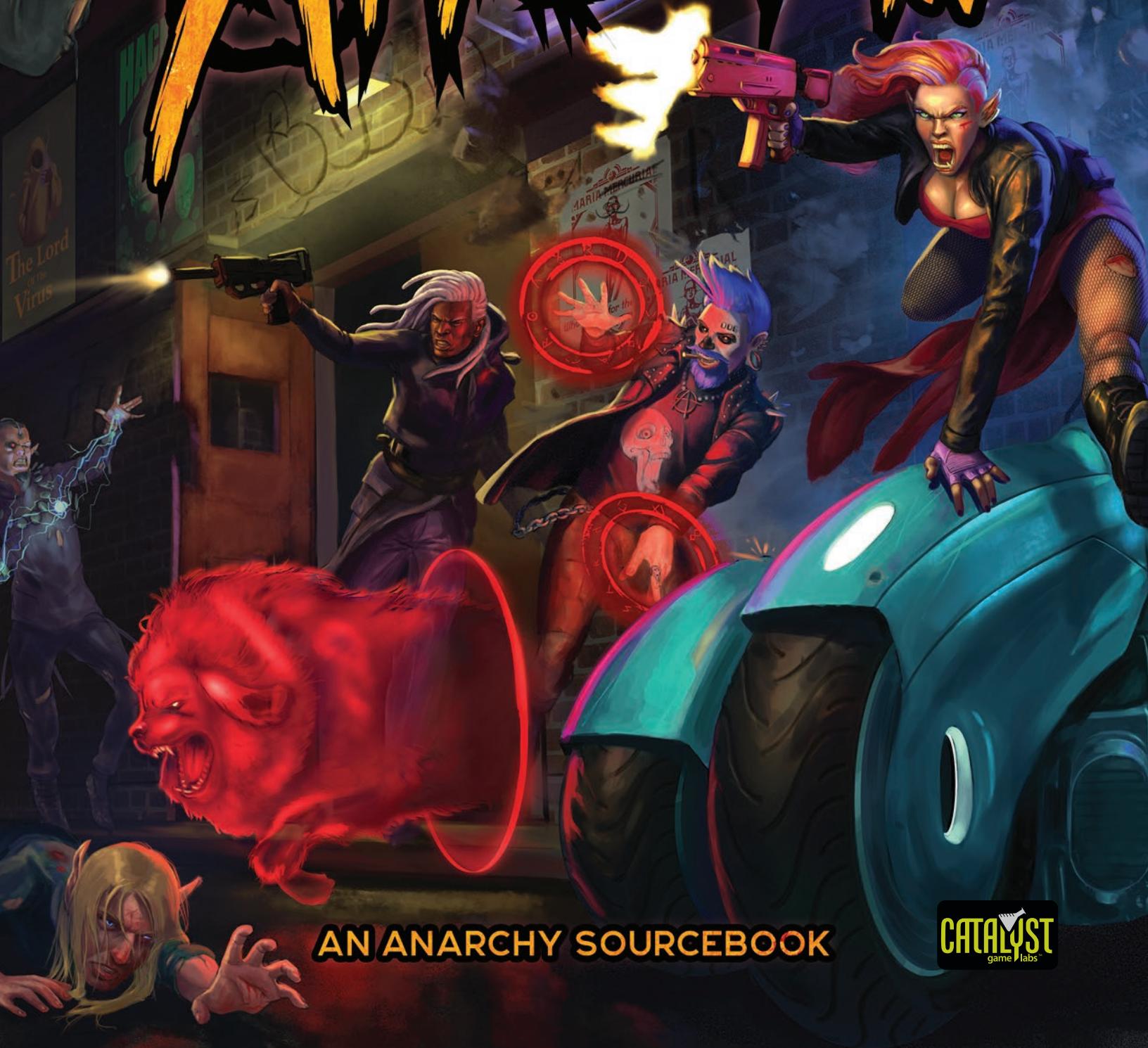




SHADOWRUN®

ANARCHY 2050



AN ANARCHY SOURCEBOOK

CATALYST
game labs™



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INTRODUCTION

Players first began adventuring in the Sixth World in the in-game year of 2050. It is the golden age of *Shadowrun*, where new characters, corporations, and ideas were being introduced. Everything was fresh, with unexpected danger around every street corner. This book takes you back to those early years and throws you right into the action of that explosive era.

The adventures, new shadow amps, characters, and critters in this book put your characters inside the adventures that created the lore of the *Shadowrun* universe. Meet up with larger-than-life characters, participate in world-shattering events, and make them your own!

Anarchy: 2050 is a supplement for *Shadowrun: Anarchy* that introduces a host of new material for your *Anarchy* game. We kick things off with short fiction to get you into the groove, then onto **Screamsheet Howl**, which provides background and context for information on the Sixth World of 2050. In the next chapter, **The Bad, the Worse, and the SINless**, you'll find a plethora

of pre-made characters for use in your *Anarchy* game, including characters you may want to play. In the following chapter, **Icons and Monsters**, we showcase NPCs and critters that your characters may face off with as allies or adversaries. **Contract Briefs** are next—plots and adventures from the golden age of *Shadowrun* that you can easily run in your *Anarchy* game. These runs are taken directly from first and second edition modules and are Anarchified. Aside from the ones that say “part 1,” part 2,” etc., they can be run in any order. Lastly, there’s the **Items and Objects** chapter, which offers 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.

In this book, you’ll find everything you need to launch your *Anarchy* game into the era that changed everything and put you at odds with greedy corporations, corrupt governments, and ancient threats. Fight for freedom, fight for your friends, or fight just to fight. The choice is yours.

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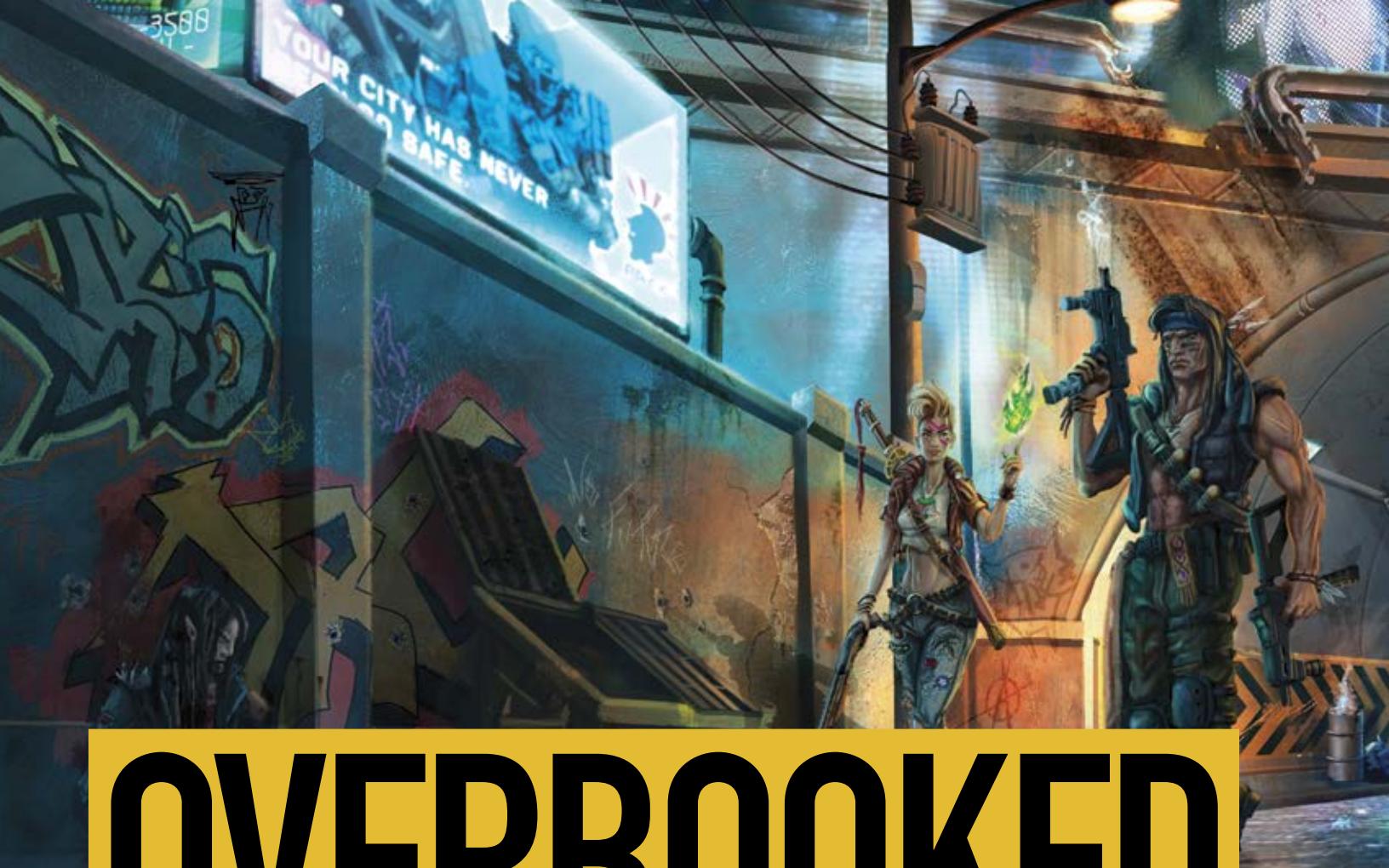
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OVERBOOKED

BY RUSSELL ZIMMERMAN

And there ... we ... go!

Dodger snapped open one more button on his black leather jacket and flashed himself a crooked, confident smile in the bathroom mirror. It was a dirty mirror, in a dirty club, filled with dirty people, but it got the job done and let the elf admire himself. A dashing mishmash of lucky charms, souvenirs, and trophies—an ancient arcade token, colored beads, polished shells, slender silver chains, plastic gems, and other street-merchant nicknacks—hung around his neck, but he knew that to all the right admirers, the real visual treat was his utter lack of a shirt beneath. The sleeves of his jacket got shoved up to show off both forearms, smooth and unblemished skin except for his augmentations, and the bundled-up material made his biceps look bigger. One last look in the mirror did the trick.

I am a treat.

The elf ran one hand through his silver-white hair, flopping his fauxhawk to one side to make sure all the world saw the gleaming datajacks at his temple, and sauntered out of the bathroom that clearly did not deserve him. No, no. He had a wider audience to impress. Everyone. Underworld 93 awaited! All the world was a stage to the artful Dodger, and every metahuman upon it was his to charm or spurn as he desired. He was at his nova hottest at home, in the Matrix, of course, but there was no reason he couldn't draw more than his fair share of admirers here in the dingy meat-space of this warehouse-turned-nightclub, too, right? He let the bone-deep throbbing bass of the evening's performers put a roll into his hips as he made his way back toward his no-doubt-impatiently-waiting compatriots.

“Behold, noble companions! Lady, gentleman, and Kham,” he bowed low, his grandiose wave—chrome ports at his knuckles flashing—taking in the golden-haired, leather-fringed, Sally Tsung, the face-painted and rippling-muscled Ghost-Who-Walks-Inside, and last and



least, the scowling, broad-featured, broad-shouldered, orkish gang leader.

"I. Have. Returned!" Dodger straightened with a flourish and gave Sally his winningest smile as he did so.

"Took your fraggin' time, elf," Kham grunted, oh-so predictably. "Think you were in there powdering your nose for long enough, we could'a gone and done this job without you!"

Ah, the shortest-lived among us are only naturally the most impatient. The poor dear.

"That, my dearly betusked friend, I quite sincerely doubt. For, indeed, which of you would have seen to the Matrix wizardry for which I am rightfully held in such high esteem? The beauteous Lady Sally? Ho-ho, would that 'twere so, and she might accompany on my dances in the Matrix, but alas, her aptitudes lie thoroughly elsewhere, and so I am denied the pleasure of her company on my electronic jaunts! Or perhaps the noble Sir Ghost, master of blades, barrages, and brooding? I think not! His lethal skills are of an altogether different bent. You, Sir Tusk? That, my friend, I sincerely doubt. When last I saw you try to answer it, alas, even your humble pocket secretary seemed to leave you thoroughly flummoxed!"

"Jesus, Buddha, and Zeus, Dodger." Sally grabbed Kham's drink and finished it for him, slamming the glass onto the table as an exclamation point. "You never shut up, do you? And Kham, you know you only encourage him!"

Then she stood, fetish beads clattering, feathers dangling, long legs stretching, Roomsweper on one denim-clad hip, magesword comfortably low on the other.

"We've got a job to do, boys. Zip back up, put 'em away, save it for Saeder-Krapp, and let's go get paid, so ka?"

Ghost allowed himself a small smile and stood at her side. Even here, he was bristling with firearms, most notably his twin Ingram Smartguns. Even here, Dodger knew Ghost didn't need them much.

"S-K won't know what hit 'em. Let's roll," the street samurai said with a nod toward the door. The pair of humans took off, Ghost's shoulders and street rep carving them a path, Sally smoothly jandering along in his wake.

Kham was left trapped in the booth with his blocky assault rifle. If he stayed put and got back to work complaining about Dodger making them late, he'd be the one making them even later.

The unfortunate fellow's only winning move is not to play.

Dodger spun on his heel and started toward the door, casting a smug look over his shoulder at the flustered

ork. Kham's lips were moving the whole time he stomped along behind them, and Dodger smirked as the ork groused the whole way to the nightclub's exit.

Just as the throbbing synth-rock of Underworld 93 faded behind them and Kham's grousing threatened to reach his ears again, Dodger was saved. Sally's red and silver Yamaha Rapier screamed to life to drown out the ork's complaints again, and Dodger was certain he saw another small smile on Ghost's war-painted face as he twisted his wrist and set his Harley Scorpion to growling and chugging next to her slender, graceful street bike. Dodger slung a leg over his own Rapier just in time to see Kham throw his big, scarred hands up in frustration, and felt no small surge of smug satisfaction as the ork stopped his complaining entirely to clamber onto his own scratched and weathered combat hog.

The foursome—two howling, slender, Rapiers and two roaring, broad, Scorpions—carved themselves a path across town. The Rapiers nimbly wove between the numerous potholes, and the rarer other drivers on Puyallup's battered, bloody nighttime streets. The Scorpions and their riders were less graceful, but no less effective, riding aggressively and with the engine to back it up, bypassing the same obstacles in an entirely different way.

Sally led her team perilously close to the elven ghetto of Tarislar, but good fortune smiled on them, and Dodger's silver-tongued Sperethiel wasn't made necessary. The Ancients weren't out to hound anyone tonight—none of the other local toughs had a toll booth set up, and no Silent P's demanded tribute. Kham's leaden tongue, fierce snarl, and heavy street cred weren't put to the test, either, as the foursome of bikes skirted the edges of Black Rains turf in Carbonado, nor even as they screamed their way past a knot of Forever Tacoma orks (and one looming troll), all of them in blaze-orange ponchos over obvious combat armor. Their luck held, and the lot of runners even avoided the Asphalt Devils, which was for the best; neither Dodger's quips nor Kham's rep would have saved them from that thrill-killer go-gang's love of violence. It would have fallen to gunplay and sorcery, two of Dodger's least favorite things.

Ah, Puyallup. Such a charming neighborhood.

That luck broke, however, as they reached their destination. Ghost—ever tactical—had helped Sally plot their course, but Kham had decided on the ideal location to leave their bikes as they went about their night's business. The street-savvy ork had found them a rare dead spot in Puyallup's gang-riddled landscape—a block of territory left temporarily vacant due to the internecine violence of a turf war that had required the Yakuza to step in and declare an end to it.

For the moment, they were on neutral, empty turf. There would be no need to bribe a gang to watch over their things, to pay protection money to keep their bikes unmolested. No gang to double-cross them, rat them out to nearby corporates, and get paid for feeding shadowrun-

ners to the beast.

They could skulk the few blocks they needed to reach their target—a juicy Saeder-Krupp facility dripping with newtech schematics and prototypes ripe for the stealing—get back, and leave, all before any local warlord could throw a monkeywrench into their plans for professional corporate subterfuge. S-K was always a hard target—the dragon-run megacorp was feared for a reason. So why make life harder by tempting fate with local gang troubles, too?

Except that the turf might well be nominally neutral, but it surely wasn't empty.

A half-dozen or so of the barrens' hungriest denizens, bristling with weaponry, milled about, scowling, fingering their autoguns and fire axes, and doing their very best to look intimidating—which was, Dodger had to admit, pretty good. An assortment of humans, orks, and dwarfs, along with an impressively broad troll, they were surprisingly motley. Unaffiliated. Not in uniform. Independent of any gang.

Secondly, the lot of them were in a rough, aggressive circle around a van. A van that sported precious little Puyallup graffiti, a van that rather suspiciously wasn't stripped of tires and up on long-suffering cinder blocks, a van without bullet-riddled body panels, without shattered windows, without a cheerful fire blazing away. A van that was entirely right side up and unmolested.

"Well." Kham grunted in surprise as the lot of them idled their bikes across the street and began to park and stand. "That ain't been there long."

Puyallup wasn't kind to abandoned vehicles.

"Buzz, drekheads!" the barrens troll's voice was a belly-rumbling bass, like rolling thunder when he raised it. "This ain't no parkin' lot!"

"Hoi! Ain't out to hose your gig, brother." Kham held his hands up in a non-threatening gesture, but one that showed his size. "We're just in your hood looking to do a little work. You watch our rides same as you watchin' that one, everyone wins, so ka? Elf'll slot you a credstick, hundred nu per ride."

Wait, what?

"I will do no such thing!" Dodger sputtered, only for Sally to cut him off with a hiss. Ghost, the elf noticed, seemed to have entirely vanished.

"One-twenty-five. The elf, plus me, yeah? Solid wage. He'll pay you seventy-five per ride, I'll pay you fifty. Solid biz, chummers. You're already here, right? Easy payday."

The gall of these so-called professionals!

"Why am I paying the seventy-five ... " Dodger began again.

"I said buzz! Frag off, on outta here!" The troll rumbled at Kham, ignoring Sally entirely, stepping to mid-street, away from the GMC Bulldog step-van he'd clearly been heavily bribed to watch over.

So much for neutral territory being cheaper. For a band of civvies, even barrens-civvies, to try to glare down obvi-

ous shadowrunners and to turn down a secondary payday meant they'd been paid a nifty nuyen indeed to see the street kept otherwise empty.

"We got good stick to keep eyes off this van, so we's doin' it. Jander on, trog!"

The troll's mind was entirely made up.

"Trog?!" Kham bristled, his upraised hands turning to fists. "Who are you callin' trog, trog?!"

"M'callin' you trog, trog, an' we'll straight-up frag over your whole night, if you and your joyboy don't slot and run." The troll waved his hand—the one with his huge revolver in it, of course, at Dodger as he finished his threat.

"Joyboy? Joyboy?! I'll have you know ..." Dodger's indignant squawk got cut short. Again. He reached for his machine pistol in a huff, deciding he might as well point something at somebody, too.

"Chill, chummer. We got biz, we ain't gonna buzz. Now you can take the money to watch over our rides or not, but trust me, mundane, you ain't doin' anything to frag over our night." Sally's voice never turned shrill, just calmer. More certain. Dodger knew that was when the street mage was at her most dangerous. She sent a little crackle of raw mana dancing across her knuckles to help make her threat clearer.

"Shut it, slitch. Men are talkin." The troll looked her way only long enough to sneer.

Dodger snorted. Before Tsung could kill the lot of them with a fireball and trash their van on principle, the troll's life got saved by a sharp whistle. A whistle from the alley behind the hotly contested Bulldog van.

The toughs behind him all went wide-eyed and jumped half out of their britches at the whistle, then gawked openly at their looming leader's broad back. A bit of smog got blown just right by the stinking Seattle breeze, and Dodger could only just barely make out twin reddish beams in the haze.

Laser beams.

Ghost-Who-Walks-Inside took a few steps out of the shadows of the alley he'd used to flank them, his twin Ingrams held shoulder-high and rock-solid-still, painting the troll's spine with their underbarrel-mounted laser sights.

"Uh, Bones?" As the assortment of metahumans scattered and half-turned, trying to keep an eye on the street samurai and on Kham, Sally, and Dodger, one of them piped up.

The troll—Bones, apparently?—grunted and spun, then sighed in defeat.

Ghost flashed his teeth like a dog, lips bared—a threat instead of a smile—and the Amerind street samurai nodded a "yeah, you get it" nod. He held one submachine gun trained right on the troll's center of mass, and he pointed the other at the crew fanning out nervously. Ghost's steps were measured, careful, perfectly balanced, and his voice was certain and calm.

"No need for anyone to get geeked tonight ... at least

none of you. You do your biz. You watch your van. You watch our bikes for fifty nuyen each from the elf."

"Hey!" Dodger was beginning to feel entirely too insulted and—worst of all—overlooked to have made all that business with undoing his jacket at all worth it.

"And nobody gets hurt. You get fair payment, our rides are safe, and this crew's job don't go sideways 'cause nobody's minding the van." Ghost tossed his head at the Bulldog, his shaggy black hair glossy in the moonlight. "So ka?"

"Oh, don't worry, handsome. The van's definitely minded."

The flirtatious threat, or threatening flirtation, came by way of subtle external speakers, the sort that might have let out a banshee wail if an alarm were triggered, but the voice was, while tinny, thoroughly understandable. Augmenting the warning came the whir of a roto-drone, a cylindrical hunter-drone with a pair of blocky Enfield combat shotguns attached, each of them sporting an altogether alarmingly large drum of ammunition. It emerged from the same alley Ghost had.

It was the samurai's turn to sigh; arms flung akimbo now, so that one of his sleek Ingrams stayed trained on the troublesome troll. The other laser sight hovered over the drone's primary sensor array.

"Aww, frag," All three of them, the rest of the team, whispered it under their breath as one.

Kham gave up his simple posturing and went for his gun. Sally rested a hand on the hilt of her magesword, drawing power from it for a devastating spell. Dodger shouldered his Heckler and Koch machine pistol, scowling.

The good news was that the combat drone bristling with street-sweeping firepower wasn't a Saeder-Krupp model, a hunter/killer patrolling nearby territory at random, or fed paydata about Sally Tsung and her crew and sent here to wipe them out. No logos emblazoned it—it wasn't marked as corporate property the same way city blocks were marked as a gang's turf.

The bad news was that the hover-shooter wasn't alone. Well, this was entirely vexing.

A shadowrunner team emerged from the same dark alley, panting and moving at a quick trot that both explained why Ghost's lurking hadn't spotted them—they and their air support were moving fast, and simply hadn't been there to be spotted—and also made it clear they weren't out for a casual stroll.

There was no mistaking the look of Seattle street-professionals. One was a leather-skinned human with severe slash-cut hair that was the latest in Barrens high fashion. He had a blocky polymer case in one hand and a hand-cannon—already pointed Ghost's way—in the other. Just behind him came a troll and a half, nearly three meters of toughened hide, scars, and horns. More troubling than the troll's mass was the massive Ares machine gun he was toting. Finally, they were joined by a third, a

human dressed not terribly unlike how Dodger figured a university professor might dress. He faintly rippled with a crackling aura of magical power—shields hastily erected against Sally's display of magic.

There was, frankly, no telling which of them was the most dangerous.

Dodger and the rest of the team hedged their bets, then—Dodger last of all, elf-quickness put to shame by the combat-honed reflexes of his nominal peers—as their side of the street bristled with weapons. Ghost kept one Ingram on the murder-drone, the other pointed at the human whose hand-cannon had him covered. Kham's blocky assault rifle centered on the massive troll's massive chest. Sally's eyes narrowed and she locked gazes with the other mage.

Dodger turned to survey the problematic civilians—troll and all—who the rest of the team seemed content to ignore. They knew when they were winning (and their generous patrons had surely turned the tide in their favor), but none of them had reached anew for the weapons they'd lowered after Ghost had outplayed them.

“Drop it!”

“Put it down!”

“I don’t put things down!”

“I’ll put you down, trog!”

“Who you callin’—”

“Easy, everybody.”

“Null persp, chummers!”

“Nameless, my friend, remain calm.”

“No need to get geeked, let’s just—”

“Can’t we talk about this?”

“Frag off, let’s zap these fools, Neddy!”

“Already did our job, we gotta wax ‘em!”

“Ease up, Kham, let’s not get carried away.”

“Smedley, don’t drop that thing, you hear me?”

“—all Dodger’s damn fault, Sally, I swear, he spent half an hour in the fraggin’ lady’s room and—”

“Wait ... Smedley?”

“Neddy?”

“Sally?”

“Nameless?”

“Dodger?”

“Hello, pleasant eve, and how fare thee, friends?” Dodger lowered his gun to point it at the street instead of anyone’s face and gave the threesome of shadowrunners his second-best smile. Then he carelessly swept the whole damned street with the muzzle of his machine pistol as he bowed politely to the whirring combat drone.

“Lady Iris, yes?” Dodger gave the drone his very best smile. “Telegit thelemsa!”

“Siselle,” the tinny speakers of the van answered him. “Thelemsa-ha.”

Ah, Sperethiel. Bringing elves together since best-not-to-listen-to-rumors-about-exactly-when.

The driver’s side door of the Bulldog van opened, and a silver-haired elf—filling out a set of grease-stained me-

chanic’s coveralls, and with the front unzipped almost as far as Dodger’s leather jacket—turned in the seat to settle her combat-booted feet on the running board of her van and regard the stand-off with the amusement that can only come from someone whose meat-body was never in the line of fire.

Dodger pressed on, one hand reaching up to unsnap one more button on his jacket.

“Unless I am thoroughly mistaken—and, in truth, I never am—I believe I may have accidentally spied upon some Matrix chatter that your noble band of ragamuffin ne’er-do-wells was planning a job ahead of time, yes?”

Iris rolled her eyes at him and his jacket, then tossed her head to the suit-clad professor-looking fellow. Dodger had heard of him, a thoroughly over-educated combat mage who called himself Dr. Fortescue, but who the streets called Neddy.

“Quite right, good sir.” The hermetic magician gave Dodger a polite nod, and let his shields lower after just the barest of wary glances at Sally. “Targeting a local Renraku subsidiary, you must have heard, and securing a prototype of a new spy drone.”

Nameless, their cold-eyed samurai, kept a good grip on his locked-tight polymer case.

Dodger arched an eyebrow.

“Indeed. And ‘twould be possible then, Sir Mage, that when traveling the same digital social circles, you may have heard we, too, had a quest before us this very same evening? An appointment to keep at a nearby Saeder-Krupp facility.”

“So they ain’t?”

“So you ain’t?”

“You lot ain’t after this dumb thing?”

“They didn’t go and get security riled up, then?”

“No need to scrap, huh?”

“Aww, we ain’t doin’ this?”

“What a hilarious misunderstanding,” Dodger holstered his firearm, an idle hand swiping to the other slung weapon, his real weapon, the Fairlight cyberdeck that hung at his side.

“Boys, can we just go?” Iris tore her gaze from Dodger’s bare chest and swung her long legs back into the driver’s side of her Bulldog.

They went, in a flurry of apologies, chagrin, and one last stare-down, troll-to-ork. Kham flashed tusks in a smile as Smedley had to look away first in order to climb into the back of his team’s van.

“Now then,” Dodger gave Iris a cheery wave as the van rolled away, then spun to beam at the grouchy neighborhood troll and his band of miscreants. “Might my friend Ghost, here, see to your payment, and you lot of angels look over our noble steeds for us, while we are away to free the princess from the castle?”

“And,” Sally added with a wry smile, “I won’t give you the ol’ magical mind-whammy, like Neddy did, to keep you loyal. Just good, clean, nuyen. So ka?”

SCREAMSHEET HOWL

A NEW AGE IS UPON US

WATCH YOUR BACK. SHOOT STRAIGHT. CONSERVE
AMMO. AND NEVER, EVER, CUT A DEAL WITH A
DRAGON. —STREET PROVERB

The Sixth World has come into its own. The growing pains are over; a recent set of traumatic memories that shaped the world, but have now given way to a deadlier, more exciting, and perhaps more rebellious time. In short, just when the world was on the cusp of destroying itself with greed and every dark form of 'ism there is, the flow of magical energy, 5,000 years gone, returned with force. It offered us salvation from the dull, grinding oppression that, while slowly moving, seemed unstoppable. You know what the kicker is about the universe re-injecting a sense of wonder into us? We refused to be saved. Instead, the powers that be absorbed the new status quo into their long-term plans, and suddenly things were back to normal, but with elves, orks, and fireball-shooting wizards.

Now magic, technology, and inscrutable winged monstrosities (you know them as dragons) all conspire with corporations and countries to keep the rest of us where they think we belong: downcast, downtrodden, and downwind. But it doesn't have to be this way. The power is ours to take back—if we have the will and the vision. Any vision for a better future starts by understanding the past. Keep reading to get your facts straight.

SO IT CAME TO PASS

WALKING THE BEAT THOSE FIRST COUPLE OF MONTHS
WAS BIZARRE. YOU NEVER KNEW IF YOUR PARTNER
WAS GOING TO SUDDENLY GROW FANGS.

—PAT MIFFLIN, RETIRED POLICE OFFICER

Late in the twentieth century, there was a labor union in the in the old USA called the Teamsters. They had government contracts and moved goods all over the country. Well, early in 1999, the Teamsters and the good ol' US of A couldn't agree on terms, so the Teamsters went on strike. This meant that the goods and services formerly moved by the Teamsters weren't being moved. The most immediate problem with this was folks in a little town called New York all of a sudden had a big food shortage on their hands.

Not long after, Seretech, a medical research group, was hauling toxic waste out of New York. The city had been out of food for months, and the rioting mobs took a chance the Seretech truck was just a front for hauling food to the city. When the crowd of people rushed the rig, Seretech security forces opened fire on the crowd. Seretech was charged with criminal negligence because of the blood-bath. But Seretech defended itself, claiming it saved the lives of thousands more by not allowing the contents of the truck to escape.

On October 26, the United States Supreme Court ruled in favor of Seretech, stating that corporations have the right to maintain an armed force to protect its employees and assets. A few million in bribes and

one little decision changed the world. And it would just keep changing.

On the heels of that decision, in 2000, the U.S. Supreme Court, decided to allow the Shiawase Corporation to build its own nuclear power plant, with virtually no oversight from the Nuclear Regulatory Commission. At this point in America's history, citizens lost their taste for U.S. government regulation, so Martin Hunt, eventual President of the USA, spoke out for "smaller government, more freedom." In November of that year, the Shiawase nuclear power plant went online. It didn't take long for the environmental radicals, TerraFirst!, to storm the plant with an arsenal of weapons. But thanks to the Seretech decision, Shiawase had plenty of armed security, and eliminated the attackers. After another lengthy lawsuit, the Supreme Court once again shifted the balance of power. Known as the "Shiawase decision," the court gave multinational corporations extraterritoriality, meaning they had the same rights and privileges as foreign governments. It took a while, but megacorporate extraterritoriality eventually achieved worldwide acceptance.

If that seems grim, don't worry, it gets worse.

In Germany, environments in both the Baltic and North Seas were forever ruined due to chemical sludge. Hundreds of thousands of Germans had to be relocated. In the United States, Washington D.C. was placed under direct federal control after its municipal government collapsed under endemic corruption, escalating debts, crumbling infrastructure, and complete loss of public trust. New York City was hit by a massive earthquake, killing more than 200,000 people. The Ten Minute War started when Libya attacked Israel with chemical weapons. Israel responded by dropping nuclear bombs on Libya's three largest cities. A nuclear meltdown in Dungeness, England, killed 6,000 people and irradiated much of the seaside. Japan became the Imperial State and made itself a major economic player by deploying a fleet of satellites that collected and beamed energy to Earth's surface and made alliances with many energy-strapped countries. The early 2000s were rough on a lot of folks. But none got it quite as bad as North America's indigenous tribes.

RESOURCE RUSH

From 2002 to 2008, corporations fell over themselves to see who could get richest by exploiting the recent Supreme Court rulings. Dubbed the "Resource Rush," corporations demanded access to oil, mineral, and other resources on American soil. Buckling under the pressure, the U.S. government seized millions of acres from various Native American tribes and turned them over to a

handful of corporations. The Rush continued for years as more and more tribes lost even what little land they had. Soon, radical actors from several Native American reservations banded together in Denver, forming the Sovereign American Indian Movement, or SAIM, with the goal of ridding indigenous people of U.S. interference once and for all.

Things came to a head in 2009 when United Oil Industries secured the rights to the petrol beneath a huge portion of the remaining Native land. SAIM had had enough. Their reaction was immediate and violent. They captured an Air Force missile silo in northwest Montana, going on to threaten a nuclear launch if the United States didn't return all land taken from them.

LONE EAGLE INCIDENT

The government pretended to play along, but secretly deployed an anti-terrorist squad to "deal" with the rebels. SAIM was crushed, but managed to launch a "Lone Eagle" ICBM (intercontinental ballistic missile) at Russia. Oddly enough, the missile mysteriously never reached its target, nor exploded at all. On the brink of nuclear war with Russia, international tensions calmed due to no harm done. Domestically, however, SAIM had become a target for American aggression.

When the people of the USA learned about the Lone Eagle Incident, goaded by political spin machines, SAIM, and because some lessons are never learned, all Native Americans became convenient scapegoats. In 2010, both the United States and Canada boldly seized all remaining Native American land and packed Native Americans into Re-education and Relocation camps. They were neither educational, nor did they relocate anyone. It seemed that the U.S. government planned to commit genocide on the Native peoples, and this should have been the biggest story of 2010, but between the government coverups and what came next, it wasn't.

VITAS

What came next was VITAS, or Virally Induced Toxic Allergy Syndrome. On February 10, 2010, the first 450 million people in India died from a new ailment they dubbed "Kali's Harvest." The rest of the world came to know it as VITAS. It puffs up your lungs and suffocates you from the inside. The second and third worlds were hit the hardest.

Perhaps the most chilling episode of VITAS was in Mexico City. Locals referred to it as Terror Time. The dead were stacked in piles on the street while gangs burned the corpses, and entire sections of the city to boot. It

was less than a year later that Mexico's government simply abdicated and left chaos to reign. In Europe, giant funeral pyres lit the sky with the burning dead. When all was said and done, VITAS killed over 25% of the world's population, rich and poor alike.

THE AWAKENING

On the heels of an incredibly painful year, 2011 turned the whole world upside-down. A wave of Unexplained Genetic Expression, or UGE, threw the world for a loop. UGE was the name given to certain children born to human parents who turned out to be not quite human. *Newsweek* magazine was the first to label them elves and dwarfs, just like the ones we were used to reading about in fantasy books. Some parents resented people calling their kids names from mythological fiction, while others embraced it and said everyone else was living in denial. The media and scientists met halfway. They acknowledged *something* happened, and that's why they stuck with UGE.

The year ended in the most spectacular fashion possible with two events, both impossible in their own way, and both vanguards of what would come. On December 24, 2011, at a Native American re-education camp in Abilene, Texas, Daniel Coleman, whose true name became Daniel Howling Coyote, rallied the SAIM revolutionaries, along with the rest of the indigenous folk in captivity, and they walked out of the camp. That isn't to say that the guards didn't try to stop them. They fired everything they had. But the bullets, or rocks, and everything else they threw at the escapees harmlessly fell away as they escaped. That was the first real glimpse everyone had that magic had returned to the world.

GUARD REPORT

It was uncanny. They just ignored us, but it was more like they never heard a word we said. I thought it might have been the thunder that was drowning out the loudspeaker, but my boss didn't agree. He decided to make good his threat to fire if they didn't stop. I was scared, though, what with the spooky way them Natives was acting. When the others started firing, I did, too.

But the Natives just kept walking. And that Coleman fella was kinda like glowing. I know the scientists say it was just a trick of the light, some kind of reflection from the lightning. I still swear I hit him clean two or three times, but he just kept on walking. When they got to the gate, which had blown open in the wind, they just waltzed right on out. We didn't go after them that night 'cause of the storm. Next morning, we couldn't find a trace. It was really weird.

—Testimony given before the Abilene Official Investigating Commission by Harry Wood, a guard at the Abilene Re-education Center on December 24, 2011

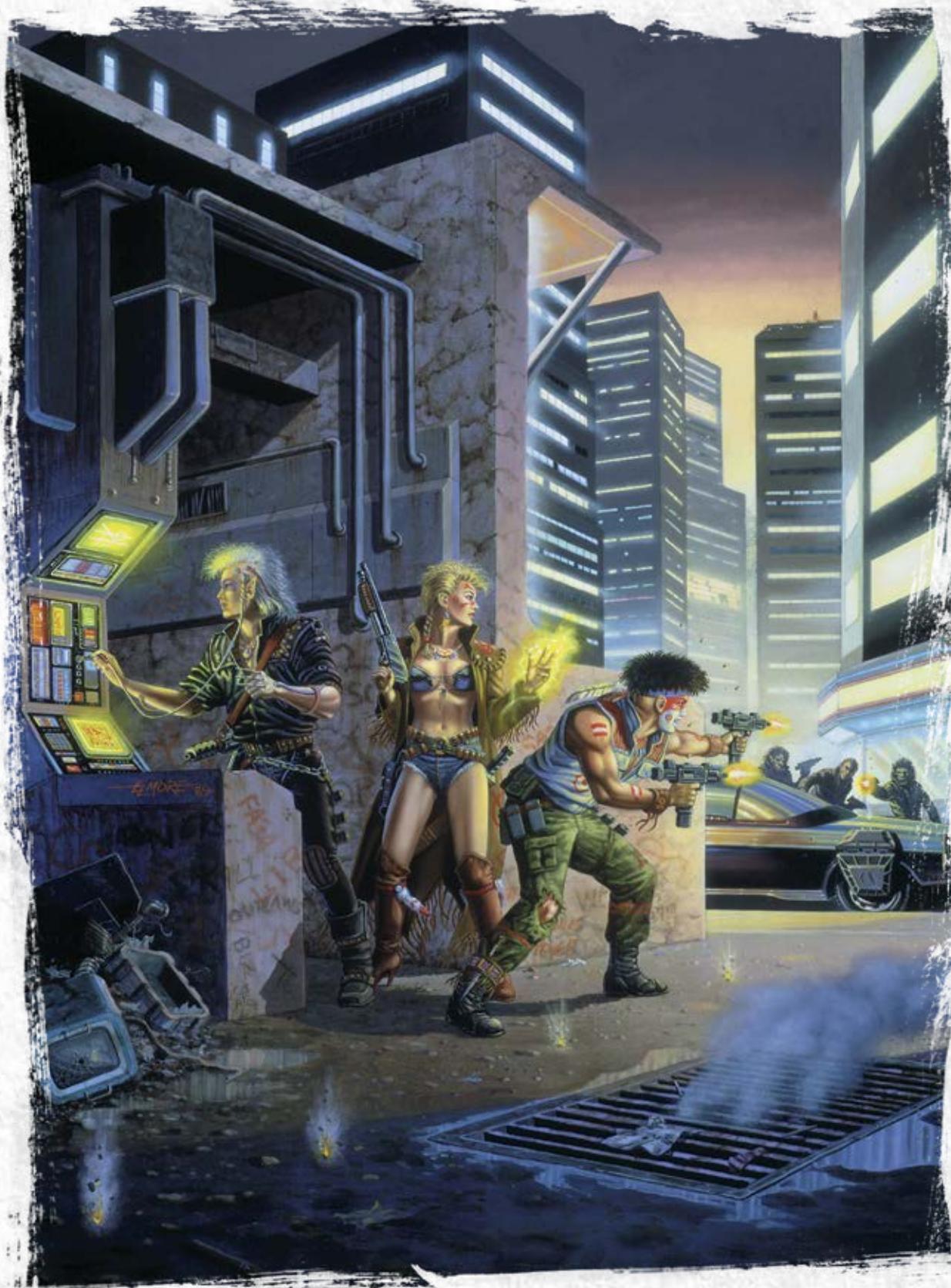
On that same day, halfway around the world, something else was returning. December 24 also marked the day when the great dragon Ryumyo first appeared flying alongside a bullet train in Japan. The first to awaken, Ryumyo wouldn't be the last. The return of dragon-kind, and magic in general, was something the world did not handle well, initially. At least, that is how most people reckoned it later. But at the time, it was just a year of chaos. Two days later in Wales, the great dragon Celeddyrr made his appearance. A week or so later in January Hualpa showed up. As 2012 went on, Dragons appeared everywhere: Rhonabwy in Wales, Aden in Turkey, Schwartzkopf in the Czech Republic. Lung showed up in China, flying over the great Wall. In Germany, Kaltenstein, Feurschwinge, Nebelherr, and Lofwyr.

Thankfully, in January 2013, a draconic savior appeared to rid us of our confusion. At least some of it. The dragon Dunkelzahn appeared over Cherry Creek Lake in Denver, Colorado. This wyrm, as apparently dragons sometimes refer to themselves, quickly approached a reporter by the name of Holly Brighton, and then sat down with her for a record-breaking (and exclusive) twelve-hour-and-sixteen-minute interview. Dunkelzahn explained to a weary world that these events were called the Awakening. He said when conspiracy theorists used the Mayan Calendar to predict the end of the world, they were half right. The world wasn't ending, he said, but magic was returning. Every 5,000 years or so, magic waxes and wanes. This cycle has happened before, at least five times that Dunkelzahn knew about, and so he dubbed what came before 2012 the Fifth World, and explained that we now are living at the beginning of the Sixth World.

THE SIXTH WORLD

In the wake of these revelations, the strangeness kept rolling on like a river. Science was confused about all this, and religion had no helpful answers, either. Some faiths did better than others. The Pope initially stated everything that was happening was satanic and abominable. The church flat-out condemned anything remotely magical, including all of the UGE babies.

That caused a rift between the Roman Catholic Church proper and the French Catholic Church, which eventually caused an irreversible break between the two. Cooler (and some would argue, more faithful) heads would eventually prevail, but for many, the damage was done. But not everything was about magic and fantasy. In October 2012, the inevitable happened. Two corporations, BMW and Keruba, used their corporate armies to war with each other. This was the moment governments that had allowed extraterritoriality realized they had virtually



no power, desire, or resources to regulate or mitigate the largest corporations if the worst happened. As a result, the seven largest multinational corporations realized the need for self-regulation. BMW, Ares, Shiawase, Mitsuhamma, ORO, Keruba, and JRJ created and became charter members of the ICC—the Inter-Corporate-Council. The ICC decides disputes, mediates contracts, and acts as law for those above the law. Technology raced ahead, magic was re-introduced, humanity was transformed, and corporations, rather than nations, became the authority du jour. Welcome to the Sixth World.

WINDS OF CHANGE

More than two years had passed since Daniel Howling Coyote led the Native American tribes out of the internment camps, but in 2014, he stepped back onto the world stage with a vengeance. He'd wasted no time in building coalitions and bringing various tribes together. Ironically, the internment of Native Americans, meant to take them off the board, instead completely removed them from the danger of VITAS, and put all of their leaders in one place. Common hardship and a common enemy cemented friendship and leadership bonds across tribal lines, with Daniel Howling Coyote at the head, in no small part thanks to his wild magic. On June 10, 2014, Howling Coyote made his first public statement, announcing the formation of the Native American Nations, or NAN, to the United States and the world. He said he was a shaman of the Great Ghost Dance, and on behalf of the NAN, he declared all of North America the property of the tribes. He demanded that everyone with European, Asian, and African ancestry must leave the Americas or face dire consequences. Virtually no one chose to take his demand seriously.

The next month, Redondo Peak violently erupted, burying nearby Los Alamos, New Mexico, in ash—and

HOST DANCE

I heard the words of the prophet when he sat with us around a medicine fire three winters ago. He was a strong man, powerful in body as well as spirit. I was afraid of him. His words were strong, too. He spoke of a new Ghost Dance—a Great Ghost Dance. This time, he said, the magic would work. Unlike the dance our ancestors performed, this one would shatter the oppressive yoke of the white man. He told us that the old prophets had been partly right. Their vision had been clouded, and they had not seen the time for the dance. The world was not yet ready then, but now the time had come. His eyes were bright when he spoke those words, and I believed him. In the morning, he was gone from our hidden camp, but he remained in our hearts.

—Arthur Redshoulder, in an interview
with reporter Sheila Eckolds, broadcast in 2015

nearly everything else for kilometers around. Daniel Howling Coyote took to the media straight away, claiming responsibility. He said, "I have called on the power of Mother Earth to cause this disaster!" He said that unless his initial demands are met, more of the same sort of disaster will follow.

It was then the United States began taking Daniel seriously. The president sent federal troops to arrest or kill him, but packs of tornados blocked every attempt to get close. By the time the authorities got to the location of Howling Coyote's broadcast, he and his people were gone. That was the start of the so-called Ghost Dance War between the NAN and the governments of North America. A guerrilla war ensued, to the embarrassment of the federal and corporate forces, who couldn't seem to land a single blow to the NAN. As time passed, it became harder to enforce news blackouts, and official denials wore increasingly thin. When an insider finally leaked the entire story to the media, it rocked the country to its core.

A WICKED SOLUTION

In 2015, both Hong Kong and Berlin threw off the yoke of authority, attempting two very different experiments. Hong Kong became the Hong Kong Free Enterprise Zone, while Berlin simply tossed off any kind of regulatory control. In Mexico, the Azatlán party came to power in the first electronic-only election, and renamed the country Aztlan. While U.S. President Jesse Garrey made every attempt to weather his political storm, it wasn't enough for some, and Garrey was assassinated in 2016. Other assassinations followed shortly after, including Russian President Nikolai Chelenko, Prime Minister Lena Rodale of Great Britain, and Minister Chaim Schon of Israel.

In America, a Salish militant group, part of Daniel Howling Coyote's NAN, captured a submarine base near Bangor, Maine. In October 2015, the same Salish repeatedly struck U.S. targets, including bringing the Puget Sound Naval Shipyard under their control. Amid all this chaos, new President William Jarman stoked fear and declared war on the NAN. His first act as president was to issue an (illegal) executive order calling for the extermination of all Native American peoples. Natives are ordered to leave North America or to be considered enemy combatants.

THE GREAT GHOST DANCE

As the U.S. military prepared to exterminate the Native tribes according to President Jarman's wicked solution, Daniel Howling Coyote decided on a solution of

his own. He and his NAN began the Great Ghost Dance. Women, men, and two-spirits from across the NAN tribes performed the ritual as Howling Coyote taught them. They sang his songs and chanted his chants. Their power grew.

For several months, freak weather and other uncanny disturbances disrupted military bases and supply lines, President Jarman replaced one general after another, but couldn't commit the bulk of American troops to his war. As frustration mounted, the government finally assembled its troops and began rolling out to finish the NAN once and for all. It was that morning—August 17, 2017, 10:32 a.m. Pacific Time—that Howling Coyote finished his ritual. Mount Hood, Mount Rainier, Mount St. Helens, and Mount Adams all simultaneously erupted in cataclysmic fury. Mother Earth had announced whose side she was on, and even the most skeptical became believers.

Embarrassed and exhausted, the United States relented. The next year, in Denver, the NAN, the USA, Canada, and Aztlan came to the table. The treaty of Denver was offered, and while it wasn't everything Howling Coyote wanted, it was enough for the time. The NAN claimed sovereignty over the vast majority of what had been the western United States—California and Seattle being the exceptions. Daniel Howling Coyote was chosen as the head of the Sovereign Tribal Council over the various NAN tribes. And Denver was split into districts, divided among U.S., Aztlan, Sioux, Pueblo, and Ute sovereignty.

Why was Seattle a point of contention in the Treaty of Denver? In 2018, Fuchi Industrial Electronics was finishing construction of its industrial compound in Seattle. Seattle had grown into an international city, and Fuchi propelled its economic growth even further. While chaos reigned all around it prior to the treaty of Denver, hundreds of thousands of Anglo refugees rushed into Seattle to escape NAN hostility. There wasn't any place for them to go, and even less for them to eat, but they came anyway, increasing the populations of the poorer regions of the city and creating barrens, areas of low economic growth and low upward mobility. The Washington districts of Kent and Bellevue voted to become part of the greater Seattle area, and were soon joined by the cities of Tacoma and Everett, which couldn't adequately deal with the food and housing shortages caused by the influx of refugees. By 2020, due to the steady influx of new bodies, Seattle exploded outward—growing from a great regional city into an even greater international urban metroplex, sprawling between Puget Sound and the Cascade Mountains.

EMERGING TECHNOLOGY

Early in 2017, the corporation Transys Neuronet was formed by a merger of four British tech companies. Just two years later, Transys showed up on the international scene with amazing artificial limb technology. Leonora Bartoli, who was a violin virtuoso, lost her hand in a bullet train accident. As unfortunate as it was, this made her a prime candidate for a prototype artificial hand, care of Transys. Amazing the world, Bartoli performed her violin once more to sold-out crowds, and Transys brought cybernetic limbs to the public for commercial and medical use.

In Chicago, 2018, Dr. Hosato Hikita of ESP systems was the first to show off Artificial Sensory Induction System Technology, or ASIST, which was the first step in virtual reality and direct neural connections. Entertainment companies dreamt of the possibilities while scientists and researchers coveted the new technology as the key to exploiting the explosion of new technologies and data processing.

GOBLINIZATION

As if the world hadn't had enough, on April 30, 2021, a new wave of genetic transformations expressed themselves. Ten percent of humans spontaneously metamorphosed into orks and trolls. Previously, when metahumans were cute and cuddly dwarf and elf babies, things were rough, but humanity adapted well enough. This time, there weren't just babies; when people of every age abruptly changed into forms resembling nightmare stories, the reaction wasn't as kind. Referred to by most as Goblinization, this event had drastic impact on the world and its better angels, which were quickly dying.

Most people—even many affected by the change—treated this new phenomenon like a disease, and acted accordingly. Most treated this new experience like a disease, and acted accordingly. In the USA, all of those internment camps that once held the Native Americans became convenient locations to place all the rounded up orks and trolls, along with their families. Many flocked to these camps to gawk and stare at the new expressions of humanity, and in the process, deny the humanity of everyone involved.

Around the world, orks' and trolls' fates were mixed. In Russia, orks and trolls, and often their families, simply disappeared. In Japan, every ork or troll was sent off to Yomi Island in the Philippines. Scarlet fever and cholera ran rampant, and rumors of creatures more deadly than the anti-ork and troll rhetoric began to surface. Yomi remains a prison for those unfortunate enough not to fit into imperial Japan's vision of perfection.

In response to the hateful treatment of these new genetic expressions, 2022 was filled with metahuman race riots. On March 25, 2022, John Timmons, a minister and the dragon Dunkelzahn's interpreter, was shot and killed by an anti-metahuman assassin. Further fuel was added

to the fire when the Johns Hopkins Institute of Health was revealed to have been conducting experiments on metahumans. At first, no one cared about experiments on orks and trolls, but when there was evidence of elf and dwarf kids being dissected alive, even the most hardened folks demanded justice. The government shut down funding for the institute, but no one was ever prosecuted, and Johns Hopkins rebranded itself with no lasting consequences.

The tension between various activist and hate groups continued throughout 2022 until fall, when a new strain of the VITAS virus captured everyone's attention by killing another ten percent of the world's population. The riots ended definitively in 2023 when metahumans were granted equal protection under the law by the Supreme Court. In response, 2023 also saw the founding of the Humanis Policlub, a distressingly popular human supremacist hate group that blamed metahumans for all the world's ills.

Over the next few years, the Seattle police department grew weary of shouldering the blame for rioting and chaos in Seattle's streets and went on strike. The riots incited Seattle's Governor to take extreme measures to protect the city. He declared the strike illegal, fired the SPD, and hired the Texas-based Lone Star Security Services to be the new police force in Seattle, making Seattle the first big city to adopt for-profit policing.

MACHINES, MAGIC, AND METAHUMANS

The time between 2024 and 2029 was a blur of innovation in the tech sector. The first simsense player landed for personal use in 2024, using the recently developed ASIST to link senses beyond sight to computer-generated entertainment devices. The next step forward was a prototype ASIST interface device. It was a room-sized chamber, completely cutting off those inside from the outside world, and tapping directly into a person's nervous system through a series of jackpoints and electrodes. The U.S. military was the most eager trial participant, projecting the psyches of enlisted volunteers into simsense programs to train for cyber defense and attack. These trials drove the earliest volunteers completely insane.

While technological innovations boomed, so did magical ones. In Switzerland, magic was totally restricted to corporate and government forces, but the U.K. elected a mage (and member of the druid party) as Lord Protector. Germany placed no regulations on magic whatsoever, while France developed the Dumas test, which allowed corporations to test metahumans for latent magical powers. Thanks to large, anonymous donations, the University of Chicago, UCLA, Texas A&M

(later Texas AM&M), and MIT (later MIT&T) all made magical studies part of their departments of philosophy, which now included metamagical theory, spell design, and alchemy.

CRASH AND ECHO

By January 2029, Sony, Fuchi, and RCA had each developed their own prototype cyberterminals, but no civilians yet had access. The military quickly adapted to the earlier trial failures and began to shunt people into computer networks, where they inhabited cyberspace as if driving a car. By this time, nearly every computer on the planet was networked together, growing like a giant patchwork quilt since the late last century. Only a month later, on February 8, 2029, computer systems were sieged by an overwhelmingly complex computer virus with unknown origin and no known weaknesses.

Desperate to contain or fight the virus somehow, a secret military task force—code name Echo Mirage—was formed to combat the virus from inside the world's computer network, using the government's cyberterminals. Echo Mirage was sent in the same day the virus first manifested. The straightforward and linear thought processes of the Echo Mirage team caused them to be ill-prepared to respond to the chaotic nature of the virus, and they were slaughtered to the last, their brains fried by computer code capable of killing with deadly biofeedback. By the end of the day, the virus had taken out three of Harris/3M's orbital stations and severely compromised another half with total system failure. The global network crashed.

Wasting no time, the government began aggressively recruiting a new task force to fill the open slots on the Echo Mirage team with non-military members. These were hackers, students, rogue programmers, and professors. These thirty-two individuals were put under the care of a Major David Gavilan, from the U.S. Air Force, and trained to fight the virus. By April, the virus had infected the USA's air traffic control network. Twenty-seven planes crashed within two hours. By summer 2029, the entire world network was in shambles. The virus deleted software, crashed every system, and fried hardware. It had nearly taken down the world economy, caused many nations to implode, and many more corporations simply ceased to exist.

In August, the new Echo Mirage team were given upgraded, desk-sized cyberterminals. They were sent into the Matrix to fight the virus, and within eighteen minutes of their encounter, four more were dead. Echo Mirage proved able to easily breeze through every other security obstacle they encountered, but the virus continued to kill members of Echo Mirage whenever it was encountered. The infor-

mation gathered continued to evolve, and the sacrifices of the team were not entirely in vain. They learned how to protect against the lethal biofeedback.

All along this process, Fuchi, Sony, and RCA, along with their CIA, NSA, and IRS counterparts, watched in horror as Echo Mirage tore around the most secure systems with ease. There was no security measure that would stop them. As a result, they began mining the data and creating new security and attack protocols based on what Echo Mirage was doing, preventing future incursions by high-tech hackers. The lethal biofeedback that was killing Echo Mirage also formed the basis for black intrusion countermeasures (IC) that corporations would later employ.

Echo Mirage was also learning, and began to make progress in containing and isolating the virus while their cyberdecks continued to get smaller and more powerful, and the programs they used continued to get more complex and efficient. While they continued to fight, the world outside began to unplug from the web. In April 2030, Dan Truman, of Truman Technologies, founded a community of artists to develop the next line of simsense technology. Virtual entertainment moved ahead light years, and Chicago, became the hub for simsense entertainment. This led to a renaissance of simsense as other companies soon followed suit.

By November 2031, Echo Mirage finally managed to destroy the last vestiges of the virus. Out of the thirty-two new recruits, only seven members survived. In 2032, the Corporate Court spearheaded a plan to rebuild the worldwide information network that was shattered by the crash virus. Using immersive virtual-reality technologies, this new network incorporated a three-dimensional graphic user interface. The network was fully compatible with emerging cyberterminal technology, and it became known as the Matrix. Matrix-friendly, third-generation cyberterminals that fit easily on desktops became available to consumers in 2036. Just a few years later, Fuchi Incorporated hosted the Universal Matrix Specifications Conference, meeting for three months to determine a set of standards for Matrix programming.

By 2050, cyberterminals were available as small as keyboards and were dubbed cyberdecks. The portability of these cyberterminals posed security issues for corporations. To the corporations, their networks were castles, so they created intrusion countermeasures, or IC, to serve as tireless online sentries. While not always deadly, IC became the corps' primary deterrent to keep cyberdeck users, called deckers, out of their networks.

A RAPIDLY CHANGING WORLD

After the Crash virus hit, Campana and Carrindum Technical Industries tried to pin the blame for creat-

ing and unleashing the virus on Aztechnology. They launched a series of attacks on Aztechnology industrial sites, and the megacorporation retaliated by destroying Campana and Carrindum headquarters and killing all employees. The fear of unmitigated responses like this from powerful corporations led Seattle's major corporations to form the United Corporate Council to handle corporate conflicts in the future.

