the bracelet and a sad story, Dr. Tate will still be happy to have that much and pay out.

Melissa and Katy will be a reminder for Dr Tate in the future of just how much he owes the runners.

A WOMAN'S JOB

MR. JOHNSON'S PITCH

Quantum Princess, a former shadowrunner (see Quantum Princess in **The Uncontained**, p. 82), messages the team that she has a job for them. They'll meet their Mr. Johnson, Sarah Silverleaf, at the Landing Strip, an after-hours bar near the O'Hare aerospaceport. Upon arrival at the upscale watering hole, the runners notice Ms. Silverleaf, an impossibly attractive elven woman who is dressed to kill. She waves them over and begins, "Thank you for coming to see me. The pleasure is all mine. Unfortunately, the job I would like to offer you is a grim one. Since Chicago has been seeking business investments lately, many corporations have come back, hoping to carve out a piece of Chicago's future for themselves. In many of these cases, corporations have sent female operation leads and liaisons, such as myself, to accomplish their goals. It appears someone in Chicago doesn't like women being sent to do what they feel is a man's job. Over the past five weeks, eight female executives or representatives of large corporations have been killed. There was no connection between them except they were female and worked for corporations. It seems only a matter of time before I am targeted myself, so on behalf of Renraku, I'd like to offer you five Karma to kill this assassin, dubbed the Ladykiller, before they kill again."

OBJECTIVES

- Seek out the Ladykiller
- Confront and kill or capture the Ladykiller
- Decide who gets the credit (Sarah, Candace, or Miranda)

TAGS

- Quantum Princess • Assassination • Sarah Silverleaf
- Candace Phillips • Miranda King • Renraku

THE PLOT

SCENE 1

Suggested NPCs: Wolf Shapeshifters (p. 88), Wolves (p. 88)

The team must hit the streets to look for clues. The eight female executives that have been assassinated are: Odilia Hogle of DocWagon, Hanna Chafin of Federated-Boeing, Ebba Roosevelt of Ford Motor Company, Lin Jaffar of Gaeatronics, Nedda Tumarkin of Sony, Giralda Minh of Universal Omnitech, Rose Gaynor of Telestrian Industries Corporation, and Nicholle Salzgeber of Zeta-ImpChem. It should not matter how many or which of these murdered executives the runners investigate; they will eventually discover (through hacking video cameras, Perception tests to find clues, assensing, or other creative means) that the murderer is Awakened and uses various magic spells to kill their victims. These clues (camera footage, wolf fur/teeth/blood, astral signature) suggest the assassin is a wolf shaman. Each time the runners get more info, suggest the feeling of them being watched. Further, to amp up the danger, if the players are able to perceive who is watching them, have them be attacked by shapeshifters and wolves loyal to the killer.

SCENE 2

Suggested NPCs: Wolf Shapeshifters (p. 88), Wolves (p. 88)

Using their contacts or other legwork, the team should discover rumors and hints about an unhinged wolf shaman who has been stalking Chicago for some time. She marks her territory and considers herself to be some sort of alpha-female, hunting and killing any perceived threats. Any further inquiry uncovers a witness who saw this wolf shaman, Prudence Rosier, go berserk after hearing a news story about powerful corporate women moving into her city. Subtle clues point to Prudence's location as being in Columbus Park on the west side of the CZ. As in Scene 1, find ways to create feelings of paranoia. Insert wolves or shapeshifters in a gang to confront the team as they approach Columbus Park.

SCENE 3

Suggested NPCs: Wolf Shapeshifters (p. 88), Wolves (p. 88), Prudence (Enemy Mage, Street Shaman Variant, p. 81, add Mentor Spirit [Wolf] and Wolf Shapeshifter Critter Amps)

On the way, the runners receive two calls; one from Ares' Candace Phillips, and the other from NeoNET's Miranda King. They offer 1 extra Karma to the team if they bring Prudence to them instead of Sarah. When the runners arrive at Columbus Park, Prudence is ready for them. She is controlling a pack of wolves that she uses to ambush the runners. Prudence stays back until the runners defeat the pack. When they do, she and her personal guard of shifters attack. Once defeated, the runners must choose to deliver Prudence to Sarah, Miranda, or Candace, each of whom wants to take credit for stopping the violence.

FALLING ANGELS

CONTEXT

This brief contains elements from the **Chasin' the Wind** and **Ancient Rumblings** contract briefs, so it is recommended those be played first. Samantha, the genetically augmented technomancer rescued by shadowrunners, was killed on Ancients turf during a hostile extraction planned by Shiawase agents attempting to recapture her. The Ancients, led by two shedim, took her body and infested it with a shedim spirit in a failed attempt to access her Resonance abilities.

Note: If a player is using the SM-501 character in this book as a player character, make the version in this adventure one of the clones Shiawase worked on, so both can exist without interfering with each other.

MR. JOHNSON'S PITCH

The runners get a call from Nick Ryder's commode, but when they answer, it isn't Nick Ryder. Instead, it's Remo, a free Matrix sprite who was bound to Samantha, the genetically augmented technomancer the runners rescued before. Remo is deeply concerned that something terrible has happened to Samantha, as she is not acting like herself and may be possessed. Remo mentions Samantha's Resonance connection is gone, and he offers five Karma if the runners to find whatever is hacking her mind and remove it.

OBJECTIVES

- Find Victor Bilson's commlink
- Survive the crossfire between Ancients and Shiawase's strike team



- Discover the location of Sam and the Ancients' leaders
- Team with the Desolation Angels to defeat Sam, shedim-possessed Ancients, and the Bishop

TAGS

- Ancients • Shedim • Desolation Angels • Becky 99
- Samantha • Remo • Nick Ryder • Altar Boy • The Bishop
- Shiawase

THE PLOT

SCENE 1

Suggested NPCs: Shiawase Strike Team (Special Forces, p. 84),

Ancients (Gangers, SR:A, p. 136)

Remo gives the runners a lead in the form of Victor Bilson. Remo was keeping tabs on Bilson since he was the leader of a Shiawase strike team given orders to track Samantha. Remo gives the runners the frequency of his implanted commlink and Bilson's last-known location just outside the Maker Collective. As the runners arrive at Bilson's location, a firefight is waging right on top of Bilson's coordinates. A Shiawase strike team is pinning down a group of Ancients gangers. They both seem to want the bodies of Bilson and his team, so the runners will have to fight whichever side wins to claim Bilson's body.

SCENE 2

Suggested NPCs: Ancients (Gangers, SR:A, p. 136)

After the fight, scanning Bilson's commlink reveals Samantha was taken by the Ancients. Whether by interrogation or by scanning the commlinks of dead gangers, the Ancients reveal Altar Boy is their leader, and he takes orders from someone called "the Bishop." The Bishop supposedly lives in a series of partly ruined row houses at 2931 N. Lawndale Ave. When the runners arrive, they find a wasteland of decomposing corpses used in obscene rituals. Further investigation reveals handwritten notes about gathering forces to "reclaim" the nearby Cathedral of St. Hyacinth.

SCENE 3

Suggested NPCs: Bishop (p. 77), Altar Boy (p. 76), Samantha

(use stats for SM-501, p. 70, add 1 to all stats and 2 to all skills), Ancients (Gangers, SR:A, p. 136)

When the runners arrive at St. Hyacinth, a ferocious storm is pounding the campus of the huge Roman Catholic Cathedral. The dilapidated state of the church, along with the surrounding cemetery and the imposing red doors, make for a scene fresh from a horror trid. As they approach, they notice a team of gangers also approaching the church. These are the Desolation Angels, who

also have a bone to pick with the Ancients. Inside, “the Bishop,” in actuality a master shedim named Auslander, is conducting a ritual to open a portal to his home realm. With the help of the Desolation Angels, the runners should be able to fight past the dozens of Ancients gangers to the ritual inside. Samantha, Altar Boy, and Auslander remain. This is a tough fight, so have Becky 99 or some Desolation Angels help if things get too grim. When all is said and done, there is no way to save Samantha—she was already dead when she was possessed. But Remo will still pay the full amount for releasing her body from domination.

THROWN FOR A LOOP

MR. JOHNSON'S PITCH

Runners are sent to meet with Margaret Goldberg, a blonde ork woman, at the Rogue Tiger sake bar, in the North section of the Containment Zone. Ms. Goldberg is paying for drinks and seems to be a kinder, gentler version of the Johnsons the runners are used to.

She begins, “Thanks for coming. I’m Margaret Goldberg, but you can call me Maggie. I work for Ito Takahara, Mitsuhamas’ Director of Operations in Chicago. Your reps are growing, and I’ve been impressed from a distance. But you aren’t the only ones I’ve been watching. There are two other shadowrunners operating in Chicago I have a particular interest in who go by the street names 3D, a troll decker, and Byom, a Russian human demolitions expert. They have developed a certain piece of technology that Mitsuhamas is eager to acquire. The tech in question is soft ammunition that loops digital camera feeds when shot. We need to you find 3D and Byom, learn what you can about this ammunition, then—either by force or negotiation—get them to give up the technology. I am offering 3 Karma.”

OBJECTIVES

- Track down 3D and Byom
- Rescue them from McCaskill’s men
- Deliver the Looper round tech to Maggie Goldberg

TAGS

- Maggie Goldberg • Mitsuhamas • Looper Rounds
- Shadowrunners • 3D • Byom

THE PLOT

SCENE 1

Suggested NPCs: Don McCaskill’s Made Men (use Mr. Johnson (street), SR:A, p. 137, equal to the number of players)

The first thing the runners need to do is hit the streets and look for 3D and Byom. The two have gone to ground once they discovered MCT was looking for them. Runners’ contacts, police, criminals, or other shadowrunners are all potential leads. Once the GM decides they’ve searched enough, they will discover 3D and Byom are being “sheltered” at the Chicago Ave Market by some of Mafia boss Don McCaskill’s men. They’ve seen what Looper rounds can do, and they want the tech for themselves. When the team starts asking around the Market for 3D and Byom, McCaskill’s men will confront and attack them.

SCENE 2

Suggested NPCs: Don McCaskill’s Made Men (use Mr. Johnson (street) SR:A, p. 137, equal to the number of players)

When the team finds where 3D and Byom are being hidden, they can sneak in (3 hits on a Stealth test) or come up with a convincing lie (3 hits on a Con test) or fight their way in. Once inside, they’ll find 3D and Byom are not being held willingly but have been roughed up by McCaskill’s men. McCaskill wants Loopers, but 3D and Byom wouldn’t budge. McCaskill’s men won’t let them leave without a fight, but stealthy or creative teams can get around them. The two runners will be thankful for the rescue.

SCENE 3

Suggested NPCs: 3D (use Ruckus, SR:A, p. 118, add cyberdeck, swap LOG and AGI, add Hacking 4+L), Byom (use Vonny, p. 72, change metatype from dwarf to human), Don McCaskill’s Made Men (use Mr. Johnson [Street] SR:A, p. 137, equal to the number of players)

Once the runners have 3D and Byom, they need to convince the two to fork over their tech. Neither wants to do so. They can be convinced to give up the tech, provided Mitsuhamas pays enough, and 4 hits on a Negotiation test will get them to meet with Maggie to talk terms. Failing that, the runners can try to intimidate them into going along with 5 hits on an Intimidation test. The last option is to drag the pair kicking and screaming (or out cold) back to Maggie. Don McCaskill doesn’t like being crossed, and there are cameras everywhere at the Chicago Avenue Market, so either on their way to Maggie or at a later time, the Don will want revenge.

THE DECK JOB

MR. JOHNSON'S PITCH

Maggie Goldberg, Mr. Johnson for Mitsuhamu, calls the shadowrunners to a meeting at Miller's Pub. Runners who know her realize she's agitated, but she remains polite.

"Good to see you. I need you to recover something that was stolen on its way to a location in the CZ. It's small, and neither Awakened nor biological in nature. I'm offering you 5 Karma each. I know that seems a lot for a simple retrieval, but the clock's running. I need it no later than 8 a.m. tomorrow morning, undamaged."

The runners have about twelve hours to complete the job. Once they accept, Maggie shows them an image labelled L77-2008. It looks like a small commlink, but deckers recognize it as a prototype cyberdeck. No information about it is available on the Matrix. A small case of data chips with a variety of knowsofts, skillsofts, and entertainment vids was also taken. The driver and truck aren't available for questions, but she tells them that the driver entered the CZ by the Western Avenue entrance, north of 103rd, and was delayed by a traffic jam at that location.

OBJECTIVES

- Discover the Frenemies took the package
- Track down the package from the Frenemies
- Return the L77-2008 to Maggie Goldberg

TAGS

- Maggie Goldberg • Prototype cyberdeck
- Rival shadowrunners • Containment Zone

THE PLOT

SCENE 1

Suggested NPCs: Lone Star Officers x2 (Rent-a-Cop, SR:A, p. 137), Lone Star Sergeant (Elite Rent-a-Cop, p. 79), Martha (Civilian, p. 78)

Traffic around the CZ's Western Avenue entrance is still congested but beginning to clear. The shadowrunners can talk to the Lone Star officers guarding the CZ gate, talk to a bystander, or hack the nearby surveillance camera.

A successful Con (3) test persuades the Lone Star officers to talk. Some street gang scum broke into a hog hauler from Cabrini Green and set the pigs loose in the streets. Traffic was clogged for several hours because the driver wouldn't leave without his pigs.

An old ork woman named Martha is selling cooked meat

of questionable origin. With 2 hits on a Con test, she tells the runners that the thugs who set the hogs loose are a local gang called the Frenemies. They used the distraction to raid several vehicles in traffic. She saw two of the gangers slipping out of a plain black truck with a small box.

A single surveillance camera overlooks the area. A successful Electronics (3) test reveals all the above info, plus the driver of the black truck wears an armored vest with an MCT logo. An ork in blue and grey gang colors slips out of the back of the truck with a small box.

SCENE 2

Suggested NPCs: Frenemies (Gangers, SR:A, p. 136)

Legwork leads the shadowrunners to the Frenemies, sitting in a dive bar called Right Now that sits just outside the CZ. The five gangers are arguing about how to spend the 5,000 nuyen they got fencing the data chips stolen from the truck. However the runners approach the gangers, the Frenemies give them their next clue. They were hired by another team of shadowrunners to create a distraction. One of the gangers noticed one of them had a NeoNET logo on his armor jacket. They also know the runner team has a safehouse in an apartment building a few blocks from the Western Avenue entrance, but they don't know which apartment it's in.

SCENE 3

Suggested NPCs: Opposing runner team (use Street People in SR: Anarchy, p. 73, and The Uncontained in this book, p. 36; include a decker, face, and mage at minimum), Spirit of Beasts (SR:A, p. 138)

The apartment building is a two-story building, old and run down, with several boarded-up windows, mold, and trash in the alley. Three hits on a Con or Negotiation test with a neighborhood local points the runners to the second floor.

The shadowrunner team that stole the prototype cyberdeck are skilled professionals. There are alchemical booby-traps in the apartment and stairwell, a spirit of beasts patrols the building, and hidden security cameras keep an eye on the place. The team members work intelligently and are willing to talk rather than fight. If attacked, their goal is to escape with the prototype intact. There is a hidden door in the back of a bedroom closet that opens to a narrow staircase leading out into the alley.

Plot twist: The runners are not actually a NeoNET team. They stole the prototype to get one of their teammates back from NeoNET. They won't yield the prototype to the runners under any circumstances. However, if the runners call Maggie and explain the situation, she'll agree to help, telling them to bring the prototype and the opposing team to Miller's Pub so she can work things out.

DO NO HARM

MR. JOHNSON'S PITCH

Maggie Goldberg, a ladder-climbing ork working at Mitsuham, needs to recruit a researcher from NeoNET, and she wants to do it without unnecessary bloodshed. She is looking for a team who can ruin someone's life, including getting him fired, in ten days or less.

The target, Clay Foster, needs to be recruited, and he should be emotionally desperate for a corporation to step in and help him rebuild his life. This means that the runners will have to work to tear down his life, but without killing or permanently psychologically crippling her target. As a guideline, vandalizing his house or stealing his car would be fine, while burning down his house or using his car to run down pedestrians would be going too far. In fact, Maggie would prefer to avoid Lone Star entanglements.

Maggie is offering 5 Karma to the team that can do this.

OBJECTIVES

- Get Clay Foster fired from NeoNET
- Make Clay's life a living hell
- Zero body count
- Successful recruitment by Mitsuham

TAGS

- Maggie Goldberg • Researcher • Corporate Recruitment
- Property Damage • Non-Lethal

THE SETTING

This mission takes place across several downtown venues, a suburban home, a corporate tele-working office, and a small restaurant owned by Clay's wife Janet Foster.

THE PLOT

Note, there is one scene set at Clay's home, one at his office, and one at his wife's restaurant, but players and gamemasters should not feel limited to visiting the scenes in any particular order.

SCENE 1: HOME

Suggested NPC: Nosy Neighbor (Civilian, p. 78)

This scene explores Clay's family home. He and his wife live in a tidy, cookie-cutter, two-story, three-bedroom, colonial-style home with a two-car garage and

a very nosy neighbor. Home security is adequate with maglocks, cameras, and alarms, but half of the protection is the home's placement in an upscale neighborhood. Heart medication and eye drops can be found in the bathroom and are two possible things that runners could tamper with or use to upset Clay's home life. Creativity for ways to make him uncomfortable is welcome.

SCENE 2: OFFICE

Suggested NPCs: Security Guards (Rent-a-Cop, SR:A, p. 137), Janitorial Staff (Civilian, p. 78), Wage-Slaves (Civilian, p. 78)

The tele-working facility is a convenient place to jack into the corporate servers and work virtually in different cities. People come here to recline in comfortable chairs and work virtually on the Matrix. Clay has his own office here. During office hours, people only get up for bodily functions or cigarette breaks. The outside is guarded by NeoNET security officers who patrol the fenced area that contains the facility. Making Clay uncomfortable in ways that force him to break office protocol is a viable path of action.

SCENE 3: JANET'S BISTRO

Suggested NPCs: Lone Star Patrols (Rent-a-Cop, SR:A, p. 137), Innocent Bystanders (Civilian, p. 78)

Clay's wife, Janet, owns and runs a successful restaurant a few blocks from home. It's open for lunch and dinner, seats about sixty, and is often full of white-collar workers and families. It has basic security, such as maglocks and a panic button, and a host who mostly looks after reservations and staffing rosters. The menu is filled with classic meals, such as burgers and nachos, and the ambient music and decor is from the 1920s. Janet is present most days. Restaurants are high-stress affairs on good days, so runners should be able to mess with the workings of the establishment without too much trouble.

AFTERMATH

If the runners destroy Clay's life without crippling him emotionally or physically, they will set him up to be snapped up by Mitsuham's research division. It's possible that the runners will go too far and injure or destroy Clay himself, but as long as he can get back up and running in less than six months of therapy, the runners will still get paid. If the heat comes down too heavily and the police start investigations or find bodies, then Maggie will try to salvage as much as possible. If the runners succeed, Maggie will prove to be a valuable ally within the ranks of Mitsuham for the future.

A LITTLE WETWORK

MR. JOHNSON'S PITCH

Reggie Lyons is a Mr. Johnson (and CEO of Spire Industries) who needs to stop a rival company from delivering a shipment of goods into the CZ so as to keep his company's monopoly on shipping into the zone. Reggie doesn't really care what happens to the shipment as long as it doesn't arrive as scheduled, although he would be happy if it went down spectacularly. He can give the name of the company doing the shipping (Simurgh Freight), the destination (Truman Clinics), and a place where the runners can find out more about the shipment (the Simurgh Freight Offices in Calumet Harbor).

Reggie is offering 5 Karma if the runners make sure the shipment never makes it to the customer.

OBJECTIVES

- Research the shipment
- Intercept the shipment
- Destroy or divert the shipment

TAGS

- Containment Zone • Chicago River
- CEO Johnson • Ship • Spire Industries

THE SETTING

This mission takes place across two main locations: the Calumet Harbor Freight Office, where the runners find the details of the shipment, and a boat in the harbor where the runners will destroy or divert the shipment. There is heavy rain throughout this mission, which can lead to penalties for the players if that is appropriate for the story.

Note: If you intend to run the sequel mission **Drying Up**, it would be worth noting particularly memorable successes and failures of the runners for future reference.

THE PLOT

SCENE 1

Suggested NPCs: Lone Star Patrol (Rent-a-Cop, SR.A, p. 137), Security Spider (SR.A, p. 137), Spirit of Air (SR.A, p. 138), Spirit of Water (SR.A, p. 139), Corporate Mage in Astral (Enemy Mage, Security Mage variant, p. 81)

The Simurgh Freight Offices are inside a larger warehouse building that itself is inside a huge storage yard littered with shipping containers and large and small

crates. Other unused and rotting buildings are in the yard, and there are 900 linear meters of docks where ships can tie up. At one point, this near-abandoned complex was the third-busiest port in Chicago. Elementals patrol the perimeter, and the active parts of the complex have good security in the form of razor-wire fences, good-quality maglocks, and patrols of guards. Inside the building are a few laborers ensuring the cargo is ready to go and an office complex. Inside the office is the host containing all the shipping information for Simurgh Freight, including when the ship is coming in, where it is going, and its exact route across the river—everything a good team needs to plan an attack.

INTERLUDE

If the runners are hooders, or well-connected, there is an opportunity to have one or more contacts of the runners call to negotiate an alternate destination for the cargo, “since you’re going to destroy it anyway,” as the contact puts it. If the runners have no appropriate friends, a local runner who sticks up for the homeless, who is called Becky 99, may contact the group.

SCENE 2

Suggested NPCs: Security Guards (Rent-a-Cop, SR.A, p. 137), Security Guard Leader (Elite Rent-a-Cop, p. 79), Enemy Drones (Medium, SR.A, p. 135), Enemy Mage (Security Mage variant, p. 81), Cargo Handlers (Civilian, p. 78)

The ship is sailing in the middle of a storm, so the logical place to hit it is in the middle of the river while the craft is away from land support, but runners may choose to hit the ship as it exits the dock, or as it arrives on the other side.

The first challenge is getting to the ship from the shore. The ship itself is a barge—sixty meters long by ten across—with a large crane in the middle for moving cargo. The rain and wind make footing treacherous. The cargo is stored on deck and is visible from a distance.

There is plenty of security aboard the ship, so players should not be able to just walk aboard. One possible complication is having a Lone Star High Threat Response team arrive if the runners are careless.

AFTERMATH

Reggie will pay the characters if they manage to destroy or steal the cargo—he doesn’t care which. Contacts of the runners may become happier, or runners may earn new friends, if the cargo is given to other interested parties.

DRYING UP

MR. JOHNSON'S PITCH

Paris Veronica is a Johnson who has recently lost a significant shipment heading into the Containment Zone. The company is pulling out, but Paris has a little money, and she wants to send a message to whoever pulled it off to not mess with Simurgh Freight. Paris needs the runners to track down the people who intercepted her shipment, rough them up to find out who the Johnson was, and then make sure Mr. Johnson gets the message, a message with fire and blood. She suggests starting by investigating Reggie Lyons, who had the most to lose.