The Crash of '29 left the world's national powers reeling. Beginning in 2030 and lasting until 2037, the EuroWars ravaged European countries. Beginning when Russia invaded Poland and Finland, the wars heated in 2031 when the nations of Western Europe formed the European Defense Force, replacing NATO, and went on the attack against the advancing Russians. The first war ended when an unidentified faction appeared, attacking both sides with Nightwraith bombers, computer viruses, and commando units who assassinated key leaders. It was only a year after the armistice was signed that the second war broke out.

Seeing the weakness of post-war Europe, a fundamentalist Islamic movement, known as the Alliance for Allah (AfA), which had consolidated many Islamic states, declared war on Russia, India, the Balkans, Israel, and the Iberian Peninsula. Israel retaliated with tactical nuclear weapons. By 2063, the AfA was on the verge of success, when their leader was assassinated. The war finally ended in 2037 due to AfA infighting, stalled military operations, and assassinations.

The Americas were experiencing upheaval as well. Dependent on information technologies, the Crash hit the United States hard. After the treaty of Denver, the United States was a shell of its former self and to the north, Canada began feeling similar pressures. U.S. President Andrew McAlister and Canadian Prime Minister Harold Frazier negotiated the merger of the remaining United States of America with what was left of Canada. This brought Canada a measure of stability and influence, while the United States gained a major international trade and industrial center, and a wealth of untapped natural resources. The resulting union in 2030 became the UCAS, the United Canadian and American States. By the end of the next year, a new constitution has been framed, and U.S. President McAlister was installed as the provisional president of the UCAS.

Just four years later, in 2034, a coalition of southern states seceded from the new union due to what they called "unfair preferential treatment" for the northern city sprawls. This new entity, calling itself the Confederation of American States, was instantly recognized by Aztlan, and although fear of civil war was palpable, an orderly break occurred via the treaty of Richmond, splitting the UCAS and the CAS in two.

New countries kept appearing all over this chaotic new world. In August 2034, three great dragons amassed and led an army of Awakened creatures and metahumans to seize Brazil, and expanded outward. They named their new nation Amazonia and made it a haven for Awakened organisms. Next, Ireland's elves staged a coup, and under politician Seamus O'Kennedy, Ireland was transformed into the new Awakened nation of Tír na nÓg. In a similar move, the Sinsearach tribe of elves in the Native American Nations split off and became the elven nation of Tir Tairngire in what used to be Oregon. California followed suit, declaring itself the California Free State, and when the new Japanese Imperial State heard of it, they wasted no time in sending troops to occupy California to protect their interests.

In 2036, a new wave of hate erupted when a group calling itself Alamos 20,000 fire-bombed a church full of metahumans in Ohio, killing twenty. The radical hate group immediately claimed responsibility for the attack, and over the next two decades, Alamos would kill many others. Three years after the bombing, hatred for metahumans spiked, resulting in what was called the Night of Rage. On February 7, 2039, an event lost to history set off spontaneous and simultaneous rioting around the world, with anti-metahuman hatred as its focus. Metahumans and their advocates took to the streets to protest decades of mistreatment, and while often peaceful, many were quite violent. In response, anti-metahuman organizations retaliated. In Seattle, metahumans were rounded up and herded into overcrowded warehouses on the water's edge. Human supremacist groups convened there and set fire to the warehouses, killing thousands. Riots tore through Seattle.

It was only three days later that Alamos 20,000 combined high explosives with magic spells to bring down the Sears Tower in Chicago. The building collapsed and ruptured gas lines connected throughout the city. Fires exploded upward for miles around the blast. When all was said and done, there were more than 26,000 casualties, and the entire area around the tower became known as the Noose. It remains a twisted wreck of demolished civilization. Initially framing metahumans for the bombing, Alamos used it and the Night of Rage to fuel the flames of fear. As a result, metahumans were rounded up once again and relocated to low-income projects outside Chicago.

That week, the CAS began holding hearings based on racial prejudice and heard testimony from hundreds of metahumans and their families. These testimonies shocked the Americas with the brutal treatment that metahumans had suffered. As a result, the NAN imposed sanctions on the CAS until reform occurred.

Not all Awakened creatures took this violence lying

down. In September 2041, the great dragon Sirrung attacked EuroAir Flight 329 over Amazonia, killing everyone on board. The flight recorder tells of a heroic mage who stepped into the breach made by Sirrung and engaged the wyrm in magical combat, but to no ultimate effect. But other dragons had opposite responses to the new lines of hate. Dunkelzahn, for one, attempted to diffuse the hate by launching a talk show called *Wyrm Talk*. He and his interpreter, Nadja Davier, were able to put a new face on Awakened phenomenon. For many, this was a turning point in the acceptance of the Awakened world.

In 2044, Aztechnology oversaw Aztlan's nationalization of all non-Aztechnology corporate assets within its borders. Aztlan then sold those formerly corporate assets to Aztechnology for virtually nothing. An angered Corporate Court launched a secret "Omega Order" against Aztechnology, allowing other corps to strike at Aztechnology with impunity. In spring 2048, the Corporate Court members finally went to war. A joint military strike called Operation Reciprocity, attacking both Aztechnology and Aztlan, caused both to acquiesce to the Veracruz Settlement, in which the corporations nationalized by Aztlan would be compensated and AAA-rated corporations would be allowed back into Aztlan for business.

Now, in the year 2050, the new and exciting retail product is cyberdecks. The seventh-generation models are the first keyboard-sized cyberdecks to hit the market. These smaller models allowed all-senses computer interfaces to be carried anywhere, even by criminals, to allow better access to the corporate Matrix nodes.

Amazonia and Aztlan have become engaged in border skirmishes after Aztlan began annexing Amazonian land. A major corporation, Yamatetsu, revealed one of its board members is actually a spirit named Buttercup. Renraku corporation is on the brink of an AI revolution. And a new group, known as shadowrunners, those mercenaries willing do illegal or quasi-legal work as deniable assets, are available to solve almost every problem—for the right price.

2050 TO 2059

Depending on what particular year your game is set, this additional timeline may be desirable. This information is probably best kept for Gamemasters, as much of it may spoil the events in many of the mission briefs. It is presented here for quick and easy reference.

2050

MegaMedia Inc. announced Amanda "Euphoria" Lockhart was retiring after her recent abduction by a deranged fan. The next

day, the popular food additive, Amber Gel, which was endorsed by Euphoria, ceased production.

Renraku corporation developed and implemented what are called semi-autonomous knowbots. These knowbots possessed a limited sort of artificial intelligence, capable of learning and adapting in the performance of certain tasks within the Matrix. A smaller subsidiary of Renraku, called Aneki corporation after Renraku founder Inazo Aneki, is particularly interested in these knowbots, and by 2050, the research branch of Aneki was practically printing money for Renraku due to their innovations. A competitor, Matrix Systems, was on the verge of creating a powerful AI as well. This data was stolen, crushing the inventors and destroying the company.

2051

A dragon named Haesslich died while fighting shadowrunners near Puget Sound in Seattle.

A bomb exploded at the Universal Brotherhood Chapterhouse in Tacoma, in the Seattle sprawl. The entire building burned to the ground, killing at least five people.

2052

Dr. Ronald Halberstam was discovered to have been separating children's brains from their bodies and trying to raise them completely in the Matrix, supposedly as some sort of experiment. UCAS data systems revoked his funding.

The Yamana family attempted a hostile takeover of the Fuchi Corporation and caused a crash of the Chiba Virtual Stock Exchange.

Some patients of CrashCart, a mobile ambulatory service, reported seeing human-sized bugs, but the reports were dismissed as drug-induced hallucinations.

2053

Chicago's Cabrini Green was set aside as a housing development established to allow the ghoul population a place to achieve sanctuary. Not even a month later, the Cabrini Green Ghoul haven was raided and attacked by the Humanis Policlub, who killed more than 100 ghouls.

The area within the Allied German States known as the SOX, or Saar-Lorraine-Luxembourg zone, created to contain the contamination area from the 2009 disaster, was deemed by the controlling parties to be a failure. In December, the SOX was turned over to a joint corporate council, including Ares, Saeder-Krupp, Renraku, Esus, and Proteus AG.

2054

Tir Tairngire sealed off the area known as Crater Lake. Six days later, a Sioux military scout plane was shot down for violating its airspace. Just a week before, Tir magic-historian Lacrima pub-

lished his findings that Crater Lake was formed just before the collapse of the so-called Fourth world.

An ork social activist in Seattle named Preacher gathered large crowds by spreading a message of non-violent social disruption. After he rallied thousands of orks and trolls to march and demand justice, he was assassinated on June 4.

2055

Dissidents in the Yucatan peninsula rebelled against Aztlan, igniting a civil war.

The Universal Brotherhood, a charitable aid organization, began its "Project Hope," setting up shelters for the homeless and unwanted in large cities worldwide. On July 9, the Universal Brotherhood's camp in Seattle was shut down, with authorities citing health concerns.

Rumors about the mysterious otaku began consolidating in Denver. Otaku were children who could access the Matrix, even without a cyberdeck.

The UCAS erected a large wall around downtown Chicago called the Containment Zone, citing a VITAS outbreak. Chicago's Matrix hubs went offline, news from inside was censored, and travel out or in was impossible. Rumors persisted of a nuclear weapon being detonated within the city.

2056

On June 22, the Great Dragon Dunkelzahn was granted UCAS citizenship.

On September 13, UCAS border agents foiled a group of terrorists attempting to smuggle nuclear warheads into the country. The info received from the captured group revealed that an unknown radical group called Winternight was responsible.

On November 7, Thomas Steele was elected UCAS President. In late December, the election results were found to have been rigged. The House Speaker declared the UCAS election null and void and announced a new election scheduled for Tuesday, August 7, 2057.

2057

On August 7, Dunkelzahn and Kyle Haeffner win the UCAS Presidential Election.

Just after being sworn into office on August 9, UCAS President Dunkelzahn was assassinated by an unknown assailant outside the Watergate hotel. An astral rift appeared above the site of Dunkelzahn's death. Witnesses reported seeing President Dunkelzahn's astral form entering the rift.

On August 10, UCAS Vice President Kyle Haeffner was sworn in as president. His first act was the formation of the Scott Commission to investigate President Dunkelzahn's assassination.

President Haeffner nominated President Dunkelzahn's former spokesperson, Nadja Davier, as his Vice President.

For unknown reasons, Tir Tairngire postponed its Rite of Progression.

The reading of Dunkelzahn's Will took place on August 15, establishing the Draco Foundation. Contrary to dragon custom, Dunkelzahn's wealth was distributed to an extensive list of individuals instead of other great dragons.

David Emerson founded his religious organization, the Children of the Dragon, revering the Great Dragon Dunkelzahn.

2058

President Haeffner lifted the quarantine of Chicago in his State of the Union address.

In response to the leaders of Tir Tairngire suspending the rite of Progression, a grassroots movement called the Rinelle ke'Tesrae began to demand more democracy within the Tir leadership.

2059

Rinelle ke'Tesrae activity in Tir Tairngire forced the leadership of Tir Tairngire to declare martial law to put an end to the opposition.

A new megacorporation, Novatech, was formed by the merger of Villiers International, Cambridge Holdings, JRJ International, and bits of the fallen Fuchi Industrial Electronics.

Computer security malfunctions at Renraku's Seattle Arcology cause vast Matrix outages in Seattle. The Arcology went into lockdown and became completely shut off and locked down for weeks. The Arcology was declared off limits to non-military.

OPPOSITION REPORT

These are the threats to your life you'll encounter on an everyday basis. Yes, there is some opportunity here, but never forget, these groups aren't on your side. And the moment you aren't on *theirs*, they'll be gunning for you. Most of this is universal, but the particulars are through the lens of Seattle's threats, where, if you are in the business long enough, all roads will lead to eventually.

BIG EIGHT AAA CORPS

The Corporate Court gives AAA rating to the largest and most influential corporations in the world. These AAA-rated corporations enjoy extraterritorial privileges and are also given at least one representative on the Corporate Court. In order for a corp to obtain AAA sta-

tus, it must be thoroughly diversified in many industries and hold enormous assets worldwide. These megacorporations are immune to domestic laws, and responsible only to the Corporate Court.

ARES MACROTECHNOLOGY

Corporate Court Ranking (2050): 5

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: Mom, guns, and apple pie.



Every shadowrunner knows Ares makes weapons, and the Ares Predator is the most popular weapon on the streets. Ares weapons are reliable and stylish, but Ares is much more than guns. Ares Macrotechnology got its start in Detroit, circa 2002, when a big boss named Nicolas "Old Nick" Aurelius merged a number of large and mid-sized corporations with the American manufacturing giant General Motors. This merger became Ares Macrotechnology, one of the world's first megacorporations. As the world reeled from the Crash of '29, Ares bought up hundreds of faltering companies, as well as NASA from the United States, and molded them into a profitable space salvage and research enterprise. This new space salvage operation allowed them to make huge profits by claiming, retrofitting and repurposing defunct satellites, and selling them back into the market—often to the very owners they had before the Crash. They leveraged their growing power and influence to organize and found the Corporate Court, which then bought one of its reclaimed space stations for its headquarters, now called Zurich-Orbital. Ares was also one of the primary suppliers of military hardware for the countries involved in the EuroWars.

In 2033, Old Nick Aurelius passed away from a heart attack, and his son Leonard Aurelius succeeded him as head of the company for a very brief time. On January 24, 2033, in an event known as the Nanosecond Buyout, a new player named Damien Knight accomplished a hostile corporate takeover in less than 60 seconds by using advanced tech to coordinate the purchase of 22 percent of Ares' stock, seizing control of the corporation. Damien Knight became the new CEO and Chairman of the board of Ares.

There is hostility aplenty between Leonard Aurelius and Damien Knight. The bad blood continues to boil near the top of the corporation, but it hasn't slowed the

rise of Ares at all. Damien Knight's eponymous security company, Knight Errant, is forming to take large market share in the corporate and local security industry as well. Ares typically offers weapons, equipment, and contacts, along with money, as payment to shadowrunners they hire for corporate espionage, sabotage, or hostile extractions.

Ares may hire the runners through:

Mr. Johnsons: Caleb Brightmore, Roddy Wilcott

ARES TAGS

- Autos
- Big bangs
- Roddy Wilcott
- Caleb Brightmore
- Damien Knight
- Heavy machinery
- Knight Errant
- Weapons

AZTECHNOLOGY

Corporate Court Ranking (2050): 8

Corporate Slogan: "The Way to a Better Tomorrow"

Corporate Status: AAA, private corporation

World Headquarters: Tenochtitlán, Aztlan

President/CEO: Juan Atzcapotzalco

You Know Them For: Stuffer Shacks, most of your food, and an amazing public relations team.



Aztechnology, virtually synonymous with the nation of Aztlan, is a nearly universally loved corporation. Of course, citizens of other corporations find their own tribe more beloved, but the world's second favorite corp is Aztechnology. They simply make the stuff the world likes to consume. Everyone eats at Stuffer Shacks. Everyone uses Pyramid Arcane Supplies. Everyone knows Dassault makes solid goods. When you can't afford expensive tech, you go with Microtrónica. These are all subsidiaries of Aztechnology.

Early in the twenty-first century, cartel violence in Mexico was spiraling out of control. In 2007, three cartels—the Medellín, David, and Masaya Cartels—merged, bought a resource-development corporation together, and renamed it ORO. Combined with their continuing drug sales and savvy investments, ORO soon had an internal economy greater than most nations. Flush with cash, ORO branched out into banking, agriculture, consumer goods, and biotech.

In 2015, ORO helped Mexico by holding nationwide elections to replace the failed government. ORO even went as far as to provide all of Mexico with voting machines overseen by ORO staff. The result of the election was a win for the ORO-backed Azatlán Party.

In 2022, ORO moved its corporate headquarters to Mexico City, which it helped rebrand into Tenochtitlán. In order to ride the continuing wave of Aztlaner pride,



and to distance itself from the bad PR of its drug cartel beginnings, ORO renamed itself Aztechnology.

In 2044, Aztlan passed a law nationalizing all foreign businesses within Aztlan's borders. Armed Aztlan soldiers broke down doors to corporate facilities and forced employees out onto the streets, repatriating all goods, technology, and other assets to Aztechnology.

In 2048, the Corporate Court could no longer continue its non-intervention and launched a joint surgical strike to the-Aztlan/Aztechnology military base in Ensenada. However, Aztlan kept nearly all of its gains, and spun this event as a triumph of the little corp versus the out-of-control court.

Now, Aztlan is at its most popular world-wide, with billions consuming their products each year. Runners working for Aztechnology can expect healthy payouts, discounts on magic items, and repeat business.

Aztechnology may hire the runners though:

Mr. Johnsons: Vigore & Jarl, Shane Tlatoa

AZTECHNOLOGY TAGS

- Aztlan • Shane Tlatoa • Consumer Products
- Aztechnology Pyramid • Vigore & Jarl
- PR masters • Stuffer Shack

FUCHI INDUSTRIAL ELECTRONICS

Corporate Court Ranking (2050): 2

Corporate Slogan: "Fuchi Is for Everyone"

Corporate Status: AAA, private corporation

World Headquarters: Tokyo, Japan

President/CEO: Richard Villiers

You Know Them For: Being the consummate high-tech company. State-of-the-art hardware and software. Also, playing very dirty with competitors.

Fuchi Industrial Electronics began with the merger of Dekita Industries (owned by Kyoshi Nakatomi) and Yama- na Electronics (founded by Korin Yamana). In 2011, Yama- na Electronics saved Dekita Industries from a hostile take- over by the Pacific Rim Bank. Yamana refused Nakatomi an offer to buy back Dekita stock, and instead offered an alliance for mutual benefit. Despite the hostility between companies and owners, it became a fruitful venture. In 2017, the merger formed into Fuchi Industrial Electronics, and spread out to the Americas, Australia, and Hong Kong.

In the late 2020s, when cyberterminal research and excitement was heating up, Fuchi dove in head first. Alongside Chobetsu Japanese Intelligence, Fuchi developed one of the first non-government-designed cyber- terminals. After the Crash of '29, and the show of power by Echo Mirage using cyberterminals, Fuchi was even more convinced of their trajectory.

In 2034, Ken Roper and Michael Eld, formerly of Echo Mirage, founded Matrix Systems, working on a cyberterminal called the Portal. Richard Villiers was a 49% shareholder in the company. Six weeks after the company was founded, both Eld and Roper died in unrelated accidents. Mysteriously, Matrix Systems' servers crashed as well, and all research on the Portal was lost. Richard Villiers bought the rest of the company at a rock-bot- tom price. Four weeks later, he offered Matrix Systems and its cyberterminal technology to Fuchi for one-third ownership.

Korin Yamana was excited for this development, but Nakatomi vetoed it. Three days later, Nakatomi was murdered in his limousine, and Shikei Nakatomi inherited one third of Fuchi. Villiers repeated his offer, which was accepted this time. This gave Yamana, Nakatomi, and Villiers each one-third control of Fuchi.

Just a few years later in 2036, Fuchi released its first cyberterminal, the CDT-1000. It was a commercial hit, and Fuchi rose to the height of the electronics market, gaining extraterritoriality and cementing their place as a megacorporation. In 2038, Richard Villiers was able to gain a majority stock in JRJ International, a founding member of the Corporate Court, gaining Fuchi AAA corporate status.

For the last decade and a half, Fuchi has dominated the tech sector, but has also diversified. It is one of the largest and most powerful corporations on the planet. Fuchi's three rival families may not agree on much, but they are united on the vision of where Fuchi is headed.

Fuchi may hire the runners though:

Mr. Johnsons: Miles Lanier, Mortimer Reed

FUCHI TAGS

- AI research • Cyberdecks • High tech • Matrix
- Miles Lanier • Mortimer Reed • Richard Villiers
- Korin Yamana • Shikei Nakatomi

MITSUHAMA COMPUTER TECHNOLOGIES

Corporate Court Ranking (2050): 3

Corporate Slogan: "The Future Is Mitsuhamu"

Corporate Status: AAA, public corporation

World Headquarters: Kyoto, Japan

President/CEO: Toshiro Mitsuhamu

You Know Them For: Non-Matrix computer applications. Grid- Guide. Having fingers in every industry.

Mitsuhamu's founder, Taiga "Tiger" Mitsuhamu, saw only opportunity. The financial collapse of his father's construc- tion company, along with so many others



during the crash of '29, led Tiger to contact the CEOs of other troubled companies, offering salvation through a grand alliance. But he was refused. There was one group that did not refuse, however. A group used to being dealt a losing hand—the Yakuza. Tiger presented his plans to a group of oyabun, who funded Tiger's vision. Within two years, Mitsuhamama grew from a small construction company to a major corporate powerhouse. Its three main divisions, computer technology, robotics, and heavy industry, allowed Mitsuhamama to see profits while other companies bled out. And in a delicious bit of irony, the ones who denied Tiger's original offer found themselves bought out by him in the long run for much cheaper.

Tiger soon promoted his son Toshiro (his eventual successor as CEO), to vice president of acquisitions. Together, they bought interests in mining companies and the entertainment industry. They purchased patents for new technologies, hired the best researchers, and poached talent from other megacorporations. The true secret of Mitsuhamama in those days was espionage. What Tiger and Toshiro couldn't buy, they stole, and those spies who did well became part of the inner circle of MCT's security force.

Mitsuhamama has the loyalty and respect of the Yakuza, and it gives its subsidiaries freedom to chart their own courses, within reason. In 2042, Tiger retired, and his son Toshiro, now established and well respected himself, has become CEO.

Mitsuhamama may hire the runners though:

Mr. Johnsons: Agira Tetsumi, Alesandro Hobbs

MITSUHAMAMA TAGS

- Aggressive acquisition • Honor and respect • Electronics
- Agira Tetsumi • Japanacorp • Alesandro Hobbs • Magic
- Toshiro Mitsuhamama • Yakuza

RENRAKU COMPUTER SYSTEMS

Corporate Court Ranking (2050): 4

Corporate Slogan: "How May We Serve You?"

Corporate Status: AAA, public corporation

World Headquarters: Chiba, Japan

CEO: Inazo Aneki

You Know Them For: Computer and Matrix research and development, and that big, pyramid arcology in Downtown Seattle that inspires awe every time you see it.

When the Corporate Court was founded, one of the original seven was a corporation called Keruba International. Keruba was a munitions company that made a fortune selling guns in the first three decades of the twenty-first century. They lost nearly everything in the

crash of '29, but they retained their seat, as one of the seven so-called "golden ticket" corporations. Enter Inazo Aneki. Aneki came up at Shiawase, and since their corporate culture kept him from being upwardly mobile, he struck out as a corporate raider, going into business for himself. Aneki bought Keruba, moved its headquarters to Chiba, Japan, sold off what he didn't need, renamed it Izom Armaments, then hollowed out his own Aneki corporation and folded it all into an umbrella corporation he named Renraku Computer Systems.

After the Crash of '29, Renraku had a windfall in the 2030s being involved in rebuilding the world's communication system, which would become the Matrix. They weren't quite as involved as Fuchi, but it did put them on a fast track to growth and diversification. Renraku continues to sell groundbreaking Matrix tech and uses those profits to diversify into all other markets.

Renraku is a mainstay in Seattle, where their Self-Contained Industrial Residential Environment, or SCIRE, better known as Seattle's Renraku Arcology, is found. There, Renraku wagerslaves have their own Renraku-only universe to explore, and it is a little slice of paradise in the midst of the outside chaos. If you like Renraku products exclusively, that is.

Renraku may hire the runners though:

Mr. Johnsons: Vanessa Cliber, Mako Sachou

RENRAKU TAGS

- Business services • Electronics • Vanessa Cliber
- Japanacorp • Retail and wholesale
- Mako Sachou • Inazo Aneki • Tradition

SAEDER-KRUPP HEAVY INDUSTRIES

Corporate Court Ranking (2050): 1

Corporate Slogan: "One Step Ahead"

Corporate Status: AAA, private corporation

World Headquarters: Essen, Allied German States

President/CEO: Lofwyr

You Know Them For: The origin of the phrase: "Never cut a deal with a dragon."

The name Saeder-Krupp is often used synonymously with the dragon Lofwyr. An oversimplification, perhaps, but one that's been used to Saeder-Krupp's advantage since Lofwyr began hoarding corporate wealth. Saeder-Krupp began as another corporation, BMW. Formerly a German automobile manufacturer with extensive overseas operations, BMW diversified in the early decades of the twenty-first





century, shortly after industrialist Michel Beloit gained control of the corporation. Expanding BMW beyond the automotive industry, Beloit incorporated German industrial conglomerate ThyssenKrupp, Saeder Munitions, and Fatima Petrochemicals. Their reach became global, and a power struggle began within. Mina Graff-Beloit, Michel's widow, assumed control of BMW in 2032 after her husband passed away under mysterious circumstances. Lofwyr had been buying up BMW stock through shell companies and proxies, and seized control of the corp five years later at the same time he was revealed to be a dragon.

He replaced Graff-Beloit, declared himself the new president and CEO, and restructured the company to form Saeder-Krupp, a private corp owned completely by him alone.

The decades that followed saw large swaths of Europe, the Middle East, and Russia brought under the control of S-K by using the profits from their steel-fabrication and military branches during the EuroWars. Lofwyr acquired numerous companies involved in heavy industry, oil production, and mining, and gobbled up automotive and aerospace assets. Lofwyr put R&D money into cutting-edge technology sectors such as computer electronics, software development, robotics, and information tech, and in time Saeder-Krupp was also a name in the European and Middle East Matrix sector as well. Taking advantage of its vast influence across Europe, Saeder-Krupp gained exclusive contracts for the building and maintenance of Matrix grid infrastructures in several key European nations, Turkey, and the Middle East. Saeder-Krupp soon expanded into the energy, banking, and high-finance sectors as well, vaulting it into the number one slot among the Corporate Court's Big Eight, where it demands respect and fear—just like its CEO.

Saeder-Krupp may hire the runners though:

Mr. Johnsons: Hans Brackhaus, Gregory Wilns

SAEDER-KRUPP TAGS

- Cybernetics • Hans Brackhaus • Heavy industry
- Lofwyr • Europe's top corp • Gregory Wilns

SHIAWASE CORPORATION

Corporate Court Ranking (2050): 6

Corporate Slogan: "Advancing Life"

Corporate Status: AAA, public corporation

World Headquarters: Osaka, Japan

President/CEO: Tadashi Shiawase

You Know Them For: Being the first megacorporation, the one responsible for extraterritoriality, nepotism, tradition.

Their president and CEO is Tadashi Shiawase, while the chairperson of the board of directors is Sadato Shiawase, and members of the Shiawase family stretch through all levels of leadership.

Shiawase is the oldest of the megacorps, and the corporation that set the precedent for many corps to follow. Its roots stretch back to World War II. After Japan's defeat and subsequent occupation by the United States, the emperor was ousted and a fledgling democracy was formed. The power vacuum was soon filled, not by feudal warlords or titled monarchs, but by companies. In most cases, though, the power remained in the same hands. These powers just ruled through corporate intrigue rather than overt force or coercion. One such family of power was the Shiawase family, which won several prominent and lucrative reconstruction commissions following the war. Of course, it took the next great step in 2001, lobbying for and receiving the right to extraterritoriality, by which the corporation was now granted a form of sovereignty over its own affairs, free of any national or geographic constraints. It was also the first megacorporation to own and operate a nuclear power plant, positioning it early to capitalize on emerging energy markets.

Shiawase had positioned itself incredibly well early in the twenty-first century. However, when the world awoke in 2012, this was a reality that the family and business head of Shiawase, Emori Shiawase, was simply unprepared to face. He died of heart failure soon after. The corporation stagnated, enjoying its past successes while failing to innovate in the new world. This changed shortly after the first Matrix crash in 2029, when Sadato Shiawase became chairman of the board.

Sadato was ruthless and extraordinarily headstrong. His paranoia and ambition rocketed him to the highest position of leadership in the corporation, far ahead of his more entitled relatives. He established the MFID, which I will speak more of later, and with their help, his bold and risky decisions paid off for Shiawase in spades. The infamous MFID, or Market Forecasting and Information Department, might sound innocuous, but is anything but. The MFIC is corporate espionage, intelligence gathering, and secret service all rolled into one. It is the part of Shiawase responsible for manipulating share prices and blackmailing enemies, and (of particular note) the only group officially allowed by Shiawase to hire shadowrunners for dirty work. The company entered a sort of golden age under Sadato's leadership until around 2049. That was when a jealous Sadato sent Shiawase agents to arrest the fiancé of his elder sister, Soko. Sadato claimed the man was a spy and a traitor, but Soko refused to believe this and instead

proved that she had more fight in her than Sadato had thought when she began sending waves of assassins to take his life. Remarkably, Sadato survived all these attempts, but Soko and Sadato's younger brother Ryo was not so lucky. Ryo's death in the crossfire of their feud was enough for the siblings to declare an uneasy truce. Ryo's will named his daughter Reiko as inheritor to his shares of Shiawase stock, and yet the board was convinced to cede control of the stock to a medium who claimed to be in touch with the kami, or spirit, of Ryo Shiawase. This medium, Jerri Howard, became the mediator between Soko and Sadato.

Shiawase Corporation is unique among the megas in that they are a true holding company. The main company produces no goods or services themselves. However, they command their own house bank, and prefer in nearly every instance to maintain full ownership of all their subsidiaries. This is balanced by a belief that these lesser companies of theirs should have nearly full autonomy.

The vast majority of Shiawase's profits come from three core economic pillars: energy holdings, biotech, and envirotech. Further, Shiawase, unlike the majority of other megacorps, does not try to hide, but celebrates its relationships with its sub-companies. Their business philosophy is the same across all of these companies, and a strong Japanese Shinto tradition underlines everything within the corp's reach. This Shinto tradition, at its most basic, is the four central Shinto affirmations: tradition and family, respect of nature, physical cleanliness, and festivals held for the kami spirits.

Shiawase may hire the runners though:

Mr. Johnsons: Mikail Gunderson, Julius Strouthers

SHIAWASE TAGS

- Envirotech • Honor • Julius Strouthers • Shiawase Family
- Shinto Tradition • Market Information and Forecasting Department • Sensei Snacks vending machines
- Mikail Gunderson

YAMATETSU

Corporate Court Ranking (2050): 7

Corporate Slogan: "Changing Life"

Corporate Status: AAA, public corporation

World Headquarters: Kyoto, Japan

CEO: Saru Iwano

You Know Them For: Having a spirit, Buttercup, on the board. CrashCart Medical Services. Being a thorn in the side of the other Japanacorps.

Yamatetsu rose like a phoenix from the ashes of the Matrix Crash of '29. Yamatetsu was founded by Tadamako Shibanokuji, who desired to build a Japanese/Filipino

corporate bloc to stop the other Japanacorps from hijacking their corporate interests.

Shibanokuji's bloc had split ownership. Fifty percent was owned by Japanese interests, and the other half by Filipino investors. The Filipino companies were forced to negotiate by the Japanese Occupation of the Philippines. They had no leverage against the Japanacorps themselves, and thus signed on to secure their fortunes.

Shibanokuji was Chairman, and Yamatetsu opened for business in 2032. Its diversity was a springboard for the corporation, with a focus on products aimed at metahumans and military deals to exploit the EuroWars. By 2041, it had enough assets to join the Corporate Court. Under normal circumstances, even their vast wealth would not have been enough to get them on the Court, but with support from Saeder-Krupp, Ares Macrotechnology, and Aztechnology, and several smaller A and AA corporations, they made a successful bid to break the Japanacorp control of the Corporate Court.

In time, the Japanese contingent gathered enough stock to force out Tadamako Shibanokuji and place Hideo Yoshida as the Chairman of the board, before purging Filipino executives. During this process, the board was stunned to learn that 11% of the company had been purchased by a mysterious buyer. Fearing a hostile takeover attempt, the board called a meeting and was greeted by a young woman calling herself Buttercup. This girl bought a seat on the board and refused all offers to be bought out.

Before Yoshida's term was over, he brought Yamatetsu in line with the other Japanese corporations, making the Japanese bloc even stronger rather than weaker. Things were shaken up again in 2050 when Shibanokuji was able to maneuver back to his place as chairman. Yamatetsu began integrating metahumans into their corporate structure, which caused fury among the Japanese government and other Japanese corporations. Soon after Shibanokuji's return, Buttercup revealed herself to be a free spirit, which is continuing to have ramifications for Yamatetsu's stock and influence. The current president, Saru Iwano, has been charged with getting things back under control.

Shiawase may hire the runners though:

Mr. Johnsons: Jacques Barnard, Kawaru Hina

YAMATETSU TAGS

- Military tech • Metahuman products • Buttercup
- CrashCart • Kawaru Hina • Jacques Barnard
- Transhumanism • Contention within Japan

ORGANIZED CRIME

Criminal syndicates may not have as many assets as megacorporations, but in this day and age, that is virtually all that separates them. One group has the law on their side, the other, not so much. But the thin line between those positions is only a matter of ink spilled, not morality. The syndicates are like gangs, but with corporate structure.

Like gangs, syndicates concern themselves with reputation and honor. Like the corps, organized crime families love nice suits, expensive cars, and throwing their weight around.

Organized crime syndicates are larger, more connected, and better equipped than most gangs, but lack the legitimacy and the ability to diversify like the corps.

Most syndicates are global to some degree as well. They have big guns, big egos, and big influence over their particular realms. So be careful. You can score big and make good connections working with this lot, but you can also get dead real fast.

MAFIA

The Seattle Mafia has loose ties to the Sicilians, but is far more Irish in composition. Years ago, the various European Mafia families came together to form the Commissione, a global board of directors for the worldwide mob. They didn't have much of a choice. The Yakuza syndicates were edging out the Mafia all over the world, so the more traditional families needed an advantage. The Commissione pushed back hard against the Yakuza, and that began when they pulled James "the Hammer" O'Malley out of retirement to act as the capo of the mob in Seattle, the world's most influential city.

YAKUZA

The Yakuza operate from a place of strength in Seattle. They use a traditional Japanese clan system of with extended families and those who've been "adopted" in. Their plans for Seattle have been shaken up by the Mafia's resurgence in the underworld, but they never stopped doing business as usual. Made up of mostly of Japanese nationals, there used to be a number of Korean members as well, especially in the lower ranks, doing lower-level street work and small-time hustles. Very recently, however, the Yakuza "purified" itself, getting rid of all non-humans and non-Japanese, including the Koreans. Those they dismissed have created a new organization called the Seoulpa Rings, which wasted no time in targeting and attacking their former family and its assets.

SEOLUPA RINGS

The Seoulpa Rings were formed by the Korean members of the Yakuza who were pushed out. That is how they started, but they aren't exclusionary like the Yakuza. They have training, experience, and equipment, but their organization is patterned after Korean organized crime. Their biggest strength is their diversity. More than any other syndicate, they are open to whoever comes calling—Korean or otherwise, human or otherwise. They care more about loyalty and merit than where you came from. When a member of a Seoulpa Ring rises high enough, and a ring of followers joins him or her, they branch off to their own territory. These independent rings are often friendly and collaborate, creating kye, a system of shared resources between rings. When a leader dies, resigns, or leaves, their ring dissolves and its members either form a new ring around one of their own or are absorbed into existing rings. There is always room for upward mobility, and that is attractive to those who've been marginalized looking for a gig outside the corp structure.

GANGS

Seattle is lousy with gangs. There are more gangs in Seattle than Lone Star can keep track of. Both the cops and the corps stay away from some neighborhoods either because it is too dangerous or not profitable enough. And in those places, gangs thrive. In addition to **street gangs** which are all about territory and the more mobile **go-gangs** who claim highways, there are also **thrill-gangs** who live for chaos and adrenaline, **wiz-gangsters** who all sling magic, and **Matrix-gangs** who harass and break the law online. And Seattle has them all in spades. The world is more dangerous every day, and if you can't get legitimate safety, safety in numbers will have to do. They use violence to get control and stay in control, but then they provide a measure of stability to those within their territory. Gangs are mostly small, around two or three dozen members. Some have over a hundred members and are moving in on syndicate territory. Seattle has over three hundred gangs. Here are the big ones.

POLICLUBS

Besides the gangs, the corps, the law, and the syndicates, there are other groups to watch out for. Policlubs are political parties cranked to 11. They push agendas, collect funds, recruit members, and get extreme with activism, usually all centered on a single issue. Some are small grassroots, like Mothers of Metahumans or the Ork Rights Committee. Some, like the murderous Alam-

GANGS

GANG	COLORS	TURF	NOTES
Nova Rich	Lemon/Denim	Bellevue	Human gang made of mostly rich kids
405 Hellhounds	Red/Orange	Bellevue I-405	Human go-gang
Bloody Screamers	Blue/Green	Downtown	Ork gang
Disassemblers	Grey/White	Downtown	Troll gang
Halloweeners	Black/Orange & Halloween masks	Downtown	(Generally) human gang
Troll Killers	Green/Red	Downtown	Human supremacist gang that targets trolls and orks
Eye-Fivers	Blue/White	Downtown I-5	Human go-gang
First Nation	Brown/White	Downtown Docks	Amerind gang
Leather Devils	Red/Black	Downtown I-90	Human go-gang
Merlyns	White/Blue	Downtown	Oldest wiz-gang in Seattle
Red Rovers	Red/Chrome	Everett/ Snohomish I-5	Ork go-gang
Trogs	Red/Black	Ork Underground	Ork and troll gang
Asphalt Devils	Black/Purple	Puyallup	Go-gang
Black Rains	Black/Gold	Puyallup	Ork gang
Reality Hackers	Chrome/Gold	Puyallup	Human decker gang
Silent P's	White/Gold	Puyallup	Elf gang
Forever Tacoma	Red/Orange	Puyallup/ Tacoma	Ork and troll gang, live in Puyallup, enforce turf in Tacoma
Brain Eaters	White/Black	Redmond	Human gang, only pretends to eat brains. Probably
Crimson Crush	Red/Gold	Redmond	Ork gang
Red Hot Nukes	Gray/Red	Redmond	Dwarf gang with penchant for explosives
Blood Rumblers	Red/Blue	Redmond I-90	Human go-gang
Rusted Stilettos	Black/Rust	Redmond/ Glow City	Human gang with a reputation for being crazy, even for a thrill gang
Blood Mountain Boys	Red/Brown	Renton	Human, barbarian-themed gang
Cutters	Gold/Green	Seattle	Business-oriented human gang
Ancients	Green	Seattle	Elf go-gang, travels all over Seattle
Tigers	Orange/Black	Seattle	Chinese gang allied with the Eighty-Eights Triad
Spike Wheels	Brown/Gold	Tacoma I-5	Troll go-gang
Night Prowlers	Leopard Spots	Tacoma/ Puyallup	Ork and troll paramilitary gang

os 20,000 and its human supremacist cousins Humanis, are indistinguishable from terrorists in their efforts to extinguish diversity.

THE LAW

Lone Star Security Services is both a corporation and a police force. Specifically, Seattle's police force. If that sounds like a conflict of interest, you'd be right on track. Having a police force with the same goals as the rest of the corporations makes for a justice system that focuses on the marginalized while leaving the wealthy elites alone to do as they please. Not only that, but Lone Star has demonstrated that their level of service, and thus justice, can be bought. A pay-to-play police force. More cities across North America are signing up every year to let the Star keep their respective peaces.

POLITICOS

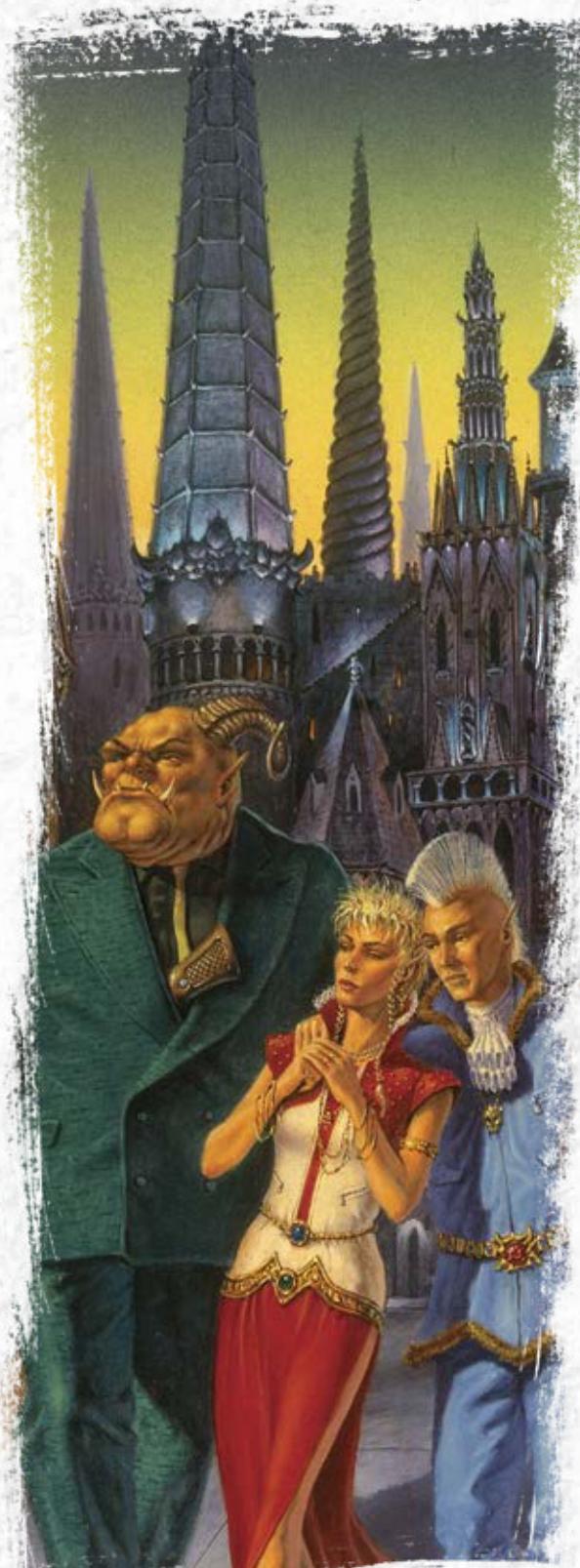
Keeping to the theme of justice—or lack thereof—Seattle's government has essentially the same goals Lone Star does: to make it easier for the corps to do their business. Forget your abstract notions about justice, fairness, social welfare, or stability. The officials are placed in their positions by decision of the corporations, not the will of the people. Oh, there are still elections, but if voting could actually change anything in Emerald City, the corps wouldn't let you do it.

The governor of Seattle is **Marilyn Schultz**. Under her is Seattle's legislative body, a one-hundred-member metroplex Congress with ten seats per district. They meet once per month, and are generally considered useless to the average citizen. They exist almost exclusively to make it look like Schultz and the government are actually doing something, when in reality all they do is discuss plans to discuss potentials of things that will never take place. Just like the corps like it: stable inefficiency. When the government actually does pass a law, it is almost exclusively aimed at shoring up investment in their downtown district.

GRIDGUIDE: SEATTLE

EMERALD CITY

Resting on the Pacific Coast, Seattle is both a state of the UCAS and its largest city. Separated from the rest of the UCAS by the Native American Nations, Seattle itself is located in the midst of Salish-Shidhe territory, with



Tír Tairngire to the south. The provisions of the Treaty of Denver gave Seattle free access to the waterways around it, and thus it serves as a port city for many nations and corps. Sometimes called Seattle State, the Seattle Metroplex, or the Seattle Sprawl, it is made up of ten smaller cities that have been incorporated into greater Seattle. The composite cities are: Downtown, Bellevue, Tacoma, Redmond, and Puyallup, described below alongside Council Island, as well as Everett, Renton, Auburn, Snohomish, and Fort Lewis.

DOWNTOWN

This is what used to be the city of Seattle before expansion. Here, you can find shops, parks, theaters, hotels, and all the nightlife you can take sprinkled all over Seattle's main business district. It is a modern forest of skyscrapers, riddled with crime, but also where you can find the wealthiest, most extravagant, and most technologically advanced civilization on the planet. It is where greater Seattle's residents come for fun, and where those from around the world come for vacations. While citizens might complain about the smog, crowds, and crime, that hasn't stopped the streets and sidewalks from being full when the weekends hit. Yes, sometimes you have to wear a breather when the air quality gets bad, but Red Smog alerts only happen a few hundred days a year.

Downtown Seattle's mayor is Ivar J. Lindstrom, son of the Metroplex's first governor. He's handsome, witty, and energetic; and he's been a favorite with voters for the last ten years.

Places of note: Downtown has a thriving **Elven District** on the southern end of Lake Union. It is covered in ivy, painted in wilderness scenes, and decorated ornately by dwarf sculptors. Magically active folks are welcome there. The **Ork Underground** is another fascinating place where the city's disaffected ork and troll population have created their own space for safety and community. Hidden in the old Seattle Underground, it is probably best you don't go there if you aren't invited. **Laubenstein Plaza** is a popular luxury hotel, known for its comfortable size and fine services. For unknown reasons, it has also become a popular meeting place for Mr. Johnsons and shadowrunners. Those looking for orkish fare should head to the **Big Rhino** in the basement of the Seattle Utilities building. More dining hall than restaurant, it accommodates all metatypes, but its food is heavily spiced with lots of meat and sauces, as is typical with orkish fare. **Icarus Descending** is a mid-size restaurant, but features first-class elven dining. If you aren't into seafood, vegetarian, or vegan options, another place might work better for you. The **Seattle-Tacoma International Airport** (Sea-Tac) is the commercial hub of the

West Coast, and is among the more protected places in the Sprawl. The **Space Needle** is Seattle's most recognizable monument, and has two restaurants. The **Renraku Arcology** (or SCIRE) and the **Aztechnology Pyramid** are also staples of the Seattle Skyline.

The nightlife of Downtown is the real gem of the city, and many cater to shadowrunners, if not specifically, in terms of practicality. Dark, noisy places where folks don't care how you dress? Yeah, that'll do, Mr. Johnson. The **Alabaster Maiden**, **Grim Reaper**, **Club Penumbra**, **Dante's Inferno**, **Matchsticks**, and more offer the essential Seattle experience.

COUNCIL ISLAND

When you get to Council Island, you may feel like you've stepped out of Seattle and into an alternate reality. The buildings on the island are made from rough-hewn trees, the government workers wear clothing closer to Salish style than UCAS fashion, and there are more trees than people. That strange euphoria lasts just about until you see a bureaucrat carrying a pocket secretary, happen to glance at the solar panels on every roof, or hear the sounds of downtown Seattle echoing on the water. It takes an army of botanists, ornithologists, and veterinarians to maintain the fragile ecosystem of the island, but Council Island is an extraterritorial district of Seattle, where the Salish-Shidhe Council has their embassy and thus makes the rules. Foreigners are required to have visitor visas to visit the island/nature preserve.

The Salish-Shidhe Council ambassador to Seattle is Jon Moses. His second is Lady Laura Drywell of the Wenatchee elf tribe. Those who work on Council Island are diplomats, bureaucrats, foresters, biologists, or shamans.

Places of Note: There isn't much for the general public to do on Council Island, unless you work there or just really love nature. Still, **Medicine Lodge Hollow** is wonderfully beautiful. It is a clearing at the center of the island dedicated to a large number of totems. A small donation is requested. The lodge isn't actively used by any shamans that we know of and serves as a more ornamental monument.

BELLEVUE

A favorite retreat for Seattle's wealthy elite, Bellevue has a long history of being a wooded area where folks who worked Downtown could retreat to the safety of their gated communities. The wooded areas are gone, but forests of high-rent apartments remain. Microdeck has its headquarters there, and Fuchi Industrial Electronics

maintains a business and research facility in Bellevue as well. Bellevue has excellent restaurants, nightlife, and trideo theatres, all as you would expect from those who pay property taxes there.

Tian C. Campbell is the mayor of Bellevue, and in his eight years of office, he has supported corporate presence and promoted all efforts to increase Bellevue's steady economic growth.

Places of Note: If you're looking for stand-out places in Bellevue, you're barking up the wrong tree. Everything here is made to be nice, clean, and relatively safe (read: bland). Still, a few places raise the eyebrows. **Bellevue Correctional Facility**, nicknamed "The Brickyard," is where Seattle's convicted offenders are sent to be "rehabilitated." Of course, that is just marketing. When criminals get out, if they get out, they are worse off than before their stay. Ares Macrotechnology, Fuchi Industrial Electronics, Gaeatronics, Global Technologies, and Microdeck Industries all have industrial facilities in Bellevue, many ripe for enterprising shadowrunners to take advantage of.

The one place you might find a good meet or some good drink is **Bob's Beer Factory**. It's a scummy, small bar, but in the back is an even scummier chop-shop if you need some cyber installed on the cheap. A bonus is that **Overlake Medical Research Center** is not too far away if the install goes wrong ...

TACOMA

Tacoma has been in downtown Seattle's shadow for years. Seattle was white collar, skyscrapers, and rich. Tacoma was blue collar, paper mills, and poor. But things are changing and have changed. Since the megas began buying up Tacoma land in 2039, they too have skyscrapers, white collar jobs, and are growing wealthier each year. The city council has done its part to preserve the charming, small-town feel of Tacoma, and the snide comments about "Tacoma's aroma" have been reversed to joke about how the "air downtown looks and smells brown."

Eva W. Pratt is the interim mayor of Tacoma. She took control after an assassin killed Mayor Michael Alvarado in September 2049. She looks to be a decent candidate in the upcoming election: that is, she plays well with the corps.

Places of Note: **The Crying Wall** is a monument erected to remember the thousands of metahumans who died in the Night of Rage. Ork and dwarf sculptors created a somber tableau twenty meters long and six meters high that commemorates the night's events. You can reach it through the basement of the Bickson Building. **Fenris Nacht** is a Tacoma night club with a primitive cave theme, but secrecy and privacy are their bailiwick, so you'll find Mr. Johnsons love it. The **Shiawase Twin**

Towers are in Tacoma and were among the first buildings to go up after the Night of Rage. If you find yourself in need of mindless consumer products, the **Sea-Tac Mall** is popular among the sheep.

REDMOND

Redmond is a blight on an otherwise world-class city. For all the wealth and power invested in Seattle, it has almost one million poor and homeless. Those marginalized people, when not wanted in other districts, are dumped in Redmond. While technically a district of Seattle, Redmond is most often referred to as the barrens. Once a lush evergreen forest, it slowly developed into a sea of apartments and exploded with housing for the computer revolution near the turn of the century. But that was before the crash of 2029. Redmond lost its reason for being in an instant. Lured by the tales of abandoned housing and stores, Seattle's poor rushed in. Redmond is a violent place where gangs, rather than politicians, make the rules. Life is as hard here as it is likely to get in the chrome shadow of Seattle.

Elected in 2048, Redmond's mayor is Jeffery Gasston, although he has spent an ineffective two years trying to revitalize the district.

Places of Note: The carcasses of what used to be the best apartments in Redmond now house the **Bargain Basement**: a bazaar of the blackest of black market vendors in Seattle. **Stoker's Coffin Motel** has been the default place to sleep for squatters everywhere. For the price of a soyburger you can sleep the night, and if you're lucky you won't even be bothered. **Glow City** is the area around Beaver Lake where the Trojan-Satsop nuclear power plant melted down. Tons of Glow City's inhabitants have been mutated in some way, mostly in ways that make their short lives even shorter. Some, though, have learned to think of their mutations as blessings, and use them in defense of their toxic haven. **The Jackal's Lantern** is the unofficial bar of the Halloweeners gang. They provide most of the Lantern's security and patronage. The tables and chairs are mismatched and in disrepair, while the only light comes from strobes, plastic pumpkin lights, and flashing neon. Barbed wire, dismembered dolls, and outdated decorations float among the rafters, and the wait staff dresses in horror-themed costumes.

PUYALLUP

The district of Puyallup has seen more change than any of the others. When Mount Rainier erupted in 2017, Puyallup was buried under tons of ash. Just one year

later it became home to thousands of non-native refugees fleeing the Native American Nations. After that, the Night of Rage saw tens of thousands of metahumans seek refuge there as well. While still considered barrens, things are looking up as corporations are beginning to make investments in its infrastructure and looking to tap Puyallup's natural resources. Even so, there are miles upon miles of squatter camps, but unlike the all-too-human ugliness of Redmond, Puyallup's long stretches of black lava fields are hauntingly beautiful.

Roy Olmstead has been the mayor of Puyallup for eighteen years, making him the grandfather of Seattle Politics. He wheels and deals for every cent Puyallup gets. While he may be corrupt, he also loves his district.

Places of Note: There is a collection of abandoned apartment buildings and squatter shacks that is home to most of Puyallup's elves. Called **Tarislar**, the elves who live there keep their distance from humans and distrust outsiders. As far as nightlife, Puyallup surprisingly has much to offer. **Underworld 93** is second to none in regard to live entertainment and hell-themed décor. A smaller nightclub, the **Spirit Focus**, is one of the best jazz clubs in Seattle. Considered the best nightclub in Puyallup, **Loveland Quinn's** is owned by Raymond Quinn, a genial ork who knows how to separate you from your cash. **The Crime Mall** is where any self-respecting shadowrunner loves to shop. Sure, everyone has their arms dealer, but if you want to see all the illegal things in one place, treat yourself to a shopping day there.

LIFE IN 2050

THE MATRIX

In 2050, not everyone interacts with the Matrix in their everyday life, but that is changing. Those who make a living shadowrunning in the Matrix are deckers, because they use cyberdecks the size of keyboards to whip around cyberspace and do their crime. Wireless communication exists in many forms, but the Matrix is strictly off limits for wireless interactions. Deckers have data-jacks linked directly into their skulls, and commlinks are still to be invented. People use videophones the size of payphones or desktop computers to chat. Pocket secretaries exist, with many similar functions to a commlink, but usually only for calls.

MAGIC

Every shaman in 2050 has a totem that acts as their mentor spirit. Shamans cannot bind spirits, but they can

learn summoning and banishing. A shaman can only summon spirits that are part of the domain in which they are summoning. So if you are in a forest, beast spirits are available. If you are by the ocean, water spirits may come to your aid, and if you are in a home, a hearth spirit or a spirit of humanity may answer your call. On the flip side, hermetic mages do not have access to mentor spirits, and cannot summon spirits from the domains around them. Instead, mages may summon elemental spirits only and may bind them.

GEAR

Because wireless hasn't quite taken off yet with regard to Matrix interactions, things in 2050 are a bit strange. Since large amounts of data can't be sent as easily, courier missions are common. That is, storage of data in a runner's head to be extracted by the client upon arrival. Wearing body armor is en vogue in 2050, so you won't get stared at if you roll up to a club with a heavy armored coat. Credsticks are the way financial transactions go down, not wireless transfers.

LANGUAGE

Nobody uses twentieth century swear words and slangs anymore except your grandparents. Grok my chip truth, chummer? You're liable to get your hoop fragger geeked using that old style drek. So just jander over to the Matrix, omae, scan the new biz, and you'll get no static, so ka? Null sheen.

SHADOW SLANG

Here's your primer for scanning the lingo, chummer:

breeder *n.* Ork slang for a "normal" human
chip truth *n.* A fact or honest statement
chipped *adj.* Senses, skills, reflexes, muscles, and so on, enhanced by cyberware
chrome *n.* Cyberware, especially obvious enhancements
chummer *n.* Friend, used in the same sense as "pal" or "buddy"
comm *n.* A telephone
corp *n.* Corporation *adj.* Corporate
cred *n.* Money; reputation, especially good reputation
dandelion eater *n.* (vulgar) An elf
dataslave *n.* Corporate decker or other dataprocessing employee

datasteal *n.* Theft of data from a computer, usually by decking

deck *n.* A cyberdeck *v.* To use a cyberdeck, usually illegally

decker *n.* A person who illegally uses a cyberdeck; derived from twentieth-century term *hacker*

drek *n.* (vulgar) Feces, a common curse word

dump *v.* To eject involuntarily from the Matrix

frag *v.* (vulgar) Common swear word referring to the act of copulation

fragged *adj.* (vulgar) Broken, in trouble

geek *v.* To kill

go-gang *n.* A bike gang

halfer *n.* (vulgar) A dwarf

hoi *interject.* (Dutch) Hi, a familiar form of greeting

hoop *n.* (vulgar) A common curse word referring to a person's backside

ice *n.* Security software, from "intrusion countermeasures" or IC

jack *v.* To connect or disconnect to the Matrix or other device via a datajack. Use *jack in* to mean establishing the connection, *jack out* to mean breaking a connection. Using *jack* alone refers to changing from one state to the other.

jander *v.* To walk in an arrogant yet casual manner; to strut

keeb *n.* (vulgar) An elf

meat *n.* A physical body; pertaining to the physical world; organs harvested for sale

mojo *n.* (Caribbean) Magic, a spell

Mr. Johnson *n.* Refers to an anonymous employer or corporate agent

mundane *n.* (vulgar) Non-magician *adj.* Non-magical

nutrisoy *n.* A cheaply processed food product derived from soybeans

nuyen *n.* The world's standard currency

omae *n.* A close friend; can be used sarcastically

organlegging *v.* Trading in organs or cyberware harvested from formerly living people

oyabun *n.* (Japanese) The head of a Yakuza clan

paydata *n.* A datafile worth money on the black market

pixie *n.* (vulgar) An elf; an elf poser

plex *n.* A metropolitan complex, short for *metroplex*.

poli *n.* A policlub or a policlub member *adj.* Pertaining to a policlub

razorgirl *n.* A female with extensive combat

enhancements

razorguy *n.* A male with extensive combat enhancements

samurai *n.* (Japanese) Mercenary or muscle for hire; implies an honor code or a good reputation

scrip *n.* A currency that is not nuyen, usually referring to currency issued by a megacorporation

simsense *n.* ASIST sensory broadcast or recording

SIN *n.* System Identification Number assigned to each person in the society

SINless *adj.* Lacking a SIN *n.* A SINless person

SINner *n.* A person with a SIN; an honest person

slot *n.* (vulgar) Mild curse word referring to female genitalia *v.* To insert a chip or credstick into chip or credstick reading device

so ka (Japanese) I understand; I get it

soykaf *n.* Ersatz coffee substitute made from soybeans

sprawl *n.* a metroplex (see *plex*); *v.* fraternize below one's social level

squat *n.* Abandoned urban area used for housing (vulgar) A dwarf

Star, the *n.* The police; originally referring to Lone Star specifically

static *n.* Trouble, usually social in nature

trid *n.* The three-dimensional successor to video

trog *n.* (vulgar) An ork or troll, from *troglodyte*.

tusker *n.* (vulgar) An ork or troll

vatjob *n.* A person with extensive cyberware replacement, reference is to a portion of the process during which the patient must be submerged in nutrient fluid

wagemage *n.* A magician (usually mage) employed by a corporation

wageslave *n.* A low-level corporate employee

wetwork *n.* Assassination, murder

wired *adj.* Equipped with cyberware, especially increased reflexes

wiz *adj.* Wonderful, excellent

wizworm *n.* A dragon

Yak *n.* (Japanese) Yakuza; either a clan member or a clan itself

BAD, WORSE, SINLESS

Ready to hit the streets to do damage and gain nuyen? These are pre-made characters you can use to get started immediately. There's tons of variety in these characters, so find one that seems fun and get going!

CHARACTERS

Aurora, Elf Former Wage Mage	p. 35
Blazing Angel, Human Street Mage	p. 37
Blitzkrieg, Dwarf Combat Mage	p. 39
Calvin Moon, Human Physical Adept	p. 41
Dokidoki, Dwarf Ganger	p. 43
Grunger, Ork Rocker	p. 45
Hard Drive, Human Rigger	p. 47
Haze, Human Street Samurai	p. 49
Jiayi Lung, Troll Martial Adept	p. 51
Kuan-Shi, Oni Shaman	p. 53
La Muralla, Troll Former Wage Mage	p. 55
Megapulse, Human Decker	p. 57
Nevermore, Human Raven Shaman	p. 59
Redline, Dwarf Rigger	p. 61
Riot Act, Ork Reporter	p. 63
Scorch, Human Burned Out Mage	p. 65
Sergeant Scratch, Ork Mercenary	p. 67
Sirius, Elf Rocker	p. 69
Tiny, Troll Juggernaut	p. 71
Vaporware, Elf Decker	p. 73



AURORA

FORMER WAGE MAGE

TAGS

- Elf • Awakened • Ex-Corporate • Hermetic • Face

BACKGROUND

"Thank you for meeting with us. I appreciate the opportunity to connect with you and find mutual benefit in our association. I see you are surprised that we speak the same language. Be at ease. I may run the shadows now, but I am no stranger to the corporate world. I know its ins and outs, and so I am uniquely qualified at getting in and out. A little magic never hurts, but the right words in the right ears can be as powerful as any spell. Fortunately for you, I have both. Let's discuss compensation."

OPTIONAL RULE

When the former wage mage rolls an Exploit on the Glitch Die, the result of the Exploit is that the spell will be completely undetectable. A Glitch in this circumstance forces the spellcaster to reroll all hits.



AURORA

Emerged
 Awakened



STRENGTH

3

AGILITY

3

WILLPOWER

5

LOGIC

5

CHARISMA

7

EDGE

2

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

It's better to be clever than direct.

Magic is best when used in concert with mundane efforts.

I don't want to give up the comforts of my former corporate life.

I try not to draw attention during combat.

SKILLS

SPELLCASTING

4+W

CON

2+C

MEGACORP CULTURE

(K)

CONJURING

4+W

NEGOTIATION

3+C

SHADOW AMPS

ESSENCE:

6 (No penalties)

1

ANALYZE TRUTH:
Effect spell. Caster can determine whether or not subject is telling the truth.

1

FASHION
Effect spell. Instantly change style of clothing and cosmetics.

2

STUNBOLT
Combat spell. Damage of 8S/AA. Defense = S + W.

2

CONTROL THOUGHTS I:
Effect spell. Secretly influence attitude. +1 die to Con and Negotiation Tests. Defense = W + L.

2

HEAL:
Effect spell. Heal one box of Physical or Stun damage per hit on a Sorcery + W test (minus target's Essence penalty).

CUES

I have a spell for that.

We're the ones you're looking for!

We're not the ones you're looking for.

Let's keep things civil.

You can do the shooting thing now.

I didn't get that memo.

I can tell when you are lying.

Just put down the gun and we'll talk.

Enough talk!

Thank God you're here, officer!

QUALITIES

SILVER TONGUE: May reroll 2 dice on Charisma tests.

LUCKY: Increase your Edge value by +1.

COMBAT PARALYSIS: Act last on the first round of any combat.

WEAPONS

UNARMED

DAM
1S

CLOSE
OK

NEAR
OK

FAR
—

Stun Staff

DAM

CLOSE
OK

NEAR

FAR

Stun Bolt Spell

DAM

CLOSE
OK

NEAR
OK

FAR
OK

DAM

CLOSE

NEAR

FAR

Beretta 200ST

DAM

CLOSE
OK

NEAR
-2

FAR
—

DAM

CLOSE

NEAR

FAR

DAM

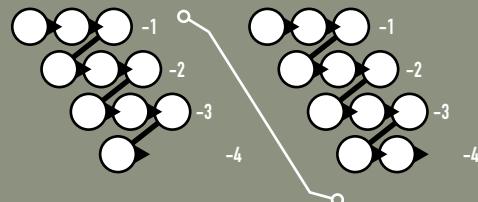
CLOSE

NEAR

FAR

CONDITION MONITOR

PHYSICAL



STUN

GEAR

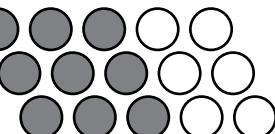
Pocket secretary, Hermetic library, Eurocar Westwind 2000 luxury sports car [Armor 9, Durability 10], Fake SIN

CONTACTS

Guillermo (Talismonger)
Rashida Saad (Corporate Fixer)

ARMOR

ACTIONEER BUSINESSWEAR



BLAZING ANGEL

STREET MAGE

TAGS

- Human • Magician • Runner • Halloweener • Pyromaniac

BACKGROUND

Burn, baby, burn. That's the way it's been ever since the 'Weeners burned that hovel of a crash pad down around you, and to your surprise and their demise, you turned the flames on them. The survivors didn't bat a singed eyelash. The next few days were a blur of chaos, crime, and beautiful infernos. The life that ended in those flames was born anew from the ashes, and you traded the abusive bloodkin you grew up with for a new family.

For a time, things were good. You ran with the Halloweeners for years, and they were your tribe. The barrens were yours to be had, and anyone who got in the way of you and yours ended up as a pile of warm, bubbling goo. Every fire was more beautiful than the last, and every October 31 was a reminder to the sprawl that the Halloweeners ruled the streets. That was, until Renraku burned it all down.

Left for dead as the Renraku HTR Team turned your beautiful flames against your brothers and sisters, you saw 'Weeners scatter like rats. Slash and Burn, Zaney Janey, Zazz, and a handful of others left you to die. So much for tribe.

When you showed back up at a safehouse a few days later burned and riddled with bullets, you expected ... something. Anything. But you got nothin' more than a casual shrug. No one really cared. Heck, they barely noticed you were back. The family you believed in was a lie. It had always been a lie.

Even though you're still technically a member, you've been running less and less with the old crew these days. Instead, you've found a new crew and taken to running the shadows. It's more dangerous than life as a straight 'Weener, but every once in a while you get a job that's worth a damn and leaves you feelin' like maybe the dreckheads on top got burned like they've burned so many on the bottom. Maybe, just maybe, third time's the charm when it comes to finding your tribe.



BLAZING ANGEL

Emerged
 Awakened



STRENGTH
2

AGILITY
4

WILLPOWER
6

LOGIC
4

CHARISMA
5

EDGE
2

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Don't be a just another rebel without a cause.

Burn it all to the ground.

Be the chaos you create.

When in doubt, set something on fire.

SKILLS

ASTRAL COMBAT

4+W

PROJECTILE WEAPONS

1+A

CON

1+C

CONJURING

3+W

SORCERY

5+W

STREET GANGS

(K)

SHADOW AMPS

ESSENCE:

6 (No penalties)

ARMOR

2 Effect spell. While sustained, the spell adds three points of Armor to the target (refreshed each turn).

DETECT MAGIC

1 Effect spell. Magic objects and active spells glow in a way the caster can perceive.

CONFUSION

2 Effect spell. Target's senses are confused. Target rolls 1 less die per action while the spell is sustained. Defense = W + L.

FIREBALL

3 Combat spell. Damage of 6P. Ignites combustibles in blast area. Damages multiple targets. Defense = A + L.

CUES

Build a man a fire, he'll be warm for a night. Set a man of fire, he'll be warm the rest of his life.

There's no delicate social situation that can't be fixed through a suitable application of explosive material.

Light up the night, and they can't hide in the dark.

Burn the bastards out at the root.

It's only a singe, you'll be fine.

Be the spark that lights the fire, omae.

Fire in the hole!

Even a candle drives back the darkness.

Sometimes your gang is family, and sometimes they really, really, ain't.

If you can't stand the heat, don't start the fire.

QUALITIES

LEADER OF THE PACK (HALLOWEENERS):
 Add Halloweeners gang to list of contacts.

SPIRIT AFFINITY (FIRE SPIRITS):
 +2 dice with fire spirits.

COMBAT JUNKIE:

Must use a Plot Point to avoid using violence as first response to any given problem.

WEAPONS

UNARMED

DAM
 1S

CLOSE
 OK

NEAR

FAR

Telescoping Staff DAM CLOSE NEAR FAR

HE Grenades DAM CLOSE NEAR FAR

*Players damaged as well at the gamemaster's discretion

DAM CLOSE NEAR FAR

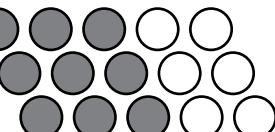
DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

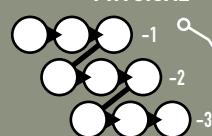
ARMOR

SYNTHLEATHER JACKET

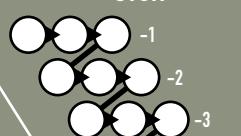


CONDITION MONITOR

PHYSICAL



STUN



GEAR

Burn cream, Gang colors (Halloweener), Smoke grenades, Stim patches

CONTACTS

Halloweeners Gang (See Qualities)

Boom-Boom (Ork Demolitions Expert)

Skeev (Human Drug Dealer)

BLITZKRIEG

COMBAT MAGE

TAGS

- Dwarf • Hermetic • Ritual Sorcery
- Combat Spells • Awakened

BACKGROUND

"You need someone to watch your back. Someone who can see what you can't see. Anticipate the unexpected. What you ask is the impossible. Lucky for you, that's exactly what I do. I'm a combat mage, and my arsenal of magic is unmatched. You've heard of fireballs? Cantrips to me, yet an old friend. The chip truth is, sooner or later you're going to run into someone else like me. Only, there isn't anyone out there like me, chummer. And if you've got me on your team, you won't need to worry about second best, or the rest of the trash. They'll be ashes in the wind."



BLITZKRIEG

Emerged
 Awakened

STRENGTH

4

AGILITY

4

WILLPOWER

7

LOGIC

5

CHARISMA

3

EDGE

3

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

There's no such thing as overkill.

If you're not overcasting, you aren't really trying.

I'm your first and last defense against astral threats.

The best defense is to destroy the offense.

SKILLS

SORCERY

4+W

CONJURING

2+W

INTIMIDATION

1+C

SPECIALIZATION SPELLCASTING

+2

ASTRAL COMBAT

4+W

PARANORMAL ANIMALS

(K)

SHADOW AMPS

ESSENCE:

6 (No penalties)

3

ACID BOLT

Combat spell. Damage of 6P/AA, +2 damage to Armor. Defense = S + W.

2

WEAPON FOCUS I (SWORD)

Focus. Magical weapon, damages spirits normally and can be used on the Astral Plane, may reroll 1 Astral Combat die.

3

FIREBALL

Combat spell. Damage of 6P. Ignites combustibles in blast area. Damages multiple targets. Defense = A + L.

CUES

Fire in the hole!

Well, there's a hole there now.

I don't understand what you're waiting for.

I've got an eye on the astral, and it looks clear.

Well, it looked clear.

Fireball coming online!

I sense great hostility from, well ... all of them.

I don't think I could heal that.

Geek the mage!

Incoming!

QUALITIES

IRON WILL

May reroll 2 dice during Conjuring tests.

COMBAT MAGE

+1 Damage to all Combat Spells.

DISTINCTIVE STYLE

Stands out as a magician. Opposition is at +2 dice to recognize or remember you in Perception tests.

WEAPONS

UNARMED

DAM
2S

CLOSE
OK

NEAR
—

FAR
—

Weapon Focus Sword

DAM

5P

CLOSE

OK

NEAR

—

FAR

Acid Bolt

DAM

7P/AA

CLOSE

OK

NEAR

OK

FAR

DAM

CLOSE

NEAR

FAR

Colt America L36

DAM

5P

CLOSE

OK

NEAR

-2

FAR

Fireball

DAM

7P

CLOSE

OK

NEAR

OK

FAR

DAM

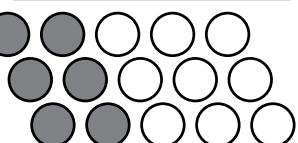
CLOSE

NEAR

FAR

ARMOR

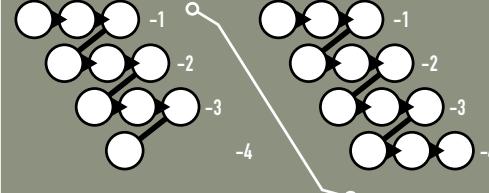
LINED COAT



CONDITION MONITOR

PHYSICAL

STUN



GEAR

Ritual Components, BMW Blitzen 2050 motorcycle [Armor 6, Durability 8], Micro-Transceiver, Flashy Sword Sheath

CONTACTS

Lucky Oskar (Fixer)

The Braided Beast (Talismonger)

CALVIN MOON

PHYSICAL ADEPT

TAGS

- Human • Awakened • Adept • Martial Arts • Blades

BACKGROUND

"Some use their magical gifts for sorcery. My master trained me to channel my power through my own body. I don't need chrome or wires to move faster and strike harder than any street samurai. All I need is my training and my blade. Both of which are for hire."

OPTIONAL SPECIAL RULE

When the physical adept rolls an Exploit when making the first attack in combat, the defender must reroll all hits on their defense test. A Glitch results in the physical adept fumbling the attempt, causing them to drop their blade nearby.





CALVIN MOON

Emerged
 Awakened

STRENGTH**5****AGILITY****6****WILLPOWER****5****LOGIC****2****CHARISMA****3****EDGE****3****DISPOSITIONS****TOTAL KARMA****KARMA BALANCE**

Be fearless in the face of danger.

With a sword in my hand, I can defeat anything.

I must find who murdered my mentor and recover the stolen artifacts.

Keep moving, and try not to get shot.

SKILLS**ATHLETICS****4+A****SPECIALIZATION: BLADES****+2****MARTIAL ARTS****(K)****CLOSE COMBAT****6+A****STEALTH****3+A****SHADOW AMPS****ESSENCE:****6 (No penalties)****INCREASED REACTION I***Adept power. +1 attack.***2****COMBAT SENSE II***Adept power. Reroll 2 dice on defense tests.***3****WALL RUNNING***Adept power. Run up/across vertical surfaces during a movement.***1****PHYSICAL BOOST (AGILITY) II***Adept power. Add 2 dice or 2 damage when using Agility.***3****HANGTIME***Adept power. Can climb vertical surfaces or hang from surfaces.***1**

The name's Calvin. Calvin Moon.

You just tried to hijack the wrong bus.

Do you really have to bring all those guns?

You people are always so loud!

Check this out!

That was a bad idea.

Give me a blade, and I can take on the world.

They'll never see me until it's too late.

I will avenge my master.

How was I supposed to know that chandelier wouldn't hold me?

QUALITIES**ATHLETE'S WAY:** At character creation, get 2 free points of athletic-related Adept Power Shadow Amps. (Hangtime and Wall Running).**BLADEMASTER***+2 dice to Close Combat tests with blades.***DAREDEVIL**
When rolling an Athletics test, always add a Glitch Die that cannot roll an Exploit.**WEAPONS****UNARMED**DAM
3SCLOSE
OKNEAR
—FAR
—

Katana

DAM
5PCLOSE
OKNEAR
—FAR
—

Stun Grenades

DAM
8SCLOSE
OKNEAR
OKFAR
—

DAM

CLOSE

NEAR

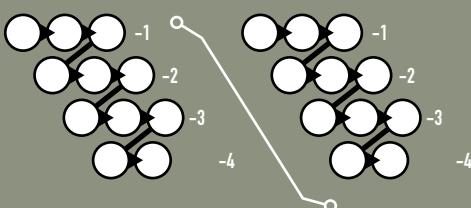
FAR

DAM

CLOSE

NEAR

FAR

ARMOR**ARMOR CLOTHING****SHADOW RUN ANARCHY**
CATALYST game labs**CONDITION MONITOR****PHYSICAL****STUN****GEAR**

Wrist phone, Bus pass, Shipping tube (for concealing katana), Micro-transceiver

CONTACTSTsurgi (Dojo Master)
Amelie LeBlanc (Private Investigator)

DOKIDOKI

GANGER

TAGS

- Dwarf • Ganger • Red Hot Nukes • Japanese • Enforcer

BACKGROUND

Watanabe Koji never knew his parents. They didn't want their "little one" after realizing he was small because he was a dwarf, not just a tiny human baby. He shuffled around in the foster system, hating the taunts and jeers, until he finally had enough and fought back. And kept fighting. Rejected by other Japanese people for being a dwarf, he kept to himself. Before long, his aggressive, non-compliant behavior got him suspended and eventually expelled from school. His foster parents tried to have him assigned to a different family. Fed up, the teenage dwarf ran away.

Koji struggled at first but quickly found his stride living on the street, scavenging and struggling to take what he wanted. He grew strong and quick, and soon came to the notice of a local gang of dwarf youths, the Red Hot Nukes. After a bit of testing and hazing, they brought him into the gang. One of the lieutenants, remarking on how loud the thudding was when he hit things, prompted another Japanese dwarf in the gang to exclaim, "Dokidoki!" and burst out laughing. Confused and angry at first, Koji laughed when he was told it meant "thud" in Japanese. It stuck, and he hasn't used his birth name since.

Dokidoki is now one of the top warriors for the Red Hot Nukes, and he has been allowed the freedom to work jobs on his own, as long as he brings a cut back to the gang. He's more than happy with the arrangement.



DOKIDOKI

Emerged
 Awakened



STRENGTH
7

AGILITY
6

WILLPOWER
4

LOGIC
2

CHARISMA
4

EDGE
3

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Smash it. If it twitches, smash it again.

Money first. Then fun.

I'm a hardass because life sucks. Ain't nothin' for free.

The only good cop is a dead cop.

SKILLS

ATHLETICS

2+A

FIREARMS

4+A

JAPANESE

(K)

CLOSE COMBAT

4+A

INTIMIDATION

2+C

SEATTLE GANGS

(K)

SHADOW AMPS

ESSENCE:

3 (-2 modifier on Magic-related Tests and attempts to heal this character)

2

CYBERARMS I
Cyberware. May reroll 1 die on Agility-related rolls. -1 Essence

2

CYBER-IMPLANT WEAPON
Cyberware. Ares Predator is installed in right arm. -1 Essence

2

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

2

GANG BUDDIES (RED HOT NUKES)
You can call on 2d6 gang members for help.

CUES

The moment his head is in view, I'mma hit it with my bat.

raises right hand Yeah, keep talking. I'll pull my finger.

Yeah, I'm a Japanese dwarf, but I grew up here in Seattle. What of it?!

Hibachi? Hell yeah! You buying?

Saki's good for getting drunk. For relaxing, gimme a good beer. Soyweiser?! I said a good beer!

That's right, you better run!

Oh, fraggin' Lone Star! Not these slottin' morons again!

Call me a punk? I'll make your day, your night, your whole damn hospital stay.

C'mon, boys! Let's be bad guys!

Smoke 'em if you got 'em!

QUALITIES

BRUISER

+2 dice to Intimidation tests.

GUTS

May reroll 2 dice when resisting fear or intimidation.

COMBAT JUNKIE

Must use a Plot Point to avoid using violence as first response to any given problem.

WEAPONS

UNARMED

DAM 4S CLOSE OK NEAR — FAR —

Cyberarm Ares Predator 6P CLOSE OK NEAR -2 FAR —

Baseball Bat

DAM 6P CLOSE OK NEAR — FAR —

DAM CLOSE NEAR FAR

Uzi II SMG 6P CLOSE OK NEAR OK FAR —

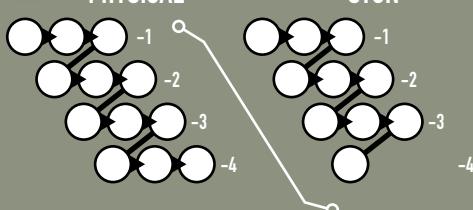
DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

May add a Glitch Die for free to attack multiple targets with 3P base damage

CONDITION MONITOR

PHYSICAL



STUN

GEAR

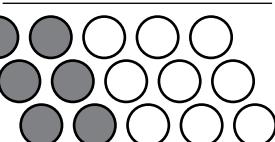
Binoculars, Zippo cigarette lighter, Crowbar, Fake SIN

CONTACTS

Blackberry Jam (black market arms dealer)
John Dresden (Organ Grinders manager)

ARMOR

ARMOR VEST



GRUNGER

ROCKER

TAGS

- Ork • Rocker • Salish Forever
- Loving the Fame • Club Junkie

BACKGROUND

Rick Sparrow always was spoiled. Grandson of a Salish tribal chief, he grew up hearing about the divisions between the metaraces, but he seldom experienced them himself, living on tribal lands. He wanted for nothing but longed for the bright lights of the big city. He fell in love with loud drums, thrumming music, and couldn't rest until he had them for himself. So he got a guitar, took lessons through the Matrix, and got good.

Gathering a few of his tribemates together, he assembled a band with himself at the lead and started making music. Slowly, the Skinwalkers started making a name for themselves in local clubs and other venues. Several years later, they're now headlining for big bands in Seattle, looking for a big-name agent, and Grunger, as he calls himself now, is eating it up.

The thrill of the stage still not being enough, though, he's started moonlighting in the shadows, rocking an HK instead of a guitar. Money's good, thrill is high, and he's living for it.



GRUNGER

Emerged
 Awakened



STRENGTH

6

AGILITY

5

WILLPOWER

4

LOGIC

3

CHARISMA

5

EDGE

2

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Glitz and glam, beating drums, the spotlight on me—this is living!

My tribe is my home, and I'll die defending it. And I'm not dying today.

I wouldn't be here without my fans ... and they'd be bored without me!

Life sucks, nothing's fair. Let it fuel the music, inspire the people, and roll in the nuyen!

SKILLS

CLOSE COMBAT

3+A

FIREARMS

3+A

MUSIC BIZ

(K)

CON

3+C

INTIMIDATION

3+C

SHADOW AMPS

ESSENCE:

2 (-2 modifier on Magic-related Tests and attempts to heal this character.)

HELLRAISER

When you Live Dangerously, the Glitch Die also Exploits on 4, but also Glitches on 2.

CYBEREARS

Cyberware. Ignore hearing modifiers; may use enhanced and/or selective hearing with audio analyzers. -1 Essence

SMARTLINK

Cyberware. +1 die to Firearms or Heavy Weapons rolls. -1 Essence

SYNTHLINK

Cyberware. Synthesizer, gains +2 dice to musical performance Con rolls. -1 Essence

2

WIRED REFLEXES I

Cyberware. +1 attack per narration. -1 Essence

2

CUES

C'mon, you trogs! You wanna live forever?! *thrashing guitar solo*

Yeah, gimme some space. I got this. *cracks neck*

autofire Yeah, love that music! *clicks* Oh frag ...

tunes guitar Time to bring the rain.

With the lights out, I'm more dangerous.

Great ghost, is that a high threat response team? We gotta go now!

I really prefer Salish Springs water, but this'll do, I guess.

Yeah, I'm an ork. I'm also Salish, born and bred. You lookin' to hear my war cry?

Drums! Lights! Bass! Open fire!

Seriously?! If ya can't feel the music, what're you even doin' here?

QUALITIES

FAME (SEATTLE, MUSICIAN)

+2 dice to Charisma-based tests if recognized.

SILVER TONGUE

May reroll 2 dice on Charisma checks.

ATTENTION-SEEKER

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

WEAPONS

UNARMED

DAM 3S CLOSE OK NEAR — FAR —

Stun Baton

DAM

CLOSE

NEAR

FAR

HK-227 SMG

DAM

CLOSE

NEAR

FAR

May add a Glitch Die for free to attack multiple targets with 3P base damage.

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

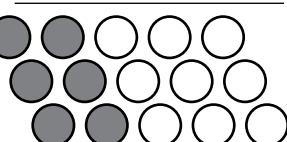
NEAR

FAR

ARMOR

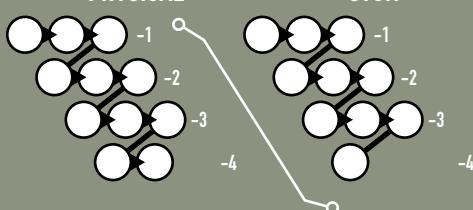
ARMOR VEST

SHADOW RUN
ANARCHY™



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Cellphone, Fake SIN, Plastic restraints, Stim patches

CONTACTS

Tangent (executive assistant at Caravan Production Corporation)

Kragge (Crimson Crush gang lieutenant)

HARD DRIVE

RIGGER

TAGS

- Human • Rigger • Driver • Mechanic • Gunner

BACKGROUND

"People never seem to understand what it's like to be a rigger. The control rig augmentation is expensive and invasive. 'Who would pay such a price,' they ask? I just smile and feel the road beneath my tires. I feel every part of the car, as if it were my own body. It becomes my body. My consciousness transcends this pathetic meat and becomes something much, much more. Nobody out-drives a rigger. I'll get whatever or whoever to wherever. No questions asked, beyond this one: Can you afford it?"

OPTIONAL SPECIAL RULE

The rigger's wired reflexes are integrated into their control rig, which allows them to use the +1 attack in the same Narration as a Piloting (Ground) test. This allows the rigger to drive and shoot at the same time. If the rigger chooses this optional rule, they do not gain the +1 attack from wired reflexes when not jacked in to their vehicle.



HARD DRIVE

Emerged
 Awakened

STRENGTH

3

AGILITY

5

WILLPOWER

3

LOGIC

5

CHARISMA

5

EDGE

2

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Vehicles are more reliable than people.

Speed is good, but stealth is better.

I only feel alive when I'm jacked in.

I don't drive the car. I *am* the car.

SKILLS

CON

1+C

GROUND VEHICLES

(K)

SPECIALIZATION: CARS

+2

ENGINEERING

3+L

PILOTING (GROUND)

4+A

VEHICLE WEAPONS

5+A

SHADOW AMPS

ESSENCE:

3 (-2 modifier on Magic-related Tests and attempts to heal this character)

MITSUBISHI NIGHTSKY LIMOUSINE

Ground. Reroll 3 dice on Social tests this scene after arriving in this vehicle. [Armor 15, Durability 15]. Pop-up Vindicator Minigun mount.

5

WIRED REFLEXES I

Cyberware. +1 attack per narration. -1 Essence

2

VEHICLE CONTROL RIG II

Cyberware. Control drones/vehicles by remote control (or by direct connection: +1 die to vehicle actions), may reroll 2 dice on vehicle actions. -2 Essence

3

CUES

Let's arrive in style.

Time to jack in and roll out!

What do you mean, "Does it go fast?"

Keep your hands out of the mini bar!

Don't worry, we'll fit.

I can't believe we fit.

I think we have a tail.

Driving casually.

Hold together, baby.

That does it! *Nobody* scratches my baby!

QUALITIES

STREET RACER

+2 Dice to Piloting (Ground) tests.

NATURAL GUNNER

+2 Dice to Vehicle Weapons tests.

PHOBIA (DEVIL RATS)

When in the presence of Devil Rats, -2 to all dice rolls.

WEAPONS

UNARMED

DAM
1S

CLOSE
OK

NEAR
—

FAR
—

Stun Baton

DAM

7S

CLOSE

OK

NEAR

—

FAR

Ares Predator

DAM

6P

CLOSE

OK

NEAR

-2

FAR

DAM

9P

CLOSE

OK

NEAR

OK

FAR

DAM

—

CLOSE

—

NEAR

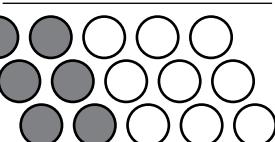
—

FAR

—

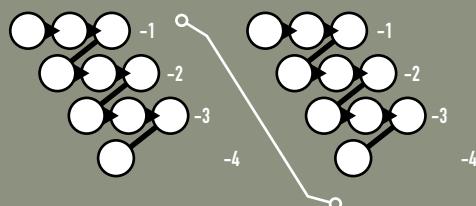
ARMOR

LINED COAT



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Micro-transceiver, Auto repair shop, Smoke generator (installed in limousine), Oil slick dispenser (installed in limousine)

CONTACTS

Eli (Mechanic)

Sasha Ultra (Arms Dealer)

HAZE

STREET SAMURAI

TAGS

- Human • Cyberware • Combat • Tactical • Detached

BACKGROUND

"Everyone needs an edge. Some people are born with it. Others, like me, know how to take a drek hand of cards and walk away with the whole pot. I wasn't born with magic, an elf's good looks, or a troll's toughness. I had to earn every upgrade, scraping nuyen together from one run to the next, for years. I may look like a mundane human to you, but I've gone beyond that. I don't just use technology—I make it part of who I am. Part human, part tech, all killing machine. So what's it going to be, omae?"

OPTIONAL SPECIAL RULE

When the street samurai spends a Plot Point to go first in combat, all of their attacks gain +1 damage.





HAZE

Emerged
 Awakened

STRENGTH**5****AGILITY****6****WILLPOWER****4****LOGIC****4****CHARISMA****2****EDGE****2****DISPOSITIONS****TOTAL KARMA****KARMA BALANCE**

Some call me ruthless. That's never bothered me.

Stay behind me, take cover, and I'll get you through this.

Watch your back, conserve ammo, shoot straight ...

My cyberware gives me all the edge I need.

SKILLS**CLOSE COMBAT****4+A****FIREARMS****5+A****LOCAL GANGS****(K)****SPECIALIZATION: UNARMED****+2****STEALTH****3+A****SHADOW AMPS****ESSENCE:**

2 (-2 modifier on Magic-related Tests and attempts to heal this character.)

CYBEREYES I

Cyberware. Ignore vision modifiers, may reroll 1 die with ranged attacks. -1 Essence

RETRACTABLE HAND RAZORS

Cyberware, Weapon. Inflicts physical damage with unarmed attack, may reroll 1 die. (STR/2)+1P. -1 Essence

WIRED REFLEXES I

Cyberware. +1 attack per narration. -1 Essence

DERMAL PLATING I

Cyberware. Reduce damage taken by 1; may reroll 1 die on Intimidation tests. -1 Essence

SMARTLINK

Cyberware. +1 die to Firearms or Heavy Weapons rolls. -1 Essence

We can go in quiet, but it always gets noisy eventually.

Don't be afraid. I brought plenty of ammo.

It sure would be nice to have some grenades right now!

I've survived worse than this.

I'm never unarmed.

We do the job, we get paid.

I need this nuyen for my next upgrade, so don't frag it up.

You have my word.

We need bigger guns.

When the going gets tough, the tough go shopping.

QUALITIES**BIOCOMPATIBILITY**

Ignore one point of Essence Penalty from Shadow Amps

CATLIKE

+2 Dice to Stealth tests

PARANOIA

Must reroll successes (max 2) when making social tests.

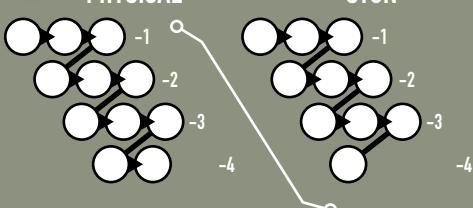
WEAPONS**UNARMED**

DAM 3S CLOSE OK NEAR — FAR —

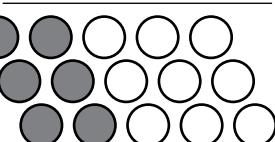
Hand Razors**DAM****CLOSE****NEAR****FAR**

Uzi III SMG DAM 6P* CLOSE OK NEAR — FAR —

May add a Glitch Die for free to attack multiple targets with 3P base damage.

Stun Baton**DAM****CLOSE****NEAR****FAR****DAM****CLOSE****NEAR****FAR****CONDITION MONITOR****PHYSICAL****STUN****GEAR**

Micro-transceiver, Detachable suppressor for Uzi III, Platinum DocWagon contract, Wrist phone

CONTACTSHowhakan (Fixer)
La Fea (Street Doc)**ARMOR****ARMOR VEST**

JIAYI LUNG

MARTIAL ADEPT

TAGS

- Troll • Wrestling Adept • International District Protector
- Neo-Anarchist • Power to the People

BACKGROUND

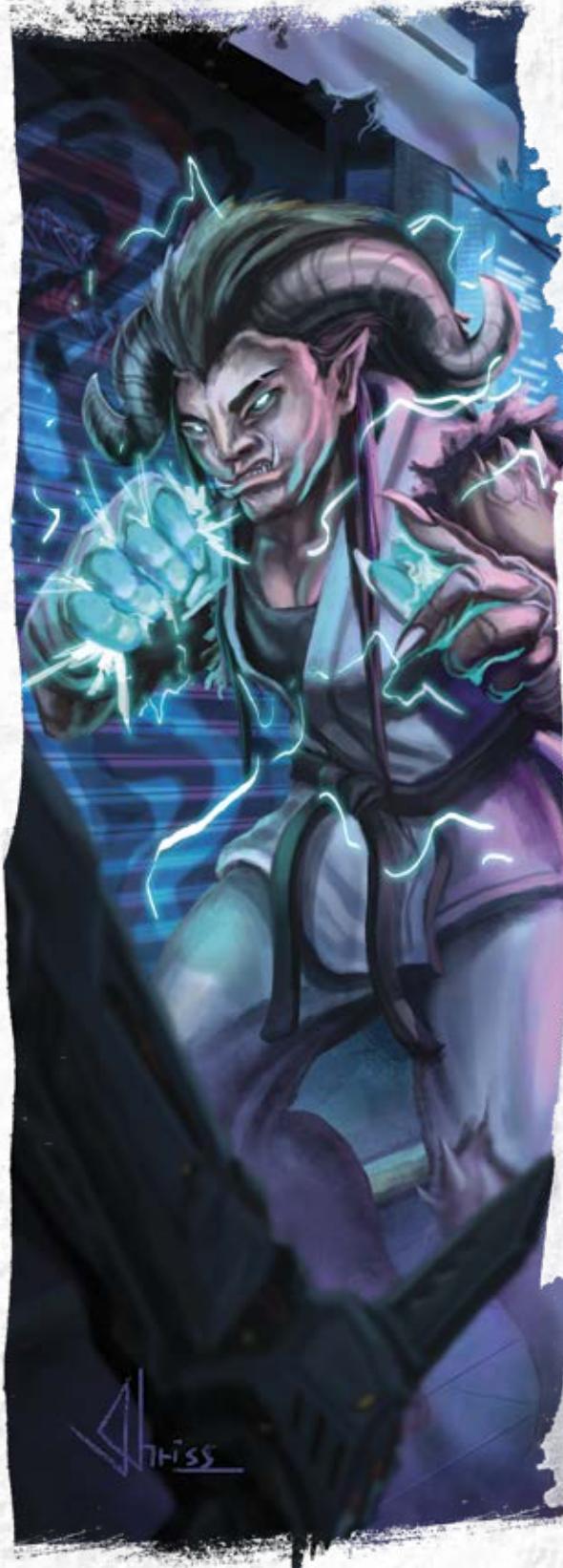
Chunhua Zhao grew up a short, skinny Chinese girl in a crowded, close-knit neighborhood in the International District of downtown Seattle. She and her teenage friends stayed out of trouble, avoiding the gangs and conflicts that rose and fell in the streets. Until their luck ran out.

They were in the wrong place at the wrong time, caught in the crossfire between two rival gangs. Two of Chunhua's friends died right there. She and the other two were wounded. Paramedics were slow to arrive, and another friend bled out before they did. Chunhua and her remaining friend survived and recovered from their wounds, mourned their friends, and vowed they would never be so helpless again.

A year later, Chunhua was still training, while her last friend had disappeared in the night, never to be heard from again. At sixteen, Chunhua had what she thought was a sudden, painful growth spurt—until she developed horns and bony spurs in her skin, and she grew to 2.5 meters tall, with solid, thick muscle. Moreover, she Awakened as an adept at the same time.

After recovering from this latest ordeal, Chunhua turned from Aikido to Shuai Jiao, or more precisely the older form, Ciyou Xi, which made use of headbutts. Appropriate, she thought, for a troll with horns. She put her training to good use, protecting as much of her neighborhood as she could from the gangs and criminals, risking life and limb to make sure no one else experienced the same losses she had. The Black Star neo-anarchist organization caught wind of her activities and convinced her to join them, offering her what support and resources they could.

Now, with a new name and identity to free her from her past, she continues her protective crusade, while also earning income as a shadowrunner for hire, taking the jobs that fit her ethics.



JIAYI LUNG

Emerged
 Awakened



STRENGTH

9

AGILITY

5

WILLPOWER

3

LOGIC

3

CHARISMA

3

EDGE

2

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Stand your ground. Hold on tight. Move like the wind. Win the fight.

No. You move.

If you don't stand for something, you'll fall for anything. I stand for freedom.

International District is my home.

SKILLS

ATHLETICS

4+A

INTIMIDATION

3+C

CLOSE COMBAT

5+A

MARTIAL ARTS

(K)

SHADOW AMPS

ESSENCE:

6 (No penalties)

INERTIA STRIKE

2 Adept power. Knock a target down or back by one range after a successful Close Combat test.

NERVE STRIKE

2 Adept power. Paralyze a target after a successful Close Combat test.

WALL RUNNING

1 Adept power. Run up/across vertical surfaces during a movement.

KILLING HANDS I

2 Adept power. Your unarmed attacks may inflict either Stun or Physical damage (player's choice), and add 1 damage.

PENETRATING STRIKE

2 Adept power. You may add AA (Armor Avoidance) to your Unarmed attacks.

CUES

Are you gonna eat that?

Good move, chummer. My turn.

You like hitting women, do you? Go ahead, take a swing at me.

Mess with the bull ...

This is my town, you racist fragger. Get out, or I'll throw you out. Literally.

If I have to carry your hoops home after one more fight, I'm dropping you at the nearest Organ Grinders.

When I get knocked down, I get up again. Do you?

Don't make me destroy you.

Power to the people!

Anarchy isn't just doing whatever you want. It's a philosophy. Do your research.

QUALITIES

HOME GROUND

Gain +1 Plot Point when entering or waking up in International District, Downtown Seattle.

WARRIOR'S WAY

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

FLASHBACKS (UGE)

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

WEAPONS

UNARMED

DAM 5S CLOSE OK NEAR — FAR —

Hardliner Gloves

DAM

CLOSE

NEAR

FAR

Thrown Stones

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

NEAR

FAR

DAM

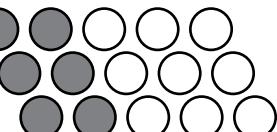
CLOSE

NEAR

FAR

ARMOR

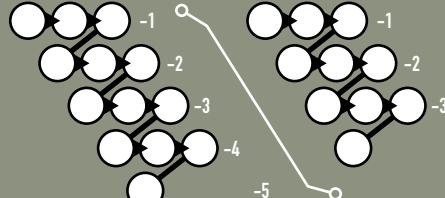
ARMOR CLOTHING/TROLL SKIN



CONDITION MONITOR

PHYSICAL

STUN



GEAR

Crowbar, Fake SIN, Smoke grenades, Bag of smooth stones

CONTACTS

Wan Lee (martial arts instructor)
Opti (Black Star neo-anarchist shaman)

KUAN-SHI

ONI GUANYIN SHAMAN

TAGS

- Oni • Shaman • Guanyin Buddhist
- Healer • Neighborhood Saint

BACKGROUND

Kuan-Shi loved her family, not really understanding what being poor really was. Her parents love her, she loved them, and life growing up in the Kwai Tsing district of Hong Kong was happy—until a week past her tenth birthday.

The pain was unbearable. Over the period of a week, horns sprouted from her head, ears stretched, eyes protruded, and skin turned bright blue. Kuan-Shi, born human, was now oni. Her parents couldn't afford much in the way of medicine or treatment, and exorcisms performed by a local monk did nothing. Bewildered and believing the racist propaganda that Goblinization was a curse by evil spirits, they left their once-beloved daughter with the monk to be cared for.

The monk, of course, did nothing of the sort. He was a conman and took the frightened oni girl to a slave market to be sold. Once she realized what was happening, she fought back, skewering the man through the stomach with her horns during the struggle. She fled into the night.

After a couple of years living on the streets of Kwai Tsing, Kuan-Shi ran afoul of a street gang and was left battered and bruised in an alley. A genuine monk, a Guanyin Buddhist, happened by and got her to safety. The monk calmed her fears when she woke, frightened she would be sold like the last monk she had known planned to do. He kept her safe, eventually discovering she had a talent for shamanic magic through the Bear totem, and he taught her to combine her magic with the principles of Guanyin Buddhism.

She spent her next years helping people in the neighborhood and taking a stand against the gangs, despite the danger. When her teacher and several bystanders got caught in a drive-by shooting meant for her, she decided that was enough. She spent what savings she had on a one-way ticket to Seattle, determined to make a new life in the UCAS. It didn't take her long to discover the number of people needing help in Redmond, and she found her niche there as a healer and sometime shadowrunner.



KUAN-SHI

Emerged
 Awakened



STRENGTH

4

AGILITY

4

WILLPOWER

6

LOGIC

3

CHARISMA

6

EDGE

1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Mercy is a gift we give to our souls, as much as we give to those we aid.

Defend the defenseless, feed the hungry.

The taking of life should never be easy or frivolous.
Value the lives of others, but protect your own.

Wear your face mask. It protects others as much as it protects you.

SKILLS

ASTRAL COMBAT

2+W

CLOSE COMBAT

2+A

SORCERY

4+W

BIOTECH

2+L

CONJURING

3+W

MANDARIN

(K)

SHADOW AMPS

ESSENCE:

6 (No penalties)

1 ANTIDOTE

Effect spell. One target is able to overcome the effect of a drug or toxin.

HEAL

Effect spell. Heal one box of Physical or Stun damage per hit on a Sorcery + W test (minus target's Essence penalty).

3 BEAR TOTEM

+1 die for Conjuring spirit of beasts, +1 damage to close combat damage, using First Aid does not cost a Plot Point (once per Narration).

2

STUNBOLT
Combat spell. Damage of 8S/AA. Defense = S + W.

CUES

It's not often one associates Bear with Buddhism. Yet, here we are.

Kindly set aside your weapons. I wish you no harm, but I will not allow you to harm others.

You gangers are all the same: loud, obnoxious, and disrespectful.

No, wait! You didn't have to kill them. What a waste.

Hold still. I know it hurts, but I can help.

Leave them alone! They are not your playthings!

coughs, wheezes Can we hurry up? The air here is toxic.

No, we're not selling them to Organ Grinders! Have you lost your mind?

Why are you staring? Have you never seen an oni before?

meditates silently

QUALITIES

SPIRIT WHISPERER

When making a Conjuring test, may reroll 2 dice.

TOUGHNESS

All damage taken is reduced by 1.

ALLERGY (POLLUTANTS)

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

WEAPONS

UNARMED

DAM
2S

CLOSE
OK

NEAR
—

FAR
—

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

NEAR

FAR

Narcoset Pistol
*Target immediately Knocked Out if Staggered

DAM
8S*

CLOSE
OK

NEAR
—

FAR
—

DAM

CLOSE

NEAR

FAR

Staff

DAM
4P

CLOSE
OK

NEAR
—

FAR
—

DAM

CLOSE

NEAR

FAR

DAM

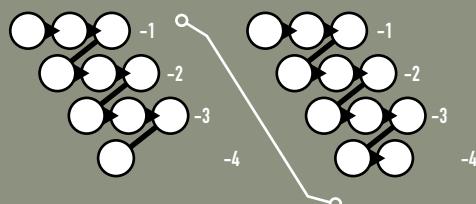
CLOSE

NEAR

FAR

CONDITION MONITOR

PHYSICAL



STUN

GEAR

Spirit offerings, Medkit, Ritual bag, Trauma patches

CONTACTS

Mrs. Kubota (Seamstress Union proprietor)
Lao Xi (talismonger)

LA MURALLA

FORMER WAGE MAGE

TAGS

- Troll • Magician • Test Subject • Survivor • Protector

BACKGROUND

This race riot was different from the others. Sure, it started with some drekhead regurgitating some crap he'd heard on some trashy trideo news rag, and before long booze or balls had inspired him to throw a few rocks. Then you were doing your thing again, trying to contain the situation. No one expects a troll to be a mage, let alone one of your ability. But Aztechnology had invested in your ability, and in spite of the fact that you'd chosen to stay in the barrios instead of taking up in corporate housing, they had spent a lot of time helping you hone your craft. You weren't surprised when the fires started or when the lead began flying. No one got past you. No one in the neighborhood got hurt. Not on your watch.

What did surprise you was, when Aztechnology security showed up to put the whole thing down, that they came after you in the aftermath. They beat you, shackled you, and when you woke up you were in some kind of bunker. You're not sure if it was weeks or months, but every day some new Azzie team would come in and perform "tests." They wanted to know just how much punishment you could take, just how much you could endure. They told you it was for the good of the company, and after it was all over, you'd be treated well for your service. But you knew the truth of what they were doing: torture. They were using you so they knew how to put down the toughest baddies the Awakened world had to offer.

You knew they would never cut you loose. You knew you were going to die in there. As things went on, your handlers got sloppy, and you saw your opportunity. It didn't matter if it got you killed or not. You were getting the frag out of there. That night is still a blur. Whether you broke men with your bare hands, used your spells, or simply took the hits they kept throwing, you got out and went on the lam.

Even though you're out of Aztlan, you know they'll come for you. Because Aztlan never leaves a loose end. You've found a crew and started running the shadows. The money's all fine and good, but more than anything you want to make sure those bastards never, ever hurt anyone again the way they hurt you. You'll stand between them and whoever needs protecting if it's the last thing you ever do.



LA MURALLA

Emerged
 Awakened

STRENGTH

9

AGILITY

4

WILLPOWER

6

LOGIC

3

CHARISMA

1

EDGE

1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Bullies only understand one thing

No one should suffer for the sake of a corp's bottom line

Hit them so hard they never want to get up again

Always protect the little guy

SKILLS

CLOSE COMBAT

4+A

SURVIVAL

1+W

SPANISH LANGUAGE

(K)

SORCERY

4+W

ASTRAL COMBAT

1+W

SHADOW AMPS

ESSENCE:

6 (No penalties)

ARMOR

Effect spell. While sustained, the spell adds three points of Armor to the target (refreshed each turn).

MAGEBLADE WEAPON FOCUS I

Focus. Magical weapon, damages spirits normally and can be used on the Astral Plane, may reroll 1 Astral Combat die.

HEAL

Effect spell. Heal one box of Physical or Stun damage per hit on a Sorcery + W test (minus target's Essence penalty).

2

PROTECTIVE AMULET

Talisman. Usable once per day, reduces damage from one attack by half, rounded up.

CUES

You're more than just a number in a database, but not to them.

They took everything I ever had, and now I'm taking it back—and then some.

Stand behind me, I'll keep you safe.

I'm in this until the bitter end.

The only family is the one we make ourselves.

Is that all you've got? I thought you said this was gonna hurt.

Why don't you pick on someone your own size?

Payback's a bitch.

You're never going to hurt anyone, ever again.

I would stay down if I was you.

QUALITIES

MAGIC RESISTANCE

+2 dice to defending against magical attacks or effects

TOUGHNESS

All damage taken is reduced by 1.

FLASHBACKS

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

WEAPONS

UNARMED

DAM
4S

CLOSE
OK

NEAR
—

FAR
—

Troll-sized Mageblade
DAM 7P

CLOSE
OK

NEAR
—

FAR
—

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

NEAR

FAR

Sawed-off Shotgun
DAM 9P*

CLOSE
OK

NEAR
-2

FAR
—

DAM

CLOSE

NEAR

FAR

DAM

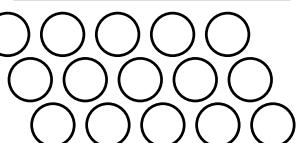
CLOSE

NEAR

FAR

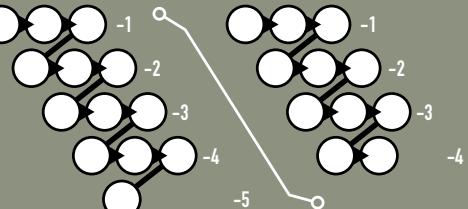
ARMOR

BODY ARMOR/TROLL SKIN



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Faded and torn picture of mom, Fake SIN, Troll-sized duffel bag, Trauma patches

CONTACTS

Grouse (dwarf homeless shelf volunteer)

Maxine Sampson (Seattle corrections parole officer)

MEGAPULSE

DECKER

TAGS

- Human • Decker • Uptown • Charmer • Eloquent

BACKGROUND

The Matrix always made sense to you. In the end, it was ones and zeroes transformed into something beautiful, something graceful, a world made wholly and completely of sight, sound, and ethereal experience that served as a magnificent alternative to the dirty streets and harsh noise outside. Being a lady of refinement and taste, it was only natural that you came to first respect the virtual world, then to rule it. Decking is a dance, and you are a ballerina.

Unfortunately, there's a tired collection of stereotypes associated with your profession. The slovenly hacker in his stained Neil the Ork Barbarian t-shirt pirating BTLS and irritating small-time corp spiders from some basement, or some ridiculous mohawk-sporting junior revolutionary who thinks a cyberdeck and an attitude are going to bring down a century of unchecked corporate corruption. Certainly, they might cut the cleanest code this side of Denver, but that's only half the game. You? You're the whole package. Style for miles, grace for days, inside the Matrix and out. Fifty years ago, they called it social engineering, and these days it's a forgotten art—but not to you.

You run the shadows for kicks and the easy money. But unlike most of these cybered out mercenaries, you've got a light touch. Whether it's a few keystrokes behind a beautiful icon or a handful of stolen whispers in the latest fashion, you know how to get it done and get it done with style. Things only get out of control if someone's sloppy, unprofessional. And if bullets start flying, that's the sign of a rank amateur on the scene. The only thing more gauche than a corpse is getting caught. So you keep your cool, you keep it clean, and you get the job done—all with a touch of class.



MEGAPULSE

Emerged
 Awakened



STRENGTH

2

AGILITY

4

WILLPOWER

3

LOGIC

6

CHARISMA

6

EDGE

2

DISPOSITIONS

Calm and control, always

Cheat the man, cheat the system

There's one born every minute

Always rely on the stupidity of strangers

SKILLS

CON

4+C

FIREARMS

1+A

NEGOTIATION

2+C

ELECTRONICS

3+L

HACKING

4+L

HIGH CLASS NIGHT CLUBS

(K)

SHADOW AMPS

ESSENCE:

5 (-1 modifier on Magic-related Tests and attempts to heal this character)

5

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

2

DECEPTION

Program. May reroll 2 dice on non-Cybercombat Hacking tests.

1

TRES CHIC FASHIONWEAR I

6 Armor. +1 pip to 1 die on Social tests.

1

DATAJACK AND HEADWARE

Cyberware. May access the Matrix via direct connection: +1 die to Matrix actions. -1 Essence

1

EVALUATE

Program. May reroll 2 dice on Charisma tests involving data.

CUES

You can make an exception, just this once.

Won't you help a girl in need?

There's no need for us to get violent, now is there?

Let's keep it classy.

Code fast, talk faster.

Style matters, darling.

I always belong, wherever I go.

Everyone wears a persona

Well, don't you just set hearts a-flutter, sweetie?.

Style is substance, if you're good enough.

A wink, a kiss, and a bit of code are all a professional needs.

QUALITIES

CODESLINGER

+2 dice to all Hacking tests.

SILVER TONGUE

May reroll 2 dice on Charisma tests.

DISTASTE FOR VIOLENCE

Player attacks do 2 less damage.

WEAPONS

UNARMED

DAM
1S
CLOSE
OK
NEAR
—
FAR
—

Stun Baton

DAM
7S
CLOSE
OK
NEAR
—
FAR
—

DAM
CLOSE
NEAR
FAR

DAM
CLOSE
NEAR
FAR

Taser

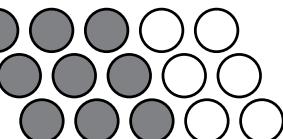
DAM
6S
CLOSE
OK
NEAR
-4
FAR
—

DAM
CLOSE
NEAR
FAR

DAM
CLOSE
NEAR
FAR

ARMOR

TRES CHIC ARMORED FORMAL WEAR



CONDITION MONITOR

PHYSICAL



STUN



GEAR

Commlink, Exquisite dress, Fake SIN, White noise generator

CONTACTS

Alistair Byrne (elf Mr. Johnson)

Mr. Banks (troll corporate limo driver/bodyguard)

NEVERMORE

RAVEN SHAMAN

TAGS

- Human • Awakened • Shaman • Conjurer • Glitch

BACKGROUND

"The spirits are with us. They are all around us. You do not hear their whispers or understand their ways, and so I must guide you. Do not be afraid. I speak strangely to you only because you are not attuned to the world around you. A hermetic may tell you that they understand magic, but they are fools. True magicians ride the edge of the unknowable. True magicians respect the spirits. Come, show me the shine of your credstick. Perhaps you might intrigue me to intervene in your matters."

NOTE

When the raven shaman rolls an Exploit on a conjuring test while offering reagents, the spirit is pleased and will spend its Edge to reroll all failed dice on every test it makes until it runs out. On a Glitch, the conjuring causes drain: the shaman suffers 3S damage, which bypasses all armor and can not be reduced.



NEVERMORE

Emerged
 Awakened

STRENGTH

3

AGILITY

4

WILLPOWER

5

LOGIC

4

CHARISMA

5

EDGE

2

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Spirits are your only true allies.

Let the spirits handle the front line fighting.

Your team is a powerful asset. Use them wisely.

Always treat spirits with respect.

SKILLS

CONJURING

4+W

SORCERY

4+W

STEALTH

2+A

CON

2+C

SPIRITS

(K)

SPECIALIZATION: SNEAKING

+2

SHADOW AMPS

ESSENCE:

6 (No penalties)

CLAIRVOYANCE

Effect spell. Caster can see distant locations as if they were there.

1

MANA BOLT

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

2

INVISIBILITY

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

2

RAVEN TOTEM

+1 die for Conjuring spirit of air and Con tests, using Live Dangerously does not cost a Plot Point (once per round).

3

CUES

Come close and we will vanish from sight.

I see what you can not.

The spirits will come to our aid.

Let's take a close look before we jump in.

Fate is fickle.

Technology is stranger than magic.

Let's see how you like a Mana Bolt!

What good is power if you do not make use of it?

Spirits attend me!

Geek the mage!

QUALITIES

SPELLSLINGER

+2 dice on Spellcasting tests.

SPIRIT WHISPERER

May reroll two failed dice when making a Conjuring test.

GREMLINS

When using technology, always add a Glitch Die that cannot roll an exploit.

WEAPONS

UNARMED

DAM
1S

CLOSE
OK

NEAR
—

FAR
—

Knife

DAM
2P

CLOSE
OK

NEAR
—

FAR
—

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

NEAR

FAR

Narcojet Pistol

DAM
8S*

CLOSE
OK

NEAR
-2

FAR
—

DAM

CLOSE

NEAR

FAR

DAM

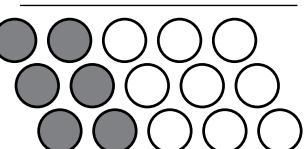
CLOSE

NEAR

FAR

ARMOR

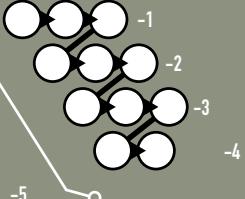
LINED COAT



CONDITION MONITOR

PHYSICAL

STUN



GEAR

Reagents (for bargaining with spirits), Magical lodge materials, Wrist phone, Smoke grenades

CONTACTS

Lenore (Talismonger)

Poe (Media Producer)

REDLINE

RIGGER

TAGS

- Dwarf • Rigger • Gregarious • Need for Speed • Tinkerer

BACKGROUND

You've always been short, even for a dwarf. Life on the street ain't easy for anyone, least of all a scrawny little halfer just trying to get by. Whether you were being shot at by gangers for wearing the wrong color in the wrong place, propositioned for a "good time" by low-life corporate sleaze balls out for a night of slumming, or harassed by Lone Star for daring to exist, all you ever learned to do was run. One night, while fleeing from riot fires, you slipped into the broken window of a rundown garage and ran face first into an ork in greasy coveralls. To your surprise, instead of offering to kiss you with the wrench in his meaty fist, he offered you a cup of soykaf.