Paris is offering 6 Karma to the team who makes an expensive, violent statement about staying out of her business.

Note: This mission follows directly after **A Little Wet-work**, but it also can be run independently.

OBJECTIVES

- Research what happened
- Rough up the runners who pulled off the original job
- Rough up Reggie or his business

TAGS

- Containment Zone • Chicago River
- Spire Industries • The Spire

THE SETTING

This mission is more freeform than usual; the scenes below are suggestions based on likely player actions. This is an excellent opportunity to mix in any mistakes or spectacular successes the players may have had in previous missions.

THE PLOT

SCENE 1

Suggested NPCs: Star Corporate Security (Corporate Security, SR.A, p. 134), Corporate Mage in Astral Space (Enemy Mage, Security Mage variant, p. 81)

Reggie controls Spire Industries from the "Spire #1," the first one, inside the Noose by the docks (not the Yamatetsu clone or Truman Tower). Security for the tall but crumbling skyscraper is cheap but effective, and Reggie

has no reason to be expecting trouble. Characters talking to Reggie will find him focused on his business. If the runners were the ones who completed the previous mission, Reggie will likely be confused as to why they are hanging around. If this mission is run separately, Reggie is not initially suspicious, but he's cagey and won't give much away. Reggie has records on the run performed, and he has also collected surveillance footage from cameras that caught anything illegal. None of the evidence directly implicates the characters. This is stored on the corporate host in the building.

SCENE 2

Suggested NPCs: Lone Star Officers (Rent-a-Cop, SR.A, p. 137), Lone Star Sergeants (Elite Rent-a-Cop, p. 79), Enemy Mage (Detective Mage variant, p. 81)

Lone Star opened an investigation into the sinking of the ship. The investigation didn't go anywhere, because no corporate money was following up the investigation, but there are statements from people near the scene and some high-altitude drone footage. There is a Lone Star Branch Office, a comparatively low-security building, which holds these records, and which Lone Star contacts would have reason to visit. Reception is guarded by a fierce array of personal assistants and a few bored security officers. There is a High Threat Response Team on the roof next to a Thunderbird if there is significant trouble.

SCENE 3

Runners are likely to either dig up some dirt on the runners who pulled off the heist or use some creative evidence creation and planting to frame some other people. An attack on the Spire Industries building by experienced runners would likely cause significant damage. More likely, blowing up cars or trucks on the riverside on camera and fleeing would build evidence that the job is complete.

AFTERMATH

Paris will pay the runners if they present credible evidence that someone committed the heist, along with some sort of proof that a statement was sent. She won't look further into the deal if the runners make a plausible case, being too busy rebuilding business in another part of town.



WINDY CITY CHAOS

CONTEXT

Chicago hasn't had a bug problem in decades. An occasional insect spirit here and there, sure, but nothing widespread since Ares took them out. The largest number of bugs that still exist in the city lie in hibernation, and that is why most citizens can sleep at night.

MR. JOHNSON'S PITCH

Quantum Princess (see p. 82) invites the runners to meet at St. Peter's United Church of Christ in Northside. The church is defunct but often used for discreet meetings. "Thanks for coming. This job is personal, and I'm old enough to admit I'm not the right person for the job. I'm concerned about the residents of a small community who have all disappeared. I want you to find out what happened to them and bring them back alive, if possible. The community is the Belmont Cragin neighborhood on the northwest side. Everyone there vanished without any explanation. Will you help?" Quantum Princess offers 3 Karma for the job.

OBJECTIVES

- Search for evidence
- Confront Ghouls at Long Pig Farms
- Discover location of missing people

TAGS

- Quantum Princess • Scorchers • Ghouls
- Long Pig Farms • Dragon • Bug Spirits

THE PLOT

SCENE 1

Suggested NPCs: Scorchers (Gangers, SR:A, p. 137)

In the Belmont Cragin neighborhood, they find a fence surrounding the entire community, with a wide-open gate and no sign of life. Searching verifies that nobody remains, but evidence shows they did not leave voluntarily. Tire treads, oil leaks, invoices, and fresh pig meat all suggest a delivery from Long Pig Farms happened recently, and security footage shows kidnapping victims being loaded into a Long Pig Farms delivery truck. The faces of the kidnappers are obscured. The truck is leaking oil from battle damage, which means the runners could follow the trail (skip to Scene 3) or head to Long Pig Farms directly (Scene 2).

Before they leave, however, the Scorchers gang intercepts them. Four hits on a Negotiation test will allow them to explain the situation peacefully. Otherwise, the Scorchers won't let them leave without a fight.

SCENE 2

Suggested NPCs: Ghouls (p. 80), Needles (Ghoul, p. 80, use Elite rules, p. 79)

If the team heads to Long Pig Farms (see **Screamsheet Howl**, p. 30), they find three ghoul guards outside. If seen, the guards will hail the team to find out why they are there. If the team goes in violently, the ghouls will fight to the death and the runners will hit a dead end in their investigation. If they are honest, the ghoul's leader, Needles, will reveal the Long Pig Farms delivery drivers missed their regular check in and he's worried about them. If the team successfully rolls 4 hits on a Negotiation test, Needles will offer 2 Karma if they find and rescue the drivers. He gives them a transponder code they can follow to the delivery van's location.

SCENE 3

Suggested NPCs: Ant Spirits (see Templates, Bug Spirits, p. 77), Enemy Mage (Insect Shaman variant, p. 81)

Following the oil trail or the transponder code leads to an abandoned school. The missing delivery truck is outside next to a side door. Feral ghouls (not from Long Pig Farms) roam the grounds. The team will find only a few of the missing community inside the school. Looking closer, they discover an opening in the floor of the school library. The hole leads into a tunnel curving downward in a spiral. The main tunnel leads into a large, dimly lit chamber. Inside, a vampiric insect shaman is performing a ritual on a Western dragon chained to the stone floor. Insect spirits guard the shaman. In the corner are one hundred sixty-three people encased in egg-like cocoons—the missing community (and delivery drivers).

Once the insect shaman and spirits are defeated, the team must decide what to do with the dragon. If the runners decide to kill it, they get no extra Karma. If they give it to a non-corporate group, they get 1 extra Karma. A corporate contact will give them 1 Karma as well, with the caveat that Dr. Martin Tate will offer 2 Karma.

THE BUGS STRIKE BACK

CONTEXT

The bugs are back—and more dangerous than ever.

Old Crow, a pirate Matrix-caster and key member of the Black Star anarchist organization, operates out of the Noose. He's well-known as a Raven shaman, fixer, and former shadowrunner.

Red, a vampire mage and shadowrunner, operated in Seattle and Chicago in the '50s and mid-'60s, fell off the radar, then returned to Chicago in the mid-'70s. He's known for supporting Infected rights.

MR. JOHNSON'S PITCH

Recognizing the severity of the bug threat, Old Crow, Red, and Simon Andrews decide to call a meeting between movers and shakers in the shadow community and as many corporate representatives as they can get to show up.

The runners get a call from Simon Andrews, asking them to come to Samson's Noodles in the Noose. A contact of Simon's, Old Crow, heard about their solid rep and wants them for a job. At the meet, Old Crow lays it out plain:

"Look, I've heard about some of the stuff you've done, so I know you've run into the bugs already. Good job on surviving. Because you know the trouble we're all in, I want you to help me bring some people together to fight these fraggers. It ain't gonna be easy, but doing nothing would be worse."

Old Crow wants them to contact Candace Phillips of Ares, Holmes of Evo, Miranda King of NeoNET, and Ryu Quan of Wuxing, and get them to come to the meeting. Given the urgency of this issue, Old Crow offers 2 Karma for each rep they get to the meeting.

OBJECTIVES

- Contact four corporate representatives and arrange meetings with each
- Discuss bug threat, Old Crow's invitation, and convince them to attend
- Survive the meeting

TAGS

- Old Crow • Red • Simon Andrews • Candace Phillips
- Holmes • Miranda King • Ryu Quan • Bug City, Part 2



THE PLOT

SCENE 1

Suggested NPCs: Enemy Runner Team (use Ms. Myth, Sledge, Gentry, Coydog, and Hardpoint from SR: Anarchy)

The first meeting should be successful, provided the PCs have worked for the corp rep successfully in the past or have decent people skills. The corp rep says they'll consider the situation and contact the runners with an answer in a few hours.

The corp rep at the second meeting will be the target of a hostile extraction attempt. When the runners halt the extraction, the rep will happily agree to whatever the PCs ask.

SCENE 2

Suggested NPCs: Corporate Security (SR:A, p. 134), Bug Spirits (at least 3 per PC: Ant, Wasp; Soldiers; Flesh Forms, Hybrids, p. 77)

The runners get lucky with the third meeting, catching their last two corp reps at a lunch meeting together. Unfortunately, corpsec gets the wrong idea when they approach. Whether they play it cool or survive the fire-

fight, they can make their pitch to two reps at once.

However the PCs contact Old Crow to report in, his only reply is, "Get to Long Pig Farms! Hurry!" When they arrive, bugs are everywhere. Old Crow, Needles, and his ghouls lend a hand in the fight. Old Crow wanted Needles to attend the meeting, but there's too much damage to the farm.

SCENE 3

Suggested NPCs: Gangers (SR:A, p. 136), Bug Spirits (at least 1 per PC: Wasp; Soldiers; Hybrids, True Forms, p. 77)

Most of the invited shadow and corporate representatives attend. Given the bugs' efforts to stop the meeting, Old Crow is sure that someone is tipping them off. There's no time to find out who before the meeting starts, so he asks the runners to attend as security.

After they arrive, Red receives SOS messages from both Becky 99 and Nick Ryder. Becky and her gang are under assault from the Ramblers, while Nick got caught by bugs. He asks the runners to help them so they can make the meeting. As soon as the runners have handled both issues, Old Crow wires payment, with a bonus (up to 9 Karma total per runner). Then the call goes dead.

KEEP YOUR FRIENDS CLOSE

MR. JOHNSON'S PITCH

Simon Andrews put a call in to the runners to meet him at Samson's Noodles inside the Noose. His manner is uncharacteristically dour, and he gets to the point. "As you may or may not know, Chicago had a bug-spirit problem in the past. It's recently come to my attention the bugs haven't gone away but have been lying low and making plans. So, I brought corporate representatives together with some shadow assets. I thought we could address the problem together. As the meet was scheduled to begin, we were attacked by bugs. Quantum Princess, Lothan, Maggie Goldberg, Sarah Silverleaf, and Detective Nick Ryder didn't make it out.* The bugs grabbed them and scattered after burning the warehouse down. I tried to follow the ant tunnels, but they just popped up a few blocks away. I want all five of them back safe and sound and not with those bugs a second longer." Simon offers 1 Karma for each contact safely returned.

* This contract assumes the runners have had one or more interactions with each of these contacts. If this isn't the case, or if you just want to, feel free to swap out these contacts for others that may have more emotional impact.

OBJECTIVES

- Investigate the kidnappings
- Rescue Quantum Princess and Sarah Silverleaf from the Big Hearts shelter
- Rescue Nick and Lothan from the Insect Shaman at Truman Tower

TAGS

- Nick Ryder • Lothan the Wise • Sarah Silverleaf
- Simon Andrews • Martin Tate • Maggie Goldberg
- Quantum Princess • Bug Spirits

THE PLOT

SCENE 1

Legwork reveals that Dr. Martin Tate was at the meeting site but never entered, and the trail of ant spirits headed north, ending five blocks away. If the runners contact Martin Tate, he will invite them to his clinic in the Maker Collective and attempt to remotely kill them with a timed explosive. Four hits on a Perception test finds the bomb, and 3 hits on Demolitions disarm it. Otherwise, the runners should be far away when it explodes.