Before long, he had you under the hood, showing you the true meaning of speed. You were making engines do things most mechanics would've thought was impossible, and not long after that you were jacked in, behind the wheel, and neck deep in the street-racing scene. You rose to the top as fast as the cars you drove, but that all came to an end when Fast Mickey told you it was time to take a fall. You never realized the whole thing was fixed. You were a patsy, a pawn, a tool for the circuit.

Frag that. You pushed it harder than you ever had before and won that night. Feeling good about sticking it to the man, you got back to the shop only to find the whole thing in flames. Goons with gas cans stood around the husk of a shop that had become your home. The lead started flying, so off you went again at top speed.

Now you're deeper in the shadows than you ever thought possible, and a crew has taken you on as their wheelman. It's almost as much fun as street racing, but you know you've gotta keep an eye in the rearview mirror, because those bastards on the circuit won't be far behind if they ever find you again.



REDLINE

Emerged
 Awakened



STRENGTH

3

AGILITY

6

WILLPOWER

5

LOGIC

6

CHARISMA

3

EDGE

1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

There is always another modification to be done.

Faster is always better.

You don't have to outgun them, just outrun them.

Never turn down a good time.

SKILLS

ATHLETICS

1+A

PILOTING (GROUND)

5+A

STEALTH

1+A

ENGINEERING

3+L

PILOTING (OTHER)

2+A

ILLEGAL STREET RACING

(K)

SHADOW AMPS

ESSENCE:

3 (-2 modifier on Magic-related Tests and attempts to heal this character)

3 **EUROCAR WESTWIND 2000 TURBO SPORTS CAR**
Ground. +2 Plot Points at the beginning of a getaway or chase with this vehicle. [Armor 9, Durability 10]

3 **WIRED REFLEXES II**
Cyberware. +1 attack per narration, 1 Plot Point per Scene. -1 Essence

4 **VEHICLE CONTROL RIG III**
Cyberware. Control drones/vehicles by remote control (or by direct connection: +1 die to vehicle actions), may reroll 3 dice on vehicle actions. -2 Essence

CUES

Just ignore that warning light, it's just a suggestion.

C'mon, it'll be fun!

Trust me, she'll hold together just fine.

If I up the air-to-fuel-to-air ratio on the intake manifold, I think I can get a few more RPMs outta her.

Don't touch that, it's still in testing!

No one appreciates good craftsmanship these days

Always punch up, never punch down.

Don't just expect the unexpected. Be the unexpected that no one expects.

If you're not livin' on the edge, you might as well be dying.

There's no edge but the bleeding edge, chummer.

QUALITIES

STREET RACER

+2 dice for Piloting (Ground) tests.

WORKSHOP: Once per session you may spend a Plot Point to give a vehicle or drone a special one-time use feature with +2 dice.

NEED FOR SPEED

Must spend a Plot Point while piloting a vehicle to avoid driving it at high speed.

WEAPONS

UNARMED

DAM 2S CLOSE OK NEAR — FAR —

Big-ass Wrench DAM 4P CLOSE OK NEAR — FAR —

Defiance T-250 shotgun 9P* DAM CLOSE NEAR FAR OK -2 —

*At no penalty, may attack two targets at half damage (rounded up).

DAM CLOSE NEAR FAR

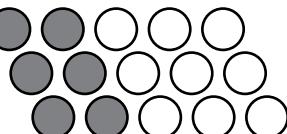
DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

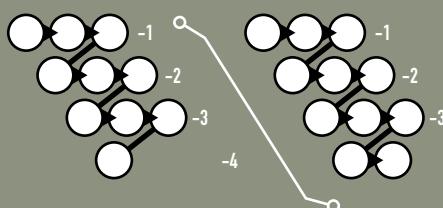
ARMOR

LINED COAT



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Bitchin' pair of shades, Commlink, Disorganized but well-stocked toolbox, Lucky fuzzy dice

CONTACTS

Camshaft (ork chop shop mechanic)

Zipline (go-ganger)

RIOT ACT

REPORTER

TAGS

- Ork • Neo-Anarchist • Truthseeker • Idealist • Survivor

BACKGROUND

You were twelve years old. Lone Star came to the door and you heard them talking to your parents. Something about "for your protection." Your father protested. There was a gunshot. The last thing you heard before they shut the armored doors of the transport van was your mother crying. Why had they put restraints on someone they were supposed to protect? It was two days before Christmas.

You can still remember the smell of the warehouse. The wet concrete floors, and how they'd flood when it rained. The way you were packed in there in makeshift cages like a zoo of orks and trolls never meant to be seen by the public. It took three days before you realized, as you fell asleep wrapped in a trash bag against the cold Seattle night, exactly what Lone Star was protecting: the city's image. The bottom line. You and the others were bad for business, and the humans in fancy suits and gilded lives had decided you were best off shuffled into a corner to be forgotten and left to rot.

February 9, 2039, the Night of Rage. That was when it all changed. What most folks don't know is that Lone Star shot first. Of course they did! The damn breeders were the only ones who were armed. But they couldn't stop you all. A lot of good people died that night, and even though you got out, the truth never did. People still blame metahumans for what happened.

Well, you'll be fragged if that's how the story's going to end. You had your eyes opened that night and in the decade since, and justice comes from the masses. When they've been pushed too far, stepped on a little too much, and been shown the truths you know they need to see. These days you've built a network of friends across the city. From the Ork Underground to the Renraku Arcology, you've found people are just now starting to listen to the truth. Running the shadows these past few years has become the fastest route to the truth they don't want you to see.



RIOT ACT

Emerged
 Awakened

STRENGTH

6

AGILITY

4

WILLPOWER

4

LOGIC

4

CHARISMA

5

EDGE

1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

I've only got time for the truth.

Don't let the bastards get you.

Words are stronger than weapons, but weapons help.

They can't silence us all.

SKILLS

CLOSE COMBAT

1+**A**

INTIMIDATION

4+**C**

STEALTH

1+**A**

NEO-ANARCHIST CELLS

(K)

CON

3+**C**

NEGOTIATION

4+**C**

LOCAL NEWS OUTLETS

(K)

ORK UNDERGROUND

(K)

SHADOW AMPS

ESSENCE:

4 (-1 modifier on Magic-related Tests and attempts to heal this character)

2 A CERTAIN JE NE SAIS QUOI

You may substitute CHA for the usual attribute when making teamwork tests outside of combat.

2

2 I KNOW EVERYBODY

Gain (Cha rating) contacts (see Contacts below).

2

TEAM PLAYER

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

2 CYBEREARS

Cyberware. Ignore hearing modifiers; may use enhanced and/or selective hearing with audio analyzers. -1 Essence

2

2 SKILLJACK KNOWSOFTS

Cyberware. May spend 1 Plot Point and 1 Karma to use a Knowledge skill you don't have. -1 Essence

They got the guns, but we got the numbers.

Tell me the truth, and I'll get it to the people.

Corps should fear their employees, not the other way around.

Sometimes rock bottom is the only solid ground you've got to stand on.

I was there on the Night of Rage, I know what they really think of us.

The only way they win is if you stay silent.

This part of the barrens is safe enough, if you know the right people.

They already stole your dignity, what have you got left to lose now?

You want the truth? Follow the money.

They'll never silence us all.

QUALITIES

SCHOOL OF HARD KNOCKS

Choose 2 additional street-related Knowledges.

SILVER TONGUE

May reroll 2 dice on Charisma tests.

SINNER, NATIONAL (UCAS)

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

WEAPONS

UNARMED

DAM
2S

CLOSE
OK

NEAR
—

FAR
—

Brass Knuckles

DAM
3P

CLOSE
OK

NEAR
—

FAR
—

Ares Light Fire 70

DAM
5P

CLOSE
OK

NEAR
-2

FAR
—

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

NEAR

FAR

ARMOR

ARMOR CLOTHING

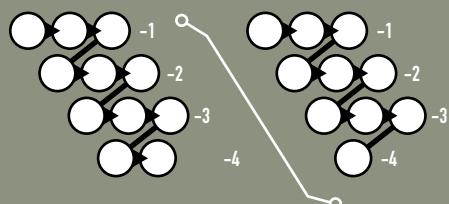
SHADOW RUN
ANARCHY™

CATALYST
game labs

CONDITION MONITOR

PHYSICAL

STUN



GEAR

Commlink, Faux license: corporate press pass, Faux SIN, Electronically shielded courier bag

CONTACTS

Archibald Kelley (public defender)	Sgt. Terry Mills (Lone Star beat cop)
Echo Bass (troll street musician)	Tusker (Ork Underground liaison)
Elise West (Renaku secretary)	Widget (Dwarf conspiracy theorist)
Mark Gordon (Seattle City Hall bureaucrat)	

SCORCH

BURNED OUT MAGE

TAGS

- Human • Magician • Augmented • Grizzled • Runner

BACKGROUND

Back in the day, you were hot drek. The best wiz in the biz with a team of professionals to back you up. After years of taking the hottest jobs and making the biggest scores, the team was set to finish big. One last job, and you'd all be set for life. Your spells and their skills and a milk run of a job, and you could live the high life out in the Caribbean League for the rest of your days.

The run went south. Your whole team died. It was all your fault. The magic failed you as it had threatened to do before, but you'd always kept control until then. That instant of weakness, that blink of an eye when the spells and spirits left you swinging in the wind got every other member of your team killed. You were the only one who got out that night.

But the job was done. That was when you hung up your foci, stopped slingin' spells, and gave up running shadows. Instead, you took your share of the nuyen (and your dead crew's share) and hid at the bottom of a bottle. In your more idiotic moments, you told yourself you'd go back into the shadows as soon as you were cybered up properly and never had to cast another damned spell ever again.

But chrome ain't cheap, and neither is a decade worth of the booze you've been using to burn away those memories. You're watching a new generation of runners coming up: idealists and self-styled neo-anarchists. Fraggin' idiots. You've been down that road and know that big dreams come with bigger price tags. But you're damn near out of nuyen, and if you can keep these hooding hero wannabes from getting themselves killed while keeping the tank full and scoring a few more pieces of bleeding-edge metal, all the better.

Maybe you couldn't do the job right when you were in your prime, but you've still got a few tricks up your sleeve and a few spells buried in the back of your skull. If they don't die doing something stupid, maybe one of these hotshot kids can pick up where you left off and learn a thing or two from your mistakes before you catch lead, cook your cranium, or finally cash in.



SCORCH

Emerged
 Awakened



STRENGTH

3

AGILITY

4

WILLPOWER

6

LOGIC

3

CHARISMA

5

EDGE

2

DISPOSITIONS

Idealist underneath it all.

Keep the young runners from doing something stupid.

Never trust a spellslinger.

Don't waste time with niceties.

SKILLS

ATHLETICS

2+A

FIREARMS

4+A

SORCERY

4+W

CONJURING

3+W

INTIMIDATION

1+C

LOCAL BARS

(K)

SHADOW AMPS

ESSENCE:

4 (-1 modifier on Magic-related Tests and attempts to heal this character)

1

ANALYZE TRUTH

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

1

DETECT MAGIC

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

2

SKILLWIRES I (FIREARMS)

Cyberware. Add 1/2/3 dice to (chosen skill) rolls. -1 Essence

2

CYBEREYES I

Cyberware. Ignore vision modifiers, may reroll 1/2/3 dice with ranged attacks. -1 Essence

2

MANA BOLT

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

CUES

It's not the age, it's the mileage.

I'm too old for this drek.

Murphy was an optimist.

Magic ain't so magical after all

If I live through this, I'm gonna need a drink.

I'm too old to do something this stupid.

Get yourself dead and I'll kill you, kid.

I think I've got one more good one left in me

Sometimes, I hate being right.

It's been a rough night, who's up for a beer and a slice of pizza?

QUALITIES

BRUISER

+2 dice to Intimidation tests.

TOUGH AS NAILS (STUN)

+1 to Stun Condition Monitor.

ADDICTION (ALCOHOL)

-2 dice to all Tests if you go more than 24 hours without source of addiction.

WEAPONS

UNARMED

DAM 2S CLOSE NEAR FAR

Combat Knife

DAM

3P

CLOSE

OK

NEAR

—

FAR

Ares Predator

DAM

6P

CLOSE

OK

NEAR

-2

FAR

DAM

CLOSE

NEAR

FAR

DAM

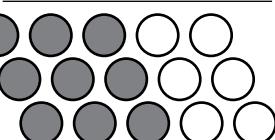
CLOSE

NEAR

FAR

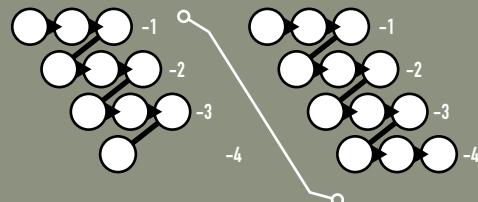
ARMOR

SYNTHSUÈDE DUSTER



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Bottle of synthahol, Commlink, Stim patches, Trauma patches

CONTACTS

Ol' Webb (bartender)
Hacksaw McGee (ork cyberdoc)

SERGEANT SCRATCH

MERCENARY

TAGS

- Ork • Combat • Soldier • Demolitions • Mercenary

BACKGROUND

"I'm glad you called me. It's been too long since our last job together. I know you prefer to hire teams that can get the job done quietly, but I have to tell you that when the opposition starts getting loud, there's no point in holding back. I got the job done anyway, even if it did get messy. I know you're not a newbie, so I don't have to tell you that it always gets messy. When it does, you'll be glad you have someone like me on the team to bring the big booms."

OPTIONAL SPECIAL RULE

When the mercenary rolls an Exploit when firing their machine gun, all enemies within range are rattled. Unless they take cover, they must reroll all hits rolled on attack tests until after the merc's next narration. On a Glitch, the machine gun jams or runs out of ammo. The mercenary may spend a Plot Point to get the weapon ready for action again, or else it will be unavailable until the next scene.



SERGEANT SCRATCH

Emerged
 Awakened

STRENGTH

7

AGILITY

5

WILLPOWER

5

LOGIC

4

CHARISMA

2

EDGE

4

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

I never work for free.

There's no such thing as too much firepower.

Geek the mage first.

Make smart use of cover and position in a firefight.

SKILLS

ATHLETICS

1+A

ENGINEERING

2+L

HEAVY WEAPONS

5+A

CLOSE COMBAT

2+A

SPECIALIZATION: DEMOLITIONS

+2

SMALL UNIT TACTICS

(K)

SHADOW AMPS

ESSENCE:

3 (-2 modifier on Magic-related Tests and attempts to heal this character)

4

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

2

SMARTLINK
Cyberware. +1 die to Firearms or Heavy Weapons rolls. -1 Essence

1

HEADWARE RADIO
Cyberware. +1 die when assisting or leading Teamwork Tests. -1 Essence

CUES

I always get paid, one way or another.

Cover positions!

Suppressive fire!

If we place charges here and here, it should bring down the whole structure.

Friendly fire isn't.

I only trust my momma and my machine gun.

Will you please let me blow something up now?

Yeah, you better run!

Come on, hit them before they can get their drek in the sock!

We're going to need more ammo.

QUALITIES

GUTS

May reroll 2 dice when resisting fear or intimidation.

HIGH PAIN TOLERANCE

Does not take dice penalties for damage until second row of damage boxes is filled.

ALLERGY (CANINES)

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

WEAPONS

UNARMED

DAM
3S

CLOSE
OK

NEAR
—

FAR
—

Ares Monosword

DAM
6P/AA

CLOSE
OK

NEAR
—

FAR
—

Ingram Valiant MG

DAM
9P

CLOSE
OK

NEAR
OK

FAR
OK

DAM

CLOSE

NEAR

FAR

DAM

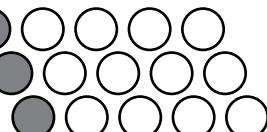
CLOSE

NEAR

FAR

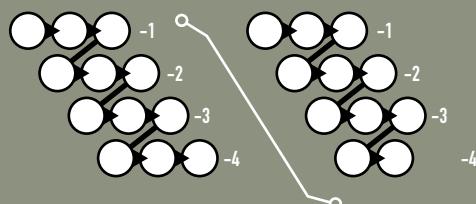
ARMOR

PARTIAL HEAVY ARMOR



CONDITION MONITOR

PHYSICAL



STUN

GEAR

Demolitions tool kit, Explosive charges, Gunsmithing tools, Smoke grenades

CONTACTS

Boom Bang (Weapons Dealer)

Mr. Spade (Fixer)

SIRIUS

ROCKER

TAGS

- Elf • Musician • Voice of the People
- Neo-Anarchist • Passionate

BACKGROUND

Your looks and your voice are all you ever had. Your parents told you that was the ticket to freedom, the ticket out of poverty. All you had to do was get noticed. And sure enough, one day one of your TridTube videos got noticed. Before you were fifteen, you were slathered with make-up, surrounded by pyrotechnics, and up on stage singing whatever the hell your manager told you to sing. But it wasn't you they wanted—it was just your voice, just your face. So, on the opening night of the tour that was going to make you a star, you told it like it was. You told the crowd about how the entertainment machine had ground you up and spit out this thing up on stage. Then, without singing a word, you walked off stage.

Your parents disowned you for the meal ticket you'd cost them. Your manager had his goons beat you, so you'd never have that pretty face again. Half-conscious and covered in your own blood, they dumped you in an alley in the barrens, figuring the ghouls, gangers, or dumb luck would finish the job. But the one who found you was a fan. Someone who recognized you behind the bruises and broken teeth. Their words, the hope they brought you in that moment, made you remember why you ever sang in the first place.

Now you're back, and you're back on your terms. No managers. No handlers. No one telling you what to sing, what to say, or what to wear. The machine hates you, but the people love you. You've still got fans out there, and you're going to sing for them and carry their message to the people. A message of hope and revolution. It's your message, and it's going to change the world.



SIRIUS

Emerged
 Awakened

STRENGTH

3

AGILITY

6

WILLPOWER

4

LOGIC

3

CHARISMA

7

EDGE

1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Revolutions start with words

It's not easy being the people's hero

I shall speak for those who have been silenced

I'll be the walking deity my fans think I am

SKILLS

ATHLETICS

1+A

DISGUISE

1+C

STEALTH

2+A

CON

6+C

NEGOTIATION

3+C

LOCAL CLUBS

(K)

SHADOW AMPS

ESSENCE:

5 (-1 modifier on Magic-related Tests and attempts to heal this character)

A CERTAIN JE NE SAIS QUOI

You may substitute CHA for the usual attribute when making teamwork tests outside of combat.

2

I KNOW EVERYBODY

Gain (Cha rating) contacts, see Contacts below.

2

YAMAHA RAPIER MOTORCYCLE

Ground. +1 Plot Point at the beginning of a getaway or chase with this vehicle. [Armor 6, Durability 8]

GANG BUDDIES (FANS)

You can call on 2d6 fans for help.

2

SYNTHLINK

Cyberware. Synthesizer, gains +2 dice to musical performance Con rolls. -1 Essence

They came for me. They'll stay for the message.

Of course, I've got time for a photo op!

My star is on the rise, and I'm bringing the light of truth with me.

Attention is a weapon they gave me, so I use it.

There's no need to be jealous, we all have a place on the stage.

Look, it's not my fault the masses are just drawn to me.

Mine is the music of the people who will not be slaves again.

I don't need a corporate manager, I've got the people on my side.

You can't kill a legend.

Life is the greatest show of all, if we're willing to grab the spotlight.

QUALITIES

FAME (UP AND COMING MUSICIAN)

+2 dice to Charisma-based tests if recognized.

LUCKY

Increase your Edge value by +1.

ATTENTION SEEKER

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

WEAPONS

UNARMED

DAM
2S

CLOSE
OK

NEAR
—

FAR
—

Roll of coins

DAM
3P

CLOSE
OK

NEAR
—

FAR
—

Ceska vz/120 pistol

DAM
5P

CLOSE
OK

NEAR
-2

FAR
—

DAM

CLOSE

NEAR

FAR

DAM

CLOSE

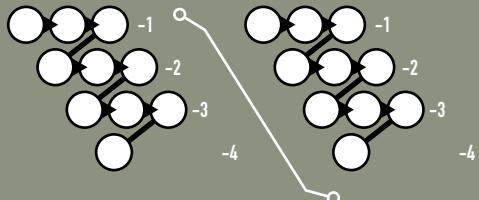
NEAR

FAR

CONDITION MONITOR

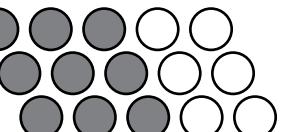
PHYSICAL

STUN



ARMOR

ARMOR CLOTHING



FAVORITE GEAR

Favorite instrument, Portable amp, Wearable speakers, Several autographed photos (for the fans)

Lo-Fi (pirate trideo broadcaster) Vera Fang (elf fashion designer)

Cinderblock (troll bouncer) Chip (disgruntled corporate decker)

RPM (elf go-ganger) Dreamy (BTL dealer)

Jill Smither (Sirius fan club president) Pride (Ork Underground Lion shaman)

Monica Mendez (club owner)

CONTACTS

GEAR

Favorite instrument, Portable amp, Wearable speakers, Several autographed photos (for the fans)

Lo-Fi (pirate trideo broadcaster) Vera Fang (elf fashion designer)

Cinderblock (troll bouncer) Chip (disgruntled corporate decker)

RPM (elf go-ganger) Dreamy (BTL dealer)

Jill Smither (Sirius fan club president) Pride (Ork Underground Lion shaman)

Monica Mendez (club owner)



TINY

TROLL JUGGERNAUT

TAGS

- Troll • Massive • Badass • Unstoppable • Augmented

BACKGROUND

"Relax. You don't think I see it—the fear in your eyes. I know what I look like, and I know what I am. I'm the biggest, toughest troll you ever saw. These arms and legs aren't the ones I was born with. Would you feel better if I told you I didn't give up the originals on purpose? What does it matter? You have a job that needs doing, and I can handle anything that might stand in your way. Because let me tell you, Johnson: If you set me on that path, nothing that stands in my way stays standing for long. Relax, I said. I'm on your side. If the nuyen is right, that is. Is the nuyen right, little one?"





TINY

Emerged
 Awakened

STRENGTH
7**AGILITY**
5**WILLPOWER**
5**LOGIC**
4**CHARISMA**
2**EDGE**
2

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Nothing's going to stand in my way.

Show no vulnerability. Admit no weakness.

Prove that you can handle anything the world can throw at you.

You're the baddest of the bad.

SKILLS

CLOSE COMBAT

4+A

ATHLETICS

1+A

KNOWLEDGE: CONSTRUCTION

(K)

HEAVY WEAPONS

4+A

STEALTH

1+A

SHADOW AMPS

ESSENCE:

2 (-2 modifier on Magic-related Tests and attempts to heal this character)

3

CYBERARMS II

Cyberware. May reroll 2 dice on Agility-related rolls. -1 Essence

2

CYBERLIMB ARMOR PLATING

Cyberware. Reduce damage taken by 1. +3 Armor. -1 Essence

2

CYBERLEGS I

Cyberware. Gain 1 extra movement per narration, may re-roll 1 die on Athletics tests. -1 Essence

2

SMARTLINK

Cyberware. +1 die to Firearms or Heavy Weapons rolls. -1 Essence

Get some!

Is that the best you can do?

Nothing's going to stop the troll train!

Don't tell me what to do!

It's what I do.

Just stay close behind me and cover your ears.

You've got one shot before I'm in your face.

I've seen worse. So much worse ...

I'll protect you.

Out of my way!

QUALITIES

GRADE A BANG-BANG

+2 Dice to all Heavy Weapons Checks.

TOUGHNESS

All damage taken is reduced by 1.

COMBAT MONSTER

-1 dice to all checks made when not in combat.

WEAPONS

UNARMED

DAM 4S CLOSE OK NEAR — FAR —

Combat Axe

DAM

7P

CLOSE

OK

NEAR

—

FAR

—

Ingram Valiant MG

DAM

9P

CLOSE

OK

NEAR

OK

FAR

OK

DAM CLOSE NEAR FAR

DAM

CLOSE

NEAR

FAR

DAM CLOSE NEAR FAR

DAM

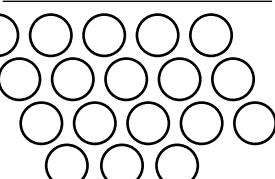
CLOSE

NEAR

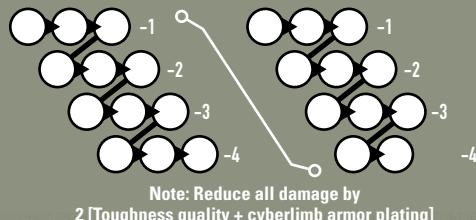
FAR

ARMOR

JACKET/TROLL SKIN/ARMOR



CONDITION MONITOR

PHYSICAL**STUN**

GEAR

Stim patches, Trauma patches, Smoke grenades, Breaching prybar

CONTACTS

Buddy Spurt (street doc)

Hefty (armorer)

VAPORWARE

DECKER

TAGS

- Elf • Decker • Runner • Hood • Corp Trained

BACKGROUND

Your parents were loyal Renraku employees. Happy little wageslaves content to unquestioningly take the life of comfort offered by the corps. You were all set to follow in their footsteps too, glad to accept the life of ease offered by keeping profits high and risk low. You cut code with the best and never made a stir. Heck, most employees knew you by your SIN and didn't even bother with your name. It was fine by you. You'd never bothered to question any of it. But when it looked like you were going to be first in line for that cushy life inside a cubicle, everything went to drek.

Corporate espionage was the charge, and before you even knew what happened, dear old mom and dad were hauled off to the corporate courts for summary trial and execution. You knew the writing on the wall and slipped into the Renraku datavaults to find out the truth. The truth was, they'd served their purpose, and the company they'd been so loyal to all these years was tossing them out like yesterday's garbage. Knowing that one day you'd be given the same treatment, you did what you do best: disappeared.

Running the shadows was almost a natural fit, and now you drift from safehouse to safehouse, job to job. Your code is clean and you're in and out without so much as a Patrol IC ever noticing you—and that's the way you like it. You know Renraku has still got you on file, and you're not sure if they know what you saw before you left—but if they ever find out, you know your days are numbered. But now that you've seen life on the outside and you know the corps treat everyone as a disposable asset, maybe you can help some other poor bastard before they get tossed aside, too.



VAPORWARE

Emerged
 Awakened



STRENGTH

2

AGILITY

6

WILLPOWER

5

LOGIC

6

CHARISMA

4

EDGE

1

DISPOSITIONS

TOTAL KARMA

KARMA BALANCE

Corps lie, but data tells the truth.

Follow the money.

Criminals are honest about their dishonesty.

Always keep your cool.

SKILLS

ELECTRONICS

3+L

HACKING

5+L

STEALTH
(3+L IN THE MATRIX)

3+A

FIREARMS

1+A

PILOT (GROUND)

1+A

SAFEHouses

(K)

SHADOW AMPS

ESSENCE:

1 DATAJACK AND HEADWARE

Cyberware. May access the Matrix via direct connection: +1 die to Matrix actions. -1 Essence

2

MIRRORS

Program. May reroll 2 dice on Matrix Defense tests.

2

SLEAZE

Program. May reroll 2 dice on Matrix Stealth tests.

1 EVALUATE

Program. May reroll 2 dice on Charisma tests involving data.

4

RENRAKU CRAFTWERK-1 CYBERDECK

+2 dice on Matrix actions, Firewall +2, Matrix Condition Monitor 9, may run 2 programs at a time.

CUES

I'm just a ghost in the machine.

Trust me, they won't see me coming.

Elves do it better.

The corps aren't helping anyone but themselves.

Everyone's hiding a secret, I just hide mine better.

Use their own tricks against them.

Level heads save lives.

Rob from the rich, give to the poor—most of the time.

I know a place we can lay low.

If they notice you, it's already too late.

QUALITIES

I.C.U.

+2 dice to Perception tests in the Matrix.

NINJA VANISH

May use narration to automatically escape one Matrix threat.

SINNER, CORPORATE (RENRAKU)

Character is a corporate citizen. Their data is available through the global SIN registry.

WEAPONS

UNARMED

DAM 1S CLOSE OK NEAR — FAR —

Concealed Switchblade DAM 2P CLOSE OK NEAR — FAR

Holdout Pistol DAM 5P CLOSE OK NEAR -2 FAR —

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

DAM CLOSE NEAR FAR

ARMOR

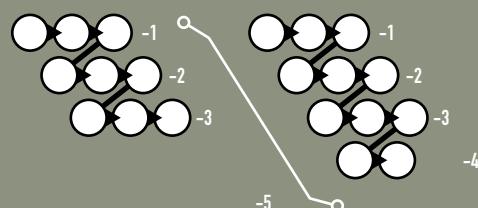
ARMOR CLOTHING

SHADOW RUN
ANARCHY™

CATALYST
game labs

CONDITION MONITOR

PHYSICAL



STUN

GEAR

Area signal jammer, Commlink, Fake SIN, White noise generator

CONTACTS

The Old Dragoon (ex-military decker)
Tobushi (Renraku Red Samurai)

ICONS AND MONSTERS

NON-PLAYER CHARACTERS

HARLEQUIN

ELF KNIGHT OF THE CRYING SPIRE

TAGS

- > ELF > MAGE > IMMORTAL
- > CHAOS-PERSONIFIED > FLAMBOYANT

BACKGROUND

You know me. You love me. Or if you don't, then you're lying to yourself or consumed by jealousy. And what's not to be jealous of? I'm prettier than free money, faster than a good time, got more magic than a dragon's wet dream, and I've killed more people than every corporate double cross that ever went down. I'm Harlequin, chummer. But you already knew that.

If my ageless elven features didn't give it away, then the face paint probably did. It's all part of this painfully perfect persona of professional pizzazz. I know it all. I've seen it all. I've done it all. And it all fraggin' sucks, chummer. We're all slagged—we just don't know it yet. Well, except me. I'm fraggin' awesome and I'm having a wiz time all the way down. But I can hear you now: "But Harlequin? What makes you so awesome?" The answer is "yes," buttercup. Just "yes." There's no rhyme or reason to it, and it's not your fault you can't comprehend how awesome I am. Go on. Try. I dare ya.

"But oh glorious and benevolent Harlequin," I hear you implore, "where can I find you?" You can't, so slow that jander. No, seriously. You're embarrassing yourself. I find you, End of story. And when I find you, I bring the static with me—but that's all part of the Laughing Man Experience. So sit back, and just experience the H. I change lives, it's my gift to the world, and lucky for you, I'm in a giving kinda mood.

Note: Harlequin is an extremely powerful character and should not be allowed as a player character. In addition, gamemasters who include him as an NPC in their game should do so sparingly and indirectly. Harlequin's actions or the consequences of his actions may lead to interesting Contract Briefs for player character runners, but he should never, ever overshadow the player characters by his presence. He is practically a personification of chaos. When it comes to the Laughing Man, a little can certainly be a lot.

DISPOSITIONS

- An incomprehensible genius or a stark, raving lunatic. Probably both.
- Shows up when and where he's least expected.
- The stick that stirs the drink, the spark that lights the dynamite.
- Tired of seeing the same drek happen over and over again.

STR	AGL	WIL	LOG	CHA	EDG
Stronger than you look, pal.	Twice as fast as you.	The dragon changed its mind.	Ain't nothing logical about this world, chummer.	How can you resist this grin?	Sharper than time itself.

SKILLS

- If it can be done, I can do it better than you. If it can't be done, I can still do it. (Assume Harlequin has any skill required and passes/maxes without rolling.)
- I already knew that. And I know more about it than you, omae. (Assume Harlequin knows a great deal about every subject.) (K)

SHADOW AMPS

Essence: 6

- **(2) Awakened:** Hermetic (duh.)
- **(2) Awakened:** Adept (I know kung-fu.)
- **(N/A) Born in the Fourth Age:** That means I know a lot of things. A lot. More than you.
- **(NA) I Know Everybody:** And I mean everybody, even if they don't know me.
- **(N/A) Immortal:** What it says on the tin, genius.
- **(N/A) Spells:** All of 'em. Yes, that one too. No, I won't teach you.
- **(N/A) Master Adept:** I know all these tricks, too. Keep asking, and it's the Five-Finger Exploding Spleen technique for you.

CUES

- The game is rigged. It always has been.
- When fate taps you on the shoulder, you'd best pay attention.
- Aww, that's cute.
- Don't worry, it'll be fine in another 2,000 years. Give or take.
- Weird stuff, weird times. Shaking-the-walls-of-heaven kinda times, ya dig?
- I have seen The Enemy.
- I know what's coming for this world.
- Ha—fraggin' ha.
- Frag this, I'm gonna go play skeeball.

QUALITIES

- **Legend of the Shadows:** If you've been running the shadows you've heard of me, if not by some other name. Trust me, chummer, I've been around, and I've done it all.
- **Uncanny Duelist:** I'm the best with a blade you'll ever meet—except for that one time with Ehran. But frag that guy.
- **Bad Luck:** Flip a coin a hundred times and it'll come up tails ninety-nine.

WEAPONS

	Damage	Close	Near	Far
Unarmed	—	OK	—	—
Magical rapier	—	OK	—	—
Ares Predator heavy pistol	7P	OK	-2	—

Armor: 6 [leather jacket covered in cheesy twentieth-century pins]

Condition Monitors (P/S): X/X

GEAR

- Bag full of tricks and surprises
- Certified credstick
- Clown make-up
- Various magical foci

CONTACTS

- Your Mom (she's a nice lady)
- Everyone Else (they all suck)

Note: Harlequin is included here only for your amusement. He should be used only as a plot device. Any attempt to actually engage Harlequin in combat should fail miserably, leaving the runners humiliated or otherwise placed in a position compromising to them or helpful to Harlequin.

MARIA MERCURIAL

HUMAN ROCKER

TAGS

> HUMAN > MUSICIAN > NOVASTAR
 > FRACTURED > BTL ADDICT

BACKGROUND

Bursting onto the scene in 2048 with her hit single "Who Weeps for the Children," Maria Mercurial is the novastar of the music scene of the Sixth World. Following that up with "Take It to Mister" and cementing her place as a rock goddess with the 2049 masterpiece "Puta," she is a living legend to the masses. Framed by halo of golden hair, her angelic features sway between anguish and ecstasy during a performance. Her willowy arms and firm legs are wrapped in chrome that shines like the revolution of her lyrics.

In spite of her existence in the public eye and worldwide fame, Maria is a walking mystery. But this is not a carefully crafted corporate façade. Maria was

MERCURIAL

IN CONCERT AT
UNDERWORLD

A PAUL R. HUME
PRESENTATION!



yanked out of the gutters of Seattle where she was working as a lady of the night and earned her place as the Silver Siren of the Sixth World under the guidance of her manager, Armando Hernandez. With or without her manager, Maria has raw talent and natural presence all her own. She is a singer without peer, as anyone who has heard her perform can attest, and is truly gifted, whether she is using a synth, playing acoustic, or employing her haunting, powerful voice alone.

Maria's life on the street and whatever came before left obvious scars that show clearly in the passion of her performances, but she hides BTL addiction and psychological trauma beneath her carefully crafted stage persona. Hernandez, who genuinely cares about Maria's well-being, fears he may lose her to these demons, and after fierce arguments between the two, has recently convinced her to seek the aid of a professional psychologist. Maria fears that if the truth of these demons get revealed to the public, her career will be in ruins. Though she knows Hernandez is trying to help her, she has recently begun searching for a new manager who recognizes the importance of her career—no matter the cost.

DISPOSITIONS

- I came from the streets, and I ain't goin' back.
- Nothing is going to stop me from getting on that stage.
- Gotta keep up the image, even when I'm falling apart.
- Shine like chrome, even in the darkest night.

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

SKILLS

- Athletics 6+A
- Close Combat 4+A
- Con (Musician) 8+C
- Firearms 4+A
- Stealth 4+A
- Aztlaner Spanish (Language) (K)
- Music Composition (K)
- Music Scene (K)

SHADOW AMPS

Essence: 0.5 (-3 modifier to magic/healing tests)

- **A Certain Je Ne Sais Quoi:** Can substitute Charisma when making non-combat teamwork tests.

- **Cyberears:** Cyberware. Ignore hearing modifiers, may use advanced or selective hearing. -1 Essence
- **Datajack and Headware:** Cyberware. May access the Matrix via full VR, +1 die to Matrix actions. -1 Essence
- **Dermal Plating:** Cyberware. Reduce damage taken by 1. -1 Essence
- **Designer Fashionwear:** 6 Armor, +1 pip to 3 dice on Social tests.
- **Muscle Toner:** Cyberware. Reroll 1 die on all Close Combat tests. -0.5 Essence
- **Synthlink:** Cyberware. +2 dice on all Con tests. -1 Essence
- **Wired Reflexes:** Cyberware. +1 attack per narration. -1 Essence

CUES

- Hola, puta, I'm what you want me to be.
- Past? I don't have a past. But I sing for the future.
- You need to feel it in your gut before you put it out there on stage, to the world, and make it real.
- What goes on in my head is between me and the music.
- On stage, under the lights, is as close to heaven as I can get—and I'm bringing everyone in that crowd with me.
- Sometimes the whole fraggin' world just isn't enough. Sometimes I need more.
- Life is a mystery. Everyone must stand alone.
- I don't have time for this—just punch the moth-erfragger.
- Their pain, this injustice; it must be spoken, it must be known.
- The world can be beautiful and wonderful again if we all just come together.

QUALITIES

- **Fame:** (Novahot Musician): +2 dice to Charisma tests if recognized
- **Overwhelming Presence:** +2 dice on Con tests
- **Silver Tongue:** Re-roll 2 dice on Charisma tests
- **Addict (BTL):** -2 dice to all actions if she goes more than a day without using BTLs
- **Fragmented Personality:** Maria has three personalities that are all aware of one another: the Amazon, the Schoolmistress, and the Innocent

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Concealed chromed stiletto	3P	OK	—	—
Browning Max Power heavy pistol	6P	OK	-2	—

Armor: 6 [Flashy, yet classy, stage clothing]

Condition Monitors (P/S): 10/10

GEAR

- Synth
- Portable amp
- Mirror shades
- Pocket full of BTL chips

CONTACTS

- Armando Hernandez (manager)
- Dr. Kenner (therapist)

JANE "FROSTY" FOSTER

ELF STREET MAGE

TAGS

- > ELF > MAGICIAN > IMMORTAL
- > PRAGMATIC > LOYAL

BACKGROUND

Bounced around the orphanage system in the Columbia area, Jane got out as soon as she could by earning a scholarship to the University of Missouri. She left that life and hasn't looked back since. Though curious about her parentage, Jane never really bothered with the past and instead took to riding with the Pretenders, a local go-gang, and started to build a promising career at ComTech. A budding career and a self-selected family were all she ever needed—or so she thought.

Fate had other plans. Drawn into a game of cat and mouse by Harlequin and his rival Ehran the Scribe, Jane discovered she was the latter's daughter and agreed to become the former's apprentice. After she took up with Harlequin and started running the shadows, she adopted the moniker of Frosty, which is apt given her cool and pragmatic demeanor. While her time with the Laughing Man has been anything but easy and her controlled personality clashes violently with his chaotic nature, she's opted to stick with him for the time being. While Jane would do anything for someone who's

earned her friendship, Harlequin is seriously testing the limits of her loyalty.

Frosty is tall and slender with long, white hair. Though an elf, she can usually pass for human in most situations and shows only hints of her metahuman heritage. Regardless of whether she's wearing ganger leathers or cutting-edge fashion, Frosty is always garbed in a quality wardrobe. She has recently taken a keen interest in magical artifacts and has begun to hunt them in earnest. Regardless of what she's wearing, there's always a platinum ring in the image of a coiled dragon adorning her right middle finger. She never takes it off.

DISPOSITIONS

- Control is the name of the game. It's what separates the professionals from the dead.
- I don't abandon my friends. Not now, not ever.
- I've always got an eye on the situation.
- Every artifact I find is another piece of the puzzle.

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

SKILLS

- Athletics 3+A
- Close Combat 3+A
- Conjuring 3+W
- Hacking 3+L
- Piloting (Ground) 5+A
- Sorcery 4+W
- Columbia Area Go-Gangs (K)
- Corporate Etiquette (K)
- Magical Theory (K)

SHADOW AMPS

Essence: 6

- **Awakened (Hermetic):** Has access to Magical Amps and uses Hermetic rules for Conjuring.
- **Spellcasting Focus:** Platinum ring. Usable once per day; may re-roll all misses when casting a spell.
- **Clairvoyance:** Effect spell. Caster can see distant locations as if they were there.
- **Chaotic World:** Effect spell. Mass hallucinations/distractions. Targets must re-roll 1 successful die per roll. Defense = W + L.
- **Combat Sense:** Effect spell. Target re-rolls 3 failed dice on defense tests while sustained.
- **Detect Life:** Effect spell. Living beings glow in a way the caster can perceive.

- **Heal:** Effect spell. Heal one box of Physical or Stun damage per hit on a Sorcery + Willpower test.
- **Immortal:** Frosty does not age and is immune to diseases, poisons, and toxins.
- **Invisibility:** Effect spell. Solo invisibility, targeted person may re-roll 1 failed Stealth die while the spell is sustained.
- **Mana Ball:** Combat spell. Damages multiple targets. Damage of 6P/AA. Defense = S + W.

CUES

- I don't like surprises.
- Harlequin's a real pain in the hoop.
- Keep it clean, keep it simple.
- Tell it to 'em straight, or don't tell 'em at all.
- Let the showboats draw fire while I get the job done.
- There's something more going on here, and I'm going to find out what it is.
- The Pretenders had my back when no one else did.
- I'm going to find that talisman, and then I'm going to find out what it does.
- Once you leave the mundane world behind, there's no going back.
- Don't bulldrek me and I won't bulldrek you.

QUALITIES

- **Focused Concentration:** May sustain two spells during a narration instead of just one.
- **Friends in High Places:** +2 dice to Charisma-based tests with important people.
- **Spellslinger:** +2 dice on all spellcasting tests.
- **Antipathy:** -2 on all Charisma-based tests.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Brass knuckles	3P	OK	—	—
Remington	6P	OK	-2	—
Roomsweeper heavy pistol				

Armor: 6 [armored clothing]
Condition Monitors (P/S): 10/11

GEAR

- Commlink
- Courier bag
- Fake SIN
- Small collection of magical trinkets

CONTACTS

- **Harlequin** (mentor/pain in the hoop)
- **The Pretenders** (Columbia area go-gang)

CAPTAIN CHAOS

HUMAN NEO-ANARCHIST DECKING LEGEND (NPC)

TAGS

- > HUMAN > DECKER > NEO-ANARCHIST
- > SHADOWLAND BBC SYSOP > LEGEND

BACKGROUND

<ARES SHADOW ASSET DATA ARCHIVE – DO NOT DISTRIBUTE>

Updated: 02/19/2050

Subject: SA-TK421

Real Name: Jim "Doe"

Birthdate: Unknown

Nationality: UCAS, Seattle

Gender: Male

Metatype: Homo sapiens sapiens

{2.4 GP OF DATA DELETED BY SYSOP}

Subject SA-TK421 has proven to be surprisingly elusive. His given name is Jim, presumably James. On the streets, he is simply known as "Captain Chaos." It is known he works as a journalist in Seattle, and he is a member of the Northwest Neo-Anarchists' League. Aside from that, our data scrubbers have failed to glean any verifiable data that would identify him conclusively. From what trails and traces have been found, it is clear that while he may work as a journalist, he possesses decking skills heretofore believed to be impossible.

If you encounter on the Matrix an icon of a glowing, spinning anarchy symbol in rainbow colors, DO NOT ENGAGE. Report its location and any activity you observe to the Shadow Assets Division immediately. Always record your sensory input while in the Matrix for official corporate business.

<END LOG>

DISPOSITIONS

- Neo-anarchist to the core.
- Free information for all.
- Thwart corporate control by empowering shadownrunners.
- Manages Shadowland BBS from a stance of absolute neutrality.

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

SKILLS

- Athletics 3+A
- Close Combat 3+A
- Con 3+C
- Electronics 6+L
- Firearms 3+A (Pistols +2 dice)
- Hacking 7+L (Hacking +2 dice)
- Intimidation 3+C
- Negotiation 3+C
- Piloting (Ground) 3+A
- Stealth 4+A
- Tracking 4+L (Matrix +2 dice)
- Journalism (K)
- Matrix Host Design (K)
- Matrix Hot Spots (K)
- Matrix Host Networking (K)
- Neo-Anarchy (K)
- Shadowrunning (K)
- The Matrix (K)
- The Sixth World (K)

SHADOW AMPS

Essence: 4 (-1 modifier on Magic-related Tests and attempts to heal this character.)

- **Datajack and Headware:** Cyberware. May access the Matrix via full VR, +1 die to Matrix actions. -1 Essence.
- **Smartlink:** Cyberware. +1 die to Firearms or Heavy Weapons tests. -1 Essence.
- **I Know Everybody:** Gain (CHA rating) contacts.
- **Cyberdeck 4:** Fairlight Excalibur. May re-roll 2 dice on Matrix actions, Firewall +3, Matrix Condition Monitor 12, may run 2 programs at a time.
- **Exploit:** Program amp. May re-roll two dice on non-Cybercombat hacking tests.
- **Mugger:** Program amp. May re-roll 1 die in Cybercombat tests.

QUALITIES

- **Guts:** May re-roll 2 dice when resisting fear or intimidation.
- **Home Ground (Shadowland BBS):** Gain +1 Plot Point when entering the Shadowland BBS.
- **Matrix Troll:** At times, must spend a Plot Point to avoid pulling a Matrix prank.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Stun Baton	7S	OK	—	—
Ares Predator	6P	OK	-2	—
Defiance T-250	9P	OK	-2	—

Armor: 12 [armor jacket]

Condition Monitors (P/S): 10/11

GEAR

- DocWagon Platinum contract (1 year)
- Wrist phone

CONTACTS

- Dunkelzahn (great dragon)
- FastJack (decker legend)
- As needed.

AUTO-TURRET

Pew Pew!

STR	AGL	WIL	LOG	CHA	EDG
4	4	—	4	—	0

SKILLS

- Firearms 4+A (Specialization +2: use equipped weapon)

SHADOW AMPS

Essence: — (cannot be healed)

Choose 1:

- **Light Turret-Armor Plating I:** Reduce incoming damage by 1
- **Medium Turret-Armor Plating II:** Reduce incoming damage by 2
- **Heavy Turret-Armor Plating III:** Reduce incoming damage by 3

WEAPONS

	Damage	Close	Near	Far
Light Turret-SMG	6P	OK	OK	—
Medium Turret-	8P	OK	OK	-2
Assault Rifle				
Heavy Turret-	8P	OK	OK	OK
Machine Gun				

Armor

- Light Turret:** 6
- Medium Turret:** 9
- Heavy Turret:** 12

Note: Does not roll dice for defense tests. All hits on attacks against a turret count as net hits.

Condition Monitors (P/S): 10/–

BARGHEST

“Aroooooo!”

STR	AGL	WIL	LOG	CHA	EDG
5	6	4	2	3	2

SKILLS

- Close Combat 3+A (Specialization: Unarmed +2)
- Athletics 3+A (Specialization: Running +2)
- Tracking 3+L (Specialization: Scent +2)

SHADOW AMPS

Essence: 6 (no penalties)

- Critter:** Has access to critter amps.
- Awakened:** Has access to magical amps.
- Dual NATURED:** Exists in astral and physical space simultaneously, uses Close Combat for astral attacks.
- Enhanced Senses:** +3 to Perception tests
- Paralyzing Howl:** Targets all characters who can hear the howl; affected targets may not use Movement until they spend a Plot Point, Dice Pool 7 (WIL+C), Defense = STR+W

WEAPONS

	Damage	Close	Near	Far
Bite	6P	OK	—	—

Armor: 9 [Tough Hide]

Condition Monitors (P/S): 9/10

CORPORATE DECKER

“So, you’re the one who triggered the alert. Big mistake messing with my system. I’m in control here.”

STR	AGL	WIL	LOG	CHA	EDG
2	3	4	5	3	2

SKILLS

- Con 1+C (Specialization: Etiquette +2)
- Electronics 4+L
- Hacking 4+L
- Tracking 2+L (Specialization: Matrix Tracking +2)

SHADOW AMPS

Essence: 5 (–1 dice to checks made to heal this character)

- Analyze:** Program. May re-roll 2 dice on Matrix Perception tests
- Datajack and Headware:** Cyberware. May connect to the Matrix via direct connection. Essence –1
- Fuchi Cyber-4 (Cyberdeck II):** +1 die on Matrix actions, Firewall +2, Matrix Condition Monitor 9, may run 1 program at a time.

WEAPONS

	Damage	Close	Near	Far
Unarmed	1S	OK	—	—
Taser	6S	OK	–4	—

Armor: 9 [armor vest]

Condition Monitors (P/S): 9/10

CORPORATE JOHNSON / FIXER / INFORMATION BROKER

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

SKILLS

- Con 5+C
- Firearms 3+A (Specialization: Pistols +2)
- Negotiation 5+C
- Shadowrunners’ Reputations (K)

SHADOW AMPS

Essence: 4 (–2 dice to checks made to heal this character)

- Cybereyes 1:** Cyberware. Ignore vision penalties, may re-roll 1 failed die with ranged attacks. Essence –1
- Datajack and Headware:** May access the Matrix via direct connection, +1 die to Matrix Actions,

Essence -1

- **Jack of All Trades:** May re-roll 1 failed die when rolling a skill Mr. Johnson doesn't have.
- **Très Chic Suit:** May add 1 to a die's pip on tests that use CHA.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Ares Viper	6P	OK	-2	—
Slivergun				

Armor: 9 [lined coat]**Condition Monitors (P/S):** 10/10

CORPORATE WAGESLAVE

"oh god oh god oh god oh god oh god oh god"

STR	AGL	WIL	LOG	CHA	EDG
2	3	2	4	4	1

SKILLS

- Athletics 2 + A
- Close Combat 1 + A
- Firearms 1 + A
- Negotiation 3 + C
- Celebrity Trivia (K)

Choose One of the following at Rank 4: Piloting (Ground), Biotech, Electronics, Engineering, Con, or Intimidation

SHADOW AMPS

Essence: 5 (-1 die to checks made to heal this character)

- **Datajack and Headware: Cyberware.** May access the Matrix via direct connection, +1 die to Matrix actions. Cyberware: -1 Essence

WEAPONS

	Damage	Close	Near	Far
Unarmed	1S	OK	—	—
Taser	6S	OK	-4	—

Armor: 6 [Actioneer business clothes]**Condition Monitors (P/S):** 9/9

DEVIL RAT

A rodent of unusual size

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

SKILLS

- Close Combat 3+A
- Athletics 3+A
- Stealth 3+A
- Tracking 4+L

SHADOW AMPS

Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Animal Control:** Each devil rat can control a swarm of a dozen mundane rats
- **Concealment:** May re-roll 3 dice on Stealth tests when not moving
- **Enhanced Senses:** +3 to Perception tests
- **Immunity to Toxins IV:** Reduce toxin damage taken by 4

WEAPONS

	Damage	Close	Near	Far
Teeth and Claws	2P	OK	—	—

Armor: 0 [none]**Condition Monitors (P/S):** 9/10

ELVEN ASSASSIN

"..."

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

SKILLS

- Athletics 2+A
- Close Combat 2+A (Specialization: Blades +2)
- Disguise 2+C
- Firearms 2+A (Specialization: Sniper Rifle +2)
- Stealth 2+A
- Organized Crime (K)

SHADOW AMPS

Essence: 3 (-3 dice to checks made to heal this character)

- **Chameleon Stealth Cloak:** May re-roll 1 die on Stealth tests.
- **Cybereyes 3: Cyberware.** Ignore vision penalties, re-roll 3 failed dice on ranged attack tests. -1 Essence
- **Cyberlegs 1: Cyberware.** +1 Movement per Narration. -1 Essence
- **Smartlink: Cyberware.** +1 die to Firearms and Heavy Weapons tests. -1 Essence
- **Wired Reflexes 1: Cyberware.** Gains +1 attack per narration. -1 Essence

WEAPONS

	Damage	Close	Near	Far
Unarmed	3S	OK	—	—
Tanto knife	3P	OK	—	—
Ranger Arms SM3	9P	-4	-2	OK
sniper rifle				

Armor: 9 [armor vest]

Condition Monitors (P/S): 10/11

GIANT FLESH WORM

Gross. Gross and huge. Gross and huge and deadly.

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

SKILLS

- Close Combat 4+A
- Athletics 4+A
- Stealth 2+A

SHADOW AMPS

Essence: 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Engulf:** Close Combat attack.
- **Immunity I:** Reduce incoming damage by 1.

WEAPONS

	Damage	Close	Near	Far
Engulf attack	6P	OK	—	—
Resisted by STR+W, target cannot move				

Armor: 9 [natural armor]

Condition Monitors (P/S): 11/10

GREAT FEATHERED SERPENT

A dragon with feathers. But it's still a dragon. So don't make a deal with it.

STR	AGL	WIL	LOG	CHA	EDG
15	10	10	10	10	6

SKILLS

- Astral Combat 8+W
- Athletics 8+A
- Close Combat 8+A
- Con 8+C, Conjuring 8+W
- Intimidation 4+C
- Negotiation 8+C
- Sorcery 10+W
- Stealth 4+A
- Survival 4+W
- Tracking 4+L

SHADOW AMPS

Essence: 6 (no penalties)

- **Animal Control:** May command critters; up to six large, three dozen small, or a swarm of tiny critters.
- **Influence:** +3 dice to Con, Intimidation, and Negotiation tests.
- **DragonSpeech:** May communicate telepathically; no one can overhear or listen in.
- **Dragon Sorcery:** Dragons have access to every spell amp.
- **Dual-Natured:** Exists in astral and physical space simultaneously.
- **Elemental Attack (Electricity):** Ranged attack, may choose to affect multiple targets
- **Enhanced Senses:** +3 dice to Perception tests.
- **Fear:** May re-roll 2 dice on Intimidation tests.
- **Flight:** Dragons can fly.
- **Immunity V (All):** Reduce incoming damage from all sources by 5.
- **Natural Weapons:** Claws, teeth, tail, horns, etc.

WEAPONS

	Damage	Close	Near	Far
Elemental attack (electricity)	6P/AA	OK	OK	OK
Natural weapon	11P	OK	OK	—

Armor: 15 [natural armor] Note: Reduce all incoming damage by 5.

Condition Monitors (P/S): 16/13



GANGERS

"You're on our turf, chummer, and that's bad news for you!"

STR	AGL	WIL	LOG	CHA	EDG
4	4	3	3	3	2

SKILLS

- Athletics 2 + A
- Close Combat 4 + A
- Firearms 3 + A
- Stealth 2 + A
- Gang Identification (K)

SHADOW AMPS

Essence: 4 (-1 die to checks made to heal this character)

- **Smartlink: Cyberware.** +1 die to Firearms or Heavy Weapons rolls. -1 Essence
- **Retractable Hand Razors:** Cyberware. Unarmed attacks do Physical Damage, may re-roll one failed die. -1 Essence

WEAPONS

Hand Razors	Damage 3P	Close OK	Near	Far
Choose one from below:				
Streetline Special light pistol	5P	OK	-2	-
Ruger Super Warhawk heavy pistol	6P	OK	-2	-
Uzi III submachinegun	6P	OK	OK	-

Armor: 6 [synthleather jacket]

Condition Monitors (P/S): 10/10

OPTIONAL GANGER VARIETIES

Not all gangs are created equally. For variety, apply the following templates to the Ganger entry above as needed.

GO-GANGERS

(EX: ANCIENTS, 405 HELLHOUNDS, RAMBLERS, ETC.)

- **Skill:** +2 to Pilot (Ground)
- **Gear:** Street bike
- **Optional Weapons:** Mounted vehicle weapon, molotov cocktails, brass knuckles

THRILL GANGERS

(EX: HALLOWEENERS, DEMOLISHERS, ETC.)

- **Fear:** +2 dice to Intimidation rolls; melee opponents must roll 2 hits on Cha + Wil or run away.
- **Optional Weapons:** Hand razors, Molotov cocktails, chainsaw, cannon/launcher.

ORGANIZED CRIME GANGERS

(EX: MAFIA, YAKUZA, ETC.)

- **Attributes:** +1 to all Attributes.
- **Skills:** +1 to all Skills.
- **Optional Weapons:** Any firearm or heavy weapon, katana, shuriken, brass knuckles.

WIZ GANGERS

(EX: MERLYNS, ETC.)

- **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, ETC.)

- **Attributes:** 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 I:** 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

INSECT SPIRITS

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 insect spirit, a good merge, or a true form insect spirit.

For variety when facing insect spirits, use the templates below. Select one Insect Type, one Spirit Type, and one Form, and apply to either the Insect Queen or Insect

Spirit stat blocks (if using Queen, skip Type). All insect spirits gain Weakness (Insecticides, Moderate).

INSECT TYPES

- **Ant:** Elemental Attack (Acid, applies to all melee attacks).
- **Beetle:** +1 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 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:** +2 Agi, Wil, Log, Cha, Edg; Projectile Weapons 4+A; Binding, Fear, Noxious Breath; +6 Natural Armor
- **Worker:** +1 Wil, Log, Edg; Concealment, Enhanced Senses; add one technical or physical skill.

FORMS

Hybrid Form: Gain Firearms 4+A, **Dual-Natured:** Exists in astral and physical space simultaneously, uses Close Combat for astral attacks.

Hybrid Form spirits are a horrid partial merge between insect spirit and metahuman. They often wear thick clothing and masks or helmets to hide their true nature when out in public.

Good Merge: Gain 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 insect spirit keeps all of the host's memories and skills.

True Form: Gain Astral Combat 3+W, +1 Immunity

(Normal Weapons); **Astral Entity**: Always exists in astral space, may spend a movement to materialize (or dematerialize) on the physical plane in any open spot. **Spirit Movement**: Spirits don't understand or believe in gravity. Gravity pretends not to notice. They may move as if levitating in any direction, even on the physical plane.

True Forms resemble gigantic versions of their insect type.

INSECT SPIRIT

STR	AGL	WIL	LOG	CHA	EDG
7	6	5	5	5	3

SKILLS

- Athletics 3+A
- Close Combat 3+A
- Intimidation 3+C
- Stealth 3+A
- Tracking 3+L

INSECT QUEEN

STR	AGL	WIL	LOG	CHA	EDG
10	9	8	8	8	6

SKILLS

- Astral Combat 6+W
- Athletics 6+A
- Close Combat 6+A
- Intimidation 6+C
- Stealth 6+A
- Tracking 6+L

SHADOW AMPS

Essence: 6 (no penalties)

- **Critter**: Has access to critter amps.
- **Astral Entity**: Always exists in astral space; may spend a movement to materialize (or dematerialize) on the physical plane in any open spot.
- **Acid Spit**: Ranged attack, 6P/AA damage, OK/OK/–, uses Athletics skill.
- **Fear**: May re-roll 2 dice on Intimidation tests.
- **Immunity V (Normal Weapons)**: Reduce incoming damage from all non-magical sources by 5.
- **Paranormal Reflexes**: +1 attack per narration.
- **Spirit Movement**: Spirits don't understand or believe in gravity. Gravity pretends not to notice. They may move as if levitating in any direction, even on the physical plane.
- **Weakness [Insecticides, Moderate]**

WEAPONS

	Damage	Close	Near	Far
Claws and Mandibles	8P	-2	–	–
Acid Spit	6P/AA	OK	OK	–

Armor: 12 [Natural armor] **Note**: Reduce all incoming damage from Normal Weapons by 5.

Condition Monitors (P/S): 13/12

SHADOW AMPS

Essence: 6 (no penalties)

- **Critter**: Has access to critter amps.
- **Fear**: May re-roll 2 dice on Intimidation tests.
- **Immunity III (Normal Weapons)**: Reduce incoming damage from all non-magical sources by 3.
- **Paranormal Reflexes**: +1 attack per narration.
- **Weakness (Insecticides, Moderate)**

WEAPONS

	Damage	Close	Near	Far
Claws and Mandibles	7P	-2	–	–
Uzi III SMG (hybrid form only)	6P	OK	OK	–

Armor: 12 [natural armor]

Note: Reduce all incoming damage from Normal Weapons by 3.

Condition Monitors (P/S): 12/11

LONE STAR PATROL OFFICER

(After opening fire): "Stop or I'll shoot!"

STR	AGL	WIL	LOG	CHA	EDG
4	4	3	3	2	2

SKILLS

- Athletics 2+A
- Close Combat 3+A
- Firearms 3+A
- Intimidation 3+C (Specialization: Interrogation +2)
- Police Procedures (K)



SHADOW AMPS

Essence: 4 (-1 die to checks made to heal this character)

- **Headware Radio: Cyberware.** Micro-transceiver, but it's implanted. -1 Essence
- **Skillwires 2: Cyberware.** +2 dice to Firearms tests. -1 Essence
- **Smart Goggles:** +1 die to Firearms and Heavy Weapons tests; conspicuous.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Stun Baton	7S	OK	—	—
Ruger Super Warhawk Heavy Pistol	6P	OK	-2	—

Armor: 12 [Light Security Armor]

Condition Monitors (P/S): 10/10

MEDIA PRODUCER

“Make sure to blip that HUG and swipe my NERPS!”

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

SKILLS

- Close Combat 1+A
- Con 4+C (Specialization: Performance +2)
- Firearms 1+A
- Negotiation 3+C
- Tracking 3+L
- Pop Culture (K)

SHADOW AMPS

Essence: 1 (-3 dice to checks made to heal this character)

- **Cybereyes 1: Cyberware.** Ignores vision penalties, may re-roll 1 die on ranged attack tests. -1 Essence
- **Cyberears 1: Cyberware.** Ignores hearing penalties, may use enhanced and/or selective hearing. -1 Essence
- **Datajack and Headware: Cyberware.** May connect to the Matrix via direct connection. -1 Essence
- **Headware Radio: Cyberware.** Micro-transceiver installed as headware. -1 Essence
- **Synthlink: Cyberware.** Synthesizer, +2 dice to Musical Performance Con tests. -1 Essence

WEAPONS

	Damage	Close	Near	Far
Unarmed	4S	OK	—	—
Shock Glove	7S	OK	—	—
Colt L36 Light Pistol	5P	OK	-2	—

Armor: 6 [Armor Clothing]**Condition Monitors (P/S):** 10/10**MUTANT ANIMAL CRITTER**

Mutants, beasts, feral creatures, wild things, biologically manipulated animals, you know. Same old, same old.

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

SKILLS

- Close Combat 4+A
- Athletics 4+A
- Stealth 2+A
- Tracking 2+L

SHADOW AMPS**Essence:** 6 (no penalties)

- **Critter:** Has access to critter amps.
- **Enhanced Senses:** +3 to Perception tests.

WEAPONS

	Damage	Close	Near	Far
Natural Weapons	6P	OK	—	—

Armor: Based on animal type**Condition Monitors (P/S):** 11/10**CHOOSE ANIMAL TYPE:****Tiger:** Armor 6, +2 to Close Combat, Athletics, Stealth**Wolf:** Armor 6, +4 to Tracking**Bear:** Armor 6, +2 to damage, Toughness quality (reduce incoming damage by 1)**Gator:** Armor 9, +2 to Athletics**Armadillo:** Armor 12, -1 to Athletics, Stealth, Tracking**Falcon:** Armor 6, +1 to damage, +2 Perception Tests (Dice Pool 10)**Snake:** Armor 9, +1 attack**Chimera:** Choose more than one animal type. Uses the best Armor, and all of the bonuses from all animal types. Bonuses of the same type (especially +1 attack) do not stack. For example, a Tiger/Wolf/Bear/Snake Chimera would have

Armor 9 and +1 attack (Snake), +4 to Tracking (Wolf), +2 to Close Combat, Athletics, and Stealth (Tiger), +2 to damage and the Toughness Quality (Bear). Badass.

SECURITY GUARD*“Security breach in sector 23!”*

STR	AGL	WIL	LOG	CHA	EDG
4	4	3	3	2	1

SKILLS

- Athletics 2+A
- Close Combat 2+A
- Firearms 3+A
- Intimidation 2+C
- Urban Brawl (K)

SHADOW AMPS**Essence:** 6 (no penalties)

- **Smart Goggles:** +1 die to Firearms and Heavy Weapons tests, Conspicuous.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Stun Baton	7S	OK	—	—
Fichetti Security	5P	OK	-2	—
500 Pistol				

Armor: 9 [Armor Vest]**Condition Monitors (P/S):** 10/10**SOLDIER***“Sir! Yes, sir!”*

STR	AGL	WIL	LOG	CHA	EDG
5	4	3	3	2	2

SKILLS

- Athletics 3+A
- Close Combat 3+A
- Heavy Weapons or Firearms 4+A
- Survival 2+W
- Small Unit Tactics (K)

SHADOW AMPS

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

- **Aluminum Bone Lacing:** Cyberware. Reduce damage taken by 1. -1 Essence
- **Skillwires 2 (Firearms or Heavy Weapons): Cyberware.** +2 dice to (Firearms or Heavy Weapons) tests. -1 Essence
- **Smartlink: Cyberware.** +1 die to Firearms and Heavy Weapons tests. -1 Essence
- **Wired Reflexes 1: Cyberware.** Gains +1 attack per narration. -1 Essence

WEAPONS

	Damage	Close	Near	Far
Unarmed	3S	OK	—	—
Combat Knife	4P	OK	—	—
Choose 1 of the following:				
MP: MP-5 SMG	6P	OK	OK	—
Regular: FN HAR assault rifle	8P	OK	OK	OK
Urban: Enfield AS-7 shotgun	9P	OK	-2	—
Gunner: Vindicator minigun	8P	OK	OK	OK
Heavy: Portable missile launcher	12P	OK	OK	OK
Sniper: Ranger Arms SM3 rifle	9P	-4	-2	OK

Armor: 12 [full body armor]

Condition Monitors (P/S): 11/10

STREET DOC

"Oh, my. That leg is going to need stitches. Let's just replace it with something better!"

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

SKILLS

- Biotech 6+L (Specialization: Cybertechnology +2)
- Electronics 3+L
- Negotiation 3+C
- Bleeding-Edge Tech (K)

Note: to change the type of street doc, add the following:

For a Deckmeister, replace Biotech with Hacking 3 and increase Electronics to 6, with the Specialization: Hardware.

For a Mechanic, replace Biotech with Piloting (Ground) 3 and increase Engineering to 6 with the Specialization: Auto Repair.

For an Armorer, replace Biotech with Engineering 6 and the Specialization: Armorer. Replace Electronics with Firearms 3.

SHADOW AMPS

Essence: 5 (-1 die to checks made to heal this character)

- **Datajack and Headware: Cyberware.** May access Matrix via direct connection, +1 die to Matrix tests. -1 Essence
- **Jack of All Trades:** May re-roll 1 failed die when rolling a skill the character doesn't have.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Taser	6S	OK	-4	—

Armor: 6 [Armored Lab Coat]
Condition Monitors (P/S): 10/11

SWARM

This critter represents a swarm of small or tiny critters, such as rats, wasps, or hamsters. Use this for when a critter or character uses a Shadow Amp (such as Animal Control) to control and direct a swarm of critters.

STR	AGL	WIL	LOG	CHA	EDG
2	4	2	2	1	0

SKILLS

- Close Combat 4+A
- Stealth 4+A
- Tracking 4+L

SHADOW AMPS

Essence: 6 (no penalties)

- **Critter:** Has access to critter amps
- **Swarm:** Made up of multiple small or tiny critters. Treat as a single critter that has one box of Physical Condition Monitor per small critter (or ten or so tiny critters). The Swarm suffers double the normal wound penalties, as damage represents the destruction of some of its critters. The maximum Physical Condition Modifier of

a Swarm is 12, for twelve small critters (or approximately 120 tiny ones). For larger swarms, add one point of Armor instead of additional boxes of Physical Condition Monitor. Treat Stun damage to the swarm as Physical damage.

WEAPONS

	Damage	Close	Near	Far
Scratch, sting, bite	1P or 1S	OK	—	—

Armor: 0 [If a swarm is larger than twelve small critters, it gains one point of Armor for each additional small critter (or ten times as many tiny critters)]

Condition Monitors (P/S): 1/1 per small critter (or 1/1 per ten tiny critters).

TALISMONGER

"I see you seek items of true power. You have come to the right place."

STR	AGL	WIL	LOG	CHA	EDG
2	4	6	5	4	2

SKILLS

- Con 4+C
- Conjuring 3+W
- Negotiation 4+C
- Spellcasting 3+W
- Arcana (K)

SHADOW AMPS

Essence: 6 (no penalties)

- **Awakened:** Unlocks magical amps
- **Analyze Truth:** Effect spell, caster knows if target is lying
- **Heal:** Effect spell, heal one box of Physical or Stun damage per hit, Essence penalty applies
- **Mana Bolt:** Combat spell, damage 6P/AA, Defense = STR+W
- **Clairvoyance:** Effect spell, caster can see distant locations as if they were there
- **Power Focus 2:** Focus, +2 dice to Magic-related tests

WEAPONS

	Damage	Close	Near	Far
Unarmed	1S	OK	—	—
Mana Bolt	6P/AA	OK	OK	OK

Armor: 6 [armored clothing]

Condition Monitors (P/S): 9/11

TÍR PALADIN

"Prepare to die."

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

SKILLS

- Athletics 2+A
- Close Combat 4+A
- Firearms 4+A
- Intimidation 3+C
- Stealth 2+A
- Tír Tairngire Politics (K)

SHADOW AMPS

Essence: 6 (no penalties)

- **Awakened:** Unlocks magical amps
- **Physical Boost (Agility) 2:** +Adept power. 2 dice when using AGI.
- **Improved Close Combat:** Adept power. May re-roll 3 failed dice on Close Combat tests.
- **Increased Reaction I:** Adept power. +1 attack.
- **Weapon Focus I (Sword):** Focus. Magical weapon, re-roll 1 failed Astral Combat die.

WEAPONS

	Damage	Close	Near	Far
Unarmed	2S	OK	—	—
Enchanted elven sword	5P	OK	—	—
HK227 SMG	6P	OK	OK	—

Armor: 9 [lined coat]

Condition Monitors (P/S): 10/10

TROLL BOUNCER

"Go home."

STR	AGL	WIL	LOG	CHA	EDG
6	4	3	2	2	4

SKILLS

- Athletics 2+A
- Close Combat 4+A
- Firearms 2+A
- Intimidation 2+C
- Specific Hobby (Choose) (K)

SHADOW AMPS

Essence: 5 (-1 die to checks made to heal this character)

- **Dermal Plating 2: Cyberware.** Reduce all incoming damage by 2. -1 Essence
- **Fear:** +2 to Intimidation tests, melee combatants must roll 2+ hits on CHA+WIL or run away.

WEAPONS

	Damage	Close	Near	Far
Unarmed	3S	OK	—	—
Ares Crusader II machine pistol	5P	OK	—	—
Defiance T-250 shotgun	9P	OK	-2	—

Armor: 9 [synthleather jacket plus troll bonus]

Condition Monitors (P/S): 11/10

CONTRACT BRIEFS

This chapter contains 23 contract briefs, missions that 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*, **The Un-contained** chapter in *Chicago Chaos*, and the **Bad, the Worse, and the SINless** chapter in 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.

Contract briefs are structures players and gamemas-

ters can use to build games and plots, but they should not be viewed as having the last word. 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 only a couple of pages and could 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 this book can be played at any time and in any order, unless noted otherwise.

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 to negotiate, 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, in *Chicago Chaos*, or here in this book, in the chapter labeled **Icons and Monsters**.

MERCURIAL

CONTEXT

Background: Maria Mercurial is the chrome-skinned, nova-hottest rock star on the planet. Her first single, “Who Weeps for the Children?” was number one for two months in 2048 before her second hit, “Take it to Mister,” replaced it. Her second album, *Puta*, hit number one in 2049, and she just finished a 28-city world tour and separated from her former manager, Armando Hernandez. Before she was a musician, however, she was a BTL-chip-addicted secretary, bodyguard, data store, and mistress to Renaldo Texamachach, a senior exec at Aztechnology. Texamachach used Maria’s headware to store information damaging to the corporation. Maria rebelled against her abusive handler, fled into the night, and became a prostitute to feed her BTL addiction. Hernandez found her an amnesiac, helped her get clean, and Mercurial then rocketed to stardom.

MR. JOHNSON'S PITCH

The runners are contacted by Max Foley, Maria Mercurial’s current agent. He invites them to Underworld 93 in Puyallup, where they can take in Maria’s concert before heading backstage at 2:00 a.m. for a meet with Max. Max shares his concerns with the runners that Maria’s former agent, Armando Hernandez, has been hassling Maria. She found out he’s been working with the Yakuza and dumped his hoop. Technically, she is still under contract with him for another five days, so Max wants the runners to bodyguard Maria and keep her safe for five days until he can bring legal leverage onto Hernandez. Max offers 5 Karma for the job.

OBJECTIVES

- > Keep Maria safe
- > Figure out the truth
- > Get the target off Maria’s back

TAGS

- > MARIA MERCURIAL > AZTECHNOLOGY
- > ARMANDO HERNANDEZ > MAX FOLEY
- > PERIANWYR > KYLE MORGAN > YAKUZA
- > UNDERWORLD 93

THE PLOT

SCENE 1

Suggested NPCs: Ganger NPC (Organized Crime) x3

Maria joins the group just as negotiations finish. Moments later, the door bursts open and a hit squad attacks. They yell, “You were warned, chica. Don’t frag with Hernandez!” and then shoot to kill the runners (although they are trying kidnap, not harm, Maria). Once the fight is over, the runners will notice Maria is in a fetal position behind some couches. Over the course of the adventure, she will change personalities from innocent girl to amazon warrior to strict headmistress. The runners will now have to find a place to hunker down with Maria for the next five days. If at any point they look for information on or try to find Armando Hernandez, let them. Allow them to learn Hernandez is actually in love with Maria, owes her his career, and didn’t actually send the hit or hassle Maria at all. If they dig deeper, by legwork or decking, you can have them find that Max Foley, in league with the Yakuza, set up Hernandez in order to break Maria away from him and get access to her. Max ends up being an unfortunate casualty of the violence.

SCENE 2

Suggested NPCs: Ganger (Organized Crime) x3

Now that Max is dead, so is the runners’ source of income. If they are in contact with Hernandez, he will offer to match Max’s offer plus 1 Karma if they find out who is trying to ruin his and Maria’s life and put a stop to it. If they do any digging, allow the runners to discover that both the Yakuza strike team leader and Max had the contact of New Horizons on them. Further legwork reveals New Horizons is a corp buying up barrens property in the area, except one owned by Perfekto Polymers, a subsidiary of Aztechnology. Perfekto shut down in 2045 when its executive, Renaldo Texamachach (see **Context** above) was killed. New Horizons is a front for the Shigedo Yakuza syndicate.

SCENE 3

Suggested NPCs: Ganger NPC (Organized Crime), Young Western Dragon critter, Kyle Morgan (use Soldier NPC, +1 AGI, +1 CHA, +1 WIL)

To get everyone off Maria’s case, the runners will have to figure out what’s going on. Whether it’s through legwork, decking, or having the GM send yet another wave of thugs against the party, one of whom will snitch, the runners find out they are being targeted by a group that is holed up in the Taetzel building. Once there, the

runners will find a number of things. On a computer (or on the lips of someone they defeat), they will learn Aztechnology wants to recover the incriminating evidence regarding Perfekto Polymers and their illegal dumping from Maria's headware (that she doesn't even know is there), while the Yakuza want the information to leverage against Aztechnology to force them to sell Perfekto. Aztechnology has assigned their in-house Dragon Knights, Kyle Morgan and the western dragon Perianwyr, to personally deal with the matter. The runners can either attack Morgan and Perianwyr head-on and win, get the information out of Maria and make a deal, throw Maria under the bus and give her to Aztechnology, or find another way out of this mess. No matter how they solve it, the gamemaster should reward them with Karma similar to the original deal.

DREAMCHIPPER, PART 1

CONTEXT

Global Technologies, a small simsense producer in Bellevue, has developed several experimental chips that replace the user's personality, knowledge, and skills with a pre-programmed set. A disgruntled executive (Junior) hired shadowrunners to steal these prototypes and sell them to a competitor. The theft was successful, but three of those runners each slotted one of the chips. The rigger has become Cleopatra, the street samurai goes on a killing spree as Jack the Ripper, and the team's fixer is now uniting the go-gangs of the Redmond barrens into a massive army as Genghis Khan.

Urlan Manes, the CEO of Global Technologies, accompanied by his charismatic and resourceful assistant Roxanne Wunter, hires the player characters to retrieve the three stolen dreamchips. As the runners attempt to track down the chips, they will be followed by a snitch hired by Junior—the exec who betrayed Global Technologies. When the runners find out too much, Junior will hire some mercenaries and attempt to kill them.

After the first scenario, the following two scenarios may be played in any order. The snitch will trail the runners through the first scenario. If caught, Junior will just hire another. They're cheap, expendable, and aren't told anything other than to follow the runners and report on their activities regularly through a burner phone. At the climax of the first scenario, Junior will attack the runners. If they defeat Junior and take him alive, he'll eventually confess to everything. If he is killed, his pocket secretary contains detailed notes that reveal his plans and activities. Junior has not considered the possibility that anyone might read his entries.

The final scenario ends with the retrieval of the last of the three dreamchips.

MR. JOHNSON'S PITCH

Urlan Manes seems wealthy, earnest, and upfront. Three prototype skill chips have been stolen just before an important corporate event. If they are not retrieved before the time comes, Global Technologies faces ruin. The theft was pulled off by professionals. They knew right where to go and how to bypass security. Not everything went smoothly for them, though. One of the thieves was injured, leaving behind blood on the scene. Also missing is Global Technologies' computer wizard, a decker named Tee-Hee. Urlan Manes believes Tee-Hee is the mastermind behind the theft and feels personally betrayed. He suggests that finding Tee-Hee will lead to finding the chips. He provides the runners with all the information he has about the theft, though Tee-Hee was careful to delete camera footage and logs. What Urlan Manes does have is many of Tee-Hee's personal effects, which may provide clues to his whereabouts. Urlan Manes does not explain the nature of the chips other than to say that they are "prototype skill chips that utilize revolutionary simsense technology to achieve previously unimaginable results." Manes makes his assistant Roxanne available to the runners should they need further communication over the course of the operation. The players may utilize Roxanne as a Contact if they wish. She is a skilled analyst and negotiator, and she can provide clues or insight if the players get stuck. Mr. Johnson (Manes) offers 5 Karma for the job.

OBJECTIVES

- > Meet Urlan Manes and Roxanne
- > Get hired, and find out the details for the run
- > Track down and interrogate Tee-Hee, the decker who betrayed his boss by helping to steal the chips
- > Survive the ambush
- > Protect Roxanne

TAGS

- > SIMSENSE > URLAN MANES > CLEOPATRA
- > JACK THE RIPPER > GENGHIS KHAN
- > DREAMCHIPS > GLOBAL TECHNOLOGIES
- > ROXANNE WUNTER

THE PLOT

SCENE 1

Suggested NPCs: Roxanne (use Corporate Johnson NPC)

The first thing the runners will need to do is figure out where Tee-Hee is hiding. Tee-Hee is a skilled decker, but he isn't a veteran shadowrunner. He didn't cover his tracks as well as he thought he did. In the initial scenario, Tee-Hee is staying with an old friend, Flair, who is a retired computer science professor. Tee-Hee's personal effects lead the runners right to Flair's apartment.

Because this is *Anarchy*, you can let the players each make a Narration as they look over the clues, using Perception tests to see what they glean. Each player who succeeds on an Easy Perception test gets to make up a clue. Based on the clues the players make up, the GM should make up a location that fits the ideas presented by the players. Wherever Tee-Hee is eventually found, he will not put up a fight against a team of runners. He might try to run away, but he'll be terrible at it. He'll sob, beg for mercy, and tell the runners whatever they want to know.

What Tee-Hee tells them is that he is not the mastermind behind the theft. Junior, an executive whose late parents founded Global Technologies with Urlan Manes, wants to betray Global Technologies and bullied Tee-Hee into going along with his plan. Tee-Hee will also tell the runners that the dreamchips are dangerous and shouldn't be used. To achieve maximum results, they replace the owner's personality with a synthetic one. The prototypes that were stolen are designed to transform the user into a specific historical figure. One is Cleopatra, but the other two are Genghis Khan and Jack the Ripper. After the theft, the team's fixer Cooperman betrayed the team. He left the team's mage Freya behind and took the chips for himself. Tee-Hee will also tell the PCs that the team that pulled off the theft consisted of himself, a cold-eyed street samurai named Griffin, a rigger pilot named Victoria, the team's fixer Cooperman, and a shaman named Freya (who was shot and left behind). He believes that Cooperman or Junior now has the chips.

SCENE 2

Suggested NPCs: Junior and his mercenaries (use Soldier NPC, armed with AK-97 Assault Rifle)

Catching up with Tee-Hee won't be the successful conclusion of the shadowrun that the runners might have hoped it would be, but it provides them with a much clearer picture of what they stepped into by taking this job.

On the GM's Narration, have all players make a Difficult Perception test. If any of them succeed, they'll spot

someone (a snitch named Ferret) watching the team through binoculars. If they catch up to and question Ferret, all he knows is that he was hired anonymously to follow and report back on the team and their activities. He doesn't know why, and his only contact is a phone number that goes straight to voice mail when called.

At this point, the runners will likely want to report to Roxanne. If they do not, she calls them to ask for an update. If the runners reveal that they have found Tee-Hee, she will prefer to discuss the matter in person in the back room of a bar in Redmond called the Banshee. Once informed, she will thank them for the information. If they challenge her about the ethics or wisdom of making Jack the Ripper chips, she will agree that some poor choices were made. These chips were never intended to be used outside laboratory conditions. Finding them now is all the more urgent. If pressed, she will agree to increase pay by 1 Karma.

Once the meeting seems to be wrapping up, a bunch of heavily armed orks show up and start shooting up the place. They're led by Junior, here to do his own dirty work with the help of some hired muscle. Junior is a heavily chromed ork, and so are the mercenaries he hires to help him. His goal: kill Roxanne and the shadowrunners. Junior bribed the bouncer to take a break, so they walked right past the weapons check with AK-97s at the ready. There will be one ork mercenary for each player character, plus Junior.

SCENE 3

Suggested NPCs: Tee-Hee (use Corporate Decker NPC), Flair (use Street Doc NPC with Deckmeister skill alternatives)

Assuming the runners survive the attack, they will somehow learn what Junior knows. If he is defeated and taken alive, Junior will defiantly and proudly confess everything. Junior was approached by Pengrave, a powerful executive for Hollywood Simsense Entertainment. Junior agreed to betray Global Technologies in exchange for a lot of money and a highly placed position in their head office in California Free State. But the runners he hired betrayed him and ran off with the chips. The fixer Cooperman slotted Genghis Khan and took over a biker gang in the Redmond Barrens. The rigger Val slotted Cleopatra and has become the VIP guest at tomorrow evening's party hosted by Booker Pengrave of Hollywood Simsense Entertainment, apparently having charmed Pengrave. And Griffin is murdering sex workers as Jack the Ripper in Redmond's Touristville neighborhood. Junior has enough invitations for the HSE party for every player character.

If Junior was killed, his pocket secretary contains detailed journal entries with all of this information. It never occurred to him that someone else might read them.

If the runners escape without defeating Junior and his goons, use Roxanne to reveal the information and provide them with the invitations to the party. She will have been gathering information on her own, and suddenly piece it all together after the assassination attempt.

If the runners escaped but left Roxanne behind, or she was killed, or something else happens, just make up some other excuse to give them the information they need to continue. Maybe Urlan Manes feels guilty about how messy this job has become, so he gathers the information they need and sends it to them. The most important thing is that the runners find out that to finish the job they'll have to take chips away from Cleopatra, Genghis Khan, and Jack the Ripper.

Which one shall they pick first? Probably Cleopatra, because the party starts in just a few hours! If the runners want to tackle these in a different order, that's okay. It isn't important to the story.

DREAMCHIPPER, PART 2

CONTEXT

Val is a rigger, and a fragging good one. She pilots a heavily modified Hughes Stallion MK-2 helicopter that is tricked out for stealth and speed rather than fire-power. When Cooperman gave her the skill chip in lieu of payment for the job, she didn't much care for it and vowed never to work with him again. But she decided to slot the chip to find out what its value might be. At that point, Val lost herself and became Cleopatra. She quickly decided that her best way to begin her rise to power in this new era would be to seduce a wealthy and powerful man, and set her sights on Booker Pengrave. Pengrave has fallen for her charms and has made her his special guest at an upcoming gala.

OBJECTIVES

- > Infiltrate the fancy party at HSE headquarters
- > Retrieve the Cleopatra chip from Val
- > Retrieve the Genghis Khan chip from Cooperman
- > Retrieve the Jack the Ripper chip from Griffin

TAGS

- > SIMSENSE > URLAN MANES > CLEOPATRA
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THE PLOT

SCENE 1

Suggested NPCs: Val (use Rigger PC pregen, with CHA 6, Con skill 6, armed with Ares Viper Slivergun), Pengrave (use Corporate Johnson NPC), party-goers (use Corporate Wageslave and Media Producer NPCs)

Getting into the party should be easy if the runners acquired invitations. If not, they'll have to hack, sneak, or talk their way in. The gala is being held at Hollywood SimSense Entertainment's headquarters building in downtown Seattle. Security is tight but subtle, not wishing to annoy or frighten the rich and powerful guests. Catering is exquisite and may provide a point of entry for the runners. Have the players each make a narration about how they are dressing for and getting into the party. If they have invitations, they succeed automatically. Otherwise, a narration with an appropriate skill check is required to get in.

Once at the party, the runners must find where Val/Cleopatra is. It's not difficult, as she attracts gaggles of adoring men who desperately try (and fail) to attract her attention. She seems to command any room she enters as if royalty, and everyone seems very impressed. Taking the chip from her here might prove difficult. She will not allow anyone to touch her, she denies any existence of the chip, and becomes angry with any runner who attempts to suggest she should remove it. She's very good at making a scene. If the runners wait and watch, before long Pengrave comes out to join her, and they move to exit the building. The pair will take a limousine to a nearby pier for a private boat ride. This provides the best opportunity to retrieve the chip. Pengrave is armed and will viciously defend Cleopatra. Cleopatra will command the runners to depart, and she will eventually draw her Slivergun to "destroy her enemies." She will make no move to cower or take cover, believing that no one would dare to harm her.

Once the runners somehow manage to remove the Cleopatra chip from Val's headware chipjack, the runners are one third of the way to finishing this goal.

If Val survived, she will suffer from a terrible headache, but she will be extremely grateful to the runners. She offers her services as a pilot, free of charge (we mentioned she has a stealth helicopter, didn't we?). Players may mark Val down as a permanent Contact on their character sheet for zero Karma cost.

SCENE 2

Suggested NPCs: Cooperman/Genghis Khan (use Fixer NPC, with CHA 6, Intimidation skill 6, Close Combat skill 6, armed with a Combat Axe).

Go-gangsters (use Ganger NPCs with a mix of weapons, Piloting (Ground) skill 4, Harley Scorpion motorcycles)

Tracking down Cooperman will be much easier once the runners know that he has the Genghis Khan dreamchip. Rumors spread among Seattle's gangs about a large gathering of go-gangs forming into an army; at the head is someone claiming to be Genghis Khan re-born. The gathering isn't hard to find. The runners will find Cooperman/Khan riling up the leaders of several of Redmond's most vicious go-gangs. Tensions are high, but the gangs seem likely to unite under Khan's banner. The meeting takes place deep in the Redmond barrens, inside an old warehouse. The building is surrounded by dozens of rowdy go-gangsters. The go-gangsters have longstanding animosities that are barely kept in check, and they're getting quite drunk. Taking the chip out of Cooperman's head without getting killed in a sudden free-for-all gang war is going to be tricky. It definitely won't be boring. If the runners wait too long, eventually all of the go-gangs will head out together in a massive group with Cooperman at their head and begin rampaging through the barrens in a campaign of wanton violence and destruction. They will indiscriminately kill everyone within their path unless somehow stopped. Since Lone Star doesn't bother sending police units past Touristville in the Redmond barrens, they will rampage unchecked for days before eventually heading out to attack Bellevue and getting themselves thoroughly killed by security forces. The stakes are high.

Once the chip is removed from Cooperman, a biofeedback outburst kills him (if he wasn't already dead). He merged too strongly with the dreamchip and won't survive the dumpshock. There's nothing anyone can do to save them.

SCENE 3

Suggested NPCs: Lone Star HTR Team—Officers x4 (Special Forces), Mage (Special Forces Mage), Lieutenant (Special Forces Lieutenant)

Gaining the knowledge of the Jack the Ripper dreamchip also makes tracking down Griffin/Jack a fairly simple task. He has already murdered several sex workers, all within Redmond's Touristville area. Because the killings are happening in Redmond and no SINners have yet been killed, Lone Star has done nothing to investigate. Local media begins reporting on the strange murders almost immediately. All the runners need to do is stake out the area, perhaps using one of the team as bait, and they will catch Jack in the act. Griffin/Jack will be a for-

midable opponent but a straightforward challenge.

Just as with Cooperman, once the chip is removed from Griffin, a biofeedback outburst kills him (if he wasn't already dead).

AFTERMATH

Once the runners have all three dreamchips, they must decide whether to turn them in to Global Technologies and get paid, keep them for themselves to sell, destroy them because they're so dangerous, or even try slotting them. None of the dreamchips will function without being refurbished and reset by Global Technologies. Regardless of what the runners choose, the dreamchips will never go to market.

HARLEQUIN, PART 1: PHYSICAL

CONTEXT

Two immortal elves have been in conflict for thousands of years, but now one of them wants to settle matters between them once and for all. Harlequin seeks to express his displeasure with Ehran the Scribe by enacting the Ritual of Unmaking, which requires a ritual interference of each of seven aspects of Ehran's life: Hates, Loves, Physical, Spiritual, Past, Future, and Present. Harlequin has chosen the player characters to be his unwitting agents in this game, and the shadowrunners will find themselves in the middle of a personal conflict that began before the recollections of human history. It is strongly encouraged that players *not* know these Harlequin runs are related, and to let them discover that over time. Intersperse the Harlequin runs between other runs to keep the suspense building over time.

MR. JOHNSON'S PITCH

(Note: This pitch comes after scene 1.) JP Morlock invites the runners to a midnight meeting at Laubenstein Plaza, Sixth Avenue and Pike Street.

Upon reaching the penthouse, Morlock congratulates the runners on their professionalism (or strength) and offers them the job: Break into the offices of Sylvan Information Systems, steal Ehran the Scribe's manuscript located in the safe of Sylvia Green (Third Senior Editor), and upload a virus to Sylvan's computer system. Morlock offers 6 Karma for the job.

If the runners got past the orks in Scene 1 without resorting to physical violence, Morlock offers the team 1 extra Karma each. If they got into a violent physical confrontation with the orks, he does not offer the team any bonus Karma.



OBJECTIVES

- > Break into Sylvan Information Systems
- > Find Ehran the Scribe's manuscript, located in a safe within Sylvia Green's office
- > Hack Sylvan's computer system to install a virus (or reach the physical mainframe and insert a chip if the team lacks a decker)

TAGS

- > HARLEQUIN > EHRAN THE SCRIBE
- > SYLVAN INFORMATION SYSTEMS
- > LAUBENSTEIN PLAZA > BARGHESTS

THE PLOT

SCENE 1

Suggested NPCs: J.P. Morlock (use Mr. Johnson NPC), Ork Bullies (use Ganger NPC, with +2 STR)

The runners head to Laubenstein Plaza at midnight to meet their Mr. Johnson. Mr. Morlock has hired a rambunctious trio of well-dressed ork thugs to test any runners who show up for the job. The orks talk and act tough, and they block access to the elevators.

The runners must outwit, fast-talk, intimidate, flatter, or beat the drek out of the orks in order to get to their meeting.

SCENE 2

Suggested NPCs: Corporate Wageslave NPCs, Security Guard NPCs, Lone Star Patrol Officer NPCs, and Barghest critters

Sylvan Information Systems headquarters is in eastern Bellevue, in the center of its own landscaped grounds. The two-story building sits at the center of beautifully manicured lawns that are patrolled at night by barghests. The grounds are encompassed by a tall chain-link fence topped with razorwire, tastefully concealed among the trees that form the property's border. The fence is electrified, dealing 6S damage to anyone that comes into contact with it and alerting the guards. During regular business hours, the building is occupied by fifty or more employees. Four guards are on duty at all times, changing shifts every twelve hours. One of the guards is a trained barghest handler. The four barghests are kept in a special soundproofed kennel in the building's basement during business hours. After hours, they are released to patrol the grounds. The guards do not patrol outside of the building while the barghests are out unless they have been alerted to a security breach.

If the runners try to pull off the run during the day,

they will need to somehow con their way past any security and gain access to Sylvia Green's office on the second floor. Sylvia's safe is protected by a mechanical tumbler lock. It cannot be hacked, and so must be cracked. Only Sylvia and Sylvan Information Systems CEO Malachi Morgan know the safe's combination.

If the runners attempt to infiltrate the headquarters outside of business hours, they must get past the barghests. Barghests are large dual-natured canines that can see (and bite) astral forms and have a powerful magical howl. The runners must somehow overcome or sneak past them to gain access to the building.

Whether night or day, the four guards will be located inside the building—one of them down in the kennels, one watching the monitors and alarm systems located in the circular desk on the second floor, and two on patrol.

SCENE 3

Suggested NPCs: Same as scene 2

The security system includes maglocks for all exterior and office doors, cameras covering most of the headquarters—except for bathrooms and inside the six offices on the second floor (including Sylvia's office)—and elevator controls. All of these, as well as the status of the electrified fence, can be accessed and controlled by the building's computer system. If the runners have a decker, they'll need to break into the computer system to upload the virus anyway. If the runners do not have a decker on their team, they will need to access the main computer room on the first floor and upload the virus directly by inserting a chip into the mainframe.

If security guards or a suspicious employee becomes alerted to the shadowrunners, they will try to hit a Panic-Button™—located at every desk in the building. The PanicButton™ summons a Lone Star response of three patrol cars, each with a pair of officers eager for an excuse to shoot somebody. If the runners draw too much attention or make too much noise, the Lone Star response will escalate.

This is a fairly straightforward introductory shadowrun. Get in, steal the thing, hack the computer, get out—all while avoiding or overcoming magical critters and guards with guns. Then get away without getting caught by Lone Star! Null persp, eh chummer?

Ehran's manuscript is titled *Mankind Revealed*. If the runners read it, they will find that it predicts a rosy, peaceful future for mankind and reads as wildly optimistic drivel.

EPILOGUE

Gamemasters may choose to allow deckers in Sylvan Information Systems' server to discover a database of

elven families, with one in particular highlighted: Jane Foster. No other information is given.

DNA/DOA

CONTEXT

Aztechnology has been abducting orks in Tacoma and experimenting on them within a secret underground laboratory. Carol Owens, the lead researcher at the facility, has leaked information about the laboratory's activities in an effort to get the unethical projects shut down. She has been caught and is forced to continue her work. Her message did get out, but it was intercepted by members of Alamos 20,000—a violent anti-metahuman terrorist organization. They believe that the work Carol Owens has been doing will allow them to create a bio-weapon to "purify" humanity. Whatever that means, it can't be good. Unfortunately for the runners, they're hired by Alamos to extract Carol Owens and her research. Mr. Johnson intends to pay the runners in bullets instead of Karma, though. However this plays out, it's going to be a bumpy ride. What will the runners do when they find out the truth?

MR. JOHNSON'S PITCH

Mr. Johnson provided coordinates to a location in the Tacoma sewers that comes very close to the target location: a secret Aztechnology genetic research laboratory. The job has three objectives: extract Dr. Carol Owens (the project's head research scientist), acquire a sample of the virus she was working on, and steal the research data. Mr. Johnson offers 5 Karma for the job.

Another catch: The job starts right now. Mr. Johnson provides the team with a map and special equipment. Guess what? You're going in through the sewers!

Mr. Johnson provides the following gear:

Chemsuits: Protects characters from toxins and pathogens (unless it gets torn).

Maglock passkey: Allows characters to open maglocks in almost no time with a successful narration.

Digging tools: Shovels, picks, power tools.

Catalyst sprayers: Melts plascrete walls into goop, but takes a few minutes.

Explosive charges with remote detonators: Just in case the catalyst sprayers don't work.

OBJECTIVES

- > Gain access to the laboratory
- > Locate Alpha Section
- > Find and retrieve Dr. Carol Owens and the virus sample
- > Steal research data
- > Rescue the children

TAGS

- > AZTECHNOLOGY > GENE SPLICING
- > TACOMA > VIRUS > MUTANTS
- > ALAMOS 20,000 > CAROL OWENS > SEWERS

THE PLOT

SCENE 1

Suggested NPCs: Giant flesh worms, giant cockroaches (use Devil Rat critter, but with Armor 6 and no Animal Control power), giant millipedes (use Devil Rat critter, but with Armor 9 and no Animal Control power), mutant lab animals (use Mutant Animal Critter with tiger, wolf, or bear for the animal type), mutant lab personnel (use Ghoul).

After digging through a meter of crumbling concrete in the sewer, a smooth plascrete wall was revealed. Mr. Johnson's catalyst sprayers worked perfectly at turning the once unyielding plascrete material into malleable goop, allowing secret access to the subterranean lab.

Scene 1 begins just as the runners have gained underground access to the Beta section of Aztechnology's secret laboratory. The lab has been ransacked. The scientists, guards, workers, and test subjects have all been transformed horribly by a genetic virus. The shadowrunners will need to fight or sneak their way past colossal cockroaches, monstrous millipedes, flesh worms, and enraged mutated people to reach the offline data storage backup system that contains the research data.

Take time to establish the mood before the first monster attack occurs. Let the players each make one narration as they search through the lab before they encounter any creatures. Describe the trashed equipment, empty hallways, and bloodstains on the walls. Let the tension build, and then have one surprise combat encounter after another.

ENCOUNTER TABLE

(Roll 1d6—or just pick one, whenever the time seems right)

RESULT	EFFECT
1	Opening a door unleashes giant millipedes.
2	A ceiling panel bursts apart as a mutated ork leaps from ambush.
3	Ravenous giant cockroaches swarm from under nearby desks and tables.
4	Giant flesh worms burst out of a wall and attempt to swallow the runners.
5	Unnatural growls echo from around a corner. A bear-like mutated troll ("Dr. Angry Bear") is near.
6	A chorus of howls precedes an attack by a pack of vicious mutants.

SCENE 2

Suggested NPCs: Aztechnology guards (use Soldier NPC, armed with assault rifle), automated turrets (use Auto Turret Drone, armed with assault rifle), Aztechnology scientists (use Street Doc NPC), Dr. Carol Owens (use Street Doc NPC), frightened and compliant ork children (no NPCs will attack the children, so no statblocks should be needed for them).

Alpha section is where head research scientist Dr. Carol Owens is located, along with a number of ork children that have been kidnapped off the streets for use as test subjects. Unlike Beta section, Aztechnology security is in full control of Alpha section. Security forces and scientists have been monitoring the developments within Beta section without intervening. They will not enter Beta section for any reason but will be ready for the shadownrunners when they enter.

To acquire a sample of the virus, the research data, and Dr. Carol Owens, the runners will need to fight their way past the guards as well as turrets that pop down out of the ceiling. Aztechnology security will not pull any punches. They will do their very best to kill any intruders but will not leave Alpha section to pursue them.

Alpha section doesn't have an endless supply of guards. The entrance to Alpha section will be defended by four guards in cover positions and two auto turrets. Another four guards might face the team with a similarly defended position, and further turrets could pop out from the ceiling in any room or passage. Adjust the challenge as needed. If the runners barely make it past the initial guards, you may skip any further guard encounters—just harry them with the occasional turret or two. If the players are enjoying the combat and rolling through the guards with little effort, let them have their fun and crank up the danger in Scene 3.

Once the runners have overcome the guards, they will be free to search Alpha section for their objectives. Virus samples are located in a cold storage vault. The research data may be downloaded from the computer system, which is an offline Matrix host. It can only be hacked from someone located within Alpha section. Dr. Carol Owens is a prisoner here. She leaked information about the existence of the metagenetic virus in the hope that the project would be shut down after she was forced to work on SINless metahumans captured off the streets. She will be found in a cell along with a dozen ork children. Dr. Owens will cooperate with the runners and leave willingly if they agree to rescue the children as well. If necessary, Dr. Owens will help the runners acquire the research data and virus sample.

SCENE 3

Suggested NPCs: Aztechnology strike team (use Soldier NPCs armed with assault rifles, Rigger PC pregen with 6 ranks in the Piloting [Aircraft] skill, Hughes Stallion helicopter [Armor 12, Durability 12] with a mounted machine gun), Mr. Johnson (use Corporate Johnson NPC armed with Ares Viper Slivergun), Mr. Johnson's bodyguards (use Soldier NPCs armed with SMGs).

Mr. Johnson instructs the runners to meet him in a nearby abandoned warehouse immediately. Dr. Owens will agree to be turned over to whoever has hired the runners, provided they have agreed to rescue the ork children. She knows where their families are and will plead with the runners to return them to their homes.

Once the runners meet Mr. Johnson, he thanks them for their service "to the cause." He tells them that Alamos 20,000 will now use this virus to cleanse humanity of all metahumans. Then he says that their services are no longer required. His bodyguards prepare to open fire on the runners, but before anything else happens, parts of the ceiling burst open above. Lines drop down from the openings, and an Aztechnology strike team uses them to deploy into the warehouse. Mr. Johnson and his guards exchange fire with the strike team, and both factions attempt to kill the runners. Dr. Owens takes cover and looks for an escape.

The Aztechnology strike team consists of twelve soldiers supported by a rigger piloting a combat helicopter. Mr. Johnson has five bodyguards. The strike team will focus attacks on Mr. Johnson until he is dead before splitting any remaining attacks between the runners and the bodyguards. The helicopter attacks any runners or bodyguards that attempt to leave the building. The bodyguards will only attack the Azzies unless the runners start attacking them or the strike team is defeated. Neither parties will attack Dr. Owens or the ork children.

It's up to the runners to escape. If necessary, Dr. Ow-

ens will find a passage that allows the runners to escape into the sewers. Once out of danger, the runners must decide what to do with the virus and research data. Dr. Carol Owens plans to go into hiding once the ork children have been returned to their homes.

HARLEQUIN, PART 2: HATES

MR. JOHNSON'S PITCH

The next phase of Harlequin's ceremonial tantrum is to target something Ehran hates. The target is the APN—Association Para-Nobilis—a violent gang of criminals posing as an elf-supremacist group built on “ideals” of “proper elven behavior” gleaned from fantasy novels. Bows and arrows, all hail Lord Tolkien, drek like that. They make examples of elves who behave like normal people in the modern world instead of classic fantasy novel caricatures. They do this by murdering them with arrows and swords.

Charlie Tarrow, a local fixer, hires the shadowrunners to strike at the APN. Their objectives: Take the false elf ear tips from each of the APN's leaders (they're actually elf poseurs!) and leave behind a sealed envelope* as a message. Actually killing the APN leaders is not required, but isn't discouraged.

The runners have two days to prepare. The APN will have a meeting in two nights' time. All of the leaders will be present in their HQ building then. Tarrow recommends the runners strike before dawn Friday morning. Tarrow offers 6 Karma for the job.

*Note: If the runners peek, they will discover that inside the envelope is the first page of Ehran the Scribe's manuscript (*Mankind Revealed*).

OBJECTIVES

- > Do legwork on the Association Para-Nobilis before going after them
- > Gain access to the APN Headquarters
- > Encounter Firelle
- > Find and defeat Thiran and Erendahl
- > Find and defeat Xeric, Blaine Deathedge, and Allair
- > Recover their false ear tips from the fallen
- > Leave envelope behind where Xeric falls

TAGS

- > HARLEQUIN > EHRAN THE SCRIBE
- > ASSOCIATION PARA-NOBILIS
- > CHARLIE TARROW > FALSE EARS

TARGET NPCS

The core members of the APN, every one of them a human posing as an elf, are as follows.

- **Xeric** is the charismatic, homicidal elf poseur who leads the APN. Use Soldier NPC, armed with HK-227 SMG [6P damage, OK/OK/–, dice pool 11].
- **Firelle**, the “Red Lady,” is the APN's only mage. Use Combat Mage PC pregen.
- **Thiran** is a scarred brute who thrives on physical conflict. Use Soldier NPC. Raise Close Combat to rank 6. Armed with sword [5P damage, OK/–/–, dice pool 10].
- **Erendahl** looks the part of a classic elven ranger out of a fantasy novel. Use Soldier NPC. Archery Skill 6. Armed with a bow [4P damage, -2/OK/-2, dice pool 10].
- **Allair** has gone mad due to BTL abuse and believes he is a powerful necromancer with megalomaniacal ambition. Use Street Doc NPC.
- **Blaine Deathedge** is a heavily augmented killer. Use Soldier NPC. Armed with FN HAR assault rifle [8P damage, OK/OK/OK, dice pool 11].
- **APN Foot Soldiers** (use Ganger NPC) have Archery at rank 3 and are armed with a sword [5P Damage, OK/–/–, dice pool 8], and either a bow [3P damage, -2/OK/-2, dice pool 8] or an HK-227 SMG [6P damage, OK/OK/–, dice pool 8].

THE PLOT

SCENE 1

Suggested NPCs: See above

A quick info search on the APN brings up Scepter Productions, a local media company who lost a crew investigating the APN for a story several months ago. The crew was butchered by the APN. A woman named Kerry Taylor is heading the investigation now. Her late significant other led the crew. She hates the APN and can be easily convinced to meet the runners. If the runners are able to convince her that they mean the APN harm, she will share her private files on the APN, including dossiers of each of the leaders. She will also point the runners to her elderly mother Harriet Taylor, who works in the Department of Public Works office—from whom they can obtain a map of the building. Harriet is a nice old lady who works in a deep basement office stuffed with ancient paper files and an antique photocopier. The runners might also search for information about the APN or attend one of their meetings. They will likely un-

cover that the APN is an organization of elf posers, and their propaganda borders on the silly. In a public APN meeting, one of the leaders will read passages from Tolkien as if they were sacred verses.

SCENE 2

Suggested NPCs: See above

The APN headquarters is a two-story brick rectangle of a building in the shadow of the Renraku Arcology. If the runners attack just before dawn, most of the foot soldiers will be asleep. The building has no computer system at all—locks are mechanical, and there are no security cameras. The runners might sneak through the building, quietly taking out guards as they encounter them, but sooner or later they'll encounter the bosses and things will get noisy. Or the runners might opt for a quick and noisy assault. Either way, the goal is to encounter and defeat each of the leaders of the APN, take their fake elf ear tips, and leave behind the envelope.

Foot Soldiers: There is a small guard room that overlooks the stairs going up to the second story, the elevator to the basement, and the door to Firelle's room. A single APN foot soldier dozes here, and will not notice the runners unless they make no attempt to sneak.

Firelle: The Red Lady is a powerful hermetic magician, and lives in a lavishly decorated room on the ground floor. She has had second thoughts about the APN's use of violence and could be convinced to give up her ear tips willingly. When the runners confront Firelle, a small human child will rush out of hiding to protect her. The girl is homeless, and Firelle takes care of her sometimes.

Basement: The basement is where the APN has a makeshift indoor archery range and gym. Thiran and Erendahl are awake, having stayed up all night discussing their plans. They will be alerted by any sounds of combat and attack. If the runners sneak in through the basement somehow, Thiran and Erendahl will be the first threats they encounter. Otherwise Thiran and Erendahl will likely be encountered when they are alerted to signs of trouble upstairs. The pair is always ready for a fight and will take the elevator up to the ground floor from the basement.

SCENE 3

Suggested NPCs: See above

If the runners go in from the roof, start here instead. The second floor contains a lounge area with a kitchen and apartments for most of the APN's leaders. Six APN foot soldiers will be catching some z's in the lounge. The APN bosses will be asleep in their rooms. That is, until things get noisy enough to rouse them. If the runners have snuck

in, they might be able to move from one room to another, silently taking out the guards and leaders. But things are likely to get messy eventually. Allair is an insane chip-head who believes himself to be a powerful necromantic sorcerer. He sleeps very lightly and is likely to come running out of his room at any moment screaming fictional incantations and declaring doom. Most likely this scene will be one long combat. If things got noisy in the previous scene, the bulk of the APN will be roused, armed, and wide awake. They won't go rushing downstairs to find out what is happening—they'll get ready, take cover, and wait for the runners to come to them.

The successful conclusion of this scenario could be achieved by defeating all of the APN bosses in combat, but the actual job requirement is the delivery of the envelope and the collection of the ear tips. With the exception of Firelle, the leaders of the APN would not give up their ear tips without a fight. Such an act would humiliate them, destroy their authority, and effectively cause the APN to fall apart. However, if your players seriously attempt a non-violent approach using social skills or trickery, do not shut them down. But don't make it easy. It should be extremely difficult to get the ear tips without combat—almost impossible. Almost.

QUEEN EUPHORIA

CONTEXT

Thomas Dorin, a.k.a. Craft, has created a new type of stuffer food called Amber Gel. In order to raise money, he has offered Vincent Burroughs of Strice Foods exclusive distribution of Amber Gel. To promote the product, Strice Foods hires the mega-simsense star Queen Euphoria to promote Amber Gel. Learning of this promotion, Strice Foods rival Ludidvenko wishes to prevent these promotions.

MR. JOHNSON'S PITCH

The runners are hired by a local fixer by the name of Elliot Whitecastle to kidnap and stash the simsense star, Euphoria. The runners are to extract Euphoria while she is traveling from Dante's Inferno to her home in Bellevue. Once they have extracted her, they are to keep her at a provided safehouse for the weekend and then release her. The runners will receive 2 Karma for a successful kidnapping, 2 Karma for getting her safely through the weekend, 1 Karma for solving the second kidnapping, and 2 Karma for rescuing Euphoria.

OBJECTIVES

- > Kidnap Euphoria and get her to the safehouse
- > Defend the safehouse from the team coming to get Euphoria back
- > Figure out what happened to Euphoria from her second kidnapping
- > Rescue Euphoria from the ant spirit hive

TAGS

- > AMBER GEL > EUPHORIA > DANTE'S INFERNO
- > REDMOND BARRENS > MEGAMEDIA
- > ELLIOT WHITECASTLE > BELLEVUE

THE SETTING

The job starts with extraction at some point during the car ride between Downtown and Bellevue. The security detail is taking as many non-main roads as possible. Once the extraction is successful, the safehouse is in the Redmond Barrens. The second kidnapping takes place in Bellevue at Euphoria's home. The rescue will take place at the Amber Gel manufacturing plant in Puyallup.

THE PLOT

SCENE 1

Suggested NPCs: Corporate Security NPCs, Enemy Drone (Small)

The scene picks up after the runners have accepted the job from Elliot Whitecastle. They will have approximately eight hours after the meeting to plan the extraction of Euphoria. She must be extracted before making it to her Bellevue home. This involves hitting a small motorcade.

The motorcade consists of a Mitsubishi Nightsky limousine and a Ford Americar. Euphoria is in the limo with her assistant and three Knight Errant guards. The Americar contains three more Knight Errant personnel, one of whom is controlling a drone flying with the motorcade. If trouble takes place, the Knight Errant personnel can call in a Wasp helicopter, which will arrive in three minutes from the time of the call.

SCENE 2

Suggested NPCs: Combat Mage PC pregen, Soldier NPCs

After successfully extracting Euphoria, the team is at the safehouse provided by Elliot Whitecastle on the outskirts of the Redmond Barrens. The team needs to keep Euphoria under wraps over the weekend and are

to release her unharmed on Monday morning. Euphoria is a spoiled celebrity and should make the weekend a bit unbearable with her petty demands and complaints. One thing she will demand repeatedly is Amber Gel.

Sometime during the weekend, Strice Foods hires a team to find and recover Euphoria. The team is led by a mage named Pride. Using a ritual sample held by Strice Foods, Pride tracks Euphoria to the safehouse. The team consists of Pride and four mercenaries.

SCENE 3

Suggested NPCs: None

Provided the team can repel the incursion at the safehouse and release Euphoria after the weekend, they will be contacted on Tuesday by Robert Carrone. Carrone is Euphoria's former manager and now MegaMedia's vice president. He has learned the identities of the team and informs them that Euphoria has been kidnapped again from her penthouse. Initially, Carrone believes the team is responsible for the second kidnapping. The team needs to convince him that they were not involved, and he will then hire them to figure out what happened and recover Euphoria.

He will arrange for the team to come to Euphoria's penthouse to learn what they can about the kidnapping. Unbeknownst to the kidnappers, Euphoria was making a simsense recording at the time and the recording continued during the attack. Analysis of the recording will reveal several "not quite right looking" humanoids and two human individuals. One of the humans is disheveled looking and seems to be in charge. The unknown humanoids can be seen tearing apart Euphoria's guards and grabbing her. The only clearly understood word comes from the disheveled-looking human in charge, and that is the name "Burroughs."

An easy Matrix search will identify a Vincent Burroughs as middle management with Strice Foods. The name Strice Foods should be recognizable as the corporation that hired Euphoria to promote the Amber Gel.

The team can then either talk directly to Burroughs or hack his pocket secretary. Either way the team will find out that Burroughs was being provided the Amber Gel for Strice Foods by a gentleman known as Craft. They can also learn that the Amber Gel is being produced in a facility in Puyallup.