SCENE 2

Suggested NPCs: Dwarf Ladies (Bug Spirits: Ant Caretaker, Flesh Form in Templates, Bug Spirits, p. 77)

The ant spirits escaped in tunnels that emerged five blocks away. If the runners investigate, they will discover a local gang took on the bugs, managing to kill two of them. The remainder of the bugs headed toward Chicago's old Downtown. At the scene, dwarf women from the Big Hearts night shelter are tending the wounded, then bringing them back to their shelter. Asking around will reveal Quantum Princess and Sarah Silverleaf were taken to the shelter. Inside, the runners will find Sarah and Quantum Princess tied up and part of a ritual the dwarf women are conducting. The ladies are bug spirits in disguise. If the runners went to Tate's, Quantum Princess will have already been killed. Otherwise, they tell the runners something big is happening on the roof of Truman Tower.

SCENE 3

Suggested NPCs: Toxic Ant Shaman (use Enemy Mage, Insect Shaman variant, p. 77), Ant Spirits (see Templates, Bug Spirits, p. 77)

At the Truman Tower in Chicago's Core, the runners must find a way to the top of the three hundred fifty-two-story building, as the power is out. Once there, they find Maggie, Nick, and Lothan trapped in cocoons, prepared for a ritual. A toxic ant shaman leads dozens of bug spirits, several guarding each cocoon. If the runners focus on only one contact, they will have to face only half the bug spirits. If they choose to free Maggie or stop the ritual, they will have to face the ant shaman. If they kill the shaman, the ant spirits will go berserk, climb down the building, and chew on the girders, collapsing it. If Maggie is rescued, she is now a bug spirit nymph and won't ever be the same again (although Simon will still pay for her).

10 BLOCK TANGO

MR. JOHNSON'S PITCH

You get a call from Matt Wrath to meet at Jose's Bistro, a hole-in-the-wall diner at the edge of the CZ. He's on the patio when you arrive.

"I need you to deliver this." He pulls a meter-long black case from under the table. "Becky 99 with the Desolation Angels is expecting this within the next two hours. You can find her somewhere in the CZ. I can pay you ..." An ex-

plosion drowns out what he says next, shattered glass and debris flying around you. Matt Wrath hits the ground hard, not moving. Two giant ants skitter onto the patio. As your ringing ears begin to clear, you hear an ominous beeping nearby.

OBJECTIVES

- Defend Matt Wrath until DocWagon arrives
- Take the focus to Becky 99

TAGS

- Matt Wrath • Becky 99 • Magical Focus • Insect Spirits

THE PLOT

SCENE 1

Suggested NPCs: Ant Spirits x2 (Ant Soldiers, Hybrid, p. 77), Soldier (add sniper rifle, SR:A, p. 137), Combat Medic x3 (Rent-a-Cop, SR:A, p. 137, add Biotech 4+L)

Human agents working for the insect spirits set up the explosive and drove a van carrying the ant spirits to the bistro, while a sniper took out Matt as the explosion went off. The ant spirits attack the shadowrunners immediately, trying to push them away from the case. They intend to grab it quickly and escape, while the sniper tries to kill the runners, or at least keep them occupied while the ants escape. If the runners kill the ants, the sniper withdraws. The beeping is Matt Wrath's DocWagon bracelet.

DocWagon shows up after the fight and stabilizes Matt Wrath. He wakes up, groggily telling them to get the case to Becky 99, and she'll pay them. The medics take Matt Wrath to the hospital before he can discuss anything further.

Sticking around is a bad idea; sirens are approaching. The runners need to find Becky 99 fast. If they linger, more ant spirits show up. Lone Star isn't far behind.

The case is locked. If the runners force it open, they find a long, finely made dagger. If they assense it, they learn it's a weapon focus specific to the mantis tradition, only usable by a mantis shaman or spirit.

SCENE 2

Suggested NPCs: Soldier (2 per runner, SR:A, p. 137), Enemy Mage (SR:A, p. 136), Spirit of Earth (SR:A, p. 139), Juan Nuñez (use Knox, SR:A, p. 104)

A Matrix search will lead the shadowrunners to Desolation Angel territory in the CZ. The most direct route takes them through territory held by a local warlord, an adept

named Juan Nuñez. His men have set up a checkpoint, blocking the road with a pair of GMC Bulldogs.

Three hits on a Con test will get the runners past the checkpoint. Otherwise, Juan will demand payment in weapons, explosives, or medical supplies.

If the runners take the long route through nicer neighborhoods instead, ambush them with a Lone Star patrol thinking their vehicle is stolen, a rival runner team sent by Martin Tate, or more bug spirits. If they have an easy time getting by Juan Nuñez, consider doing this anyway.

SCENE 3

Suggested NPCs: Desolation Angels x10 (Gangers, (SR:A, p. 136), Ant Spirits (Worker, Hybrid x20; Caretaker, Hybrid x2; Nymph, True Form; Queen, True Form, p. 77)

As the shadowrunners approach the Desolation Angel hideout, Becky 99 steps out from behind a parked car. Matt didn't have a chance to let her know he wasn't coming himself. "Where is Matt, and why are you here?" she asks.

Convincing her that Matt sent them isn't difficult, and she offers the runners 4 Karma each. Before they can settle on terms, a swarm of ant spirits bursts from the sewers. Anticipating this, the Desolation Angels sealed the sewers in the immediate area, forming a perimeter around their hideout and giving them time to react. Runners can accept Becky's first offer and bail, or they can stay and help fight the ant spirits for an extra 2 Karma each.

MAGIC PARTY SNACKS

CONTEXT

During the Az-Am War, Sirrurg and Hurricane Donald laid waste to Borinquen (Puerto Rico), destroying Aztechnology's NatVat facility. This crippled NatVat's food production capabilities, eventually leading to worldwide food shortages. Aztechnology maintains that food production was not significantly affected.

On July 27, 2078, the Yellowstone supervolcano erupted onto the astral plane, creating a permanent portal to the Seelie Court. Corporations investigated, seeking any advantage. Renraku established a relationship with the Court.

MR. JOHNSON'S PITCH

Holmes (AI representative of Evo in Chicago, **Screamsheet Howl**, p. 18) recently discovered that Festival Foods (a Renraku subsidiary) began selling new real food products a few weeks ago, priced the same as soy

equivalents, and immediately achieved high sales figures. However, reports of missing people have increased in areas where these new products are sold.

Holmes meets the shadowrunners at Club Clustefunk, running a top-of-the-line anthroform drone to “better fit in with the organics.” He gives them two tasks: find the source of Renraku’s new products and why they’re so cheap, and discover the connection with the increased disappearances. The job pays 4 Karma, plus a 2 Karma bonus if the runners arrange a meeting between Holmes and the food supplier.

OBJECTIVES

- Find the source of Renraku’s new products and why they’re cheap
- Discover the connection to increased disappearances
- Arrange a meeting between Holmes and the food supplier

TAGS

- Aztech Famine • Yellowstone Calamity • Seelie Court
- Renraku • Holmes • Real Food • Sid Gambetti

THE PLOT

SCENE 1

Suggested NPCs: Human Brigade (Gangers, SR:A, p. 136)

One of the largest purchasers of Festival Foods’ new products is Feeding UCAS, a humanitarian organization that provides food for the poor and SINless. Their Chicago office is in the Jewelers Building, just north of the Shattergraves. When the shadowrunners arrive, Human Brigade gangers are hassling the volunteers. After dealing with the gangers, the site manager (Charlotte Middleton, a human woman) gladly tells them that Feeding UCAS purchases directly from Festival Foods at wholesale prices. The arrangement is legit. Sid Gambetti suggested she contact Festival Foods about negotiating a contract. Uncharacteristically, he said he’d “waive my usual finder’s fee, for the good of the poor.”

SCENE 2

Suggested NPCs: Desolation Angels (Gangers, SR:A, p. 136)

The shadowrunners find Sid Gambetti at the Vault. When told about the disappearances, he clams up. If the runners get violent, the Desolation Angels try to stop

them. When Sid talks, they learn he’s working for the Bastard faction of the Seelie Court to ensure that Festival Foods’ new products became popular in Chicago. The food comes from the fae, part of a trade agreement between the Seelie Court and Renraku. Sid doesn’t know about kidnappings, why the Bastard faction wants the food to become popular, nor how the food is transported. If the runners demand it, Sid will call his Bastard faction contact, Danny Dankwallow, to set up a meeting at a McHugh’s in the O’Hare Subsprawl, near Milwaukee Avenue and Palatine Road. Unless the runners prevent him, he’ll message Dankwallow after they leave to warn that it’s a setup.

SCENE 3

Suggested NPCs: Danny Dankwallow (use Razzle Dazzle, SR:A, p. 112; add Lightning Bolt and Fireball), Seelie Soldiers (use Soldiers, SR:A, p. 137; add +1 AGI and +1 to combat skills; and Enemy Mage, SR:A, p. 136, add +1 AGI and +1 Sorcery)

Dankwallow will be at McHugh’s when the shadowrunners arrive. If warned, he will have 1 guard per runner. Otherwise, he will have only two guards. He explains that the Bastard faction decided to offer some of the less fortunate among metahumanity new lives in faerie realms. The food sent to Feeding UCAS was “marked” so that anyone who consumed it could be magically located. Those brought over become servants, working for wealthy fae in fields or households. Their term of service is one year, but a year in the real world could last thirty years or more in Faerie.

If the runners try to broker a meeting with Holmes, Dankwallow agrees, eager to open more markets. If they object to Dankwallow’s plans, he attempts to leave peacefully.

Dankwallow has a camp on a small island in the middle of the Des Plaines River in the Potawatomi Woods. A small building, magically hidden, houses several SINless people from the Noose.

EPILOGUE

The Bastard faction easily subverted the Renraku/Seelie Court trade agreement to their own ends. Other fae may have done so as well. Festival Foods is distributing their new products across North America, with other Renraku subsidiaries sending them across Europe and Asia. Who knows what fae plots are in motion?

SLEEPING GIANTS

CONTEXT

The bugs are back in Chicago, and no one seems to want to do anything about it. Initial forays have turned up evidence of an immense hive in tunnels under Chicago, but megacorporate interests have turned a blind eye.

MR. JOHNSON'S PITCH

Once again, Simon Andrews reaches out to the runners, this time wanting to meet at the Vault, a combination pit-fight venue and swap meet. When they get there, Simon motions them over to a shadowy corner. “Oi, mates. I’ve got a short but hazardous recon mission into the insect spirit tunnels under Chicago to the heart of the hive. The bugs have made a comeback, but the corps and the government are ignoring it. I need you to get the proof and shove it in their faces; make ‘em do something about it. Go with me down into those tunnels so we can see what’s going on. I have a lead on an entrance under the Wrigley Dome, of all places. Apparently, the bugs have been using it to get in and out of the Containment Zone. Get me in, get me out, get the evidence to Aztechnology’s Juan Xihuitl, and you’ll get paid.” Simon offers 5 Karma.

OBJECTIVES

- Take Simon under Chicago to get proof of the bugs
- Deliver evidence to Juan Xihuitl
- Perform tasks for corporate Johnsons to enlist their aid

TAGS

- Simon Andrews • Juan Xihuitl • Bug Spirits
- Martin Tate • Underground Chicago • Dragon

THE PLOT

SCENE 1

Suggested NPCs: Lone Star Officers (Rent-a-Cops, SR:A, p. 137), Bug Spirits (use Wasp Workers, Caretakers, and Soldiers, all True Form—see Templates, Bug Spirits, p. 77)

Simon leads the team to Wrigley Field. Two Lone Star officers guard the entrance, which the team can deal with how they choose. Once inside, the tunnels are dark, and the occasional ant spirit haunts the paths. When the runners breach the heart of the hive, the runners make a frightening discovery: a queen wasp spirit has inhabited a western dragon (see **Windy City Chaos**), and Dr. Mar-

tin Tate is apparently making sure it goes smoothly. Simon tells the runners plainly they can’t win this fight, so pictures or video will have to do. Once the runners have the evidence, they will be spotted. Simon is willing to stay behind and hold off the hive as the runners escape.