SCENE 4

Suggested NPCs: Insect spirits (hybrid form ant soldier and workers), Corporate Security NPCs, Corporate Wageslave NPCs, insect queen (true form ant queen)

The team can find the address for the Amber Gel manufacturing facility easily. The facility consists of a main fac-

tory floor and basement level. The factory floor contains the vats of Amber Gel and other machinery related to the manufacturing of the product. Other than workers, Corporate Security guards patrol this level and the outside.

The team's goal is rescuing Euphoria, and she is located in the basement level. As soon as they descend to this level they will encounter an alien environment, as the basement has been transformed into a hive for Ant spirits. Ant spirits patrol the hive and with exploration, the team will discover that secretions from the Ant spirits are what are being turned into the Amber Gel. The central part of the hive will find Euphoria, who is undergoing the transformation into an Ant Queen. The disheveled gentleman from the sim-sense recording is there and is obviously Craft.

Euphoria is in a cocoon. The team can battle the queen spirit in Astral space. If they open the cocoon, Euphoria dies and the queen is banished. If the team manages to defeat the queen, Euphoria's body is deformed and brain dead. There is no way to save Euphoria.

EPILOGUE

If the team fails to kill or banish the queen spirit, the Ant Queen will emerge in 5 weeks.

HARLEQUIN, PART 3: PAST

CONTEXT

In order to strike at Ehran's past, Harlequin hires the team of shadowrunners (through another intermediary fixer—it's not time for Harlequin to reveal himself yet!). This time the job is to retrieve an ancient tome that is in the collection of an eccentric baron in Bavaria.

MS. JOHNSON'S PITCH

Ms. Johnson—a mysterious elf woman with a distinctive French accent—hires the shadowrunners to steal an ancient tome from a troll baron in Bavaria, Germany. They must also leave behind a sealed valise. Ms. Johnson offers 6 Karma for the job.

Note: If the runners peek in the valise, they'll find it full of false elf ear tips. Those ear tips should seem familiar. They were taken from the leaders of the APN.

OBJECTIVES

- > Survive an assassination attempt while on a suborbital to Germany
- > Survive the train ride to Munchmaussen

- > Explore Munchmaussen
- > Come up with a plan to infiltrate the castle
- > Find and retrieve the tome
- > Leave behind the valise where the tome was

TAGS

- > HARLEQUIN > EHRAN THE SCRIBE
- > BAVARIA > GERMANY > MUNCHMAUSSEN
- > MAGIC TOME

THE SETTING

This mission takes place across several core venues:

- Aboard a suborbital flight to Germany
- Aboard a train from Berlin to Bavaria
- Munchmaussen, a quaint Bavarian village ruled by a paranoid baron

THE PLOT

SCENE 1

Suggested NPCs: Suborbital assassins (use Ganger NPC, no armor, close combat weapons only), Air Marshal Vogel (use Lone Star Patrol Officer NPC, with armor vest and heavy pistol), assertive passengers (use Corporate Wageslave NPC, no armor or weapons).

This scene takes place on the suborbital flight to Berlin, Germany. Airline security is tight, so the runners will not have access to their weapons, armor, cyberdecks, foci, drugs, or any other potentially hazardous or restricted objects. Their employer has made arrangements to smuggle the runners' equipment. It will be waiting for them in Germany. Characters with implanted weapons will be required to wear a security bracelet that disables the weapon. Attempts to disable the bracelet are difficult. If a player attempts to use the implanted weapon or fails an attempt to disable it, the bracelet inflicts 6 points of Stun damage to the wearer.

When the suborbital reaches the upper atmosphere, everyone on the plane experiences several minutes of zero-gravity. Unfortunately for the runners, some assassins have been hired to kill them at this point. These assassins have successfully disabled their own security bracelets. The assassins have knives or cyberspurs, and there will be one for each runner.

Because the aircraft is at the very edge of the Earth's manasphere, magic does not function well—if at all. Each use of an Awakened Shadow Amp requires the expenditure of a Plot Point, which adds a Glitch Die that can only cause a Glitch, not an Exploit. Spirits are completely unavailable.

Maneuvering in zero-gravity isn't easy. Every time a character (including NPCs) uses a Movement, make an Athletics plus Agility test including a Glitch Die. This doesn't take up a Narration, just a quick roll. Characters only need a single hit to succeed and move as desired, but the addition of the Glitch Die makes things a little more risky. If a character gets zero hits, they can choose to either remain in place or accidentally move in the opposite direction. The aircraft is fairly close quarters, but take advantage of the unique circumstances to make things more exciting. A character hit by an attack might go tumbling away through the cabin. Here's a random table if you need some ideas. Feel free to use it or make up your own results.

ZERO-GRAVITY GLITCHES TABLE

(Roll 1d6—or just pick one, whenever the time seems right)

RESULT	EFFECT
1	The character moves more quickly than intended and takes 4P damage from smacking hard into the cabin.
2	The character moves more quickly than intended and takes 4S damage from smacking hard into a passenger seat.
3	The character begins spinning as they move. Add a Glitch Die to all of their dice rolls until they stop spinning.
4	The character bumps into something on the way and they go out of control. Add a Glitch Die to all Agility tests until they get control of their movement.
5	The character knocks open a luggage compartment on the way and clothing spills out into the compartment. Is the luggage's owner embarrassed or angry?
6	The character bumps an alarm panel. All of the lights go out except for emergency lights, and oxygen masks deploy. A pre-recorded voice calmly recites emergency instructions.

At the beginning of the second round of Narrations, a green-haired punk stands up, drawing a badge in one hand and a taser in the other. She identifies herself as Air Marshal Vogel and shoots at one of the assassins. The assassins will continue to focus their attacks on the runners despite this new threat. After the first three rounds of Narrations, the aircraft returns to normal gravity, and magic is no longer affected.

If it looks like the runners are likely to be defeated, introduce more combatants on their side as some brave passengers decide to help them. Use the stat block for Corporate Wageslave, but give them Close Combat 4.

They are unarmed and wear no armor. No matter how many combatants join, the assassins will always attack the runners. The scene ends once the players are safe and the assassins have been overcome.

Assuming the runners did not pick a fight with Air Marshal Vogel, she thanks them for their assistance or cooperation. The assassins, alive or dead, are taken into custody by the authorities. Vogel vouches for the runners and they are not detained. The shadowrunners will not, however, have any opportunity to question the assassins or search them for clues.

SCENE 2

Suggested NPCs: Hardrow and Sheila Johnson (use Corporate Wageslave NPCs). Soldiers and Bandits (use Soldier NPC, armed with AK-97 assault rifle).

After landing in Berlin, the runners have a couple of train rides ahead of them. The runners have not yet retrieved their equipment. It will be waiting for them at their destination.

Take some talk time as the runners enjoy (or endure) the long train ride together. Nearest their seat is a couple from the UCAS: Hardrow and Sheila Johnson. They're talkative and gregarious, but also plainly nervous. They breed and train purebred, all-natural hunting dogs for wealthy clients, and they are hoping to make a sale to Baron Munchmaussen. Dogs aren't allowed in the passenger compartments, and they've had to stow the kennels in the luggage compartment. Hardrow and Sheila are worried sick about their dogs and wish they were allowed to check on them. In order to distract themselves, Hardrow and Sheila will be very nosy about the runners: "So, what do you do for a living?"

After everyone has had the chance to get involved in conversation for a bit, the train rolls to a stop at what looks like a military checkpoint. Soldiers board the train and start moving through the compartments. The soldiers are belligerent and invasive, apparently mostly interested in bullying the passengers and extorting them for bribes. The local baron encourages this behavior, and this has made him enemies.

Just as the soldiers are about to approach the runners, gunfire erupts from the surrounding trees. The soldiers are under attack! The conductor starts getting the train moving, but it is very slow to accelerate. The soldiers will fight back, using the train cars as cover. Sheila and Hardrow become convinced that their dogs will be shot and try to make it to the baggage compartment. No one directly attacks the runners unless they get involved.

If the runners don't get involved in the fight, the train will eventually get away, leaving a growing pitched battle behind at the checkpoint. The rebels are interest-

ed in attacking the baron's checkpoint, not the train. They won't board the train and won't attack the runners unless attacked by them. The soldiers on the train will hunker down and fire back at them, but happily take a train ride away from the combat rather than jump out and defend their checkpoint. No one will interfere with Sheila, Hardrow, or their dogs.

If the runners want to get involved in the fight, they still have no weapons, armor, or other illicit equipment. They could retrieve a weapon from a fallen soldier, convince a soldier to give them a gun so they can help, or just do their best to make sure Hardrow and Sheila don't get themselves killed. Rebels will only shoot soldiers or people they mistake for them. They don't want to cause civilian casualties. The soldiers are effectively bandits, and won't do anything heroic. They don't want to get killed, and don't really care if any civilians are harmed in the firefight.

SCENE 3

Suggested NPCs: Goldi (use Mercenary PC pregen, increase Charisma to 5 and add Con, Negotiation and Intimidation each at 5, no armor or weapons), villagers (use Corporate Wageslave NPCs).

The train arrives in Munchmaussen, a picturesque Bavarian village seemingly fresh out of medieval times. The runners will be greeted by "Goldi," a gregarious, lovely woman who actually works as the head of Baron Munchmaussen's secret police. The village depends on tourism, as something of a medieval Bavarian Renaissance Faire experience. Goldi will escort the runners to their hotel, where their luggage is waiting for them. On the way she will attempt a subtle interrogation masked as polite conversation. She hopes to find out if they are actual tourists or a threat to the baron. Each player should make one Narration in conversation with Goldi using Charisma or a Social Skill. The initial difficulty is easy, but increase the difficulty to medium if any of the Narrations fails, as Goldi becomes more suspicious. If the runners fail any of the Narrations, Goldi will be somewhat suspicious of them. If the runners fail half or more of the Narrations against Goldi, she will seriously suspect them. Whatever happens, she will not let the runners know that they are suspected of anything. She will report to the baron about the runner team. The baron is paranoid and quite mad, and he will assume that the runners are assassins hired to kill him for political reasons. He very strictly regulates the lives and activities of the people who live and work in the village. Most villagers fear the baron's secret police and his wrath. They will be very nervous if convinced to break character. This has made enemies of some of his subjects.

On the walk to the hotel, the runners will observe that the Munchmaussen Castle is atop a steep mountain. Travel to and from the castle is achieved by cable cars that are styled and furnished as medieval wagons. Once in their rooms, the runners may open their luggage, which includes all of their equipment, as well as plenty of rope, climbing equipment and a few explosive charges.

SCENE 4

Suggested NPCs: Castle guards (use Soldier NPC armed with FN HAR assault rifles), Goldi (use Mercenary PC pregen, increase Charisma to 5 and all social skills at 5, but now she has her armor and machine gun), Baron Munchmaussen (use Troll Juggernaut PC pregen, armed with a Panther assault cannon).

Munchmaussen Castle, like its neighboring village, is a tourist attraction. Baron Munchmaussen's paranoia has also resulted in its subtle renovation as a fortress. The castle has a Matrix host that controls anti-aircraft sensors and turrets, locks, cameras, and connects to many hidden cameras and microphones within the village. The baron spends many of his waking hours watching his people for signs of disloyalty and employs several of his most trusted guards to do the same. No matter what the runners do, they will be watched, and the baron will assume them to be assassins. But the baron has decided to find out who is targeting him, so he has given his guards and secret police orders to observe the runners but not interfere with them. If the guards are attacked, they will take cover and try to escape. If a guard is captured and interrogated, all they know is that they are supposed to watch for the runners, report their position and activities, and avoid engaging. The infiltration of the castle should seem eerie. Have each player make their Narrations, but don't roll dice against them. As soon as the dice hit the table, declare success. Barely wait for the player to tell you how many hits they got. This should raise the tension. Nothing makes a runner nervous like a run going too easy in the beginning.

Once the runners reach the chamber that houses the tome, the baron will reveal himself with a dramatic entrance, carrying a Panther assault cannon. Goldi will enter from another doorway, wearing a uniform and carrying an Ingram Valiant machine gun. Then guards will come out of every alcove and side room, out from under or behind furniture, all with weapons drawn and ready. The baron will monologue for quite some time about how the "assassins" have fallen for his trap, and recount several of their activities that they might have thought went unobserved. He tells them if they reveal who hired them to kill him, he might consider letting them live.

Most likely, he won't believe them and will eventually order his guards to attack. But if they spin a convincing tale, they might be able to accomplish their mission through diplomacy and trickery. It's probably more fun to have a big shootout, though.

In combat, the baron is fearless and seems to have no regard for the damage his assault cannon rounds do when they miss when fired into such an immaculately furnished chamber. Goldi will cackle as she lays down fire with her machine gun. The other soldiers and guards are fiercely loyal and will do their best to defeat the runners.

Once the runners have retrieved the tome and escaped the castle, they have an uneventful trip home. Mission complete.

BOTTLED DEMON

CONTEXT

A powerful and dangerous artifact has fallen into the hands of a small-time talismonger named Topal. His body has been ravaged by the artifact's power, and he has arranged to sell the item to a mysterious buyer. Topal knows that a betrayal is likely, and hires a team of shadowrunners to watch his back. He was right to be paranoid—the buyer has hired an elite elven assassin named Blackwing to recover the artifact and kill everyone who shows up at the meet. Lone Star has been investigating Blackwing's activities, so they'll crash the party as well.

MR. JOHNSON'S PITCH

Mr. Johnson is Topal, a small-time talismonger. He doesn't look well, like he's been on a long and grueling bender or something. He needs you to watch his back for a shady deal that will take place in Black's Junk Yard. Topal offers 4 Karma for the job.

OBJECTIVES

- > Survive the meet
- > Figure out what to do with the item left in their possession
- > Retrieve the Bottled Demon from an insane and berserk young dragon

TAGS

- > TOPAL > BLACKWING > ARLEESH
- > GEYSWAIN > TERRORS > LONE STAR

THE PLOT

SCENE 1

Suggested NPCs: Mr. Johnson (use Talismonger NPC), Blackwing (use Elven Assassin NPC, increase LOG to 5, increase all skills from 2 to 6, armed with Ranger Arms SM-3 sniper rifle), Blackwing's grunts (use Soldier NPC, armed with FN HAR assault rifle), Lone Star Officers (use Lone Star Patrol Officer NPC).

Topal meets the runners just before the meet at Black's Junk Yard in Redmond. He's anxious, sweaty, pale, and sickly. Topal clutches a sealed case that is chained shut and covered in symbols of protection. When the runners escort Topal to the junk yard, he hands the case off to one of the runners before stepping out to meet the elf who is waiting for him. Blackwing is in a hidden position nearby, and will start off the meet by shooting and killing Topal. Immediately after Blackwing fires (or if one of the runners starts trouble earlier), sirens and lights announce the arrival of many police cars. Lone Star officers surround the junk yard and pour in. They're here to arrest Blackwing, but they intend to either arrest or bag and tag any crook who stands in their way. Blackwing and his team will attempt to escape. The runners must find a way out, and they should be in possession of Topal's case. If the runners left the case behind, have it mysteriously turn up in their possession.

SCENE 2

Suggested NPCs: Bounty hunters (use one Elven Assassin NPC, and multiple Soldier NPCs armed with HK227 SMGs), Lone Star Officers (use Lone Star Patrol Officer NPC).

The runners have barely escaped getting arrested in a meet gone bad, but their bad night is far from over. Word on the street is that they gunned down their own Johnson and stole the goods for themselves. Their reputation is ruined, and they're wanted by Lone Star and an unknown faction. If the runners open the case, they will discover that they are in possession of a dangerous and deadly artifact: an ancient, sinister, demonic bottle. If any Awakened runner chooses to use the artifact, they will find that it boosts any Spellcasting or Conjuring test. Every time the artifact is used, every die on the Spellcasting or Conjuring test counts as a hit. However, the artifact drains the magician's life force, which causes three boxes of Physical damage that bypasses Armor and cannot be healed by any means until the end of this scenario. During this time, Blackwing will put a bounty out on the runners, dead or alive. They'll be attacked by bounty hunters and perhaps even other shadowrunners, and most of their contacts will want to steer clear

of them. Once some time has passed and the runners are feeling the strain of the bad rep, the price on their heads and being wanted by the cops, one of their contacts will reach out to them with a solution. They can connect the runners with a benevolent dragon named Geyswain who promises to destroy the artifact, shut down Lone Star's investigation, and thwart the mysterious faction that is hunting them. If the runners turn the artifact over to Geyswain, the dragon thanks them and pays them. He makes good on his promises to take the artifact off of their hands, and Lone Star backs off.

SCENE 3

Suggested NPCs: Arleesh (use Great Feathered Serpent), Geyswain (use Young Western Dragon, gone berserk so that the only action he can take is close combat attacks), Lone Star Officers (Use Lone Star Patrol Officer NPC, armed with FN HAR assault rifle), Blackwing (use Elven Assassin NPC, increase LOG to 5, increase all skills from 2 to 6, armed with Ranger Arms SM-3 sniper rifle).

The runners are visited by Arleesh, a Great Feathered Serpent, who is angry with them for corrupting young Geyswain. She explains to them that the bottle contains an ancient terror. Geyswain is too young to understand the artifact they gave him, and it is destroying him. She demands that they retrieve the artifact from Geyswain in his lair—a corporate building named the Lochlann Center. Outside the Lochlann Center, spirits of all kinds swirl around the building—most astral, but some materialized as well. The spirits seem to be in a trance and will not respond to or trouble the runners—even if attacked. Inside the building, no security forces are alive to stop the runners from entering. Everyone is dead except for Geyswain, who is feasting on the corpses of his guards in a mad effort to replenish his body from the ravages of the bottled demon. He is covered in weeping sores, rabid and berserk. He attacks the runners, and to make matters worse, Blackwing shows up. Then Lone Star arrives in force, responding to multiple calls about the strange disturbances. Blackwing helps the runners defeat Geyswain. Once the mad dragon is defeated, Arleesh suddenly appears (she's been observing, invisible and sneaky) and destroys the artifact. Describe an appropriately satisfying display of magical energy, or have the players do it. Once the item is destroyed, she uses a fleet of air spirits to whisk the runners away from danger, leaving Blackwing to be arrested by Lone Star. He'll use his diplomatic immunity issued by the Tír Tairngire government to walk away, but in the end it is Blackwing's reputation that will suffer from these events.

HARLEQUIN, PART 4: LOVES

CONTEXT

The time has come for Harlequin to strike against something that Ehran loves. The Young Elven Technologists are Ehran's little pet project. They worship the ground he walks on, which makes them a perfect target.

MR. JOHNSON'S PITCH

Sandii, a fixer with a striking set of sharpened chrome teeth, brings the team to Puyallup, where the Young Elven Technologists are having a gala in their headquarters. She doesn't have much info for them, only that they should go in and mingle, and Mr. Johnson will introduce himself when he is ready. She does have invitations that will get them in, though.

OBJECTIVES

- > Meet Mr. Johnson
- > Scope out the HQ of the Young Elven Technologists
- > Break into the YET HQ. Access the corner apartment
- > Hack Dassurn Securities from there
- > Leave behind the envelope

TAGS

- > HARLEQUIN > EHRAN THE SCRIBE
- > YOUNG ELVEN TECHNOLOGISTS
- > LANCELOT WINDTREE > LEE GORBIN
- > ASSOCIATION PARA-NOBILIS
- > DARSSURN SECURITIES

THE PLOT

SCENE 1

Suggested NPCs: Young Elven Technologist (use Ganger NPC with +2 Agility), Lancelot Windtree (use Combat Mage PC pregen with Charisma 7 and Edge 6, Protective Amulet Shadow Amp [Amp Level 2, reduce one attack to half damage once per day], Weapon Focus Sword 3 [Amp Level 4, focus, magical weapon, damages spirits normally and can be used on the Astral Plane, may reroll 3 failed Astral Combat dice]), "Lee Gorbin" (use Mr. Johnson NPC).

Once inside, have the players take one or two narrations each to spend time at the party and get a feel for

the location. The YET HQ is a two-story building. The first floor has a large lounge with a dance floor, dining area, kitchen, bathrooms, and a few private rooms. Most of the party-goers hang out in the lounge, dancing to the bizarre synth music coming from the speakers, chatting, enjoying hors d'oeuvres, or failing to draw the attention of Lancelot Windtree—a snooty elf with long pale hair and extravagantly impeccable clothing who is rumored to be in close company with the famous Ehran the Scribe.

GM: Make sure to point out Lancelot. He has an important role to play in a future scenario.

The rest of the first floor is an indoor atrium, full of plants and trees. Stairs lead to catwalks on the second floor that overlook the garden below. A musician performs on an elaborate modular synthesizer—a large device covered in a tangle of interconnected cables. The musician performs by turning knobs on the devices, unplugging cables, and plugging other cables in. Several lovers stroll dreamily through the garden. The rest of the second floor is off-limits, containing only apartments.

In the basement is a small security office with an armory, several storage rooms, and a large computer room full of Matrix hardware. This is where the YET elite mostly hang out, jacked in to their own host. If any of the runners are elf deckers, they might be invited to hang out down here in an effort to recruit them.

Any non-elves among the runners will be largely ignored or treated with slight rudeness. Unless the runners go out of their way to pick a fight, no one will challenge them outright or pick a fight with them.

Only after the runners have spent some time at the party will a scar-covered elf introduce himself to one of the shadowrunners as Lee Gorbin ("Mr. Johnson, if you prefer") and gather the team for a meeting in a secluded corner of the gardens. He wants to hire them to target this very location tomorrow night. There are two parts of the job:

First, perform a hack against Dassurn Securities, and do it from within the largest suite on the second story of the YET headquarters.

Second, leave behind a sealed envelope somewhere conspicuous within the suite.

The run must be performed tomorrow night, during which there should be far fewer people in the building. Ehran the Scribe will be visiting in two days, and will use the suite that the shadowrunners are hired to target. It's very important that the run is completed before Ehran arrives. Gorbin offers 6 Karma for the job.

Once the runners have been given the mission, before all of their questions can be answered, there is a disturbance at the front door. A man is yelling "But I am Lee Gorbin!" Two trolls come out from the basement, wearing heavy armor and carrying machine guns. When

the runners look back, Mr. Johnson has vanished. *They will have no way of knowing it, but they have just met the immortal elf Harlequin in person.*

Note: If the runners peek within the sealed envelope, they will find that it contains the first page from the tome they stole in Bavaria.

SCENE 2

Suggested NPCs: Young Elven Technologist (use Ganger NPC with +2 Agility), YET Guards (use Troll Bouncer NPC with Heavy Weapons 4 and body armor [total armor pips 15], armed with Ingram Valiant LMG), Ehran's Bodyguards (use Combat Mage PC pregen and Mercenary PC pregen).

The YET HQ is lightly populated, with a handful of elves hanging out in the lounge—napping, jacked in, or making a snack in the kitchen. A few of the YET elite deckers will be hanging out in the basement computer room, and only two guards will be on duty. Granted, these guards are the big trolls with machine guns the runners saw the night before. The YET is perfectly happy to employ trolls for muscle but doesn't want them messing up their aesthetic by being seen.

They have orders to remain out of sight except in an emergency. Also, two of Ehran's bodyguards have arrived ahead of Ehran and are staying in the apartments adjacent to Ehran's suite. If the runners sneak in and head to the second-floor suite without triggering alarms, they won't pose a danger. Ehran's suite is protected by a state-of-the-art maglock, which is Difficult to overcome. If the runners do not disable the lock, it will trigger the alarm. This will alert the bodyguards, but not the YET HQ guards.

Once the runners gain access to the suite, they may use the Matrix port at Ehran's desk to jack in and pull off the hack. If none of the runners are a hacker, have Sandii send along an NPC that will do that part of the job, but is otherwise useless and needs to be protected. The actual hack on Dassurn requires accessing the Dassurn Matrix host illegally and then uploading a virus that Sandii will have provided to them. Once the program is run, nothing seems to happen. After a short time it will perform funds transfers all throughout Dassurn's host and leave a trail of evidence framing the YET for illegal hacking.

Once the runners have hacked Dassurn and left the envelope behind, the mission is complete.

SCENE 3 (OPTIONAL)

Suggested NPCs: YET Guards (use Troll Bouncer NPC with Heavy Weapons 4 and body armor [total armor pips 15], armed with Ingram Valiant LMG), Ehran's bodyguards (use Combat Mage PC pregen and Mercenary PC

pregen), APN attackers (use Ganger NPC., add Specialization: SMG, armed with HK227 SMG).

Once the runners have completed the hack but before they have left the building, the YET HQ is attacked by a dozen armed bicyclist elf posers. That's right, the APN is gunning for their rivals. The runners might remember when they humiliated the APN's leaders by taking their fake ear tips. The APN attackers begin by launching a rocket at the front of the building, which blows a huge hole in the otherwise bulletproof plexiglass walls. Then they come running in armed with HK-227s and start killing everyone they can. The first few victims are the spaced-out elves hanging out in the lounge. Unless the troll guards have already begun to fight the runners, they'll get in the fight. The bodyguards in their apartments upstairs will also join the fray.

Depending on the situation, the runners can get involved in the fight one way or another or use it to their advantage as they escape.

DRAGON HUNT

CONTEXT

Emerging Futures Unlimited is a small corporation under exclusive contract with Ares to work on one specific project: the Cerberus Project. The goal of the Cerberus project was to develop simsense interfaces that would work with animals. Initial trials with animals failed miserably, but further tests using Awakened critters showed more promising results. Their star lab rat was a dragon named Eliohann—a young western dragon obsessed with technology who thoroughly enjoyed participating in the experiments. In this way, Eliohann learned to use the Matrix. He made use of his technological and magical abilities, along with the services of a shadowrunner named Coinspinner, to arrange a hostile takeover of EF. Dr. Grier, the head researcher for the Cerberus Project, discovered what the dragon was doing and ordered a kill team to eliminate him and terminate the project. Eliohann survived the attack, but the kill team did not. He escaped, badly injured and with amnesia, and is recovering in Seattle General Hospital. Coinspinner was captured by Ares agents. The only reason he is still alive is because he stole the Cerberus files and is using them to stall for time and bargain for his own life. With Eliohann's memories inaccessible and his only ally detained, the dragon reaches out to shadowrunners to find out who he is and what has happened to him.

MR. JOHNSON'S PITCH

Mr. Johnson is a dragon with amnesia, recovering from an assassination attempt in Seattle General Hospital. It seemed like half of Lone Star was contracted to protect him. He hired you to find out who tried to kill him, and why. He provided you with only one clue: a designer earring crafted by a local jeweler. The dragon offers 7 Karma for the job.

OBJECTIVES

- > Investigate the earring
- > Search the Matrix and check with Contacts for clues about an attack on a dragon
- > Find out about Coinspinner
- > Rescue Coinspinner from the Ares agents
- > Rescue Mr. Johnson from attacks by Blackwing and Ares

TAGS

- > EMERGING FUTURES
- > DRAGONS
- > ELIOHANN
- > ARES
- > BLACKWING
- > DR. JUSTINE GRIER

THE PLOT

SCENE 1

Suggested NPCs: Dr. Grier (use Corporate Johnson NPC but increase LOG and WIL to 5 and add Biotech 5 and Electronics 5 to skills), Robbers (use Ganger NPCs), Howard Karascyk/Jeweler (use Corporate Johnson NPC), Security Guards (use Security Guard NPC).

It's up to the runners to investigate what happened to the mysterious dragon with amnesia. Have the players each make Narrations as they seek out information, talk to contacts, question NPCs. The scene can go on for as long as necessary, and feel free to engage in Talk Time to discuss plans or play out social interactions. The obvious lead is to investigate the earring, which will lead the runners to King Solomon's Mine, which is a jewelry store in the Bellevue Mall. While the runners are investigating King Solomon's Mine, robbers attack the jewelry store in an effort to destroy the records. If the runners gain access to the jeweler's records, they will find a receipt for the custom earring order listing Justine Grier as the purchaser, and the Emerging Futures laboratory as the delivery address (Eliohann had ordered the jewelry under her name and arranged to have it delivered to him).

Any news or Matrix search about Justine Grier or Emerging Futures will reveal that the small corporation's sole building suffered a violent accident the



previous evening. EF has done what it could to keep the event of Eliohann's departure quiet, but he made too big a mess to keep it completely under wraps. The public story is that there was an accident involving paranormal animals that were being humanely studied. Dr. Justine Grier can be found at the EF laboratory building, surveying the damage and overseeing cleanup efforts. She has already hired an elite team of shadowrunners to eliminate the dragon, destroyed all of the project files, disposed of the other test subjects, and cleaned up most of the evidence of Cerberus. She desperately wants to avoid scrutiny but doesn't want to attract suspicion by being hostile or evasive. Unless Grier is tricked or coerced, she will pretend to be cooperative while offering believable lies. She knows exactly who Eliohann is, and she is the reason he was nearly killed. She also knows all about Coinspinner, including where he is being held.

However the players choose to investigate this mystery, the key information that they must discover is the importance and location of Coinspinner. He knows all of the answers to all of the questions, and he's also in big trouble. If everything the runners do leads to dead ends, have a contact offer the information for a price.

SCENE 2

Suggested NPCs: Ares Agents (use Soldier NPC, replace full body armor with lined coat, armed with Ares Predator heavy pistols), Corporate Decker NPC, Combat Mage PC pregen, Coinspinner (use Burned Out Mage PC pregen).

Coinspinner is an aging shadowrunner—a burned-out ork mage who broke one of the big rules. He made a deal with a dragon, and now he's a loose end. The only reason he's still alive is because he stole copies of EF's Project Cerberus files and stashed them for safekeeping. He bluffs that if he mysteriously disappears, the files will be released to the public. If the runners don't rescue him in time, he'll eventually break and be disposed of. But the runners have somehow found out the location where a team of Ares agents—Knight Errant "troubleshooters"—are holding Coinspinner.

The extended interrogation of Coinspinner is taking place in a nondescript two-story suburban home. The Ares team consists of a decker who monitors the security system for signs of trouble, a combat mage who keeps an eye out for astral spies, and four grunts. Coinspinner is held in the basement and is not in very good condition. The runners will almost certainly have to fight their way through the agents to rescue him. Once the deed is done, Coinspinner will tell the run-

ners whatever they want to know. Coinspinner will check the media as soon as possible. When he does, he'll become extremely upset. Ares has bought out the security contract for Seattle General Hospital. The Lone Star officers that were guarding his master—and the team's Mr. Johnson—are probably already leaving. The dragon is vulnerable.

SCENE 3

Suggested NPCs: Blackwing (use Elven Assassin NPC; increase LOG to 5, increase all skills from 2 to 6, armed with FN HAR assault rifle), Blackwing's runner team (use one Combat Mage PC pregen, two Street Samurai PC pregens), Ares strike team (use Soldier NPC, armed with Ingram Valiant machine guns). Coinspinner (use Burned Out Mage PC pregen), Eliohann (use Young Western Dragon with Datajack and Headware amp)

In the final scene, the runners are tasked with reuniting Coinspinner with his master and rescuing the dragon from a second assassination attempt. Once they arrive at the hospital, they will find that Lone Star has already left the building. There is no sign of any security presence at the hospital, to the astonishment of some of the employees working there. The runners may enter and move about the hospital freely. This should make them nervous. It makes Coinspinner nervous. Just as the runners are arriving at the oversized room that has been arranged for the dragon, Blackwing and his team also arrive, intent on finishing the dragon. One or two Narrations after the confrontation with Blackwing begins, an Ares strike team arrives under orders to eliminate the dragon and anyone else who happens to be present.

This is a black op—no witnesses allowed. Blackwing will consider this a betrayal by his employer. He'll announce that his contract is invalid, abort his mission, and attempt to escape. The Ares soldiers will try to kill everyone, so he'll have to help the runners fight off the strike team before making his escape. Coinspinner and Eliohann will join the fight (the dragon is feeling much better now), and Eliohann will recover from his amnesia during the fracas. The Ares soldiers will begin with a strike force of eight soldiers. Add up to two additional waves of four more soldiers each, but feel free to narrate through the combat if things get tedious. With Blackwing and his team, Coinspinner, and a fraggin' dragon on their side, the runners should be able to drive off the assault. Once the fight is over, Eliohann thanks the runners for their service. Coinspinner arranges for the runners to be paid, and then his master takes him and flies away.

HARLEQUIN, PART 5: COUNTERSTROKE

CONTEXT

Unfortunately for the shadowrunners, Ehran the Scribe wants to get some payback against Harlequin's troublesome agents, and find out everything they know. He would lose great honor if he has them killed, but that doesn't mean he's going to play nice. He sets up a trap and uses Ariel, a free air spirit, to set the bait. Ariel pretends to be a human fixer.

MS. JOHNSON'S PITCH

A fixer named Ariel hires the team to extract Ms. Shirley Marquis, a small cog in Natural Vat Foods. This is a willing extraction, and arrangements have been made with Ms. Marquis for the extraction to take place as she takes an evening stroll in nearby Grantleigh Park. Ariel offers 4 Karma for the job.

OBJECTIVES

- > Safely extract Ms. Marquis (but actually get double-crossed and captured—wait, don't tell them that at first)
- > Have a really drecky time being interrogated and tortured
- > Get the frag out of there!

TAGS

- > HARLEQUIN > EHRAN THE SCRIBE > ARIEL
- > LANCELOT WINDTREE > NATURAL VAT FOODS
- > IGGY > CAPTURED

THE PLOT

SCENE 1

Suggested NPCs: "Ms. Marquis" (use Physical Adept PC pregen, replace Blades specialization with Unarmed, add Killing Hands adept power), undercover cops (use Lone Star Patrol Officer NPC with armor vest and pistol), camouflaged guards (use Soldier NPC, Machine Gunner Option: Vindicator Minigun), Ariel (use Greater Spirit of Air with Masking and Realistic Form), Ehran's mercenaries (use Mercenary PC pregen).

Begin the first scene as the runners arrive at the park to pick up Ms. Marquis. The meet takes place in the early evening, and the park is sparsely populated. A pair

of men sit at the chessboard near the park center, and some lovers are paying attention to one another on one of the secluded benches. Ms. Marquis will be waiting for the runners at a picnic table in the center clearing. The team is told to tell her that they have been "sent by the Easter bunny" and she will go with them.

Unfortunately for the runners, this is a carefully constructed trap set by Ehran the Scribe.

As soon as the runners approach Ms. Marquis and address her with the passcode, she will attack them. She is a security operative in disguise—an adept skilled in close combat. Then everyone else in the park (chess players, young lovers, etc.) stop what they're doing, draw pistols, and open fire on the runners. As if that wasn't bad enough, security guards in camouflaged body armor pop up out of the bushes from every direction and join the attack. Multiple area effect jammers also trigger, blocking all comms. If the runners have any vehicles, spend a gamemaster Plot Point and declare them disabled (they have been previously sabotaged by Ariel, the so-called fixer who hired them). Carry on with the combat for two or three narrations, and make it brutal. The runners are vastly outnumbered, and each character should suffer at least three attacks on every gamemaster Narration. Use heavier weapons such as machine guns or even grenades against the tougher runners, and target the weaker runners with pistols, SMGs, or assault rifle attacks. "Ms. Marquis" will engage the runner who spoke to her in close combat. After two or three heavy combat narrations, Ariel will pull up in an armored van, turrets raining suppressive fire at the remaining guards. Mercs will get out and help the runners escape, retrieving any fallen runners. Once all of the runners are in the van, Ariel will turn to mist and vanish as the van fills with neurostun gas. If any runners refuse to get in the van, Ariel's mercs will try to capture them forcefully. This scene ends when the runners have all been captured.

Note: It's best to be transparent with the players about the purpose of this scene. You don't want to spoil the surprise of the ambush, but once Ariel shows up it's OK to let all the players know that they are meant to escape in the van. This particular old-school adventure might require a bit of railroading. It's often best to find a way to tell the players what sort of ride they're on.

SCENE 2

Suggested NPCs: Lancelot Windtree (use Combat Mage PC pregen, CHA 7, Weapon Focus sword), the cheerful "doctor" (use Street Doc NPC), Iggy (use Corporate Wageslave NPC, but with STR 8, no weapons, armor, or violent inclinations), Ariel (use Greater Spirit of Air with Masking and Realistic Form), Ehran's mercenaries (use Mercenary PC pregen).

The runners awaken in a prison cell within an old government safehouse. Their communal cell includes a single sink and toilet, a mattress for each runner, a camera protected behind plexiglass, and a neurostun gas nozzle. If the runners get even slightly rowdy, the gas dispenses, and they all take a nap. Any mages are under the effects of a drug that makes it almost impossible for them to focus. This requires them to spend a Plot Point to attempt any magical action, including casting spells, attempting to astrally perceive or project, summoning or commanding spirits, or using any Awakened Shadow Amp. Any visible sign of magic use causes the mercenaries observing the cell to trigger the neurostun gas. Runners with augmentations or adept powers are fitted with restraints on their hands and feet. These military-grade cuffs are difficult to circumvent, and any failed attempt causes an electrical shock for 6S. Also, the mercs will notice and gas everyone again. All of the runners have been relieved of all of their equipment, including anything stashed in a smuggling compartment or any other clever artifice. They have no weapons, no armor, no vehicles, no drones, no gear, only their own bodies and augmentations. Once the runners have spent some time getting used to their new surroundings, the cell door will open. Standing in the doorway will be a merc in full body armor, leading with a combat shotgun. He'll tell the runners to stay back, and he'll shoot any of them at the slightest sign of trouble. The shotgun is loaded with gel rounds. Behind him are two more armed mercs in full armor. If the runners attempt an escape, the mercs will attack them and block the exit while the gas is triggered. The runners only get one turn each before the gas hits. Escape at this point should be hopeless, but you never know.

The mercs will take one of the runners to be interrogated. A cheerful "doctor" hooks them up to a machine that tortures them through simsense, making casual conversation as he works. The elf Lancelot will also attend the interrogations, mostly haughtily observing, but also using his magic to mind probe each runner after their "treatment" session. The runner makes a Difficult Perception test. If they succeed, they notice that the interrogation is focused on the details of past runs, specifically each of the previous runs in this series.

Each runner will get a turn and may make the same Perception test until one of them succeeds or each runner has been interrogated. In between interrogations, introduce Iggy. Iggy is the younger brother of the lead merc. Iggy is an adult troll with the mind of a child. He'll visit the runners and start asking them questions through the door, wanting to know what kind of "crooks" they are, and what they did to get locked up "in jail." The merc guarding the door outside will say something mean to Iggy, which will make him cry. Later, the

merc leader will be heard berating and striking the merc who made his little brother cry.

SCENE 3

Suggested NPCs: same as above.

The escape attempt happens when Iggy stops by again and drives a little RC car into their cell. He'll wink at them, chuckle, and run off. The guard will ask him what he's doing but won't follow up. Taped inside the toy car is something the runners can use to escape the cell—let the players decide exactly what it is. Iggy distracts the merc watching the cameras so the runners get out of their cell. The runners have a chance to escape. They still don't have weapons or armor, but there are only two guards on duty. Iggy will run away as soon as the runners break out, and run interference with his brother elsewhere in the safehouse. Unless the runners try to chase down Iggy, they won't have to deal with the merc leader. Lancelot is not onsite at the time, and the "doctor" will remain in his room during any violence. He will make no effort to get in the runners' way. If encountered, he will treat them fondly, as if he were their family doctor. He won't seem to understand any animosity the runners might have for him. On the way out, the runners may recover their gear. They will even find that their vehicles are present and repaired, parked outside.

If the runners do not attempt to escape, or fail to escape, eventually they'll be gassed unconscious and wake up in their own homes, wearing their clothes and armor. All of their gear will be where it should be, and their vehicles will be repaired and parked where they normally are parked.

Note: The runners have no way of knowing this, but the terms of the formal warfare in which they are now pawns do not allow Ehran to kill them outright. He wants to know what they know, hurt them, and make them feel disempowered.

TOTAL ECLIPSE

CONTEXT

A runner named Eclipse has gained power through a pact he made with a powerful evil spirit named Twilight. Now it's time for Eclipse to live up to his end of the deal. A band somehow uncovered the ritual of healing that Twilight needs in order to regain their full power. Eclipse hires a team of shadowrunners (the PCs) to capture the band under false pretenses and help them put on a show. What he doesn't tell the runners or the band is that they'll be Twilight's first victims.

MR. JOHNSON'S PITCH

Mr. Johnson is a mage who goes by the street name Eclipse. The company he represents is in a bind. The band they hired, The Elementals, isn't fulfilling the terms of their recording contract, and the next release is in jeopardy. Eclipse needs the team to collect all of the band members so he can have a conversation with them about the importance of fulfilling their contract. Should be a milk run, eh, chummers? Eclipse offers 4 Karma for the job.

OBJECTIVES

- > Capture the Elementals band members
- > Smuggle Eclipse and the band into Salish Shidhe territory so they can record a music trideo
- > Defeat Twilight and Eclipse

TAGS

- > TWILIGHT > ECLIPSE > SALISH SHIDHE
- > MUSIC > ELEMENTALS

THE PLOT

SCENE 1

Suggested NPCs: Whisper (vocals), Wildfire (guitar), and Coyote (keytar) (use Corporate Johnson NPCs, but replace Datajack and Headware shadow amp with Synthlink, replace Firearms with Thrown Weapons, armed with throwing knives; Wildfire also carries a katana); Bambi (drummer, use Troll Bouncer NPC); gangers (use Ganger NPCs, armed with Streetline Special pistols); Bambi's Brothers (use Troll Bouncer NPC)

Eclipse provides the runners with the location of the band's recording studio in the Touristville area of Redmond. The players may choose to capture them all while together or watch until they leave. Whisper heads to her apartment only a couple of kilometers away. It's protected by a local gang who are big fans of the Elementals. Wildfire heads to a nearby 1980s-retro arcade that he owns. Bambi travels deeper into Redmond, where he helps his two equally troll-sized brothers run a shop that only carries products modified for trolls. Coyote heads to a park in Snohomish, where he sets up camp out in the woods.

However the runners choose to pursue and engage the members of the Elementals, the scene ends once they have all been captured. This part of the job might seem too easy, but that's okay. Milk runs make runners nervous, and there's a nasty surprise down the road.

Eclipse meets the runners and asks them to remain for a few minutes while he checks with the band mem-

bers. He'll insist on a private conversation with them, during which he will probe their minds and bind them to his will using powerful magic. Then he'll come out and offer the runners another job.

SCENE 2

Suggested NPCs: Salish border guards (use Soldier NPC, armed with FN HAR assault rifle and riding in Toyota Gopher pickup trucks). mercenaries (use Soldier NPC, armed with Ingram Valiant machine guns), any critters will work.

Eclipse explains that they must shoot a music video for the Elementals' hit track: "Healing the Spirit." Unfortunately, the license he had acquired to shoot the video at the chosen location within Salish territory has expired, and he can't afford to wait for the application process to acquire another. The famous video director Lupin will only agree to film the video on scene. Artists! Of course, all of this is a lie. Eclipse does not work for a media company, and just wants to get the band in the right location to perform the song that will restore Twilight.

If the runners turn down the job, switch to a later scene where the runners are hanging out together. They'll be attacked by a team of mercenaries hired by Eclipse to tie up loose ends. If they survive the ambush, they'll recover information that reveals Eclipse has hired the mercenaries. This concludes the adventure unless the runners decide to crash the "video shoot."

Smuggling the band into Salish territory is the meat of this scene, assuming the runners decide to help. They'll need to avoid border patrols and critters on the way to the scene of the shoot. Whether they achieve this through stealth, cleverness, or firepower is up to them. Let the players have their fun.

Once the runners and the band arrive at the scene of the video shoot (a clearing on a mountainside with a large cave nearby), Eclipse asks the runners to keep any critters or authorities from interfering. The band and videographer begin to set up.

If the runners turned down the job, survived the assassination attempt, and are looking for some payback, the scene ends when the runners approach the site of the shoot. The band is just beginning their performance. Guarding the site is a team of mercenaries who will shoot anything that moves.

SCENE 3

Suggested NPCs: Eclipse (use Combat Mage PC pre-gen), Twilight (use Greater Spirit of Beasts)

As the band plays, the wind picks up to answer. The performance seems magical, with the natural world re-

sponding. As the song begins to reach its climax, the skies begin to darken ominously. At the song's end, a black cloud appears just above the band. It coalesces into the form of a materialized spirit, horrific in form. It seems like a horror caricature of a spider, but with a massive mouth ringed with many sharp teeth. Eclipse cackles and howls with joy. "Twilight! Our pact is fulfilled! Enjoy the feast I have brought you!" The spirit will then attempt to kill the runners.

Once Eclipse is defeated, the Elementals snap out of their magical compulsion. Most of them will be scared and confused, but Bambi will attack the nasty-looking spirit if Twilight is still in the fight. The Elementals might be upset with the runners for abducting them, but they'll also be grateful for the rescue. Not very grateful, though—just enough to be even.

If the runners interrupt the song by assaulting the band members, Twilight's healing will fail, and Eclipse will attack them. The scene ends when the runners defeat Twilight and Eclipse, thereby rescuing the Elementals and preventing the release of a powerful spirit that had been bound for millennia for the world's protection.

HARLEQUIN, PART 6: SPIRITUAL

CONTEXT

In order to strike Ehran's spiritual life, Harlequin employs the runners to violate his most secluded sanctuary in Amazonia. A tribe of Jivaroan indigenous people claims the territory surrounding the plantation. Harlequin does not want to see harm come to the Jivaroans or the plantation staff, so the runners are offered a hefty bonus if they kill no one.

MR. JOHNSON'S PITCH

Legendary fixer Anson Helms hires the runners to steal an orchid from a secluded plantation deep in Amazonia, within the territory of a reclusive native tribe known for killing any who enter their territory. The plantation belongs to Ehran the scribe. It is a place of refuge, far off the grid. But a tribe of indigenous people known as the Jivaroans live there. They are known for being violently territorial and making shrunken heads of the remains of those who cross them. The team is offered a 3 Karma bonus if they do not kill anyone—especially the Jivaroans. This might prove difficult, because the Jivaroans will enthusiastically attempt to kill them.

One more thing: Anson provides a datachip, with instructions to leave it in place of the stolen orchid. Helms offers 6 Karma for the job.

Note: If the runners inspect the datachip, they will discover that it contains the exact same virus that they had been hired to upload to Dassurn's Matrix host from the YET Headquarters.

OBJECTIVES

- > Travel montage to Amazonia
- > Get to Ehran's plantation without killing, or being killed by, the Jivaroans
- > Retrieve the orchid from the greenhouse
- > Leave behind the datachip

TAGS

- > HARLEQUIN > EHRAN THE SCRIBE
- > ANSON HELMS > AMAZONIA
- > JIVAROANS > ORCHID

THE PLOT

SCENE 1

Suggested NPCs: None.

The first scene is a travel montage, or a series of travel vignettes. The runners are taken at great expense through a convoluted variety of vehicles in unusual landing/docking/parking spots, taking them from the city they know to the most secluded reaches of the awakened Amazon jungle. Everyone should take a turn narrating one leg of the journey, including details such as the unusual vehicle, its eccentric pilot/driver, and the strange arrival locations. The gamemaster takes the first turn. After each person finishes their narration, there is no need for a dice roll. Instead, take some Talk Time to give everyone a chance to role play their characters during the trip. Once the Talk Time is done, the next player takes a turn. Continue in this way until everyone has taken a turn or decided to pass. The purpose of all of this is to convey to the runners that they are involved in an elaborate, contrived plan set up by someone with considerable resources, and to provide some role-playing opportunities. Do the characters enjoy travel? Do they get along? How do they pass the time on the long flights, drives, and boat rides? What strange sights do they see as they travel deep into the Awakened jungle? What do they find out about each other and themselves along the way?

Any players who participate in the travel narrations receive a bonus Plot Point at the beginning of Scene 2.

SCENE 2

Suggested NPCs: Jivaroan warrior (use Soldier NPC, armed with Enfield AS-7 combat shotguns. Jivaroan shaman (use Raven Shaman PC pregen), plant spirit critter (use Spirit of Earth, made up of wood and vines, prefers to attack using Engulf, Elemental Attack is a burst of thorn missiles).

The runners must now travel by raft and on foot to the plantation. Go through a round of Narrations to give every player a chance to see how well they handle the jungle environment. They have been provided with a special navigational device that shows them the direction and distance to the plantation. This prevents them from getting lost, but it doesn't help with figuring out how to get around and over trees or avoid natural hazards. After traveling for several days through the jungle, the runners have reached the territory the local Jivaroan people call their own. Go through another round of Narrations as each player describes how the runners attempt to get close to the plantation without arousing the attention of the Jivaroans. It is impossible to avoid entering their territory, because Ehran the Scribe built his plantation in the center of it. He used a combination of divination, negotiation, violence, and deceit to manipulate and exploit the Jivaroans into revering him. With a deep understanding of their traditions and beliefs, he was able to shape himself to fit their expectations of a powerful spiritual being. All to secure himself a private, secluded, off-grid resort with a security force he doesn't have to pay a single nuyen for.

If the runners fail in their Narrations to avoid the Jivaroans, they will come under attack. Eight warriors led by a Raven shaman stalk the runner team, looking for an opportunity to kill them. They won't blindly attack, but use stealth, magic, their knowledge of the terrain, and surprise attacks to their advantage. Also, they have shotguns and modern combat armor, courtesy of Ehran. The Jivaroans are intelligent, highly skilled hunters and warriors whose civilization has survived the depredations of the Incan Empire, the Spanish invasion, and many other threats to their existence since. They will time their first attack carefully. During every encounter with the Jivaroans, the gamemaster and every player must add a Glitch Die to every test.

On the first encounter, a Plant spirit will materialize and attack the team. After the first round of combat against the spirit, the warriors will open fire from cover, then break off the attack—scattering and going into hiding. The Raven shaman will then appear astrally, manifesting to be seen as a ghostly form. He speaks a warning in his own language, then disappears. The plant spirit will remain and fight to the death, under command to slay every runner. Unless the runners chase down and

kill all of the warriors, they will not attack again until right before the runners approach the plantation.

The second attack will be a more sustained effort. This fight opens with a spirit of beasts that materializes and attacks. The warriors attack in the same round, firing from cover using their shotguns, and the Raven shaman attacks with the Power Bolt spell. The Jivaroans will not enter the plantation or continue the fight once Ehran's mercenaries engage the runners. The Jivaroans are certain that any runner who enters the plantation grounds will be killed. As far as they're concerned, driving the runners to enter the plantation is as good as killing them.

SCENE 3

Suggested NPCs: Plantation mercenaries (use Soldier NPC pregen, one Regular, one Sniper, one Machine Gunner), mercenary pilot (use Rigger PC pregen, add Pilot [Other] Skill at 4, may pilot the Hughes Stallion Gunship helicopter if alerted), plantation staff (use Corporate Wageslave NPC), barghest critter.

If the runners avoided encountering the Jivaroans, the plantation will not be on alert. Mercenaries will be lazing about as the staff goes about their work. Otherwise, the runners will find themselves having to infiltrate the plantation as they are under attack from the jungle. The mercenaries will be ready to fight, and the staff will be taking shelter in the mansion.

The plantation is a large open space with a manicured lawn, upon which the jungle seems reluctant to encroach. This space is surrounded by a five-meter-tall electrified chain-link fence. Touching the fence causes 6S damage and triggers an alarm. At the center of the plantation is a huge, three-story mansion with three wings. One of the wings is a large greenhouse—the primary target of the run. A barghest lives within the greenhouse. Also on the grounds is an airstrip and hangar. A Cessna airplane is parked outside the open hangar. A Hughes Stallion MK-2 (armed with machine guns) sits on a helipad near the hangar. Also on the grounds is a thriving vegetable field, work shed, barn, stables, and pasture for horses and cows. The staff here consists of about a dozen non-combatants who will attempt to avoid and hide from the runners as well as a small team of mercenaries. One merc for each runner, plus the rigger who will pilot the gunship if alerted. None of the mercenaries are Awakened, but they are heavily armed.

If the runners defeat, sneak past, or otherwise circumvent the obstacles in their path, they will find the orchid they seek within the greenhouse. The greenhouse's guard dog, a barghest, will likely object to their presence.

Once the runners have stolen the orchid and placed the datachip where it was cut, the runners may steal an aircraft and escape. The mission is complete.

HARLEQUIN, PART 7: FUTURE

CONTEXT

The end game approaches. Ehran is becoming haggard and nervous as Harlequin comes close to completing the Ritual of Unmaking. Fearing that Harlequin might target his daughter—a woman named Jane Foster who has no idea who her father is—Ehran hired his own runners to collect her. Harlequin does indeed intend to capture Ehran's daughter, and he has Anson Helms hire the PCs to collect her. Ehran's goons got to her first and botched the job, so now Jane Foster has gone to ground. Catching her just got a lot more tricky. *What the runners and Jane Foster herself do not know is that she is Ehran the Scribe's daughter.* That is why Harlequin is targeting her to satisfy the “Future” requirement of the Ritual of Unmaking.

MR. JOHNSON'S PITCH

When the team returns to Seattle with the orchid from the previous mission, Anson Helms immediately rehires them to abduct a woman in Columbia, Missouri. They are told to leave the orchid behind in her apartment. The woman's name is Jane Foster. She works as a secretary for a local Commtech office, and there is nothing about her that seems unusual or important to corporate intrigue. Helms offers 6 Karma for the job.

OBJECTIVES

- > Track down Jane Foster
- > Capture Jane Foster

TAGS

- > HARLEQUIN > EHRAN THE SCRIBE
- > ARIEL > ANSON HELMS > JANE FOSTER
- > COLUMBIA, MISSOURI > PRETENDERS
- > B.K. LOUNGE

THE PLOT

SCENE 1

Suggested NPCs: Pretenders (use Ganger NPCs with Piloting [Ground] 4 and a variety of motorcycles), locals

(use Corporate Wageslave NPC, or choose any alternative NPC that fits).

When the runners arrive at Foster's apartment, they will find the door ajar. No one is home, and there are signs of a scuffle. Not long before the runners arrived in Columbia, a team of runners hired by Ehran to abduct and secure his daughter showed up and botched the job. Jane hid in the bathroom and called friends in a local go-gang called the Pretenders for help. When the ruffians pulled her from the bathroom, she managed to smash one of them in the head with a heavy pot and escape. A careful search of the apartment will reveal the following clues: blood on the carpet surrounded by pottery shards, a small disposable lighter with the words “B.K. Lounge” on Jane's bedside table, and a smudged message on the mirror that reads: “Help Get Pretenders.” The runners should be able to piece together that someone already tried to kidnap the seemingly unimportant corporate secretary just hours before they arrived.

If the runners investigate her workplace, they will find the people in the office generally friendly and trusting. They have not seen Jane since yesterday, and she did not show up for work today. They have no knowledge of her whereabouts, but seem concerned for her well-being. She is liked and respected at Commtech, and isn't involved in anything unusual there. They do not know that she hangs out with a go-gang on the weekends, but they do know that she's a regular at a local bar called B.K. Lounge. None of them have ever been there.

The runners might come up with other ways of gathering information. Leads should point toward checking out the B.K. Lounge as part of the investigation.

SCENE 2

Suggested NPCs: Pretenders (use Ganger NPCs with Piloting [Ground] 4 and a variety of motorcycles).

“B.K. Lounge and Danceateria” is a biker bar, and the Pretenders make it their headquarters. The Pretenders have helped Jane Foster escape from unknown abductors and are suspicious of anyone looking for her. Most likely, they will discover that the runners are looking for Jane and decide to attack them. If the Pretenders are somehow convinced to reveal Jane Foster's location (they call her by the name “Frosty”), either through force, deceit, or negotiation, they will reveal that she is staying at St. James Home for Wayward Women.

SCENE 3

Suggested NPCs: “Nuns” (Flames) (use Elven Assassin NPC, except no chameleon stealth cloak or sniper rifle), Jane “Frosty” Foster (use her NPC stats, but without any of her magical skills or shadow amps), enemy shadowrunner

wannabes (use Ganger NPCs).

After the runners leave B.K. Lounge, they'll be attacked by the team that botched the job earlier. A Eurocar Westwind 2000 chases the runners down, and three runners pop out with guns. They had someone watching Jane Foster's apartment when the runners arrived. These runners are rank amateurs, and feel the need to eliminate their competition. They are well-armed amateurs with a fast car, however, so they might be real trouble.

St. James Home for Wayward Women is apparently inhabited by nuns, but it's a cover. The "nuns" are an all-woman gang called the Flames, who operate the nunnery under false pretenses. They actually do help endangered women, but mainly use the place as a safehouse and cover from which to perform heists, robberies, and cons. Most of their robberies and cons target the people who have endangered the women who come to them for sanctuary. They're in good with the Pretenders, and will try to get in the way of any runners trying to abduct her. Jane is present at the home. She will attempt to flee while the "nuns" interfere with the runners to slow them down. Unless the runners violently attack the "nuns," they won't try to hurt the runners. Catching up to and capturing Jane Foster should be a fairly easy challenge at this point.

Once the runners have captured Jane Foster, the mission is complete. If the runners want to interact with Jane, they will find that she is exhausted from the recent experiences and makes few attempts to resist them. She's tired, and part of her wants to find out what all of this means. She doesn't know why anyone would try to abduct her. She has friends among a go-gang and often goes on rides with them, but hasn't tagged along for any illegal activities. Up until this point, Ehran the Scribe has kept the secret of his daughter very well—even from her.

HARLEQUIN, PART 8: PRESENT

CONTEXT

This run takes place immediately after the previous run "Future," and is the last step in Harlequin's Ritual of Unmaking. In this scenario, Harlequin reveals himself to the runners, as well as their part in his plans. He will attempt to use a spell lock Ehran had woven into Jane Foster's left thigh bone to cast a ritual at Ehran. Ehran's prepared defenses cause a backlash. Harlequin demands the runners join him to seek out Ehran's fate. The runners are called to witness as Harlequin and Ehran duel. Harlequin wins the duel by slicing off Ehran's ear tip—

scoring not a victory but a draw. Harlequin seems quite pleased with this outcome.

Key events of this scenario are plotted out and predetermined, but this is Shadowrun: Anarchy. What might happen if the players intervene and change the events? Resist the urge to keep the scenario on the rails. Keep in mind that both Harlequin and Ehran are powerful individuals used to manipulating others to get their way and achieve their schemes. The players may well be the wild card in all of this, and cause an entirely different outcome.

If the players want to go through the classic events as written, they'll be careful to go along with the story and follow the cues that draw them on to witness the final duel. If they refuse to go along with any of Harlequin's wishes, he'll get pretty nasty about pushing them around, but won't resort to murder. He's very powerful, but he won't force the runners to do something they refuse to do. But he can and will make them suffer for opposing him.

The runners might have a score to settle with Ehran after their experiences being abducted and interrogated, now that they know for certain who gave the order. If they assault Ehran, Harlequin will be incredibly offended. The two of them will join forces to defeat the runners, but they will be careful not to kill them. If the runners are doing too well, Ehran and Harlequin will escape, quite frustrated. They may become antagonists or complications in future sessions.

What becomes of Jane Foster? Harlequin stashed her somewhere safe before heading to Mount St. Helens.

MR. JOHNSON'S PITCH

No pitch from Mr. Johnson this time. Let's just get right into it.

OBJECTIVES

- > Meet Harlequin, get some answers, observe the ritual
- > Travel to Ehran's secret volcano base on Mount St. Helens
- > Witness some crazy drek, maybe get involved in the outcome
- > Fight off the elven Paladins, get paid

TAGS

- > HARLEQUIN > EHRAN THE SCRIBE
- > JANE FOSTER > MOUNT ST. HELENS
- > RITUAL > DUEL > ALTHAIN

THE PLOT

SCENE 1

This entire scene is *Talk Time*, with no need for declared narrations or dice rolls. Unlike most scenes in *Anarchy*, it is mostly scripted. Feel free to follow your own inspiration if you would prefer a more improvisational approach. However, this scene has been written to present the events from this classic iconic scene in *Shadowrun* lore as they were originally intended.

Suggested NPCs: Jane Foster, Harlequin.

The runners have just arrived back in town with Jane Foster in tow. They're probably anxious to hand her off and get paid. Their fixer does not answer, but soon Harlequin calls them on the phone—voice only.

“Ah,” the voice on the other end replies, addressing you by name. “I’m very glad you answered. Pardon the cliché, but do you have the girl?”

(Wait for a player to respond in the affirmative)

“Bravo! My money well-spent. One more deed and your business with me is concluded. Bring the girl and your associates to the old Southwind complex in Tarislar at dawn tomorrow. Do not come before then or you risk provoking the wrath of the locals. They expect you, but with the sun. I look forward to finally meeting you.”

Tarislar is a slum in southern Puyallup district. It was heavily ravaged by fires in the Night of Rage—a night when many metahumans were murdered throughout the city. Most of the damage was never repaired, and many poor elves—either locals or political undesirables banished from Tír Tairngire—inhabit the area. Tarislar is Sperethiel (elvish) for “Remembrance.” The place is an impoverished ghetto.

The Southwind Complex is a campus of three forty-story office buildings that were abandoned until Harlequin made them his lair. The dust and ash in the air here is so thick that a respirator is required outdoors. A blind elven butler greets the team outside and directs them to one of the buildings, saying:

“He awaits you behind me, at the top. Join him with the woman.”

As the runners take the stairs all the way up to the top floor of the ash- and dust-covered, eerily abandoned office building, Jane Foster seems resolute and determined. She goes along with the runners, perhaps more curious than they are. As they reach the top floor, they hear a solo violin played with virtuosic expertise, moving from fast to slow, lively to somber, telling an alien and majestic unknown story. Harlequin is using the music to draw the runners to him, and to show off. The top story is open to the city, but here the air is clear. Mount St. Helens is

clearly visible in the distance despite the surrounding haze of dust and smog. Harlequin stands near a ritual circle. As the runners approach, he brings the strange music to a conclusion before turning to greet them.

“Ladies, lads, and gentlethems. Welcome to Mount Olympus. I’ve been expecting you.”

Harlequin will introduce himself to each runner, address each by name, and compliment them on something they have done well over the course of the runs he hired them for. The person he greets last is Jane Foster.

If the runners ask questions, he will put them off until introductions are made. Then he will begin to explain.

“Are you certain you wish to know? There’s truth to the idea that ignorance is bliss. But I will at least partially sate your curiosity.

“Let us just say that Ehran and I are old friends. Very old friends. Now, Ehran is very good at a certain game we used to play when we were younger. I, however, am even better. Only now has he become aware of it. Everything you have been asked to do has struck at some basic part of Ehran’s existence. His Past and Future, Loves and Hates, and Physical and Spiritual selves. By striking at each of these, I have proved his vulnerability to my power. You, however, need not be concerned. The ritual decrees that Ehran cannot strike at the agents of my challenge, so you are safe from any vengeance on his part.”

Harlequin gestures at a section of the wall, upon which is written in black marker:

The RITUAL, to the best of my recollection, by -H

From the focus of my heart, I call the words

Of anger spoken and desire revealed

By my Challenge of word and deed

By my blood consecrate thy bane invoked

Thy shape and form decreed never was

On thy Physical form, I call the words of rendering

On thy Hates, I invoke Justice, thy anger unappeased

On thy Past in shadows, I shine the light revealed

On thy Loves and joys, I gift separation

On thy Spirit, I speak abandonment

On thy Future, I bring fear and grief

On thee I Invoke all

The winds shall erase thy name

The sands the traces of thy path

The sun the coolness of thy shadow

And unto the waters I command thy essence

Thy shape and form decreed never was

At this point, if the runners recount their treatment at the hands of Ehran’s agents, Harlequin will wave it off, saying that Ehran was careful to follow the letter of



the rules. If they had not escaped, they would have been released soon after with “no lasting harm done.” If the runners are not mollified, Harlequin will use their desire for vengeance to gain their assistance.

Harlequin takes time to answer any questions the runners pose. If you as the GM do not know the answer to a question posed and can’t think of one, a player gets to make up the answer.

SCENE 2

Suggested NPCs: Same as above

Once all of the runners have finished asking questions, Harlequin will hire them for one last job: assist him in performing a magical ritual of sending to strike at Ehran wherever he is, at any distance. He does not tell the runners that his spell is only intended to strike Ehran with a light slap of magical energy. He has no desire to actually kill his old frenemy. He just wants to claim victory.

Once he has secured the runners’ participation (or allowed them to spectate if they wish to sit out), he turns to Jane Foster. Read or paraphrase Harlequin’s next soliloquy:

“Now, my dear Miss Foster, what you do not know is that you are the long-lost daughter of the illustrious Ehran the Scribe, as he currently bills himself. I should add that he did not lose you, but allowed you to lose him.

“He has, however, kept careful track of you, oh, these many years. How? Well, very simply. Before he so callously abandoned you as a child, or rather allowed you to be abandoned following your lovely mother’s untimely demise, he placed a powerful spell lock on you.

“This was no ordinary spell lock, if you know anything about such matters. While you were still a child, he had special materials woven into the bone of your left thigh. These he enchanted to hold and maintain a spell of his own design that would not only keep track of you, but help conceal you from prying eyes.

“Now, this spell is far beyond the ability of any current sorcerer, so he might reasonably assume that it could not be detected. What he forgot was that both he and I had undergone instruction from the same teacher. I understand the working of his link.

“It took me some time to unlock its secrets from a distance, but I managed it. And I am certain he does not suspect this.

“Ehran believes that I will use you to draw him out into the open where I can present the final challenge against his ‘Present’ self. Instead, I’m going to strike at him directly through you. Through the link he has so thoughtfully provided.”

Jane nods in response. She seems ready to do her part.

Harlequin then turns to the runners and asks them if they are ready. If the runners object, Harlequin will

assure them that Jane will not be harmed by the ritual. He will appeal to their desire for vengeance or justice for their awful treatment by Ehran’s agents. He’ll agree that though Ehran followed the letter of the rules, he clearly overstepped in his cruelty. If the runners still won’t participate, Harlequin will offer them significant compensation. Ultimately if the runners choose not to participate, Harlequin will tell them they are welcome to stay and observe, but must not interfere upon pain of extreme retaliation. Unless the runners try to take Jane Foster away or openly attack, Harlequin won’t fight them. If something like that happens, this has gone completely off the rails, resulting in Harlequin’s humiliating failure at the game he and Ehran have been playing.

Assuming the runners participate, or stand by and observe the ritual, Harlequin will begin his sending. Any runners who participate are requested to hum a certain note. Harlequin makes a show of getting the notes just right before continuing, but this part is unimportant. He just can’t resist the opportunity to goof off a little, especially when it involves messing with somebody. Throughout the ritual, Harlequin will put on a show, with plenty of flashing lights and magical sparks added to set the mood. At the climax of the ritual, Harlequin finally gets around to doing some real magic. He activates the spell lock in Foster’s thigh bone, which begins to glow visibly. He looks determined as he focuses and launches his spell. At this exact moment, Ehran the Scribe is at his mountain sanctuary Althain, built into the side of Mount St. Helens. Ehran is feeling hunted and frazzled. He’s worried about his daughter’s fate, and furious with Harlequin for targeting her in their confrontation. While Harlequin hopes to score a touch with his spell to win a game, Ehran is done playing around. He’s prepared a powerful counterspell designed to reflect any Sending Harlequin might make and strike back with great force. When Harlequin casts his Sending, Jane Foster’s thigh bone splinters and explodes as a bright burst of magical energy that strikes Harlequin. Harlequin screams and is blown a few meters away, landing in a rough crumple. Jane screams and goes unconscious.

SCENE 3

Suggested NPCs: Same as above

Now it’s Ehran’s turn for a little theater. Immediately after reflecting Harlequin’s spell, Mount St. Helens erupts, and some of the runners see a bright flash on its side. Harlequin stands up and begins ranting in an unknown language as he shakes his fist toward the mountain. The tirade ends with the only recognizable word: “Ehran!”

If no one has stabilized Jane Foster at this point, Harlequin will notice and cast a spell to do so. She will re-

main unconscious unless both healed and hit with a stim patch. Her leg is damaged beyond any chance of recovery.

After Harlequin's tirade, he goes over to Jane Foster and picks her up (or takes her hand if she is conscious). He turns to the runners and says:

"I ask one more thing of you. You must go to Ehran and see what has become of him. If he is injured, as I suspect, aid him if you can. The form of challenge I chose to invoke cannot result in harm to him. If it has, I have lost and my honor is forfeit. If Ehran yet lives. I am still forbidden by the rules of the challenge to be directly involved. Therefore, you must go."

"Ehran was on the northern slope of Mount St. Helens when the spell struck. It seems to have partially erupted, implying that Ehran had some power woven through it. You must go there, find him, and await my word. Do this and I will reward you. Fail me, and I will hunt you to the ends of the Earth and you will suffer pain the likes of which this civilization has never dreamed! Now go!"

Then he will take Jane Foster with him and leap off of the edge of the building. Winds will push back hard at anyone who runs to the edge. A powerful air elemental conceals Harlequin and Foster and carries them away through the air at great speed.

SCENE 4

Suggested NPCs: Salish border guards (use Soldier NPC with Piloting [Ground] and off-road patrol trucks), Ehran's gnomelike servants (use Spirits of Man), Ehran the Scribe and Harlequin (no stats are needed, just roll lots of dice to make it look good), Tír paladins (use Tír Paladin NPC).

Travel to Mount St. Helens will require the runners to cross the border into Salish-Shidhe NAN territory. The Salish-Shidhe Border Guard is vigilant and aggressive. Unless the players choose to disrupt the planned events, this is one of only two actual challenges the runners will face in this scenario. If the players are eager to find out what happens next, breeze through the border crossing and move on to the next scene. If your players are getting anxious and want to do something, take some extra time here. Give the players the chance to resolve the border crossing using a few narrations.

Once the runners arrive at Mount St. Helens, they will find that a strange tunnel has been opened. This tunnel leads to an elaborately carved underground sanctuary that Ehran calls Althain. A gnome-like creature wearing exquisite and archaic livery greets the runners as if they are expected and honored guests. He speaks in a strange accent: "Welcome to Althain. My master awaits within." If any of the runners ask, he tells them his name is Ash. Ash leads the runners through exquisitely carved halls,

past underground gardens and palatial chambers, until they reach the great hall, a massive chamber that has been converted into a magical laboratory of some kind. Bizarre and mundane research equipment share space with magical circles, several magical libraries, and a table bearing a partially dissected wyvern. A young western dragon, apparently immobilized by unseen forces, floats above the far corner of the chamber.

Lying in the center of the room, in a pool of blood, is the corpse of Ehran the Scribe.

Before the runners have much time to investigate, Harlequin will storm into the room and approach the body. He clenches his fists and screams towards the ceiling in a melodramatic display of frustration and grief.

After a short time, Ash enters the room, approaches Ehran's corpse and speaks to it:

"Master. Men come from the Land of Promise to speak to you. They await you in the modern waiting room."

The door to the chamber swings open, and standing there is Ehran the Scribe. He is wearing dueling garb from centuries long past and carries two rapiers.

He speaks first to the runners:

"The threat to you is not myself or my agents, but those who have just entered Althain. They do not respect our proceedings. They are quite pig-headed, and will follow their orders to interfere. Now, if you'll excuse me. I have a challenge to counter."

He looks to Harlequin, who is kneeling over the false corpse, and speaks:

"Temeravilhas, Har'lea'quinn? Que't destrui e't coton?"

Harlequin stands up from kneeling over Ehran's false cadaver and barks a bitter laugh. Harlequin responds with:

"I wonder perhaps if your spirit is as dead as this simulacrum below me. Eh'he'ran. That damned tongue certainly is. Shall we find out?"

Harlequin reaches up and tears his prosthetic left ear from his head and throws it to the ground between them as if tossing down a glove.

Before they duel, the pair turn to face the runners. Harlequin tells them to leave. Their involvement is at an end. He tosses them a pouch that contains several very full certified credsticks. The gold kind.

Then they begin an epic duel.

Before the runners can depart, four elves burst into the chamber. They are four paladins from Tír Tairngire sent by the High Prince to shut down the contest between Ehran and Harlequin. The High Prince decided causing a small volcanic eruption required intervention. The paladins will demand that Ehran and Harlequin stop immediately and attend an audience with the High

Prince. But first they must address a grave offense. The runners are outsiders who must not be allowed to live after witnessing what they should not have been involved in.

The elven paladins will attack the runners, trying to kill them. Ehran and Harlequin will carry on with their duel, unconcerned with the runners' fates. They care only about their contest.

Once the fight with the paladins ends—let's assume the player characters win—Ehran screams as his left ear is severed by Harlequin's blade. Harlequin howls joyously and dances around the room. Ehran calls out to him:

"You have not won! We are now merely even!"

Harlequin tosses his rapier to the nearest runner, bows to Ehran, and blows him a kiss. His image shifts prismatically as he disappears, giggling. Ehran howls in frustration, turns, and vanishes in a similar fashion.

EPILOGUE

Some weeks later, the runners will receive an actual, physical postcard from Harlequin. It's made from a photo taken at a nightclub in Phoenix, in the PCC. In the background, slightly out of focus and speaking to an old ork holding a soccer ball, is Jane Foster.

The back of the card reads:

"My God, it's hot. Wish you were here. -H"

As for the oddities within Ehran's lair or the aftermath of the events at Mount St. Helens? The dragon held captive deep in Ehran's lair? How do the runners feel about the events that they have been entwined in? Take time to make up answers to those questions together. Every player and the GM should have the opportunity to contribute to the epilogue to this epic story. Take all the Talk Time you want. Runners should get 7 Karma for this run.

ONE STAGE BEFORE

CONTEXT

The Shadows are coming to town to play a highly anticipated, completely sold-out show. Jonathan Teague, an executive for Highstar Incorporated (a Mitsuhamu subsidiary), decides to make a power grab by hiring an assassin to murder the Shadows' manager. His lawyers are ready to swoop in and scoop up the lucrative contract, but not if Teague is implicated in the killing. In order to deflect blame, Teague hatches a plan to hire a team of shadowrunners under false pretenses and frame them for the murder of Lew Allenby.

MR. JOHNSON'S PITCH

Mr. Johnson hired your team to look into death threats against Lew Allenby. Allenby was the president of Caravan and managed the world-famous band the Shadows. He's past tense, though. Mr. Johnson had set up an appointment for you to meet with Allenby to discuss the matter, but Allenby went into a sudden rage the moment you started talking. Your meeting was brief. At least the security guards didn't rough you up when they escorted you out of the building. Just a few minutes after leaving Caravan's offices, a public security alert announces that Allenby—the stressed-out exec that you just visited—has been murdered. Your faces appear on screens and billboards everywhere you can see. You and your team are wanted for murder. Are those sirens nearby? Oh, drek. Here comes Lone Star!

OBJECTIVES

- > Escape from the authorities.
- > Survive the ambush.
- > Overcome security and thwart Jonathan Teague.

TAGS

> THE SHADOWS > LEW ALLENBY > CARAVAN
> JONATHAN TEAGUE > JETBLACK > VAMPIRE

THE PLOT

SCENE 1

Suggested NPCs: Lone Star Patrol Officer NPC, Security Guard NPC, Ganger NPC, Corporate Wage Slave NPC

The scene begins just as the runners realize that they have been framed for the murder of Lew Allenby. What's worse is that their Mr. Johnson had just hired them to investigate death threats against Allenby. The players will probably want to get to the bottom of this, but for now they'll be lucky to avoid getting killed or captured by Lone Star. Their images are plastered all over the many screens normally used to advertise NERPS around the city. Every police officer, security guard, and wannabe bounty hunter is going to want to bring them down or take them in.

Allow each runner to make a narration to describe how they are reacting to their circumstances. Feel free to flash back to the scene of meeting Allenby or Mr. Johnson. Runners who attempt to be stealthy or disguise themselves might avoid most conflict. Contacts will need some extra incentive to stick their necks out for the runners, due to how much Lone Star is gunning

for them. No matter what precautions the runners take, they are going to have to deal with at least one Lone Star patrol. Unbeknownst to them, Mr. Johnson has kept direct tabs on their position and relayed that information to Lone Star anonymously. After the runners each have time for a single narration, sirens and blue lights come on the scene. Whether this is a car chase, foot chase, firefight, or social encounter depends on how your players handle the situation. The Lone Star patrol consists of a pair of officers with a patrol car. They will immediately open fire on any runners, making no attempt to capture them alive. If the runners do not defeat or escape from the patrol quickly, more officers will arrive.

Even if the runners easily give Lone Star the slip, they'll need to be careful to avoid being spotted again. Patrols are out looking for them, including drones as well as public security cameras. Security guards, bounty hunters, even some angry fans of the Shadows will be hostile.

Any attempt to contact Mr. Johnson will fail until after they have solidly eluded the initial Lone Star response. He'll set up a meet with them wherever they like, promising to hire them to help him get to the bottom of this as well as clear their own names.

SCENE 2

Suggested NPCs: Ambush Team: Combat Mage (Combat Mage PC pregen with a Spirit of Fire), Mercenary (Soldier NPC armed with FN HAR assault rifle), Sniper (Elven Assassin NPC armed with Ranger Arms SM3 Sniper Rifle), Hired Muscle (Ganger NPCs armed with UZI III SMGs), Jetblack (vampire critter, but with +2 Charisma)

Let the players define where the meet takes place. Allow them to describe the scene. When the stage is set, Mr. Johnson texts them to let them know that he is arriving. Two vans pull up. Instead of Mr. Johnson, a bunch of armed goons pile out. One of them uses a grapple gun to get into a higher position, bringing a sniper rifle with them. One of them calls forth a fire elemental and says something like this:

“Mr. Johnson sends his regards. Your services are no longer required. You are hereby terminated.”

The NPCs have been hired by Teague to kill the runners. They will not negotiate or back down. This is going to be a tough fight.

Unbeknownst to the runners, they have a secret ally. Before the Shadows, the late, lamented Lew Allenby managed the legendary rocker, Jetblack. Tragically, Jetblack died at the height of his career. That's the story everyone knows.

Jetblack lives. Sort of. He's a vampire. He faked his own death to get out of the limelight. Jet is very upset

that his old friend was murdered. He hunted down the assassin and drained their mind (and blood), and learned that Jonathan Teague was behind it. He hoped to find Teague here. He watches the meet from hiding. After the first round of combat, Jetblack will join the fight. He'll start by killing the sniper, then go for the combat mage. After that, he'll take on whoever remains. He doesn't take time to feed, but he bares his fangs and switches to mist form and back rapidly.

When the fight ends, Jetblack will introduce himself:

“Greetings, chummers. The name's Jetblack. Yeah, I know, you thought I was dead, blah blah. I get that drek all the time, and I don't have time for it tonight. I don't suppose any of you know where I can find Jonathan Teague, would you? I suppose you might know him as 'Mr. Johnson.' He killed my friend—my old manager, Lew Allenby. He framed you all for it, and sent these killers to geek you. What do you say to helping me settle that score?”

SCENE 3

Suggested NPCs: Jonathan Teague (use Corporate Johnson NPC), bodyguard (use Physical Adept PC pregen), patrolling mercenaries (use Soldier NPC armed with Enfield AS-7 combat shotgun, wired reflexes), combat mage (Combat Mage PC pregen with a spirit of earth), auto-turrets (pop-up light turrets armed with SMGs).

Jonathan Teague is lying low in his expensive cabin up in the mountains north of Snohomish. He's expecting trouble, and has hired an elite mercenary force for security. Either the runners can find this out themselves, or Jetblack can use magic to pull it from the mind of one of the unconscious ambushers.

Teague's cabin is secluded and isolated. The runners won't need to worry about dealing with Lone Star, but Teague does have a formidable security system. Cameras and other various sensors discreetly watch for signs of trouble. Doors are protected by maglocks. Armed guards patrol the house and grounds, and an earth elemental patrols astral space. The house is warded against astral intrusion. Numerous turrets are concealed throughout the grounds and inside the cabin, capable of popping out and opening fire without warning. Jonathan Teague is staying well inside the cabin, relaxing in the master bedroom. He is not brave and will not emerge from hiding to attack the runners. They'll have to go in and get him.

On the upside, the runners have the assistance of a powerful vampire. Jetblack will let the runners decide how to handle the operation. He'll let them take the lead, but he won't hold back any assistance. Allow the players to take control of Jetblack. Use the Vampire stats from *Shadowrun: Anarchy* (p. 140), but with +2 to Charisma. Once the runners have defeated Teague and his guards,

Jetblack intends to drain all of Teague's blood (and Essence). If the runners have other plans for Teague, Jetblack will leave it to them. Then Jetblack will offer to sign autographs before turning to mist and fading back into his posthumous retirement. Without Teague's direct intervention, the authorities soon realize that the runners are not the ones responsible for the murder. No apologies will be offered, but maybe taking the runners off of the most wanted list is thanks enough. Give the runners 5 Karma for the job.

DUNKELZAHN TRILOGY, PART 1

CONTEXT

The year is 2057. The president and vice president of the UCAS have been impeached over election fraud, and a new election is held to fill the office. Dunkelzahn, a great dragon who was granted citizenship in 2056, is running for president. On the eve of the final presidential debate, Dunkelzahn hires a team of shadowrunners to plant mysterious listening devices in the limousines of three of his rival candidates.

MR. JOHNSON'S PITCH

"Never deal with a dragon" is one of the big rules you should never break if you want to survive a career running the shadows. Well, that went right out the window when you got the call from your fixer. Dunkelzahn—the dragon likely to be the next president of the UCAS—contracted your team for a little dirty work. You've been given three unusual, mysteriously high-tech listening devices. The encryption and stealth features are like nothing you've ever seen. While the debate rages, you'll need to hide a device within the limousines of three other presidential hopefuls: Art Vogel, a champion of environmental accountability running for the Democratic Party; Kenneth Brackhaven, a charismatic human supremacist and fearmonger representing the Archconservative Party; and General Franklin Yeats, the ultimate Republican Hawk candidate. The limousines will be parked in secure enclosures in the basement of a parking garage near the event center. No casualties or collateral damage is permitted. If you kill anyone, a powerful dragon will be personally angry with you. And you won't get paid. Big D offers 6 Karma for the job.

OBJECTIVES

- > Gain access to the parking garage

- > Plant a bug in Arthur Vogel's limousine without killing anyone
- > Plant a bug in Kenneth Brackhaven's limousine without killing anyone
- > Plant a bug in General Yeats' limousine without killing anyone

TAGS

- > PRESIDENTIAL ELECTION
- > DUNKELZAHN
- > DRAGONS
- > POLITICS
- > KENNETH BRACKHAVEN
- > GENERAL FRANKLIN YEATS
- > ART VOGEL

THE PLOT

SCENE 1

Suggested NPCs: Parking garage guard (use Security Guard NPC), Gary Grey (use Raven Shaman PC pregen, +2 to STR, Eagle Mentor Spirit instead of Raven [+1 die to Perception tests, reroll 1 failed die on Conjuring tests]), limo driver (use Rigger PC pregen).

Placing bugs in the limousines of three presidential candidates is not going to be easy. Each limousine is parked in a separate, locked garage that is guarded by the candidate's own security personnel. The garages are located in a large parking complex adjacent to the event center in which the debate is taking place. Accessing the parking garage is fairly easy—there are many vehicles that come and go, most of them on auto-pilot but many driven by valets. Security guards at the parking garage are not particularly alert, suspicious, or well-armed. Unless the runners draw attention, they will likely be allowed to enter and wander without being troubled.

Accessing the secured garages in the basement will be more difficult. Two stairwells go all the way down, but maglocks secure the doors providing access to B1, B2, and B3. The elevators require special access cards in order to go down to the basement levels. Unfortunately for the runners, those are the levels they will need to access.

The runners may attempt to place the bugs in any order, or even split up to handle them all at once. The runners might attempt to sneak their way past any guards, which will be impossible without some kind of clever Narration— invisibility, misdirection, or a distraction might work. Socially adept characters may attempt to con their way into gaining access to the limousines. Each different candidate has their own security personnel guarding the parked vehicle. Different approaches will be required for each of the three targets. If the runners choose to use brute force, the run will automatically fail if they kill anyone. Dunkelzahn will be very displeased, and the scrutiny that follows a murder investigation

would undoubtedly reveal the listening devices. Make this explicitly clear to the players.

Art Vogel's limousine is parked on level B1. It is the only vehicle parked on that level. The limousine is watched over by none other than Gary Grey—a troll Eagle shaman who is Vogel's running mate. The V.P. debates have already occurred, and Grey would prefer to stay with the car. Grey has summoned a Spirit of Air to watch for signs of trouble while he relaxes and chats with the limousine driver—an ork named Lewis Gold. Grey is very intelligent and observant. Sneaking past or tricking him will be very difficult. He is known for his role in Sierra Inc.—a corporation that focuses its efforts on environmental issues. If the runners engage him on issues related to that, he may let his guard down a little.

SCENE 2

Suggested NPCs: Humanis zealots (use Lone Star Patrol Officer NPC but with armor 9 instead of 12).

To access level B2, where Kenneth Brackhaven's limousine is parked, the runners will need to defeat the maglock in the stairwell or hack the elevator somehow. The only other vehicle parked on B2 is the black SUV that is used by Brackhaven's personal security. There are currently four human men guarding the area. They wear crisp, black suits over their armor vests. Every one of them is a Humanis policlub zealot—an indoctrinated human supremacist who hates all metahumans and is loyal to Brackhaven and his cause. They will be incredibly suspicious of any metahuman runners that they notice, but might be gullible when interacting with runners who appear to be human. Any attempt to con them should be extremely difficult for a metahuman character, but easy for a human character.

SCENE 3

Suggested NPCs: Yeats' guards (use Soldier NPC, armed with MP-5 SMG)

Accessing B3 requires hacking the elevators or defeating the maglock in the stairwell, just as with B2. Level B3 houses General Franklin Yeats' "limousine"—an Ares Battlemaster armored personnel carrier modified with luxury amenities. It is the only vehicle that will fit in level B3, and it's a miracle the rigger managed to fit it down here. The guards watching over Yeats' vehicle are more like soldiers. There are only two of them, but they are vigilant and well-armed. If the runners attempt to talk their way past the guards, an approach that relies on knowledge of military or security procedures will be fairly easy. Attempting to convince the guards to take a bribe or otherwise shirk their duty will be extremely difficult.

DUNKELZAHN TRILOGY, PART 2

CONTEXT

Dunkelzahn has been elected President of the UCAS! The inauguration ceremony promises to be one of the most momentous events in UCAS political history, and the media event of a century. Many celebrate the acceptance of a dragon as a new era, perhaps the end of discrimination and hatred based on the shape and color of a person's body. Many others see this event as the greatest threat that humanity has ever faced. And human supremacists are not known for expressing their opinions peacefully.

MR. JOHNSON'S PITCH

Your fixer called you with another job from Dunkelzahn. You're definitely not used to taking jobs from a dragon, let alone the newly-elected president of the UCAS. This had better pay well. The inauguration ceremony is scheduled for tomorrow night, and Dunkelzahn's chief of security needs a deniable third party (code for "shadowrunners") to investigate and neutralize a credible threat against Dunkelzahn's life. Alamos 20,000 is planning to assassinate the president. You have been hired to capture a known Alamos 20,000 operative so that they can be questioned. Follow up on any leads or clues, or use the available time to gather information in your own way. Tomorrow you will be present at or near the inauguration ceremony so that you can intercept and neutralize any remaining threats. Good luck! The president is counting on you! And he pays really well, too. The dragon offers 7 Karma for the job.

OBJECTIVES

- > Track down and capture Daniel Winters, an Alamos 20,000 terrorist
- > Watch for signs of trouble near the Watergate Hotel; witness history in the making
- > Survive the chaos surrounding Dunkelzahn's assassination

TAGS

- > PRESIDENTIAL ELECTION > DUNKELZAHN
- > DRAGONS > POLITICS > ALAMOS 20,000
- > WATERGATE HOTEL > ASSASSINATION

THE PLOT

SCENE 1

Suggested NPCs: Daniel Winters (use Street Samurai PC pregen), Alamos 20,000 zealots (use Soldier NPCs, armed with HK-227S SMGs), bar patrons (use Ganger NPC, armed with a variety of light pistols), bartender (use Ganger, armed with a Defiance T-250 shotgun).

Tracking down Daniel Winters isn't difficult. The team's fixer informs them that he can be found hanging out at the Loose Goose—a humans-only bar and strip club. It's a popular gathering place for people with anti-metahuman sentiments. Any metahuman who makes the mistake of entering the bar has about three seconds to realize their error and depart before the bartender loudly declares them to be a trespasser. All of the patrons will leap upon the excuse to harm someone they blindly hate, and tonight they're in a particularly vicious mood. Daniel will drink there until about midnight before leaving with two of his friends. They'll all get into the same pickup truck and drive back to Daniel's house. Whether the runners attempt to take Winters at the bar, in transit, or in his home, they're in for a challenge.

Daniel Winters will not willingly speak to the runners no matter what they say to him. Unless they are able to reach into his mind, he will take much longer to break than the runners have time for. Their instructions are to turn him over to Dunkelzahn's chief of security, Carla Brooks, for interrogation. The interrogation will confirm that Winters was part of a plan to assassinate Dunkelzahn. Hidden within his home is a cache of heavy weapons, including a sniper rifle, missile launcher, and crates of anti-vehicular missiles. The word "vehicular" on the missile crate has been painted over with the word "dragon"—making them "anti-dragon" missiles. The runners have succeeded in preventing Daniel Winters from blowing up Dunkelzahn along with many bystanders.

SCENE 2

Suggested NPCs: Wannabe assassin (use Ganger, armed with Streetline Special light pistol and grenade; don't roll to attack—unless disarmed, they'll accidentally blow themselves up, along with anyone within range).

It's the night of the inauguration ceremony. The interrogation of Daniel Winters revealed a plot to assassinate Dunkelzahn, but it is quite unlikely that Daniel Winters was the only threat. The runners are each issued temporary credentials as independent security contractors, which will allow them access to the inauguration event outside the Watergate Hotel. They are even allowed to carry any weapon that is easily concealed—no rifles or missile launchers allowed! The runners are there

to watch for signs of trouble that Big D's chief of security and the UCAS Secret Service might miss.

During the event, multiple would-be terrorists or assassins are present. It turns out a lot of people don't like the idea of a dragon being President of the UCAS. Many are easily caught by Secret Service or security agents—usually someone trying to sneak in a pistol or HE grenade. As if that's going to do anything to hurt a dragon! Go through several narrations, and build up the tension. Have the runners discover one or more of the ineffectual would-be assassins. Every prominent UCAS politician and many celebrities are in attendance. Who are the runners starstruck by? Will they take advantage of the opportunity to meet them in person? Many of the other presidential candidates are in attendance.

Thirty minutes before Dunkelzahn is scheduled to depart the Watergate Hotel to leave for another event, Dunkelzahn's security chief will check in with them and ask for a quick report on the security status from their perspective. She will ask them for specific details and thank them for their work, telling them to keep a close eye out in case of further trouble.

A few minutes later, Dunkelzahn departs the Watergate hotel. His limousine (a heavily adapted, heavily armored military vehicle) pulls up, and he gets in. Just then, the runners will hear a strange voice over their comms (or maybe in their heads?). It says, "It is time. I am ready." Immediately after, Dunkelzahn's vehicle disappears in a massive explosion—powerful enough to kill a dragon. Dunkelzahn is dead.

SCENE 3

Suggested NPCs: Security guards (use Security Guard NPC, armed with Fichetti Security 500 light pistol), police officer (use Lone Star Patrol Officer NPC, armed with Ruger Super Warhawk heavy pistol), secret service (use Soldier NPC, armor 9, armed with Colt Manhunter heavy pistol), soldiers (use Soldier NPC, armed with FH HAR assault rifle or Ingram Valiant machine gun), spirits (use Great Form Spirit of Air).

Pandemonium and chaos ensue following the destruction of Dunkelzahn's vehicle. Security forces attempt to put the area on lockdown as thousands of people push toward the scene of the explosion or flee for their lives. Spirits, visible to the naked eye, begin to pour out of a swirling, glowing circle in the sky above where Dunkelzahn died. Most of the spirits rush out of the breach and depart, but some materialize and begin slaughtering indiscriminately. Police, security, and eventually military personnel fight a two-front battle: countering the malicious spirits and managing the panicked crowd. Both are deadly hazards that reap many lives. The

runners will be unable to contact their employer, but they soon receive a text message.

"You did your best. Thank you. I've arranged your payment. For now, get clear of this mess."

The runners must find a way to escape the volatile scene with their lives. This will not be an easy task. Security personnel will not attack them but will try to deter them from going toward the explosion site. The crowd is dangerous to move through, pushing and trampling in a panic. For every movement a runner makes through the crowd, they take 2S damage. People in the crowd do not intentionally attack the runners—they are a panicking mob. If the runners attempt to rescue anyone who is being trampled, helping someone to their feet results in 2S damage to the runner in addition to their movement. For each person the runners save, the character who saved them gains one free contact. If a runner is within the crowd and finishes a narration without taking a movement, they still take 2S damage. Any player can spend a Plot Point to prevent a single occurrence of damage from the crowd.

If the runners attempt to evade the crowd by entering a nearby building, they will find that all buildings are on lockdown. The doors are locked, and just inside the doors are security guards. The guards are just as terrified as the civilians and will not be willing to allow anyone to enter unless convinced or coerced.

If the runners go near the explosion site or linger in the area for too long, they could be attacked by a spirit.

If the runners have a vehicle, they will not be able to get close unless they are willing to run over many pedestrians, which will undoubtedly draw a heavy response from the security and military personnel who are otherwise too busy dealing with the crowd and spirits to shoot at shadowrunners. Any aircraft are warned not to enter the area and fired upon without hesitation by concealed anti-aircraft weapon emplacements. If the runners attempt to fly a vehicle in, it will be shot down. No matter how many dice the runners have, there are too many guns, and the riggers operating them are very, very trigger-happy. It should be made clear that this would be suicide.

Once the runners escape, the contract is complete. Dunkelzahn may be dead, but they earned their Karma.

DUNKELZAHN TRILOGY, PART 3

CONTEXT

Dunkelzahn's Will was publicly posted to the world almost immediately following his death. It is a curious document that seems to suggest that the dragon was aware of his impending demise, and that he made many

preparations in advance of the event. Some of the items in the Will are clear, but many are mysterious. Arthur Vogel, the dwarf who ran against Dunkelzahn in the election, receives an entry of his own. It reads: "To Arthur Vogel, I leave my seat on the board of Ares Macro-technology. Read every report to which you are entitled, and judge the effects of the corporation's actions with an open mind. I believe you will see the fundamental error of the toxic way. Carry on the good fight, this time in earnest." In Arthur Vogel's past he was actively involved with supporting TerraFirst!, an eco-terrorist group that often employed violence against people whose jobs involved polluting the environment. An old associate of Arthur Vogel got back in touch recently. This associate is Delia Miller, a toxic shaman and the leader of one of TerraFirst's most violent cell. Art Vogel's former running mate Gary Grey was troubled by what he saw when he assensed his friend's old acquaintance. After looking into her more, he uncovered much about her past and confronted her. He barely survived to escape.

MR. JOHNSON'S PITCH

Your fixer set up a meet for you, and they were awfully coy about who you would be meeting. When you entered the private conference room at a local hotel, you were not expecting to see Gary Grey sitting at the table. Remember that time you put one over him to stick a bug in his boss's limo? Maybe this was a bad idea ...

OBJECTIVES

- > Meet Gary Grey to discuss a job offer (this social encounter plays out what we normally skip over in Mr. Johnson's Pitch)
- > Track Delia Miller and find an opportunity to capture her without endangering Art Vogel
- > Capture Delia Miller

TAGS

- > DUNKELZAHN
- > DUNKELZAHN'S WILL
- > GARY GREY
- > DELIA MILLER
- > ART VOGEL
- > TERRAFIRST!
- > ARES MACROTECHNOLOGY

THE PLOT

SCENE 1

Suggested NPCs: Gary Grey (use Raven Shaman PC pregen, +2 STR, Eagle Mentor Spirit instead of Raven [+1 die to Perception tests, reroll 1 failed die on Conjuring tests]), Grey's bodyguards (use Troll Bouncer NPC), Grey's



summoned spirit (use Spirit of Beasts, watching over astral space in the form of a great eagle).

Gary Grey is an imposing, inquisitive, and intelligent troll—and an Eagle shaman. Whatever happened in Part I of this trilogy of contract briefs, he makes it clear that he does not wish harm or vengeance upon the runners. He will probably chuckle about it in a good-natured way if anyone brings up the subject. He is interested in procuring their services for a discreet matter. His former running mate Arthur Vogel has been bequeathed a seat on the board of Ares Macro-technology and will be leaving Grey in charge of Sierra Inc. He's proud of his friend and wishes him all the best as he moves into such a prominent and powerful position. But he is also worried about Vogel. Grey confesses to the runners that in Arthur Vogel's past he was actively involved with TerraFirst!—a violently vengeful eco-terrorist group. An old associate of Arthur Vogel got back in touch recently.

This associate is Delia Miller, the leader of one of TerraFirst's most violent cells. Since she reappeared in Vogel's life, Vogel has spent almost all of his available time with her—including canceling several important meetings with Grey. Grey had his best people dig into Delia's past and he uncovered many terrible things. He confronted her, and assensed her in the process. She attempted to kill him and was almost successful. Gary Grey has now confirmed that Delia is a toxic shaman. He dares not oppose her directly for fear of ruining his relationship with Vogel, so he needs the runners to take her out. If they are hesitant about doing wetwork, Gary Grey will pass them a printed copy of Dunkelzahn's will. One part of it is circled. It reads: "In order to discourage the proliferation of toxic shamans, I offer a bounty of 1 million nuyen on any toxic shamans captured alive and delivered to the Dunkelzahn Institute of Magical Research for the purposes of studying the effects of toxicity on the physical and astral presence of such shamans, and how they in turn impact the physical and astral world." Grey promises to match the payment, or pay the runners a lot of nuyen if they just decide to geek the mage. Gary Grey makes one thing absolutely clear: They must not endanger Arthur Vogel, so they must not attempt any operation where Vogel is present. Grey offers 5 Karma for the job.

SCENE 2

Suggested NPCs: Vogel's security personnel (use Lone Star Patrol Officer NPC), toxic spirit (use Spirit of Beasts, make it mean), Delia Miller (use Combat Mage PC pregen; always gains the benefit of using a Plot Point to overcast [see special rule under Combat Mage PC pre-

gen] without having to pay a Plot Point), John (use Street Samurai PC pregen), Jane (use Physical Adept PC pregen), eco-terrorists (use Ganger NPC).

Delia Miller isn't terribly difficult to locate. She is often seen in the company of Arthur Vogel, but never at official events. The paparazzi have begun to speculate on their relationship, but frankly nobody gives a drek about Vogel's dating life with the big news of Big D's assassination and all of the hullabaloo surrounding the release of the dragon's Last Will and Testament. It's time to do some legwork! Delia Miller is very secretive about her residence, as well as her comings and goings apart from spending time with Arthur Vogel. She has indeed become a toxic shaman—twisted into an evil parody of her former self by the toll her horrific actions have taken on her—actions taken to make the world a better place, which is something she no longer believes possible. She now works toward the ultimate extinction of metahumanity as the only hope for planet Earth. She knows this seems crazy to everyone else, and so she plays the role of a determined eco-terrorist. She hopes to gain great influence over her old acquaintance Arthur Vogel, and turn Ares to even greater destructive ends. The only people she comes close to trusting are John and Jane, a brother-and-sister pair of murderous sociopaths who have willingly joined Delia's toxic crusade. John is heavily cybered, and his sister Jane is a toxic physical adept. Unless they are out running errands (doing a murder) for Delia, they will always be somewhere near her. In public they play the role of her bodyguards.

Most of the time Delia spends with Arthur Vogel is at expensive, exclusive restaurants and clubs, or at his hotel. She spends most nights with Arthur in his hotel. During the day she slips away stealthily to go about her toxic business. She has an apartment space located just above a local downtown art gallery. Within her apartment, warded against intrusion by the outside world, is her toxic lodge. A human skull rests upon a blood-stained altar. She replaces it with a fresh one every Monday morning. The old ones are ground into bone meal and used as ritual reagents.

Spotting and tracking Delia will not be easy. She is extremely paranoid and goes to great lengths to conceal her movements. John and Jane are almost always with her, watching for signs of trouble or people who get too curious. Curious people are always needed for Monday mornings. If the runners are at all conspicuous, John and Jane might pay them a visit. They will choose a moment to attack from ambush, hiring some muscle from the eco-terrorists. There will be two eco-terrorists for each PC present, plus John and Jane.

SCENE 3

Suggested NPCs: Same as above

This scene is largely up to the players. Once they have dug up information about Delia, tracked her movements, and come up with a plan for how they will capture her, it's time to do the thing.

Delia is paranoid, deceptive, and vicious. She always goes after her foe's weaknesses with as much power as possible. She is merciless and cruel, delighting in causing suffering and death. She can barely conceal her nature from the world around her. Since Dunkelzahn's Will put a price on her head, Delia has become even more careful at concealing her activities. She always has a toxic spirit of beasts watching her back in astral space. If she is cornered or threatened with violence, it will materialize and start biting.

If John and Jane haven't been killed or completely neutralized in a previous encounter with the PCs, they will be present.

Once the players have captured or killed Delia Miller, the contract is complete. Gary Grey pays the runners and helps them claim the reward from the Draco Foundation, if applicable. In a regular Shadowrun campaign, letting your players walk away with over a million nuyen might be game-breaking. But in Anarchy, it's just a narrative touch. Give out double the usual Karma award and ask everyone how they blow (or maybe stash away somewhere safe) a giant pile of nuyen. If any players want to retire their characters, it would make sense for them to do so at this time.

IMAGO

CONTEXT

Quicksilver was an unusually brilliant elf who made massive leaps in Matrix technology for Transys Neuronet in Scotland. One of those advances is his Imago—a Matrix backup of his consciousness. He recently fell in love with Morag MacDonald, daughter of clan patriarch Iain MacDonald, a man of great wealth and power. Quicksilver and Morag kept their love affair secret from everyone, but they were both murdered by Quicksilver's Zeta-Imp-Chem corporate rivals. This activated the Imago contingency that Quicksilver had set in place. In order to protect his work, Quicksilver created three special backup modules, which contained aspects of his personality and entrusted their protection to select guardians. If these chips are combined with his specially modified cyberdeck, his Imago can be downloaded from Transys Neuronet's Matrix host, and Quicksilver will be made whole as an entity

in the Matrix. But the restless spirit of Quicksilver's love awaits her soulmate and cannot move on.

MS. JOHNSON'S PITCH

The lure of nuyen has brought you all the way to the Scottish Highlands. Professor Amelia Richardson hired you to acquire three unique cyberdeck modules. Her friend Quicksilver made them, and they're guarded by some strange characters. Why can't he get them himself? Well, he went missing, chummer. Richardson received a message with instructions that began with "If you're reading this, then I have been killed." These devices you're hired to get are backups for an experimental Matrix consciousness upload process that Quicksilver had been working on, and they might be able to restore him to life in the Matrix. That can't be real, right? Well, you're just getting paid to go collect the fraggings things. Who cares if they work or not? Richardson offers 5 Karma for the job.

OBJECTIVES

- > Acquire the three Quicksilver personality modules: Perception, Affect, and Memory
- > Restore Quicksilver; survive a deadly assault
- > Get Quicksilver to Iain MacDonald in person (relatively speaking)

TAGS

- > **QUICKSILVER** > **MATRIX** > **SCOTLAND**
- > **LOCH NESS MONSTER** > **ZETA-IMPCHEM** > **IMAGO**

THE PLOT

SCENE 1

Suggested NPCs: Fiona and the Druids (use Raven Shaman PC pregen), Loch Ness Monster (use Great Form Spirit of Water, with +8 to all dice pools), castle staff (use Corporate Wageslave NPC), castle guards (use Soldier NPC, but replace full body armor with an armor jacket and a kilt)

The runners can acquire the three personality modules in any order.

The Affect module (containing a backup of Quicksilver's emotional self) is in the possession of a druid named Fiona Mac Mhuirich, who can be found in Dunvegan Castle near Loch Alsh. She is a druid, and her order resides in the castle. The runners might decide to sneak into the castle and steal the device from Fiona, but they will likely have a much easier time if they ask her. Fiona will not

trust the runners easily, and she will put them through a ritual ceremony to “prove their worth.” Allow the players to decide who will participate, and share in the descriptions of the strange ritual. There is no real danger to the runners unless they anger the druids. Assuming the runners are clever, charismatic, or quick enough, they can acquire the Affect module from Fiona.

The Memory chip is being guarded by the Loch Ness monster. No drek. The runners are instructed to entreaty the great spirit of Loch Ness by traveling its domain and performing a brief ceremony, offering certain reagents. The spirit materializes as a great beast and immediately draws all of the runners into an astral gate. They are each separated in an ancient city and face a challenge involving the sins of their past. Each player makes a Narration describing how they face down and deal with some great mistake or regret from their past. Any runner who fails this test is knocked unconscious. As long as at least one of the runners succeeds, Nessie presents them with the Memory module.

The Perception module is hidden within the wine cellar of Castle Laidon, seat of the MacDonald clan in the Scottish Highlands. The staff and residents of the castle are in mourning—Morag MacDonald was recently killed in an apparent attack by the Campbells, a rival clan with whom the MacDonalds have a blood feud. The players might sneak, bluff, or even fight their way in. While searching the cellar for the module, one of the runners (ideally an Awakened character) will encounter the ghost of Morag MacDonald. She is normally only visible in Astral space, and waves of anguish and grief emanate from her aura. If a runner attempts to communicate with her, she will share a vision of her death. Agents dressed in the tartans of clan Campbell gunned her down. As she lay dying, she saw them shoot and kill her lover, Quicksilver. The spirit will show the runners to the Perception module’s hiding spot—she does not know what the item is, but she senses its importance. Then she will vanish elsewhere into the castle, mourning her lost love and somehow bound to remain in this world.

SCENE 2

Suggested NPCs: Professor Amelia Richardson (use Corporate Johnson NPC), strike team (use Soldier NPC, assisted by Combat Mage PC pregen)

The runners return to Professor Richardson with the personality modules. She invites them into her home and shows them the specially modified cyberdeck that Quicksilver had entrusted to her care. When the three modules are all connected, the cyberdeck launches the Integrative-Executive program. Quicksilver becomes re-integrated—an apparently sapient consciousness

with all of the continuity of Quicksilver’s life and memories. Quicksilver’s persona speaks to the runners from the cyberdeck’s speaker (or more directly, if anyone connects to one of the cyberdeck’s hitcher jacks). He thanks them for their help and asks if they would perform another service for him. Before the runners have time to respond to Quicksilver’s request, a hit squad hired by Zeta-ImpChem shows up and attempts to kill the professor and her guests.

Once the runners fight off the attack or escape, Quicksilver will ask them to take him to Iain MacDonald at Castle Laidon so that he can tell him the truth of his daughter’s death and avoid further bloodshed between the MacDonalds and Campbells.

SCENE 3

Suggested NPCs: MacDonald warriors (use Soldier NPC, but replace full body armor with an armor jacket and a kilt), strike team (use Soldier NPC, assisted by at least two Combat Mage PC pregens), Iain MacDonald (use Talismonger NPC, but increase STR to 6).

When the runners arrive at Castle Laidon, they find it under assault. Zeta-ImpChem has upped the ante even more and has sent a large strike team to wipe out everyone present and search the location for whatever Quicksilver left behind there. Gunfire can be heard within the castle, as the hardy MacDonald warriors (present because they were gathered in preparation for a retaliatory strike against the Campbells) put up a fight against the corp mercs.

If the runners hide and wait for the fight to end, the MacDonalds will have a pyrrhic victory, with only a handful of heavily wounded survivors. Iain MacDonald will be one of the survivors.

If the runners get involved, the MacDonalds will appreciate the assistance.

Once the fight is over, the runner who connected most with Morag’s spirit becomes possessed by her ghost and begins to shake and wail. Quicksilver will urgently ask one of the runners to jack into his cyberdeck. If none of the runners do so, Professor Richardson (who will either have accompanied the runners, or just shows up out of the blue) does as he asks. Whoever jacks in experiences a massive download as they experience Quicksilver’s memories and emotions, and eventually become taken over by him. The possessed people touch hands. If anyone is perceiving astrally, they will see an astral presence of Quicksilver superimposed over the character he possesses, and the spirit of Morag superimposed over the other. As soon as they touch, both astral forms leave their hosts and become visibly manifest. The two characters who were possessed are back to themselves.

Then a strange thing happens. As the runners and any surviving MacDonalds watch, thirty-seven more spirits manifest. They are the ghosts of the MacDonald ancestors. They greet the spirits of the two lovers and fade away. As the spirit of the eldest MacDonald salutes them and fades, the sound of ghostly bagpipes fills the air. Roll credits.

ELVEN FIRE

CONTEXT

Shim Bright, a covert agent working against the government of the elven nation Tír Tairngire, is attempting to take down the Ancients. The Ancients are a powerful all-elven go-gang. The Ancients are not the exiles most believe them to be. They have strong ties to Tír Tairngire. Bright has initiated a campaign of violence against the Ancients' rivals, declaring the coming of "Elven Fire." This ruse is meant to bring about a bloodbath and the destruction of the Ancients so that Bright's faction can replace them with their own loyal agents. In response to the escalating violence, Lone Star is about to request the aid of the Seattle Metroplex Guard in an all-out offensive against the gangs. Lone Star Detective Koren Thark is desperate to stop that from happening—desperate enough to turn to shadowrunners.

MR. JOHNSON'S PITCH

When your Mr. Johnson—Lone Star Detective Koren Thark—told you there was something big going down with Seattle's gangs, you didn't need to take him at his word. Your team was caught in the middle of a drive-by shooting on the way to the meet. Null persp for a pro like you, but not the sort of thing you're used to encountering outside of the barrens. It seems that a mysterious group calling itself "Elven Fire" is gunning for gangs all over town. The attacks are being pinned on the Ancients, but the Ancients deny responsibility. Their enemies aren't likely to believe them, though. Detective Thark is certain that if the gang violence continues to escalate, the Metroplex Guard will be called in to put a stop to it. That will turn Seattle into a warzone. He believes that Elven Fire is a conspiracy to cause such a bloodbath. It's up to your team to find out who is pulling the strings, and put a stop to it. How does it feel to be working for Lone Star, chummer? Thark offers 4 Karma for the job.

OBJECTIVES

- > Gather information about the recent escalation of gang violence.
- > Apprehend the target to find out who is behind Elven Fire.
- > Assist Detective Thark in apprehending Shim Bright.

TAGS

- > ANCIENTS > SEATTLE GANGS > DETECTIVE THARK
- > YAKUZA > TÍR TAIRNGIRE

THE PLOT

SCENE 1

Suggested NPCs: None

The first scene is an open-ended investigation. The runners may search for information on the Matrix, reach out to their info brokers, underworld or gang contacts, search for clues where the attacks took place, or come up with some other way to dig up the dirt. Each successful Narration will reveal a clue about the situation.

You may reveal the first six clues in any order, but save clue 7 or 8 for last. The runners need not discover every clue in order to advance to the next scene, but the more they discover, the better. If your players seem to be getting stuck, you may move things along by having Detective Thark contact the runners and reveal the information about Half-Ace. Bright will have fed this information to Thark in order to lead his investigators into an ambush.

Clues 1 through 5 tell the story of events as they unfolded, from the first overzealous firebombing by St. John to his assassination by Michael Dumont for attempting to sell out Elven Fire to the Yakuza.

Clue 6 hints at the political undertones that instigated this situation, though it reveals very little.

Clues 7 and 8 directly point the runners to their next course of action: find Half-Ace or Michael Dumont. Save these for last.

Clues:

1. Someone firebombed a Nova Rich hangout and killed the gang's leader, Baron. The Ancients' leader, Green Lucifer, had been meeting with Baron at the time and was nearly killed as well.
2. The firebombing was carried out by a shadowrunner named St. John.
3. St. John arranged a meeting with the Yakuza at a club called the Witches' Circle to sell them information about Elven Fire.

4. An assassin killed St. John and the six Yakuza at the Witches' Circle. The runners find an eyewitness who provides and excellent description (perhaps even a clear video).

5. The assassin is Michael Dumont, a street samurai who has been missing for over a year.

6. The Ancients' black-market pipeline from Tír Tairngire recently dried up.

7. A disgruntled Ancient named Half-Ace is an active member of the Elven Fire conspiracy.

8. Michael Dumont was spotted coming and going from an old bottling plant in the Puyallup Barrens.

As soon as the runners discover clue 7 or 8, Detective Thark will contact the team to request an update on their progress. Whether the runners are pointed at Half-Ace or Michael Dumont, Thark will tell them that their next move is to capture them. In the case of Half-Ace, Detective Thark will reveal that he knows where Half-Ace is supposedly staying: an apartment in Redmond. He will provide the team with the address, not knowing that his source for the information has set a trap for whoever Thark sends looking for him. In the case of Michael Dumont, the runners already know where to look.

SCENE 2

Suggested NPCs: Tirade (use Combat Mage PC pregen), Elven Fire mercenaries (use Ganger NPCs, armed with Sandler TMP SMG), Michael Dumont (use Street Samurai PC pregen, add Colt M22A2 assault rifle with an underbarrel grenade launcher).

Depending on whether the runners have discovered (or been provided with) intel about Half-Ace or Michael Dumont, this scene could take place in two different locations.

Location One:

If the runners are going after Half-Ace, they will be ambushed by operatives hired by Bright. These are led by Tirade, an elven mage who betrayed the Ancients. Two elves are waiting inside Half-Ace's apartment. Tirade and four more are waiting in nearby apartments. At the first sign of trouble, Tirade and the other elves emerge from the nearby apartments and attack.

This should be a challenging combat, leaving no doubt in the players' minds that they were set up and have fallen into an ambush. If things are going too easily, add more mercenaries, or even another mage! Surviving this ambush should feel like a close call. The runners don't even need to win this fight in order to move forward with the adventure, because Bright has now showed his

hand. Bright gave Thark the intel about where to find Half-Ace. As soon as Thark finds out that the runners were ambushed, he knows who to blame.