SCENE 2

Armed with evidence of the threat below Chicago, the runners seek out Juan Xihuitl of Aztechnology. Juan is troubled by Simon’s loss, but he insists the runners help just a bit more. Aztechnology and Saeder-Krupp are willing to throw their weight into fighting the bugs, but more corps are needed. Sarah Silverleaf of Renaku and Ryu Quan of Wuxing should be notified as well.* Juan urges the runners to take the evidence to them and do whatever they can in order to get their support.

*Any corporate liaison (see **Screamsheet Howl**) can be substituted for these two.

SCENE 3

Suggested NPCs: Hotel Rio Guards (Rent-a-Cops, SR:A, p. 137)

The runners approach Sarah Silverleaf and Ryu Quan with the evidence. Quan is willing to help without further delay. Sarah however, refuses to entertain the evidence until the runners have obtained “unflattering” footage of her and a client from Hotel Rio, where she recently entertained. If the runners get the footage, she’ll be on board as well. Returning to Juan—with support from at least four megacorporations, he hopes—will be enough to force the Corporate Court and the UCAS to take action against the bugs. Juan covers Simon’s 5 Karma and gives the runners 2 additional Karma.

FINAL COUNTDOWN, PART 1

CONTEXT

The bug spirits have returned to Chicago with massive plans. A queen wasp spirit has been implanted into an adult Western dragon by Horizon’s Dr. Martin Tate, and the bugs seem to be preparing for something big. Corporate interests and government representatives seemed not to take the threat seriously, but recent events have changed their minds. Wrigley Dome is in the process of being demolished in an attempt to keep the bugs at bay.

MR. JOHNSON'S PITCH

The runners are urgently summoned to meet Juan Xihuitl at a Taco Temple. Juan says he likes to meet here because

WORD WATCH

Geomancer: A practitioner of geomancy, the magic art of judging the flow and pooling of mana. Geomancers are skilled in creating and preserving positive harmony in their surroundings, including mana lines.

Cuachiqueh: Literally, “the shorn ones.” The Cuachiqueh are Aztechnology’s black-ops operatives. They are highly augmented paramilitary specialists deployed on missions that require high-profile sabotage, terrorism, brute-force killings, and kidnappings. They are identified by their shorn heads, mohawks, or single braids.

it is free from surveillance, and the food makes him feel vaguely better about the world. After they eat, he gets right to business. “You have made quite a name for yourselves in Chicago, mis amigos. Let me tell you dire news. Recently, a joint corporate strike team penetrated the tunnels under Chicago. They were all killed, save two members—a Wuxing geomancer and an Aztechnology Cuachiqueh. Lu Wenda, the geomancer, is alive, but the Aztechnology operative died of his wounds shortly after escaping. I need you to extract Lu Wenda, who is currently being debriefed in the UCAS army encampment surrounding the ruined and demolished remains of Wrigley Dome. While you are there, you must also find the Cuachiqueh and download his cybernetic memory. This will give us what we need to plan one final attack in order to save Chicago.” Juan offers 4 Karma for this run.

OBJECTIVES

- Infiltrate Wrigley Field
- Extract Lu Wenda
- Download cyberware memory from the Cuachiqueh

TAGS

- Fate of Chicago • Juan Xihuitl • UCAS Government
- Nuclear Weapons • Wrigley Field • UCAS Army

THE PLOT

SCENE 1

Suggested NPCs: UCAS Soldiers (Soldiers, SR.A, p. 137)

The team must make their way into the Wrigley encampment to extract Lu Wenda and reach the body of the Cuachiqueh. After recent events, much of the field has been demolished to collapse any insect tunnels beneath. UCAS forces swarm the field, but most are distracted with the demolition. The remainder of the facility is set up as a headquarters for the UCAS army to address the growing bug problem. Various checkpoints are set up

with two guards at each entrance. Inside, a military tent city is in place. If the runners are caught, it will take 4 hits on a Con test to talk their way out of being arrested. The general in charge of Chicago operations, Duke Flint, is holding Wenda for questioning. If the team rolls at least 4 hits on a Perception test while looking around, they can overhear General Flint mention the “Ripley Initiative,” saying the gratuitous use of neutron bombs to destroy Chicago is the only option left.

SCENE 2

Suggested NPCs: UCAS Soldiers (Soldiers, SR.A, p. 137)

Lu Wenda is being held in the infirmary near the center of the camp. He is being guarded by four UCAS soldiers when he is not being questioned by General Flint. He is physically fine and no longer has any of his injuries. Lu is cooperative and grateful to accompany the team. Once the team gets Lu Wenda out of the encampment, he tells them the ley lines under Chicago have become corrupt due to the presence of the Entomo Klitevo, an artifact being used by insect shamans.

SCENE 3

Suggested NPCs: UCAS Soldiers (Soldiers, SR.A, p. 137)

The body of the Cuachiqueh is being held in a storage facility near the west side of the field. Four hits on a Perception test or 3 hits on a Hacking test against the UCAS network will allow the runners to locate the body. The storage unit is being guarded by two UCAS soldiers. Downloading the Cuachiqueh’s memory requires 1 hit on a Hacking test. The memory contains detailed locations of underground insect activity. Both Lu Wenda and this information need to be taken to Juan immediately.

FINAL COUNTDOWN, PART 2

CONTEXT

The bug spirits have returned to Chicago, with massive plans. A magical artifact known as the Entomo Klitevo has been used by insect shamans to corrupt the mana lines running through Chicago, twisting them to increase the power of the bugs. Unless something is done quickly, the bugs are poised to engulf the city.

MR. JOHNSON'S PITCH

The runners meet Juan back at the Taco Temple. He has had only a few hours to sift through the data they received



from the cybernetic memory of the Aztlaner Cuachicueh, but he has a plan. "I know I am asking much of you, mis amigos, but unless we act, Chicago will fall. Lu Wendao has informed me that General Flint has committed to the 'Ripley Initiative,' a UCAS plan to destroy Chicago with neutron bombs. They feel this is their only option, and that it would be better for the world if the bugs perish here, even if it means Chicago perishes with them. I hope you disagree as I do. Go to this location, find the tunnel entrance. Locate the artifact called the Entomo Klitevo and destroy it, along with their incubation chamber. This will make it possible for the UCAS army to exterminate the remaining bugs. I will take care of providing a distraction to make this possible. May the gods be on your side, mis amigos." Juan offers 6 Karma if the runners agree.

OBJECTIVES

- Find the entrance to the insect hive
- Destroy the artifact
- Destroy the Wasp Dragon Queen

TAGS

- Fate of Chicago • Wasp Dragon Queen • Juan Xihuitl
- UCAS Government • Nuclear Weapons • Boss Fight

THE PLOT

SCENE 1

Suggested NPCs: Dung Beetle Spirits (Beetle Soldier, Hybrid—see Templates, Bug Spirits, p. 77)

Juan has arranged a second intercorporate joint task force to aid this mission. Juan has given the team directions to an alternate insect tunnel entrance nearly ten miles from Wrigley Field at the site of an old city dump. The team must head there, search the dump for the entrance of the tunnels, and make it past the dung beetle spirits guarding the way.

SCENE 2

Suggested NPCs: Ant Spirits (Ant Workers, Hybrid), Beetle Spirits (Beetle Caretaker, True form), Wasp Spirits (Wasp Soldiers, Hybrid)—see Templates, Bug Spirits, p. 77

As the runners head down the tunnels toward the location of the main hive, Juan radios the team that he has put together another joint corporate task force. This strike team will use overwhelming force to assault the hive from the opposite direction, ideally giving the runners the chance to destroy the artifact and take out the

incubation chamber. They will meet little resistance inside the tunnels, but once they reach the main hive, the artifact and the incubation chamber will be guarded by two ant spirits, two beetle spirits, and two wasp spirits. The rest of the hive has been distracted by the assault. However the team chooses to destroy the chamber and the artifact, they should succeed.

SCENE 3

Suggested NPCs: Bug Spirits (see Templates, Bug Spirits, p. 77), Wasp Dragon Queen (p. 77)

Once the chamber and the artifact are destroyed, the runners hear the task force requesting help over their commlinks. Rushing back to the surface, the corporate task force and the UCAS army are engaged in a bewildering battle with insect spirits. They are overrun on the ground, and worse, the wasp dragon queen is assailing them from the sky. While the battle rages around them, the team must find a way to destroy the queen spirit, or flee for their lives and leave Chicago to its fate. If the runners succeed, Chicago is saved and the UCAS army can sweep the vermin away. If they run or fail, Chicago will be bombed to kingdom come.

THE SPIRIT OF CHICAGO, PART 1

CONTEXT

The battle against the bugs is finally over. One way or another, Chicago survived.* But Chicago's future is far from certain. For nearly two centuries, Calumet, the spirit of Chicago, influenced the growth and evolution of the city. Calumet valued unity, innovation, and progress. Unfortunately, Calumet perished when Chicago became Bug City.

* This contract assumes Chicago survived somehow and was not neutron bombed.

MR. JOHNSON'S PITCH

It's been weeks since the UCAS government came in and dealt with the bugs. There seems to be no trace of them left, even the ones that used to hibernate near the Cermak Blast Zone. The runners are called by their fixer to meet a Mr. Johnson named Dr. Eric Kersh at the ASPS's Field Museum. Kersh tells them, "Thank you for meeting me here. I know this isn't the sort of place you normally conduct your business. I suppose everyone assumed that once the bug spirits were dealt with once and for all, Chicago's astral space would begin to perhaps heal

itself. But our observations suggest that isn't true and the city's manasphere is getting more fractured, not less, in the last few weeks. Since you have proven yourselves against formidable foes, instead of sending out my research assistants, I'd like to pay you to investigate the cause of this fracturing on their behalf." If the runners agree, Kersh will give them 4 Karma. Kersh further explains that the causes of the fracturing are unknown. He will give the runners an aspected FAB meter, able to track interference between competing astral background counts.

OBJECTIVES

- Follow the FAB meter to the Wailing Ghost.
- Take down Pestilence.
- Speak with the Wailing Ghost

TAGS

- Future of Chicago • ASPS • Terrors • The Wailing Ghost
- Pestilence • Dr. Eric Kersh • Bug Spirits

THE PLOT

SCENE 1

Suggested NPCs: Ghosts (use Spirit of Man, 1 per runner, SR:A, p. 139), the Wailing Ghost (No stats. She is far too powerful for the runners to defeat. If they try, play it out, but make it clear she isn't being hurt and she will beat them nearly to death until they relent.)

The FAB meter will lead the runners to the most desecrated place in Chicago: the Shattergraves. Once there, they will be assaulted by ghosts charged to protect the domain of the Wailing Ghost. Once the ghosts are defeated, the Wailing Ghost itself will appear, ready to attack. If the runners decide to talk instead, the Wailing Ghost will listen and demand a boon in order to offer insight to the runners. She says her domain is under assault by the desperate spirit Pestilence. She explains Pestilence is a spirit of insects, but different from the others. Now that the bugs are gone, Pestilence has grown weak. If the runners attack and defeat it, she will give them the answers they desire. If the runners attack the Wailing Ghost, she will defeat them and then offer the same deal.

SCENE 2

Suggested NPCs: Pestilence, summoned spirits (use bug spirits of all varieties equal to the number of players, p. 77)

The Wailing Ghost points the runners to the Cermak Blast Zone. The remaining bugs have been cleansed by the UCAS Army, but the astral space in the area still reeks of them. Pestilence is truly terrifying to behold, appearing as a bus-sized chimera of all sorts of insects (wasp wings, beetle shell, ant mandibles, mantis legs, etc). Despite appearances, however, it is not a true bug spirit, but was rather created and given form by Chicago's fear of insect spirits and the presence of the bugs themselves. The runners will find Pestilence inside a fallen skyscraper. Cocoons, slime, and other insectoid detritus coat the inside of the building, making the runners feel as if they are inside a decaying hive. Pestilence is weak due to the decrease of bug presence in Chicago, but is still no pushover. It will summon lesser bug spirits to its aid, and although they are not true bug spirits, their stats are the same. After its defeat, the entire Cermak Blast Zone feels less oppressive, somehow.

SCENE 3

Suggested NPCs: The Wailing Ghost (see above)

When the runners report the defeat of Pestilence, a bitter smile appears on the face of the Wailing Ghost. She thanks them, somewhat sarcastically, and tells them what they need to know. She tells them seven great spirits, including herself, seek to become the true spirit of Chicago. Once, the spirit Calumet was the city's spirit, but it perished when the bugs took over. She doesn't seem worried about any of her competition except for one particularly horrible spirit she refuses to name. She claims he is the reason Chicago's astral space refuses to heal itself. She tells the runners to report back to the ASPS and tell Ibu Air what they know.

THE SPIRIT OF CHICAGO, PART 2

CONTEXT

Having encountered the Wailing Ghost and defeated Pestilence, the team heads back to the Astral Space Preservation Society to report their findings.

MR. JOHNSON'S PITCH

When the runners report back to Dr. Kersh what they've learned, he suggests going directly to the head of the ASPS, Ibu Air, if the runners haven't already suggested it. Ibu Air is a powerful free spirit itself who invited the runners to meet him at Elemental Hall, an island facility off the Chicago coast. Kersh ferries them over on the ASPS submarine, since Elemental Hall is invisible, cov-

ered with magic wards, and impossible to locate by normal means. Elemental Hall is impossible to understand at first glance, and the runners are disoriented. Ibu Air meets them as they arrive, however, and takes them to a safer location within the hall. "Thank you for coming. With the information you reported to Dr. Kersh, I believe I know the exact cause of Chicago's astral space refusing to heal. There is a very powerful demon, a terror known as V'golkatl, preying on the hopelessness of Chicago's people. Thus far, it has been content just to feed and grow stronger, but if it ever decided to act, it could mean death for us all. We may not be able to destroy V'golkatl, but perhaps we could contain it for the moment. There is a free spirit, Daley, who dwells around the old city hall. Tell him Ibu needs the stones. Take this canister with you. When you receive the stones, contact me." Ibu Air offers 5 Karma to help him deal with V'golkatl.

OBJECTIVES

- Speak to Ibu Air and get supplies.
- Find V'golkatl on the Astral Plane.
- Deal with V'golkatl.

TAGS

- Future of Chicago • Great Form Spirits • Terrors
- V'golkatl • Daley • Ibu Air • ASPS

THE PLOT

SCENE 1

Suggested NPCs: Gutsman Gangers (use Ghouls, p. 80), Daley (No stats. Daley is far more powerful than he looks. If the runners attack, play it out, but make it clear he isn't being hurt and he will beat them nearly to death unless they yield.)

Finding Daley around city hall requires either leg-work or astral reconnaissance. Daley ignores the homeless, so they won't know anything. If the runners ask business people, corrupt officials, or mobsters, they will report (after being bribed or sweet-talked) that Daley makes his home on the third floor of the old City Hall Building. Daley has been approaching other local "politicians" (a.k.a., small gang leaders) about becoming one of his new aldermen, offering them offices at City Hall.

An all-ghoul gang known as the Gutsmen roam this area, often stalking from the Shattergraves that abut the west side of the former city building. They have been consistently slowing down renovations to the area and will attack anyone seen heading into City Hall itself. The spirit Daley is a diplomatic, well-groomed spirit of man in a busi-

ness suit. While he resembles a politician, he is quite powerful, although he would resort to violence only as a last resort. If the runners ask for the “stones” for Ibu Air, Daley will give them up willingly. Finally, he offers the runners 2 Karma in exchange for every detail of the run, start to finish, and expects an update when it is done.

SCENE 2

Suggested NPCs: Spirits (use Spirits of Man, Air, Fire, Water, Beast, and Earth; SR:A, p. 138)

Ibu Air tells the runners they must locate V'golkatl's lair in Chicago's astral space, then bury or hide these four stones at locations one kilometer north, south, east, and west from its location. Locating V'golkatl requires a character with the ability to project onto the astral plane. Once there, the character must use legwork and speak with spirits and dual-natured creatures in Chicago's manasphere in order to find V'golkatl's location. The spirits will not give up the location easily and will require 2 hits on a Negotiation test as well as future favors, in exchange. Failing this, defeating spirits until they talk is acceptable. They will reveal V'golkatl dwells in the heart of the Shattergraves in the wreckage of the fallen Sears Tower.

SCENE 3

Suggested NPCs: Lesser Terrors (4 M'flesit, 1 Toad, 1 Crawler, p. 86). Decorate the scene with more terrors, but have them remain always approaching, rather than in combat. They will scurry away once the runners accomplish their mission.

The four locations where the stones must be placed are: Wolf Point Plaza just north of the Shattergraves, Union Power Station to the south, the old Chicago Symphony Center to the east, and the YMCA on Jackson and Green Street to the west. Once they position the stones, Ibu Air will engage a ritual (from Elemental Hall) that energizes the stones, trapping and depowering V'golkatl. Air now instructs the runners to take the canister to the wreckage of the Sears Tower, in the heart of the Shattergraves, and release its contents at V'golkatl's exact location. Once the stones are activated, V'golkatl's minions, which are lesser terrors, will swarm the runners, in an attempt to prevent them from fulfilling their mission.

EPILOGUE

V'golkatl has been contained. While the remaining great spirits of Chicago continue to vie for control. V'golkatl isn't gone, nor will it waste any time in trying to undermine the efforts of the runners, but its threat is minimized, allowing Chicago's astral space to begin healing.



CATALOG OF CHAOS

Included here is a list of new Shadow Amps, qualities, and other options that can be used in games of *Shadowrun: Anarchy*. It is a list of sample items to pick from and gain inspiration from, not an exhaustive grouping. Use these to help you design your own Amps or qualities, or just grab them and go!

METATYPES AND METAVARIANTS

Metavariants are not new metatypes, but rather variations on existing metatype themes. Dwarfs may also express as gnomes, hanuman, koborokuru, or menehune. Elves may also express as dryads, nocturna, wakyambi, or xapiri thëpë. Orks may also express as hobgoblins, ogres, oni, or satyrs. Trolls may also express as cyclopes, fomorians, giants, or minotaurs. Humans may also express as nartaki. Rules and descriptions are only presented here for a limited number of metavariants, but players should feel encouraged to adapt other metavariants into their games with gamemaster approval. Changelings are random expressions of mana, and no two are alike. They vary wildly in appearance, ability, and powers but can be from any existing metatype. Physical descriptions and characteristics of these metavariants can be found in *Run Faster*, a *Shadowrun, Fifth Edition* sourcebook. Mechanical differences are covered in the Metavariant Chart below. Use the modifiers given instead of modifiers for the base metatype, not in addition to them. Unless otherwise noted, metavariants have the same racial Attribute Maximum as their non-variant metatype.

METAVARIANT CHART

Human: +1 Edge, +1 Skill point

Nartaki: +1 Agility, gain Extra Arms changeling Amp free (does not count as changeling)

Nartaki are the only known human metavariant. First seen in 2061 in India, Nartaki possess additional arms and skin hues of blue, red, or gold.

Elf: +1 Agility, +1 Charisma

Dryad: +2 Charisma, Maximum Charisma of 9.

The dryad is an uncommon elven metavariant. They are not native to any one region but have been encountered on all continents, with their appearance varying depending on their habitat. Shorter in stature than normal elves, dryads are deeply connected with nature and have been reported to possess preternatural charm.

Dwarf: +1 Strength, +1 Willpower

Gnome: +1 Willpower, gain Magic Resistance Critter Amp (+2 dice to defending against magical attacks or effects) free

A dwarf metavariant, gnomes are often found in Turkey and Central Europe. Shorter than regular dwarfs, gnomes also have very little body hair and are often confused for human children. Gnomes possess an unusual resistance to magic, although some have still been reported to be Awakened.

Ork: +2 Strength

Oni: +1 Strength, +1 Charisma, Maximum Charisma of 6.

Onis are an ork metavariant. Native to Japan, they resemble demons of Japanese folklore. Oni have blue, red, or orange skin and large horns.

Troll: +2 Strength, +3 Armor circles, -1 Skill point

Fomorian: +1 Strength, +1 Charisma. Maximum Charisma of 5.

Fomorians are a Celtic subspecies of troll. Slightly weaker than normal trolls, they also possess no dermal armor. Their form is considered by many to be more aesthetically pleasing than most orks or trolls.

ANY METATYPE:

Changeling: Choose metatype. Has access to changeling Amps (including negative changeling Amps that provide additional Amp points to spend). May create purely cosmetic changeling Amps (catlike features, feathers, dumbo ears) for no cost.

Changelings are metahumans that have random, unusual metagenetic traits due to exposure to a surge of mana. Changelings are neither a race nor a metavariant and can be born to any metatype. Each changeling is unique, and most people consider them to be freaks.

ALL-NEW AMPS

In the characters and NPCs in this book, you will find Shadow Amps that are identical to existing Amps but with a different name. For example: **Finder's Fee, and I'll Introduce You** is identical to **I Know Everybody** from *Shadowrun: Anarchy*, with both giving the benefit “Gain (Cha rating) contacts.” In the same fashion, **Scratch-Built Cyberdeck** is identical to **Cyberdeck 1** from *Shadowrun: Anarchy*. This is intentional, as we encourage you to let your creativity soar when creating your runner. If you like an Amp but the name doesn’t seem to fit, keep the Amp and change the name!

MAGICAL AMPS

SPELLS

Reminder: Players may increase Amp Levels by 1 to add “Damages multiple targets” to combat spells, or “Affects multiple targets” to effect spells. Alternatively, reducing the Amp Level by 1 makes spells single-target. As this is the case, spells like Ball Lightning, Flamethrower, Manaball, Stunball, and Mass Confusion are Amps taken by *Chicago Chaos* characters, they are not presented below, as they are variants to existing spells.

Clout (Spell) (Amp Level 2): Combat. Damage of 6S. Defense = S + W. Target knocked prone.

Combat Sense 1, 2, 3 (Spell) (Amp Level 2, 3, 4): Effect. Target rerolls 1/2/3 failed dice on defense tests while sustained.

Detect Enemies (Spell) (Amp Level 1): Effect. Hostile beings glow in a way the caster can perceive.

Detect Life (Spell) (Amp Level 1): Effect. Living beings glow in a way the caster can perceive.

Detox (Spell) (Amp Level 2): Effect. Removes any kind of drug or poison from the target. Does not heal any damage already done but ends ongoing effects.

Fashion (Spell) (Amp Level 1): Effect. Instantly change style of clothing and cosmetics.

Flaming Spear (Spell) (Amp Level 3): Combat. Damage of 8P/AA. Defense = A + L. +2 damage to Armor.

Ice Spear (Spell) (Amp Level 2): Combat. Damage of 6S/AA. Defense = S + W. +2 damage to Armor.

Illusion (Spell) (Amp Level 2): Effect. Target character sees and hears things that aren’t there; target is distracted and suffers a -1 die penalty to all tests while the spell is sustained.

Influence (Spell) (Amp Level 2, 3, 4): Effect. +1/2/3 dice to Con and Negotiation Tests against target.

Opium Den (Spell) (Amp Level 3): Effect. Mass euphoria; targets are distracted and suffer a -1 die penalty to all tests while the spell is sustained.

Pollutant Stream (Spell) (Amp Level 4): Combat. Damage of 6P/AA, +2 damage to Armor. Defense = S + W. Ongoing damage of 1P unresisted damage per narration (max 3).

Soundwave (Spell) (Amp Level 3): Combat. Damage of 6S. Defense = A + L. Damages multiple targets.

Toxic Wave (Spell) (Amp Level 4): Combat. Damage of 6P/AA, +2 damage to Armor. Defense = S + W. Damages multiple targets.

Trid Phantasm (Spell) (Amp Level 2): Effect. Create a realistic illusion over an area. Living and non-living things affected; viewers also suffer a -2 die penalty to Perception tests while the spell is sustained.

Vines (Spell) (Amp Level 2): Combat. Damage of 4P. Defense = A + L. Target cannot move.

OTHER

Ally Spirit (Amp Level 4): (Choose spirit type) You have a friendly spirit that cannot be dismissed nor counts against your limit of conjured spirits.

Banishing Focus (Amp Level 2): Focus. Usable once per day, may reroll all misses when banishing a spirit.

Mageblade Weapon Focus (Amp Level 2): Focus. Magical weapon. May reroll one die on Close Combat attacks.

Spellcasting Focus (Amp Level 2): Focus. Usable once per day; may reroll all misses when casting a spell.

ADEPT AMPS

COMBAT POWERS

Blind Fighting (Amp Level 2): Adept power. Ignore vision modifiers in Close Combat.

Combat Sense 1, 2, 3 (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on defense tests.

Inertia Strike (Amp Level 2): Adept power. Knock a target down or back by one range after a successful Close Combat test.

Missile Mastery (Amp Level 2): Adept power. +2 dice or +2 damage for using throwing weapons or Archery.

Nerve Strike (Amp Level 2): Adept power. Paralyze a target after a successful Close Combat test.

Penetrating Strike (Amp Level 2): Adept power. You may add AA (Armor Avoidance) to your Unarmed attacks.

NON-COMBAT POWERS

Animal Empathy (Amp Level 2): Adept power. +2 dice on any test involving influence or control of an animal.

Cool Resolve 1, 2, 3 (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on Social rolls.

Empathic Healing (Amp Level 2): Adept power. May heal some or all of a target's Physical Condition Monitor by taking the damage yourself.

Freefall (Amp Level 1): Adept power. Reduce damage from falling by half.

Hangtime (Amp Level 1): Adept power. Can climb vertical surfaces or hang from surfaces.

Nimble Fingers (Amp Level 2): Adept power. +2 dice for sleight of hand tests.

Three Dimensional Memory (Amp Level 2): Adept power. +2 dice for Memory tests.

OTHER

Qi Focus (Amp Level 2): Focus. Usable once per day, may reroll all misses when using an Adept Power.

Tattoo Focus (choose Adept Amp) (Amp Level x): Same effect and cost as Adept Amp.

BIOWARE AMPS

Adrenaline Pump (Amp Level 2): Bioware. Ignore the effects of Staggered until damaged again. -0.5 Essence.

Bone Density Augmentation 1, 2, 3 (Amp Level 3, 4, 5): Bioware. Reduce damage taken by 1/2/3. -0.5 Essence.

Mnemonic Enhancer 1, 2, 3 (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Memory rolls. Gain 1/2/3 Knowledge Skills. -0.5 Essence.

Pain Editor (Amp Level 4): Bioware. Ignore all wound modifiers. -0.5 Essence.

Reflex Recorder (choose Agility-based Skill) (Amp Level 4): Bioware. +2 dice for (chosen Agility skill). -0.5 Essence.

Symbiotes 1, 2, 3 (Amp Level 3, 4, 5): Bioware. Increase all healing to you by 1/2/3 boxes. -0.5 Essence.

Synaptic Booster 1, 2, 3 (Amp Level 3, 4, 5): Bioware. 1 = +1 action. 2 = +1 action, +1 Plot Point per Scene. 3 = +1 action, +2 Plot Points per Scene. -0.5 Essence.

CYBERWARE AMPS

Attention Co-Processor (Amp Level 3): Cyberware. +2 dice to Perception rolls. -1 Essence.

Cyberears (Amp Level 2): Cyberware. Ignore hearing modifiers; may use enhanced and/or selective hearing. -1 Essence.

Cyber-Implant Weapon (Select Weapon & Body Part) (Amp Level 2): Cyberware. Install an additional weapon in your body. Weapon. -1 Essence.

Gyroscopic Mount 1, 2, 3 (Amp Level 2, 3, 4): Cyberware. 1 = May reroll 1 die on Heavy Weapons rolls. 2 = May reroll 2 die on Heavy Weapons rolls. 3 = May reroll 3 dice on Heavy Weapons rolls. -1 Essence.

Hydraulic Jacks (Amp Level 2): Cyberware. +2 dice for jumping tests. -1 Essence.

Internal Air Tank (Amp Level 2): Cyberware. Ignore breathing damage. -1 Essence.

Math SPU (Amp Level 2): Cyberware. +2 dice on mathematical Logic-related rolls. -1 Essence.

Muscle Replacement 1, 2, 3 (Amp Level 2, 3, 4): Cyberware. 1 = May reroll 1 die on Strength-related rolls. 2 = May reroll 1 die on Strength-related rolls, may reroll 1 die in Close Combat. 3 = May reroll 2 dice on Strength-related rolls, may reroll 1 die in Close Combat. -1 Essence.

Orientation System (Amp Level 2): Cyberware. +2 dice on navigation rolls. -1 Essence.

MATRIX AMPS

ACCESSORIES

Hardening (Amp Level 3): Cyberdeck enhancement. +3 Matrix Condition Monitor boxes.

Multidimensional Coprocessor (Amp Level 3): Cyberdeck enhancement. +1 action in the Matrix, 1 Plot Point per Scene in the Matrix.

Program Carrier (choose program Amp) (Amp Level 2): Cyberdeck enhancement. Spend a Plot Point to use a program you don't have of equal or lesser Amp Level for this narration.

Sledgehammer Dongle (Amp Level 1): Cyberdeck enhancement. +1 pip to a die in Cybercombat.

PROGRAMS

Agent (Amp Level 2, 3, 4): Program. +1 action in the Matrix (only with Agent); All Agent dicepools are 6/8/10.

Browse (Amp Level 2): Program. May reroll 2 dice on Perception tests in the Matrix.

Encryption (Amp Level 2): Program. +1 Firewall.

Evaluate (Amp Level 1): Program. May reroll 2 dice on Negotiation tests involving paydata.

Fork (Amp Level 3): Program. May target 2 enemies at once with the same roll in the Matrix.

Smoke and Mirrors (Amp Level 2): Program. May reroll 2 dice on Matrix defense tests.

TECHNOMANCER AMPS

Arc Feedback (Amp Level 2): Effect Complex Form. While sustained, redirect 1 Cybercombat damage you took back at the attacker (unresisted).

Resonance Bind (Amp Level 2): Cybercombat Complex Form. Defense = Logic + Firewall. Successful hit does no damage but target suffers -1 Attack in meat space.

Resonance Spear (Amp Level 2): Cybercombat Complex Form. Matrix damage = 6. Defense = Logic + Firewall. On hit, reduce target Firewall by 2 for the scene.

Resonance Veil (Amp Level 2): Effect Complex Form. Target sees things that aren't there in the Matrix; target is distracted and suffers a -1 die penalty to all tests while sustained.

Static Veil (Amp Level 2): Effect Complex Form. It takes 1 more hit for enemy Matrix Perception tests to locate you.

RESONANT STREAMS

Resonant streams are like traditions or world views that technomancers live by. These streams confer various boons.

Cyberadept (Amp Level 2): Resonance Stream. Once per day, may reroll all misses when making an attack with cyberware.

Machinist (Amp Level 2): Resonance Stream. Once per day, Malfunction does not cost a Plot Point.

Sourceror (Amp Level 2): Resonance Stream. Once per day, may combine effects of two Complex Forms into a single Tasking roll.

Technoshaman (Amp Level 2): Resonance Stream. Technoshamans can have one additional Sprite compiled.

DRONE AMPS

AutoDoc Drone x1/2/3 (Amp Level 2/3/4): +1/+2/+3 dice to Biotech tests. [A5, D4]

Eco Proletarian Drone x1/2/3 (Amp Level 2/3/4):

+1/+2/+3 dice to Engineering tests. [A3, D3]

Steel Lynx Combat Drone (Amp Level 4): Ground. Gain +1 attack/movement (only with Steel Lynx drone). [A12, D9, Assault Rifle]

DRONE UPGRADES

Note: These are not separate Amps. The Amp Level of the upgrade must be added to Drone or Vehicle Amps. GM has final say on whether it can hold the upgrade.

Drone/Vehicle Mounted Assault Rifle (Amp Level 1): A drone set or vehicle replaces weapon with an Assault Rifle.

Drone/Vehicle Mounted Grenade Launcher (Amp Level 2): A drone set or vehicle replaces weapon with a Grenade Launcher.

Drone/Vehicle Mounted Machine Gun (Amp Level 1): A drone set or vehicle replaces weapon with a Machine Gun.

Drone/Vehicle Mounted Sniper Rifle (Amp Level 1): A drone set or vehicle replaces weapon with a Sniper Rifle.

GEAR AMPS

Ares Roadmaster Armored Van (Amp Level 3): Ground. Reduce damage taken to vehicle and occupants by 3. [A18, D18]

Ares Venture VTOL (Amp Level 4): Aircraft. Reroll 3 dice on Stealth tests with this vehicle. [A14, D16]

Chameleon Suit (Amp Level 2): 9 armor. May reroll 1 die on Stealth tests.

Designer Fashionwear (Amp Level 1): +1 pip to a die on Social tests.

Grey Mana Integration (Amp Level 4): Lined Coat. Reduce damage taken by magic by 3.

Mitsubishi Nightsky Limousine (Amp Level 4): Ground. Reroll 3 dice on Social tests this scene after arriving in this vehicle. [A15, D15]

Top-End B&E Kit (Amp Level 2, 3, 4): Reroll 1/2/3 failed dice on lockpicking tests, safecracking tests, etc.

Shock Frills (Amp Level 2): May deal 7S damage to everything touching your armor (except yourself) at the start of your narration.

SOCIAL/OTHER AMPS

A Certain Je Ne Sais Quoi (Amp Level 2): You may substitute CHA for the usual attribute when making teamwork tests outside of combat.

CHANGELING AMPS

Note: These are only available if the character is a Changeling, and they can be positive or negative. Negative Changeling Amps cost negative Amp points, reflecting their non-usefulness. Base cost for creating Changeling Amps is 0.

360-Degree Eyesight (Amp Level 1): +2 to visual Perception tests.

Arcane Arrester (Amp Level 2): +2 to resist spells, even when voluntary.

Bark Skin / Dermal Deposits / Rhino Hide (Amp Level 3): +3 Armor.

Biosonar (Amp Level 2): +2 to Tracking tests.

Broadened Auditory Spectrum (Amp Level 2): +2 to hearing-based Perception tests; may use enhanced and/or selective hearing.

Camouflage Skin/Fur (Amp Level 2): +2 to Stealth tests.

Dragon Skin (Amp Level 1): Reduce Fire damage by 2.

Electroception (Amp Level 1): Can sense all nearby electronic devices on a successful Perception test.

Elongated Limbs (Amp Level 2): +2 to Close Combat tests, may use Close Combat at Near Range (-2).

Extra Arms (Amp Level 1): Additional arms can hold more items/weapons.

Frog Tongue (Amp Level 1): Can snatch light objects at Close and Near distance.

Gecko Hands (Amp Level 1): Can climb vertical surfaces or hang from surfaces.

Gills (Amp Level 1): Can breathe underwater.

Greasy Skin (Amp Level 2): +2 to Escape Artist tests.

Insulating Pelt (Amp Level 1): +2 to Survival in cold environments, reduce Cold damage by 2. -2 to Survival in heat environments.

Low-Light Vision (Amp Level 1): Ignore vision modifiers in darkness.

Marsupial Pouch (Amp Level 1): -2 dice to Perception tests to notice items in pouch.

Natural Weapon: (Choose) (Amp Level 1): May inflict Physical or Stun damage with Unarmed attack.

Paddle Tail / Webbed Digits (Amp Level 2): +1 Movement when swimming, +2 dice to swimming-related rolls.

Prehensile Tail (Amp Level 2): Can hold self or grab with tail.

Quills / Thorns (Amp Level 1): +1 damage to Unarmed attacks.

Satyr Legs (Amp Level 2): +1 Movement. Close Combat weapon. (STR/2) + 1S.

Tail 1, 2 (Amp Level 1, 2): Character has a tail. 1 = +1 to Athletics checks. 2 = +1 to Athletics checks, +1 attack (does not stack with other extra attacks).

Thermographic Vision/Sense (Amp Level 1): Can see thermal signatures.

Vomeronasal Organ (Amp Level 2): +2 dice to scent-based Perception tests; can use in place of Judge Intentions.

NEGATIVE CHANGELING AMPS

Adiposis (Amp Level -1): Clinically obese; can only do either 1 movement or 1 attack per narration.

Astral Hazing (Amp Level -1): Everything has -2 dice when using magic in your presence.

Berserker (Amp Level -1): At times, the GM may spend a Plot Point to send character into a rampage.

Bioluminescence (Amp Level -1): Character can be seen in darkness.

Cephalopod Skull (Amp Level -1): Damage to head is increased by +2.

Cold-Blooded (Amp Level -1): Cold temperatures induce slowdown or coma.

Cyclopean Eye (Amp Level -1): -1 die on Combat tests.

Impaired Attribute (choose Attribute) (Amp Level -1): Decrease your (Chosen Attribute) cap by -1.

Mood Hair (Amp Level -1): Opposition is at +2 dice to Judge Intentions tests against you.

Neoteny (Amp Level -1): Development halted at child. Physical Condition Monitor reduced to 6 + (STR/2).

Progeria (Amp Level -1): Development sped up to old age. Physical Condition Monitor reduced to 6 + (STR/2).

Scent Glands (Amp Level -1): Opposition is at +2 dice to scent-based Perception tests against you.

Slow Healer (Amp Level -1): -2 dice to any test to heal this character.

Stubby Arms (Amp Level -1): -2 dice to Close Combat tests.

Vestigial Tail (Amp Level -1): -2 dice to Athletics rolls.

QUALITIES

POSITIVE QUALITIES

(Anti)-Social Hacking: +2 dice to Con tests.

Athlete's Way: Adept only. At character creation, get 2 free points of athletic-related Adept Power Shadow Amps.

Analytical Mind: +2 dice to find or analyze clues.

Born Rich: Improve an existing Shadow Amp by a single level for free.

Closer: +2 dice for Negotiation tests.

Data Anomaly: Opposition is at -2 dice on Perception tests to spot you in the Matrix.

Focused Concentration: May sustain two spells/complex forms instead of just one.

Friends in High Places: +2 dice to Charisma-based tests with important people (GM discretion).

Golden Screwdriver: +2 dice to repair tests.

Honest Face: +2 dice to Con tests.

I C U: +2 dice to Perception tests in the Matrix.

Invisible Way: Adept only. At character creation, get 2 free points of stealth-related Adept Power Shadow Amps.

Juryrigger: +2 dice to Engineering tests.

Lightning Reflexes: +1 attack. Does not stack.

Magic Resistance: +2 dice to defending against magical attacks or effects.

Mentor Spirit (Adversary): Awakened Only. +1 die when using grenades and explosives; using Take the Hit does not cost a Plot Point.

Mentor Spirit (Alligator): Awakened Only. +1 die for Intimidation tests, may reroll 1 die on Close Combat tests.

Mentor Spirit (Dolphin): Awakened Only. +1 die for swimming and pilot watercraft tests, using First Aid does not cost a Plot Point (once per turn).

Mentor Spirit (Dragonslayer, Alt): Awakened Only. +1 die when using combat spells or adept powers in combat. You may reroll 1 die on Intimidation tests.

Mentor Spirit (Horse): Awakened Only. +1 die for running and Pilot Ground tests, using Double Time It does not cost a Plot Point (once per turn).

Mentor Spirit (Lion): Awakened Only. +1 die for Athletics tests, may reroll 1 die when using combat spells or adept powers in combat.

Mentor Spirit (Monkey): Awakened Only. +1 die for Athletics tests, using Live Dangerously does not cost a Plot Point (once per turn).

Mentor Spirit (Oracle): Awakened Only. +1 die for Judge Intentions tests, may reroll 1 die on Perception tests.

Mentor Spirit (Peacemaker): Awakened Only. +1 die for Negotiation tests, may reroll 1 die on defense tests.

Mentor Spirit (Raccoon): Awakened Only. +1 die for Stealth tests, using Live Dangerously does not cost a Plot Point (once per turn).

Mentor Spirit (Seducer): Awakened Only. +1 die for Con tests, may reroll 1 die on Con tests.

Mentor Spirit (Snake): Awakened Only. +1 die for Tracking tests, may reroll 1 die when casting effect spells.

Natural Swordswoman: +2 dice for Close Combat tests.

Natural Gunner: +2 dice to Vehicle Weapons tests.

Ninja Vanish: You may use a narration to automatically escape one Matrix threat.

Overclocker: +2 Firewall.

Pain is Gain: When hit by biofeedback damage, using A Dish Best Served Cold does not cost a Plot Point (once per Turn).

Paragon (01 – The World Tree): Emerged Only. +1 die

to non-cybercombat Hacking/Tasking tests, may reroll a Glitch Die when accessing a device on the Matrix.

Paragon (Architect – The Builder): Emerged Only. +1 die to non-cybercombat Hacking/Tasking tests, may reroll a Glitch Die when coding or editing on the Matrix.

Paragon (Archivist – The Secret Keeper): Emerged Only. +1 die to non-cybercombat Hacking/Tasking tests, may reroll a Glitch Die when searching for information on the Matrix.

Paragon (Black Hat – The Cracker): Emerged Only. +1 die to cybercombat Hacking/Tasking tests, may reroll a Glitch Die when stealing information on the Matrix.

Paragon (Daedalus – The Inventor): Emerged Only. +1 die to Engineering tests, may reroll a Glitch Die when controlling a vehicle in VR.

Paragon (Delphi – The Oracle): Emerged Only. +1 die to Tasking complex forms, may reroll a Glitch Die when dealing with a new threat in the Matrix.

Paragon (Intrusion Countermeasure – The Guardian): Emerged Only. +1 die to cybercombat Hacking/Tasking tests, may reroll a Glitch Die when defending in the Matrix.

Paragon (Probe – The Scout): Emerged Only. +1 die to non-cybercombat Hacking/Tasking tests, may reroll a Glitch Die when jacked in to the target device.

Paragon (Shooter – The Soldier): Emerged Only. +1 die to cybercombat Hacking/Tasking tests, may reroll a Glitch Die when attacking in the Matrix.

Photographic Memory: +2 dice to Memory tests.

Prototype Transhuman: You get a Bioware Shadow Amp or Amp Level 2 or less for free without Essence loss.

Quick Config: When in VR, you may reroll the Glitch die but must keep the second result.

School of Hard Knocks: May choose 2 additional street-related Knowledge skills.

Single Minded: Gain a free skill specialization.

Speaker's Way: Adept only. At character creation, get 2 free points of social-related Adept Power Shadow Amps.

Spellslinger: +2 dice on Spellcasting tests.

Trust Fund: +1 Karma per run.

Warrior's Way: Adept only. At character creation, get 2 free points of combat-related Adept Power Shadow Amps.

NEGATIVE QUALITIES

Accident Prone: -2 dice to Pilot (Ground) tests.

Antipathy: -2 dice to all Charisma-based tests.

Attention-Seeker: Must spend a Plot Point to avoid prioritizing being the center of attention above anything else.

Bad Luck: Results of 1 and 2 are glitches on all of your Glitch Die rolls.

SHADOWRUN: ANARCHY

Blind: Fail all visual Perception tests.

Deaf: Fail all audio Perception tests.

Dependent (Specify): -1 Karma per run.

Did You Just Call Me Dumb?: When making social tests, always add a Glitch die that cannot roll an Exploit.

Dimmer Bulb: Must reroll hits (max 2) when making mental tests.

Flashbacks: At times, you must spend a Plot Point to avoid freezing in place.

Incompetent (Selected Skill): When making a (chosen skill) test, you always only roll a Glitch die that may roll an exploit.

Infirm: Must reroll hits (max 2) when making physical tests.

Insomnia: You start every game with 0 Plot Points.

Malware Infection: -2 to all Perception tests using the Matrix.

Matrix Troll: At times, must spend a Plot Point to avoid pulling a Matrix prank.

Motion Sickness: When in a moving vehicle, -4 to all dice rolls.

Oblivious: -2 to all Perception tests.

Scorched: Take 2 Stun damage when entering VR.

Sensitive System: Double Shadow Amp Essence costs.

Shifty: -2 to all Con tests.

Social Appearance Anxiety: Whenever you've taken any damage to Armor or your Physical Condition Monitor, -2 to all social rolls.

Social Stress: Must reroll hits (max 2) when making social tests.

Spirit Bane (Choose Spirit Type): -2 dice with/against (Chosen Spirit Type). (Awakened Magicians Only)

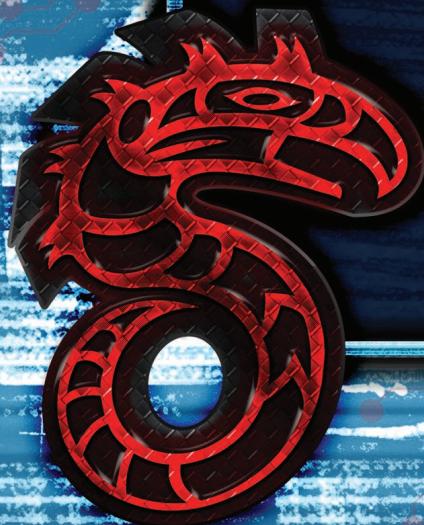
Sucker: -2 dice to Judge Intentions tests.

THE DEEPEST DISORDER

For years, the heart of Chicago has been a wasteland, but not a barren one. Squatters and scroungers compete with ghouls, insect spirits, and creatures that haven't even been named yet in the quest to carve out a piece of this inhospitable territory for themselves. That's all changing, though. Some of the powers of the world have decided there might be things of worth inside Chicago's Containment Zone, so they're looking to open it up. The fight for the soul of Chicago is on.

Chicago Chaos contains Contract Briefs, characters, and plot information for *Shadowrun: Anarchy* players, providing the details and resources needed to let players jump into the chaos, fighting bizarre enemies, digging up pieces of the buried past, and seeing what they can make out of a once-broken city. There are also new qualities and Shadow Amps to help players flesh out their Anarchy characters.

Chicago Chaos is for use with *Shadowrun: Anarchy*.



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