If the runners interrogate any of the elves, they will reveal that their employer is an elf named Rook. They are political rebels working to undermine the government of Tír Tairngire, and their current target is the Ancients. Tirade and his soldiers have been hired to eliminate Thark or anyone else he sends to investigate Half-Ace's apartment. The runners—and Thark—have been set up. Assuming the runners survive the ambush and report back to Thark, he will tell them that his "elven affairs" informant is responsible. The man's name is Shim Bright, and he lives in Bellevue. Detective Thark tells the runners that he needs their help apprehending Bright at his home in Bellevue.

Location Two:

If the runners uncovered information about the location of Michael Dumont's hideout, Thark sends them to the bottling plant to apprehend him and look for clues. The bottling plant in Puyallup has long been out of use, and it is a maze of massive machinery and catwalks. The walls and machinery are covered in strange writings, many of them mentioning a person named Rook. These are Michael Dumont's mad ranting. He was captured during a run within Tír Tairngire. Instead of prosecuting him for crimes, he was subject to intense mental and physical reconditioning—a brainwashing process that augments conventional techniques of psychological torture using magic and cybernetics. He's completely loyal to Shim Bright (who he knows only as "Rook") but is unstable and violent. He has carved or painted his thoughts all over the inside of the old bottling plant. On one wall is a massive painting of an angel drowning a small child. The angel's face matches Shim Bright's.

As the runners investigate the bottling plant, Michael Dumont stalks them on the catwalks above. He is incredibly agile and stealthy. Once the time is right, he attacks. After each attack, he flees into the maze of catwalks and machinery. Any runner who wishes to attack him again must find him. Dumont will attack again and again from ambush, always moving to break line-of-sight after attacking. Once he is defeated, clues within the bottling plant will point to Shim Bright. The runners will have no way of knowing that Rook is Bright, or who Bright is, but Thark will recognize the identity—especially if shown an image of the painting of the angel. Thark asks the runners to help him apprehend Bright at his home in Bellevue.

If the runners capture Michael Dumont alive, he will not reveal any coherent information. His mind is shattered from his reprogramming experiences, and he will

only rave about his master Rook (who commands him to kill) and the superiority of the elven race.

SCENE 3

Suggested NPCs: Detective Thark (use Lone Star Patrol Officer NPC, add Ruger Super Warhawk heavy pistol), Knight Errant officer and guards (use Security Guard NPC, add Ares Predator heavy pistol), Bright's bodyguards (use Soldier NPC, add Ceska Black Scorpion machine pistol and armor 6), Shim Bright (use Combat Mage PC pregen)

When the runners meet Detective Thark at Bright's home, Bright has already left for the neighborhood's helifield. A Federated-Boeing tilt-wing aircraft circles just above, having been denied clearance to land. Thark called in a favor to prevent Bright from escaping, but it won't last long. At the helifield, Bright and two of his bodyguards are arguing with a Knight Errant security officer who is currently delaying his departure. The officer is backed up by two armed guards of his own, and the argument is clearly a volatile stand-off.

If the runners charge up and attack, the Knight Errant officer and guards will attack them. If the runners can make a clear case that Bright is a criminal and should not be allowed to leave, the Knight Errant officer might be convinced to stand down and allow Bright to be apprehended. If the runners make a really good effort, the KE guards might even assist them.

Bright and his bodyguards will not go down without a fight. Detective Thark and the runners must defeat them in order to detain them. Once Bright has been defeated or captured, Detective Thark thanks the runners, pays them, and tells them to get lost before the rest of the cops show up.

MISSING BLOOD

CONTEXT

Daniel Simpson, a Renraku executive, has been cheating on his wife (whose father outranks him in the company). He recently purchased an expensive, one-of-a-kind necklace for his mistress, Victoria. Simpson's wife Lucile has suspected that her husband is having an affair, and she has hired private detective Patrick Bambra to find the evidence. Bambra obtained a copy of the receipt for the necklace for his client, and Lucile confronted Daniel with this evidence. Daniel swore that he purchased the necklace as a present for their upcoming anniversary, but he had already gifted it to Victoria. Victoria had her own secret: she

is an initiate in the Universal Brotherhood, an organization known for helping the poor and desperate turn their lives around. Shortly after Victoria was given the necklace, she was invited to join the inner circle of the Brotherhood. She left a message for Daniel (which Bambra intercepted, downloaded, and deleted from Daniel's voicemail), saying she would be gone for a few days. But the Universal Brotherhood is a vast global conspiracy of insect spirits and their shamans looking to find hosts as part of their invasion of this world. Victoria is now undergoing a vile transformation in a cocoon within the Universal Brotherhood's Redmond chapter house.

MR. JOHNSON'S PITCH

Mr. Johnson hired you to retrieve an expensive, one-of-a-kind necklace named "Blood" from his mistress Victoria, who hasn't returned his calls since he gave it to her. There's a time limit: Mr. Johnson's wife somehow found the receipt for the purchase of the necklace, and he promised that it was a gift for their upcoming anniversary. The anniversary is coming up in just a few days, so you'll need to get that necklace back quickly. Mr. Johnson provided some photos of Victoria, her comm number, and the address of her apartment. Mr. Johnson offers 6 Karma for the job.

OBJECTIVES

- > Search Victoria's apartment for clues, which lead to Madame Ulisha and Patrick Bambra
- > Investigate Madame Ulisha and Detective Bambra
- > Storm the Redmond Universal Brotherhood chapterhouse, rescue Victoria if possible (it's not)
- > Retrieve the missing Blood necklace

TAGS

- > UNIVERSAL BROTHERHOOD > BUG SPIRITS
- > DETECTIVE BAMBRA > RENRAKU
- > DANIAL SIMPSON > MADAM ULİSHA

THE PLOT

SCENE 1

Suggested NPCs: Neighbors (use Corporate Wagoslave NPC)

The first scene involves tracking Victoria down and discovering clues about her life. She has, as Mr. Johnson claimed, disappeared from her life. No one has seen her for several days. Victoria is a SINner, so Ma-



trix searches will yield many personal details about her that reveal much about her character. Her parents died tragically when she was a teenager, and she has struggled financially and emotionally ever since, but she has put in many volunteer hours trying to help others. She seems a genuinely warm and lovely individual. If the runners ask around about her, her neighbors will confirm that she seems nice. They have observed a wealthy older man visiting her apartment in recent months. He recently visited her apartment and made a lot of noise, knocking loudly and yelling. None of them have seen her since. Several of the neighbors also said that another man came asking around about her as well, and he left his number in case anyone had any information for him about Victoria. He seemed like a cop.

Gaining access to Victoria's apartment is relatively easy. The apartment building is in a nicer part of Redmond, but that still makes it a rough part of Seattle. The superintendent is easily bribed, the neighbors don't open their doors to confront anyone, and the locks are cheap. A search of Victoria's apartment will confirm that she has not been there in several days; most of her personal items are present as if she might have planned to return, and there is a data tap installed on her home's Matrix connection. A dry-erase calendar on her refrigerator has a big star written on the date three days prior. Several earlier dates are marked with the name "Danial" in pink with hearts drawn all around. Two other dates are marked with the note "Madame Ulisha." Madame Ulisha's business card is nearby, advertising her services as a psychic counselor.

Two key clues help the players move the plot forward:

1. Detective Bambra's comm number (the data tap in Victoria's apartment belongs to him).
2. Madame Ulisha's address.

SCENE 2

Suggested NPCs: Patrick Bambra (use Lone Star Patrol Officer NPC, add lined coat instead of armor jacket), Universal Brotherhood soldiers (hybrid form fly Insect Spirit, armed with Uzi III SMGs).

If the runners call the comm number Detective Bambra left with some of Victoria's neighbors, he will agree to meet with them at a bar in Redmond. When the runners arrive, the bartender directs them to a back room. Patrick Bambra, a human private detective, looks and acts the part of a classic film noir detective. He'll be confrontational at first, but as long as the runners don't seem too hostile, he will cooperate with them. Before Bambra can reveal any useful information, a group of goons wear-

ing armor jackets and full-face helmets attacks the bar in an effort to kill Bambra and anyone else present. The runners can either try to fight them off or help Bambra escape. Some goons watch the back exit in case anyone tries to leave out the back exit, so a fight of some kind is probably unavoidable. These helmeted goons are not just gangers or mercs—they are human-fly hybrid insect spirits. If their helmet is removed, their compound eyes and mandibles in place of human features are incredibly unsettling. They will not speak if captured.

If Bambra survives the attack, he shares everything he knows about Victoria with them. He was hired by Lucile Simpson to investigate her husband Danial on suspicions of infidelity. Bambra found out about Danial's dinners with Victoria but never found any hard evidence of an affair until Danial purchased the necklace. When Bambra presented the evidence to Lucile, she thought she had the evidence she needed, but Danial bought himself some time with an excuse. Bambra had a data tap on Victoria's Matrix connection in her apartment, and he intercepted a message she sent to Danial three days ago. In the message, Victoria shows off the necklace, talks about how much she loves it, and then goes on to explain that she's received a big promotion in one of the organizations she works with (she does not name the Universal Brotherhood). She says can't explain, but she'll be "away" for a couple of days, and she looks forward to seeing "you" again. Bambra kept a copy of the message but deleted the original so that Danial Simpson would never receive it. Bambra does not know which organization is that Victoria was referring to and is desperate to find her. He has become romantically obsessed with Victoria and is concerned that she is in danger. His next move is going to be to visit Madame Ulisha and have a good look around her place. If the runners have not yet visited Madame Ulisha's office, he will accompany them there.

When the runners investigate Madame Ulisha's address, which is a house in Redmond with a sign advertising the psychic's business, they find that the front door is ajar. Inside, Madame Ulisha lies dead and in pieces, having been torn apart. In her back room is a crib. Under a pillow in that crib is a deceased human-insect hybrid baby that has been recently suffocated. A thorough search of Madame Ulisha's place reveals her hidden journal, which includes strange entries that detail her caring for a baby under the command of her queen, and fearing the interference of the other hives. Other entries include notes about clients she subtly guided into joining the Universal Brotherhood so they could be transformed. The most recent entries refer to Victoria, who has been invited to join the Inner Circle and will undergo her transformation within the chapterhouse.

Bambra will insist on mounting a rescue mission against the Universal Brotherhood chapterhouse in Redmond. The runners are welcome to join him if they like, but he's going in to save Victoria. That necklace is probably lying around somewhere, so why not?

SCENE 3

Suggested NPCs: Patrick Bambra (use Lone Star Patrol Officer NPC, add lined coat instead of armor jacket), Universal Brotherhood Soldiers (hybrid form fly Insect Spirit, armed with Uzi III SMGs), fly spirits (use true form fly Insect Spirit), fly queen (use Insect Queen).

The UB chapterhouse in Redmond is a tall and wide building with offices and apartments on the upper floors, kitchen and auditorium facilities on the ground floor, and an insect hive nightmare land in the basement. Guess where the runners need to go? The basement, of course! Within the basement are large pods containing

people in various stages of transformation into insect spirits. Victoria is within one of these pods, half transformed into a fly creature. She will die if removed from the pod or complete her transformation if left there. Like every other metahuman encased in a pod here, she cannot be saved. The pod chamber is guarded by true form insect spirits that fight to the death. The room beyond is much larger and contains a massive fly queen.

One chamber in the basement contains the valuable goods that have been recently acquired by the Universal Brotherhood. Blood, the missing necklace, can be found in one of the cases here. In order to succeed, the runners must find and recover the necklace. They may wish to fight all of the insect spirits, but success does not require fighting the fly queen. Unless the runners prevent him from doing so (and if he has survived this far), Bambra will go out in a blaze of glory against the queen using a whole bunch of grenades after discovering Victoria's fate.

ITEMS AND OBJECTS

SHADOW AMPS

Included here is a list of shadow amps, qualities, and gear that can be used in *Shadowrun: Anarchy* games. These are not exhaustive, and we encourage you to use these as a basis to create your own amps, as per the rules in *Shadowrun: Anarchy*. Some of these may seem familiar, and where there is conflict, use the rules in this book instead of *Shadowrun: Anarchy* or *Chicago Chaos*. The 2050s were a very different time!

AWAKENED AMPS

Awakened—Hermetic (Amp Level 2): Has access to magical amps (excluding Mentor Spirit amps).

Awakened—Physical Adept (Amp Level 2): Has access to physical adept amps.

Awakened—Shaman (Amp Level 2): Has access to magical amps (including Mentor Spirit amps).

*Note: The **Emerged** amp is not available for Anarchy 2050—technomancers would not emerge until much later.*

MAGICAL AMPS

COMBAT SPELLS

Acid Bolt (Amp Level 3): Combat spell. Damage of 6P/AA, +2 damage to Armor. Defense = S + W.

Acid Bomb (Amp Level +1): Damages multiple targets.

Fire Bolt (Amp Level 2): Combat spell. Damage of 6P. Ignites combustibles in blast area. Defense = A + L.

Fireball (Amp Level +1): Damages multiple targets.

Mana Bolt (Amp Level 2): Combat spell. Damage of 6P/AA. Defense = S + W.

Mana Ball (Amp Level +1): Damages multiple targets.

Poltergeist (Amp Level 2): Combat spell. 5S/AA. Can telekinetically whirl around all small objects and debris in an area. Defense = A + L.

Power Bolt (Amp Level 1): Combat spell. Damage of 6P. Defense = A + L.

Power Ball (Amp Level +1): Damages multiple targets.

Ram (Amp Level 1): Effect spell. Loudly smash a hole through a barrier. Defense = Difficulty.

Sleep (Amp Level 3): Combat spell. 5S/AA. Target gets drowsy, rerolling 2 hits on Perception tests. Defense = W + L.

Stunbolt (Amp Level 2): Combat spell. Damage of 8S/AA. Defense = S + W.

Stunball (Amp Level +1): Damages multiple targets.

EFFECT SPELLS—SUPPORT & CONTROL

Antidote (Amp Level 1): Effect spell. One target is able to overcome the effect of a drug or toxin.

Armor (Amp Level 2): Effect spell. While sustained, the spell adds three points of Armor to the target, which refreshes each turn if damaged.

Barrier (Amp Level 3): Effect spell. Dome or wall blocks living beings, and your choice of magic or objects. Condition Monitor = 6 + hits on Sorcery + W test.

Chaos (Amp Level 1): Effect spell. Hallucinations/distractions. Targets must reroll 1 successful die per roll. Defense = W + L.

Chaotic World (Amp Level +1): Mass hallucination/distractions.

Combat Sense I, II, III (Amp Level 2, 3, 4): Effect spell. Target rerolls 1/2/3 dice on defense tests while sustained.

Confusion (Amp Level 2): Effect spell. Target's senses are confused. Target rolls 1 less die per action while the spell is sustained. Defense = W + L.

Heal (Amp Level 2): Effect spell. Heal one box of Physical or Stun damage per hit on a Sorcery + W test (minus target's Essence penalty).

Levitate (Amp Level 2): Effect spell. Can telekinetically lift and move target object (Defense = Difficulty) or person (Defense if unwilling = S + W).

Petrify (Amp Level 3): Effect spell. While sustained, turns living target to stone; cyberware and equipment not affected. Defense = S + W.

Stink (Amp Level 2): Effect spell. Targets within stench area must add a glitch die that cannot roll an Exploit to rolls. Defense = W + L.

Turn to Goo (Amp Level 3): Effect spell. While sustained, living target melts into undamageable sludge until reversed. Defense = S + W.

EFFECT SPELLS—UTILITY

Analyze Truth (Amp Level 1): Effect spell. Caster can determine whether or not subject is telling the truth.

Clairvoyance (Amp Level 1): Effect spell. Caster can see distant locations as if they were there.

Control Thoughts I, II, III (Amp Level 2, 3, 4): Effect spell. Secretly influence attitude. +1/2/3 dice to Con and Negotiation tests. Defense = W + L.

Detect Life (Amp Level 1): Effect spell. Living beings glow in a way the caster can perceive.

Detect Magic (Amp Level 1): Effect spell. Magic objects and active spells glow in a way the caster can perceive.

Fashion (Amp Level 1): Effect spell. Instantly change style of clothing and cosmetics.

Invisibility (Amp Level 2): Effect spell. Solo invisibility, targeted person may reroll 1 Stealth die while the spell is sustained.

Improved Invisibility (Amp Level +1): Same effects as invisibility, but covers a group.

Magic Fingers (Amp Level 1): Effect spell. Can telekinetically hold or manipulate items at a distance as if with invisible hands. Defense = Difficulty.

Mask (Amp Level 2): Effect spell. Target is under illusory disguise, and may reroll 2 Disguise dice while the spell is sustained.

Mind Probe (Amp Level 1): Effect spell. Caster can briefly glimpse a touched target's subconscious and memories. Defense = W + L.

MENTOR SPIRITS (SHAMAN ONLY)

Note: It is thematically important for Shamanic Mages to select a Mentor Spirit as one of their Amps. Ignore Mentor Spirits from the Qualities list in other Shadowrun: Anarchy books.

Bear Totem (Amp Level 3): +1 die for Conjuring spirit of beasts, +1 damage to Close Combat damage, using First Aid does not cost a Plot Point (once per Narration).

Cat Totem (Amp Level 3): +1 die for Conjuring spirit of man, Athletics tests, and Stealth tests.

Coyote Totem (Amp Level 3): +1 die for Con tests and when casting effect spells; using Live Dangerously does not cost a Plot Point (once per turn).

Dog Totem (Amp Level 3): +1 die for Conjuring spirit of man and for Survival tests, using Take the Hit does not cost a Plot Point.

Eagle Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of air, spirit of earth), Perception tests, and Judge Intentions tests.

Gator Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of beasts, spirit of water), Intimidation tests, and Close Combat tests.

Lion Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of beasts, spirit of earth) and Athletics tests, using Double Time It does not cost a Plot Point.

Owl Totem (Amp Level 3): +2 dice for effect spells, using Shake It Up does not cost a Plot Point.

Raccoon Totem (Amp Level 3): +1 die for Conjuring spirit of man and for Stealth tests, using Live Dangerously does not cost a Plot Point (once per turn).

Rat Totem (Amp Level 3): +1 die for Conjuring spirit of man, Escape Artist tests, and Stealth tests.

Raven Totem (Amp Level 3): +1 die for Conjuring spirit of air and Con tests, using Live Dangerously does not cost a Plot Point (once per turn).

Shark Totem (Amp Level 3): +1 die for Conjuring spirit of water, Close Combat tests, and when casting combat spells.

Snake Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of earth, spirit of water), Tracking tests, and when healing others.

Wolf Totem (Amp Level 3): +1 die for Conjuring (choose 1: spirit of beasts, spirit of earth), Tracking tests, and when casting combat spells.

OTHER

Magical Fetish (Amp Level 1): Focus. Usable once per day, may reroll a Glitch die when casting a spell.

Protective Amulet (Amp Level 2): Talisman. Usable once per day, reduces damage from one attack by half, rounded up.

Power Focus I, II, III (Amp Level 3, 4, 5): Focus. Add 1/2/3 dice to all Magic-related rolls.

Spellcasting Focus (Amp Level 2): Focus. Usable once per day, may reroll all misses when casting a spell.

Spirit Focus (Amp Level 2): Focus. Usable once per day, may reroll all misses when Conjuring a spirit.

Weapon Focus I, II, III (Specify) (Amp Level 2, 3, 4): Focus. Magical weapon, damages spirits normally and can be used on the astral plane, may reroll 1/2/3 Astral Combat dice.

or Physical damage (player's choice), and add 1/2/3 damage.

Nerve Strike (Amp Level 2): Adept power. Paralyze a target after a successful Close Combat test.

Pain Resistance I, II, III (Amp Level 2, 3, 4): Adept power. Reduce all wound modifiers by 1/2/3.

Penetrating Strike (Amp Level 2): Adept power. You may add AA (Armor Avoidance) to your unarmed attacks.

Physical Sensory Improvement (Select Sense) (Amp Level 1, 2): Adept power. Ignore negative (chosen sense) modifiers.

(Can be taken multiple times).

- Amp Level 1 = Taste, Touch
- Amp Level 2 = Vision, Hearing, Smell

Wall Running (Amp Level 1): Adept power. Run up/across vertical surfaces during a movement.

PHYSICAL ADEPT AMPS

POWER BOOSTS

Physical Boost (Choose Strength or Agility) I, II, III (Amp Level 2, 3, 4): Adept power. Add 1/2/3 dice or 1/2/3 damage when using (attribute).

SKILL IMPROVEMENTS

Improved Athletics I, II, III (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on Athletics tests.

Improved Close Combat I, II, III (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on Close Combat tests.

Improved Stealth I, II, III (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on Stealth tests.

COMBAT & UTILITY

Combat Sense I, II, III (Amp Level 2, 3, 4): Adept power. Reroll 1/2/3 dice on defense tests.

Hangtime (Amp Level 1): Adept power. Can climb vertical surfaces or hang from surfaces.

Increased Reaction I, II, III (Amp Level 2, 3, 4): Adept power. Gains:

- * I = +1 attack.
- * II = +1 attack, 1 Plot Point per Scene.
- * III = +1 attack, 2 Plot Points per Scene.

Inertia Strike (Amp Level 2): Adept power. Knock a target down or back by one range after a successful Close Combat test.

Killing Hands I, II, III (Amp Level 2, 3, 4): Adept power. Your unarmed attacks may inflict either Stun

CYBERWARE AMPS

COMBAT

Bone Lacing I, II, III (Amp Level 2, 3, 4): Cyberware. Reduce damage taken by 1/2/3; +1/2/3 damage to unarmed attacks. -1 Essence

Cyberarms I, II, III (Amp Level 2, 3, 4): Cyberware. May reroll (1/2/3) dice on Agility-related rolls. -1 Essence

Cybereyes I, II, III (Amp Level 2, 3, 4): Cyberware. Ignore vision modifiers, may reroll 1/2/3 dice with ranged attacks. -1 Essence

Cyberlegs I, II, III (Amp Level 2, 3, 4): Cyberware. -1 Essence

- I = Gain 1 extra movement per narration, may re-roll 1 die on Athletics tests.
- II = Gain 1 extra movement per narration, may re-roll 2 dice on Athletics tests.
- III = Gain 1 extra movement per narration, may re-roll 2 dice on Athletics tests, reduce damage taken by 1.

Cyberlimb Armor Plating (Amp Level 2): Cyberware. Reduce damage taken by 1. +3 Armor. -1 Essence

Cyberspurs (Amp Level 1): Cyberware, Weapon. May inflict Physical or Stun damage with Unarmed attack. -1 Essence

Cyber-Implant Weapon (Select Weapon & Body Part) (Amp Level 2): Cyberware, weapon. (Chosen weapon) is installed in (chosen body part). -1 Essence

Dermal Plating I, II, III (Amp Level 2, 3, 4): Cyberware. Reduce damage taken by 1/2/3; may reroll 1/2/3 dice on Intimidation tests. -1 Essence

Headware Radio: Cyberware. +1 die when assisting or leading teamwork tests. -1 Essence

Muscle Replacement I, II, III (Amp Level 2, 3, 4): Cyberware. -1 Essence

- I = May reroll 1 die on Strength-related rolls.
- II = May reroll 1 die on Strength-related rolls, may reroll 1 die on Close Combat tests.
- III = May reroll 2 dice on Strength-related rolls, may reroll 1 die on Close Combat tests.

Retractable Hand Razors (Amp Level 2): Cyberware, weapon. Inflicts Physical damage with unarmed attack, may reroll 1 die. $(STR/2)+1P$. -1 Essence

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

Wired Reflexes I, II, III (Amp Level 2, 3, 4): Cyberware. -1 Essence

- I = +1 attack per narration.
- II = +1 attack per narration, 1 Plot Point per Scene.
- III = +1 attack per narration, 2 Plot Points per Scene.

UTILITY

Cyberears (Amp Level 2): Cyberware. Ignore hearing modifiers; may use enhanced and/or selective hearing with audio analyzers. -1 Essence

Encephalon I, II, III (Amp Level 2, 3, 4): Cyberware. May reroll 1/2/3 dice on Logic-related tests. -1 Essence

Hydraulic Jacks (Amp Level 2): Cyberware. +2 dice for jumping tests. -1 Essence

Skilljack Knowsofts (Amp Level 2): Cyberware. May spend 1 Plot Point and 1 Karma to use a knowledge skill you don't have. -1 Essence

Skillwires I, II, III (Choose AGI-based skill) (Amp Level 2, 3, 4): Cyberware. Add 1/2/3 dice to (chosen skill) rolls. -1 Essence

Synthlink (Amp Level 2): Cyberware, synthesizer. Gains +2 dice to musical performance Con rolls. -1 Essence

BIOWARE AMPS

Note: Bioware is rare in 2050. Only Prime Runner characters should be able to purchase from this list during character creation. When advancing characters, bioware should only be purchased via opportunities within the narrative, which would allow them access to the specified amps.

COMBAT

Adrenal Pump (Amp Level 2): Bioware. Ignore the effects of Staggered until damaged again. -0.5 Essence

Muscle Augmentation I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Strength-related rolls.

-0.5 Essence

Muscle Toner I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Agility tests. -0.5 Essence

Orthoskin I, II, III (Amp Level 3, 4, 5): Bioware. Damage is reduced by 1/2/3 points per attack. -0.5 Essence

Pain Editor (Amp Level 4): Bioware. Ignore all Stun wound modifiers. -0.5 Essence

Synaptic Accelerator I, II, III (Amp Level 3, 4, 5): Bioware. -0.5 Essence

- I = +1 action.
- II = +1 action, +1 Plot Point per Scene.
- III = +1 action, +2 Plot Points per Scene.

UTILITY

Cerebral Booster I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Logic-related tests. -0.5 Essence

Enhanced Articulation (Amp Level 3): Bioware. Contortive joints. Add +1 die for Escape Artist tests and for Stealth tests in tight spaces. -0.5 Essence

Mnemonic Enhancer I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Memory tests. Gain 1/2/3 knowledge Skills. -0.5 Essence

Reflex Recorder (Choose Skill) (Amp Level 4): Bioware. Add +2 dice for (chosen skill). -0.5 Essence

Symbiotes I, II, III (Amp Level 3, 4, 5): Bioware. Increase all healing to you by 1/2/3 boxes. -0.5 Essence

Synthacardium I, II, III (Amp Level 3, 4, 5): Bioware. May reroll 1/2/3 dice on Athletics tests. -0.5 Essence

Tailored Pheromones I, II, III (Amp Level 3, 4, 5): Bioware. Reroll 1/2/3 dice on all in-person Charisma-related tests. -0.5 Essence

MATRIX AMPS

CYBERWARE

Datajack and Headware (Amp Level 1): Cyberware. May access the Matrix via direct connection: +1 die to Matrix actions. -1 Essence

CYBERDECKS

Cyberdeck I (Amp Level 2): +1 die on Matrix actions, Firewall +1, Matrix Condition Monitor 6, may run 1 program at a time. (Radio Shack CD-100, Allegiance Alpha)

Cyberdeck II (Amp Level 3): +1 die on Matrix actions, Firewall +2, Matrix Condition Monitor 9, may run 1 program at a time. (Sony CTY-360, Fuchi Cyber-4)

Cyberdeck III (Amp Level 4): +2 dice on Matrix actions, Firewall +2, Matrix Condition Monitor 9, may run 2 programs at a time. (Fuchi Cyber-6, Fuchi Cyber-7)

Cyberdeck IV (Amp Level 5): +2 dice on Matrix actions, Firewall +3, Matrix Condition Monitor 12, may run 2 programs at a time. (Fairlight Excalibur)

CYBERCOMBAT PROGRAMS

Attack (Amp Level 2): Program. +2 damage in Cybercombat.

Decrypt (Amp Level 2): Program. May reroll 2 dice in Cybercombat tests.

Mirrors (Amp Level 2): Program. May reroll 2 dice on Matrix Defense tests.

Shield (Amp Level 2): Program. Reduce incoming Matrix Damage by 1.

Slow (Amp Level 2): Program. On a successful Cybercombat attack, instead of dealing damage, freeze target IC until end of your next narration.

Smoke (Amp Level 2): Program. -2 dice to enemy Cybercombat tests against you or any allies in the same node.

UTILITY PROGRAMS

Analyze (Amp Level 2): Program. May reroll 2 dice on Matrix Perception tests.

Deception (Amp Level 2): Program. May reroll 2 dice on non-Cybercombat Hacking tests.

Evaluate (Amp Level 1): Program. May reroll 2 dice on Charisma tests involving data.

Medic (Amp Level 2): Program. May roll Hacking + Logic to heal Matrix Condition Monitor damage equal to your hits.

Relocate (Amp Level 2): Program. -2 dice to enemy Matrix Tracking tests against you.

Sleaze (Amp Level 2): Program. May reroll 2 dice on Matrix Stealth tests.

DRONE & VEHICLE AMPS

CYBERWARE

Vehicle Control Rig I, II, III (Amp Level 2, 3, 4): Cyberware. Control drones/vehicles by remote control (or by direct connection: +1 die to vehicle actions), may reroll 1/2/3 dice on vehicle actions. -2 Essence

DRONES

Surveillance Drone (1/2/3 drones) (Amp Level 2/3/4): Air. +1/2/3 dice to Perception tests using surveillance drones. [A3, D3]

Hunter Drone (1/2/3 drones) (Amp Level 2/3/4): Air. Gain +1/2/3 attacks and movements (only with hunter drones). [A6, D6, machine pistol]

Patrol Drone (Amp Level 2): Ground. Gain +1 attack/movement (only with patrol drone). [A6, D9, assault rifle]

VEHICLES

Aztech Nightrunner Stealth Speedboat (Amp Level 2): Watercraft. Reroll 2 dice on Stealth tests with this vehicle. [A6, D12]

Eurocar Westwind 2000-Turbo Sports Car (Amp Level 3): Ground. +2 Plot Points at the beginning of a getaway or chase with this vehicle. [A9, D10]

GMC Bulldog Delivery Van (Amp Level 2): Ground. Reduce damage taken to vehicle and occupants by 2. [A12, D16]

Harley Davidson Scorpion Motorcycle (Amp Level 2): Ground. Reroll 2 dice on Vehicle Weapons tests from this vehicle. [A8, D8]

Mitsubishi Nightsky Limousine (Amp Level 4): Ground. Reroll 3 dice on Social tests this scene after arriving in this vehicle. [A15, D15]

Yamaha Rapier Motorcycle (Amp Level 2): Ground. +1 Plot Point at the beginning of a getaway or chase with this vehicle. [A6, D8]

CUSTOMIZATIONS

Note: These are not separate amps. The Amp Level of the add-on must be added to drone or vehicle amps (vehicles in the Gear section are Amp Level 0, and they become amps as a result).

GM has final say on whether it can hold the weapon. If current weapon must be replaced to hold the new weapon, pay Karma costs but keep the Amp Level the same.

Drone/Vehicle Mounted Assault Rifle (Amp Level 1): A drone set or vehicle gains an assault rifle.

Drone/Vehicle Mounted Grenade Launcher (Amp Level 2): A drone set or vehicle gains a grenade launcher.

Drone/Vehicle Mounted Machine Gun (Amp Level 1): A drone set or vehicle gains a machine gun.

Drone/Vehicle Mounted Missile Launcher (Amp Level 2): A drone set or vehicle gains a missile launcher.

Drone/Vehicle Submachine Gun (Amp Level 1): A drone set or vehicle gains a submachine gun.

Drone/Vehicle Mounted Sniper Rifle (Amp Level 1): A drone set or vehicle gains a sniper rifle.

Hidden Compartment (Amp Level 1): A drone set or vehicle adds a hidden compartment. Items concealed within are nearly impossible to detect without a thorough search.

GEAR AMPS

Chameleon Suit (Amp Level 2): 9 armor. May reroll 1 die on Stealth tests.

Helmet I, II, III (Amp Level 2, 3, 4): May take 1/2/3 incoming Physical damage as Stun damage instead.

Shield I, II, III (Amp Level 2, 3, 4): +1/2/3 dice to defense tests when used. Damage (STR/2 + 2/1/0) S.

Tres Chic Fashionwear I, II, III (Amp Level 1, 2, 3): 6 armor. +1 pip to 1/2/3 dice on Social tests.

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.

Fear (Amp Level 4): +2 dice to Intimidation rolls, melee opponents must roll 2 hits on C + W or run away.

Gang Buddies (specify Gang) (Amp Level 2): You can call on 2d6 gang members for help.

Hellraiser (Amp Level 1): When you Live Dangerously, the Glitch Die also Exploits on 4, but also Glitches on 2.

I Know Everybody (Amp Level 2): Gain (Cha rating) contacts.

Jack of All Trades (Amp Level 2): Reroll 1 die when you're rolling a skill you don't have.

Team Player (Amp Level 2): You may freely gift your own Plot Points or Edge to other players.

QUALITIES

Note: This list is not exhaustive. Rather, it instead adds on to the Qualities from previous Shadowrun: Anarchy sourcebooks, which you are free to use, provided they are not Mentor Spirits or Technomancer-related qualities.

POSITIVE QUALITIES

Blademaster: +2 dice to Close Combat tests with blades.

Combat Mage: +1 damage to all Combat spells.

Common Sense: You may spend a Plot Point to ask

the GM if a course of action you propose is likely to be a mistake. They must answer honestly, but keep in mind it's just, like, their opinion.

Grade-A Bang-Bang: +2 dice to all Heavy Weapons tests.

Linguist: Specify two other languages you speak, treated as knowledge skills; you can spend a Plot Point to communicate passably in other languages.

On the Fly: You may spend a Plot Point to run a program amp you don't have on your cyberdeck.

Workshop: Once per contract brief, you may spend a Plot Point to give a vehicle or drone a special one-time-use feature with +2 dice.

NEGATIVE QUALITIES

Addiction (select source): -2 dice to all tests if you go more than 24 hours without source of addiction.

Combat Monster: -1 die to all rolls made when not in combat.

Daredevil: When rolling an Athletics test, always add a Glitch Die that cannot roll an Exploit.

Illiterate: You haven't learned to read.

Need for Speed: Must spend a Plot Point while piloting a vehicle to avoid driving it at high speed.

Uneducated: At character creation, you get no knowledge skills; they cost 5 Karma for you.

WEAPONS

CLOSE COMBAT

	Damage (STR/2) S	Close	Near	Far
Unarmed Combat		OK	—	—
Small Blades / Hand Attachments (forearm snap-blades, knife, survival knife) / (brass knuckles)	(STR/2 +1) P 9P	OK	-2	—
Blunt Melee (club, pole arm, sap, staff, baseball bat, escrima sticks)	(STR/2 + 2) P	OK	—	—
Stun Melee (shock glove, stun baton)	7S	OK	—	—
Large Blades (combat axe, katana, sword, chainsaw)	(STR/2 + 3) P	OK	—	—
Whip	8P*	OK	—	—

*May add a Glitch Die for free to attack multiple targets with 3P base damage. Unintended targets might be damaged as well at GM discretion.

PROJECTILE WEAPONS

	Damage	Close	Near	Far
Thrown Weapons	(STR/2 +1) P	OK	-2	-
(shuriken, throwing knife, javelin, tomahawk)				
Bow and Arrow	(STR/2 +1) P	-2	OK	-2
(compound bow, traditional bow, dynamic tension bow)				
Crossbow	5P	OK	-2	-
Grenades	12P*	OK	OK	-
* Unintended targets may be damaged as well at GM discretion				
Stun Grenades	8S*	OK	OK	-
(concussion grenade, gas grenade)				
Whip	8P*	OK	-	-
* Unintended targets may be damaged as well at GM discretion.				

FIREARMS

	Damage	Close	Near	Far
Tasers	6S*	OK	-4	-
(Defiance Super Shock)				
Tranq Pistol	8S*	OK	-2	-
*Target immediately knocked out if Staggered.				
(Narcoject pistol, Narcoject rifle)				
Holdouts / Light	5P	OK	-2	-
Pistols				
(Streetline Special, Tiffani Self-Defense, Walther Palm Pistol)				
/ (Ares Light Fire 70, Beretta 200ST, Beretta Model 101T, Colt American L36, Fichetti Security 500)				
Machine Pistols	5P*	OK	-2	-
*By taking -2 per additional target, may attack multiple targets at half damage (rounded up).				
(Ares Crusader MP 6, Ceska Black Scorpion)				
Heavy Pistols	6P	OK	-2	-
(Ares Predator, Ares Viper, Browning Max-Power, Colt Manhunter, Remington Roomswelder, Ruger Super Warhawk revolver)				
Submachine Guns	6P*	OK	OK	-
*May add a Glitch Die for free to attack multiple targets with 3P base damage.				
(AK-97 Carbine, Beretta Model 70, HK-227, Ingram Smartgun, Uzi III)				
Assault Rifles	8P*	OK	OK	-2
*By taking -2 dice per additional target, may attack multiple targets at half damage (rounded up).				
(AK-97, Colt M22A2, FN HAR)				
Sniper Rifles	9P	-4	-2	OK
(Ranger Arms SM-3, Walter MA-2100)				
Shotguns	9P*	OK	-2	-
*At no penalty, may attack two targets at half damage (rounded up).				
(Enfield AS7, Defiance T-250, Mossberg CMDT Combat)				

HEAVY WEAPONS

	Damage	Close	Near	Far
Machine Guns	9P	OK	OK	OK
(Ingram Valiant, GE Vindicator Minigun, FN-MAG 5, Stoner-Ares M107)				
Cannons / Launchers	12P*	OK	OK	OK

*Player(s) take damage as well at GM discretion

(Panther Assault Cannon) / (ArmTech MGL-12 grenade launcher, Aztechnology Striker missile launcher, disposable rocket launcher)

CUSTOMIZATIONS

To customize a weapon, choose a weapon effect, and spend 3 Karma.

+AA to Damage code: Monofilament (Blades or Whips), APDS bullets (Ammunition)

+1 Damage: Dikote-layered (solid-shaped close combat or thrown Weapons), high-explosive bullets (Ammunition)

+Reroll 1 Die: Laser sight (Firearms), smartgun system (Firearms)

ARMOR

Armor Clothing: 6 (+1 Skill Point if chosen at character creation)

Synthleather Jacket: 6 (+1 Skill Point if chosen at character creation)

Armor Vest: 9

Lined Coat: 9

Armor Jacket: 12 (-1 skill point if chosen at character creation)

Heavy Armor: 12 (-1 skill point if chosen at character creation)

GEAR

LOADOUT

Crowbar

Flash grenades

Grapple gun

Net gun

Remote-detонated explosives

Restraints (metal or plastic)

Silencers / sound suppressors

Smoke grenades

Vehicle remote control deck

INTELLIGENCE

Audio surveillance equipment
Binoculars
Bug scanner
Signal jammer
Signal locator
Voice mask
White noise generator

SURVIVAL

Chemsuit
Gas mask
Respirator
Survival kit

ENTERTAINMENT

Musical instrument & FX
Pirate radio broadcast transmitter
Portable vidscreen
Simsense player
Video recorder & transmission link
Wearable speakers

MEDICAL

Antidote patches
Medkit
Stimulant patches
Tranq patches
Trauma patches

TOOLKITS

Disguise kit
Mechanics toolkit
Microtronics kit
Spray paint cans
Travel bartending kit
Tridmixer editing console

MAGICAL

Magical lodge materials
Ritual sorcery materials
Spirit offerings

ACCESSORIES

Courier bag
Flashy fashion statement (specify)
Hardshell briefcase
Wristphone
Pocket secretary

PERSONAL

Fake license (specify)
Fake SIN
Keepsake, memento, heirloom, antique

VEHICLES

BMW Blitzen 2050 motorcycle [A6, D8]
Chrysler-Nissan Jackrabbit economy car [A4, D8]
Dodge Scoot electric scooter [A4, D6]
Eurocar Westwind 2000 luxury sports car [A9, D10]
Ford Americar midsize sedan [A6, D11]
Mitsubishi Runabout single-seater car [A6, D8]
Samuvani-Criscraft Otter fishing boat [A6, D12]
Sedanko Marlin small yacht [A9, D14]
Suzuki Watersport jet ski [A5, D6]
Toytacorp Gopher pickup truck [A10, D14]

OPTIONAL RULES

ANARCHY PLOT CONDITION MONITORS

In *Shadowrun: Anarchy*, most scenes are resolved through roleplaying and a number of skill checks, until it becomes clear that the scene has come to a conclusion. Whether or not objectives are achieved is mostly based narrative decisions and some rolls of the dice. Sometimes this is clear, but not always. Even experienced players can find themselves stuck, or wondering how to wrap up a narrative.

Instead of having a narratively open-ended conclusion to a scene's objective, gamemasters can use a condition monitor to track progress toward that goal. The same concept can be used to track the buildup of an impending consequence, such as security becoming aware of a break-in. We'll call these plot condition monitors, or PCMs for short.

A plot condition monitor looks much like a character's physical or stun condition monitor. A standard plot condition monitor has ten boxes, but the gamemaster may take away one or two boxes to represent simpler situations, or add one or two boxes for a more involved problem.

When you decide to use a plot condition monitor, introduce it to the players. Declare what objective or consequence the condition monitor represents, or you may call on the players to define what will happen when it is filled.

There are two different types of plot condition monitors: objective-based and consequence-based. Objective-based ones represent progress made toward

achieving a goal or objective. Consequence-based ones represent the approach of an unwanted outcome.

OBJECTIVE-BASED PLOT CONDITION MONITORS

Whenever a player takes action toward fulfilling an objective, fill one box of the PCM for every net hit that player rolled on the action. An exception to this is combat—no actions taken in a combat affect plot condition monitors. That's because you're too busy affecting other condition monitors!

CONSEQUENCE-BASED PLOT CONDITION MONITORS

Another use of a plot condition monitor is to represent the progression of some impending consequence against the runners, usually due to the actions of their opposition. You might introduce one that represents enemies catching up to the runners in a car chase, a mark finally realizing that they are being tricked, a Matrix host going on full alert, the other team finding the artifact before the runners, the bounty hunter tracking the runners down, the plasma breaking free of its cage, and that sort of thing. These are plot condition monitors that the runners would prefer not to see fill up.

When the gamemaster introduces a consequence-based PCM, decide and declare when and how

boxes will be filled. Either make up your own rule, or choose one of these options:

- Fill one box whenever a player makes a narration. This simple, straightforward method represents the inevitable arrival of something going wrong. Something always seems to go wrong, doesn't it?
- If a player fails a non-combat narration, fill one box for every net hit against them (minimum one). This will usually fill up fairly slowly, but in short bursts. The runners will feel more responsible for causing the consequence because it results from their own actions. Use this tool for a gritty tone.
- When the gamemaster makes a narration, fill one box for every hit (not just net hits) on the roll. This is excellent for representing the efforts of some opposition working on their own objective, and one that the runners will not enjoy seeing fulfilled.

MULTIPLE PLOT CONDITION MONITORS

A simple scene might have a single clear objective, and when that objective is complete, the scene concludes. More often than not there are multiple objectives, or a complex objective requiring multiple components. You don't need to stick to just one plot condition monitor at a time. When it suits the situation, you might introduce several plot condition monitors.

Multiple plot condition monitors could be used to represent a number of specific objectives. Each objective gets its own condition monitor, and when a player takes an action, they must choose which condition monitor to apply their net hits to. A successful contract brief might require some or all objectives to be completed. Failing some objectives while succeeding at others could result in consequences, such as a defeated enemy managing to escape, a crime boss being offended, or a lost opportunity to meet a new contact.

PLOT POINTS AND PLOT CONDITION MONITORS

At any time, anyone, including the gamemaster, may spend a plot point to either fill a box on a plot condition monitor or clear one. Note that the gamemaster may normally only spend one plot point per round.

What about wound modifiers? Objectives and goals don't exactly take damage and are unlikely to feel pain.

Instead of wound penalties, an escalation occurs. Every third box on a condition monitor triggers an escalation.

PLOT POINT ESCALATION

When an escalation occurs, the GM may spend a plot point for free, which doesn't count against their spending limit of one plot point for the turn. The gamemaster should spend the plot point immediately if possible, or if not, at the very earliest possibility.

DIFFICULTY ESCALATION

The difficulty of all tests goes up by one degree. Very easy becomes easy, easy becomes average, average goes to hard, and hard becomes very hard.

TENSION ESCALATION

The gamemaster introduces a new twist that complicates things or increases the tension of the situation. For example, if the runners are trying to sneak, guards become suspicious and begin to observe their area more closely.

TIMED ESCALATION

Something bad is going to happen if the runners don't fill up the plot condition monitor the rest of the way in time. This might represent an alarm being sounded, a bomb going off, captives executed, a perishable MacGuffin expiring, or any other deadline. By default, the runners should each have the chance to take two more actions before this doom occurs. If they fill up the plot condition monitor before that happens, the unwanted event does not occur.

THE PLOT THICKENS

Introduce a new consequence-based plot condition monitor that represents something else going on in the story.

Note: If an escalation happens but the box that triggered it is then cleared, another escalation will not be triggered when it is filled again. Each escalation trigger only happens once, regardless of how many ups and downs might happen.

DETERMINING PLOT CONDITION MONITORS

When the runners are trying to get something done before someone else does, set up two PCMs with an equal number of boxes: one objective-based PCM that represents the runners' progress, and one conse-

quence-based PCM that represents the opposition's progress. Because the players almost always outnumber the gamemaster, the number of turns would normally favor the runners. Because of this, we'll use a slightly different method to decide when to fill boxes.

When a player makes a narration to work toward their objective, fill one PCM box for every two hits (not net hits). If the player wins the narration, they fill additional boxes equal to their net hits. The consequence-based PCM is affected by hits rolled against the player. One box is filled for every two hits rolled (not net hits) against a player. If the player loses the narration, fill additional boxes of the consequence-based PCM for every net hit against them.

SNEAKING INTO A FACILITY

Use an objective-based PCM to represent reaching the goal of the infiltration: locating and entering the vault, catching the extraction target, accessing the offline server access point, finding the hidden safe, etc.

Escalation tips: If the runners are trying to be as sneaky as possible (like they should be doing!), use the first escalation to introduce a consequence-based PCM. Declare that this represents the alertness of the security team. Every time a runner makes a narration, fill one box of this PCM. Whenever this PCM escalates, use a plot point escalation to clear one of the boxes on the objective-based PCM.

For the second escalation, use the difficulty escalation. This represents the tightening of security around the runners. As they close in on their target, there are bound to be more locked doors, sensors, guards, and chances to get noticed.

Use a timed escalation for the third and final one. When the runners are just one box away from achieving their objective, use a plot point escalation to fill a box on the consequence-based PCM.

If the players fill up the objective-based PCM before the consequence-based PCM is filled up, they succeed at getting to their target without alerting the whole security system. This will probably make the rest of the job much easier.

If the consequence-based PCM fills up first, it doesn't have to mean that the runners have failed. They can still try to work toward filling up the objective-based PCM, but they'll have to deal with the arrival of guards, security drones, emergency countermeasures, and sirens in the distance. Even if the runners get to their goal first, they still have to get out. Depending on the contract brief, or whether or not you're up for a longer session, you might start a new objective-based PCM to represent getting away. If you

do, the consequence-based PCM doesn't start fresh. It's much more likely that it will fill up before the runners make their escape. Which is good for the story, of course. Make those runners earn every point of that sweet karma!

RACE TO THE MACGUFFIN

Use one objective-based PCM to represent the runners' progress toward crossing the finish line or getting to the important thing before someone else does. This is a great way to handle a race, whether it's on foot or with vehicles. It also works great as a legwork-heavy artifact hunt, or trying to get to a person before they get arrested or assassinated. Use a consequence-based PCM to represent whoever else is trying to beat the runners to their objective. If there are multiple factions involved, it's probably best to lump them all into the same PCM and decide which among them is victorious if the runners lose the race. However, if your story calls for tracking the progress of multiple factions, go ahead and set up a PCM for each one!

If you are using only one consequence-based PCM, fill one of its boxes every time a player makes a narration. Players may fill the objective-based PCM's boxes by making a successful narration. One box is filled for every net hit, with a minimum of one.

If you are using multiple consequence-based PCMs to represent different factions, a slightly different rule is needed. When a player succeeds at a narration, each faction except for one fills in a box on their PCM. The player may choose which faction doesn't get to fill in a box. When a player fails a narration, the faction with the least amount of progress fills in two boxes of their PCM, while each of the other factions fills in one.

When the gamemaster makes a narration, this represents additional efforts by one of the factions to achieve a leap in progress. If you are using multiple faction PCMs, this will affect the one with the least amount of progress. One of the players may act to oppose the gamemaster, using whatever skills and attributes they choose to bring to bear. If the gamemaster wins the narration, fill one box per net hit (minimum one). If the player wins, they gain a plot point.

Escalation tips: There are already at least two PCMs in play, so it's probably best to only introduce one more, if that. If you are using multiple faction PCMs, don't use the Plot Thickens escalation at all. Use the plot point escalation whenever possible. When the runners trigger an escalation by filling up their own PCM, use the plot point to fill a box on an opposing PCM. This represents the opposition putting in extra effort because they realize they stand a chance to lose this race. When an escal-

tion is triggered by the consequence-based PCM's, use a plot point to clear one of the boxes on the runners' PCM. This represents efforts by the opposition to sabotage the runners or send them chasing down the wrong path. If you are using a separate PCM for each faction, use the plot point to clear a box on whichever PCM is closest to winning. This might be the runners, or it might be one of the other factions. On a tie, go after the runners' progress.

Resolution: Sometimes winning or losing the race is everything—because, you know, that's how races work.

But in a shadowrun, getting to the thing might just be the first step. Once you've found the artifact, how are you going to get out with it? Sure, you got to the target one step ahead of the assassins, but now you have to keep them alive until you get paid. The megacorp strike team got to your fixer before you could warn them, so now you need to break them out of whatever hole they're stuck in. The wasp shaman got their mitts on the artifact and is about to use it to aid them in summoning their queen! Both failures and successes can be used to continue the story in exciting and interesting ways.



EXIT STAGE LEFT

BY RUSSELL ZIMMERMAN

"Sobriety," Young Crow said, slurring only just slightly, his Halloweener glow-paint skull making his smile into a terrible leer. "Sobriety is grossly overrated!"

"I'll drink to that." Jazz laughed and lifted a bottle, all brown skin and white dreds contrasting with his partner, the shaman, and his white-painted face and deep blue hair.

Their clothes were contrasts, too, unified only by the fact they were both clearly here—at a bar—to drink. To drink, like, a lot. Young Crow, the human, was a textbook-flawless icon of off-the-rack neo-anarchist street chic—scuffed cargo pants, wallet chain, leather jacket with spikes and studs, a stiff and brightly colored mohawk, and the Halloweener-applied face paint. He was all denim and leather, all skulls and stylized neo-a's, all gutter flash and street flair. Jazz, meanwhile, was a classier tier of shadowrunner. A human, but as pretty as an elf, with puppy-dog blue eyes under a flopping brow of stark white dreads, side-shaved for tasteful asymmetry that showed off his left-side earrings. He wore darker colors, purples and blacks, and all of it was sleeker, simpler, and made of better quality and cut. Crow was a rack that had a street-swagger uniform plastered all over it. Jazz was the star of his own show; his clothing existed to frame him.

They were both, though, here to get wasted. Absolutely sloshed. Hammered to drek and back. Eight flavors of fragged up. Gone. Utterly, completely, destroyed. Via puff, patch, pill, or pilsner, the two teammates, the two friends, the two fashion opposites, had that one

thing absolutely in common. They were here to get wasted. And loud.

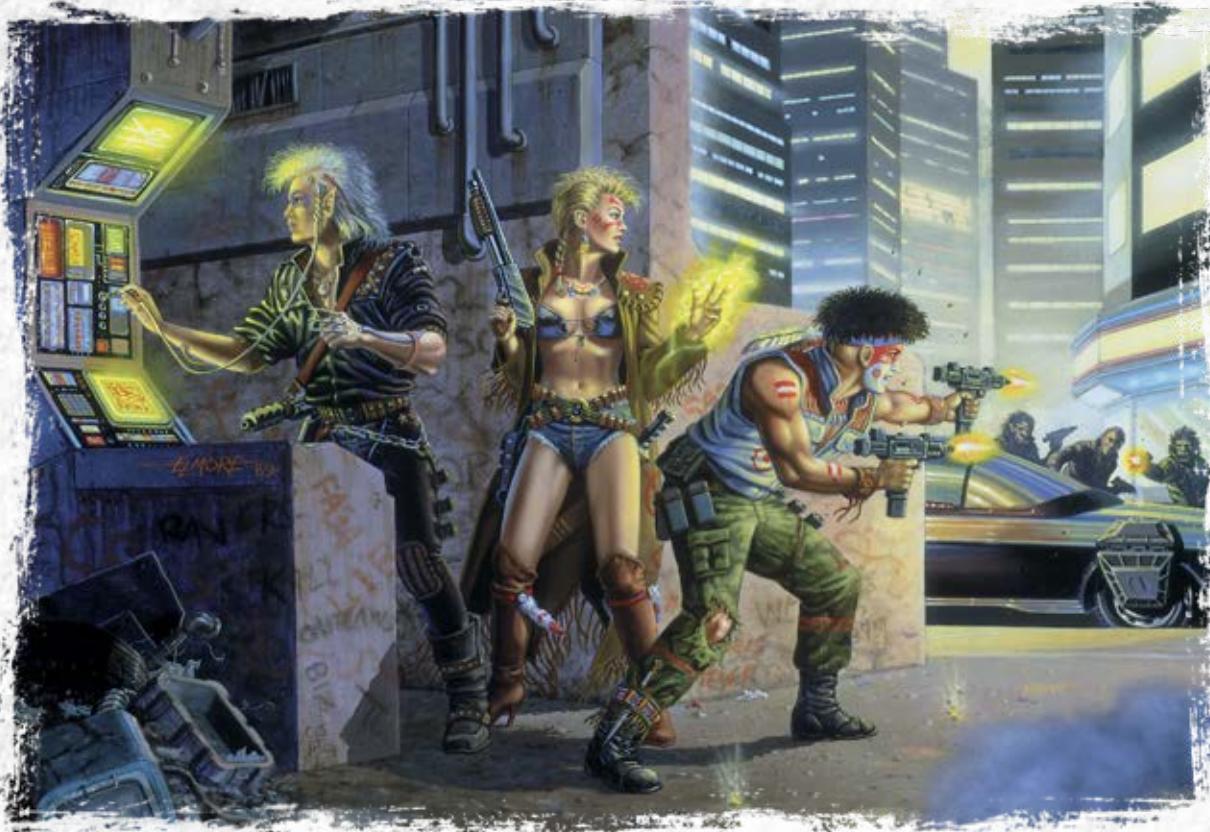
And boy howdy, had they found just the spot for it.

"This place isn't so bad." Jazz leaned Crow's way and lifted his bottle for a toast.

"Not once you're used to it," Crow cheerfully agreed, returning Jazz's sentiment and drink.

Once upon a time, the Gutter had been a bowling alley, tongue-in-cheekedly named the Gutter Ball. Kids had gone there. Families. Boyfriends and girlfriends on comfortable second dates, birthday partiers, amateur league wannabes. It had been a nice place, offering patrons the absolutely predictable comforts of uncomfortably ugly shoes, greasy food, and one of the Seattle Metroplex's most adequate arcades, along with the bowling proper.

Once upon a time, Gutter Ball management hadn't wanted to raise a fuss, so they'd let some elven fellows in questionable attire hang out, bowl, and have a good time. The elves hadn't done anything wrong, after all. They'd been polite enough, paid up, and just rented shoes and knocked down pins like everyone else. Then a few more elves had shown up in the weeks to come. Then a couple more. Then the elves started to look a little rougher, and they'd started drinking more and bowling less. Then more of them. Then fewer other patrons. And on, and on, for months, until—suddenly—the Gutter Ball was taken over, infested, invaded, and thoroughly renowned for being an elven supremacist spot. Stylized silver-sword graffiti marked it as taken territory, specifically the territory of the Silver Iron Knights, a three-bit Seattle street gang that coupled white supremacist and elven supremacist ideology and rhetoric, with plenty of under-the-table bankrolling from all those usual suspects.



Inside a year, the neighborhood stopped calling it the Gutter Ball, and started calling it the Gutter. Nobody bowled there any more, except for the occasional Knight taking potshots with a gun for laughs. Nobody brought their kids. Nobody had fun. The Silver Iron Knights did business there, the Silver Iron Knights got drinks there, the Silver Iron Knights owned it in every way but the legal sense.

So the owner lost friends, the owner lost business, and the owner didn't know what on earth he could do about it.

Finally, the owner'd called a fixer.

And that fixer had called Jazz.

And Jazz had called Crow.

And Crow—gods help the whole Metroplex—had come up with a plan.

"I feel like we're really good at this," Crow said thoughtfully, thunking his empty bottle down on the bar, a little too loudly.

"I think we're *great* at this," Jazz agreed, less sincerely, and just a little less loudly. Jazz was, by a hair's breadth, the more sober of the two of them, and by a decent amount the more socially adept. Jazz had noticed that they'd begun to be noticed.

Crow, meanwhile, stayed in character, by getting drunker and louder. All part of the plan.

"Bartender!" he barked, and gave a cheery wave beneath his skull-painted face. "Gimme two more!"

Just as Crow leaned to ask Jazz if he'd wanted anything, too, they got interrupted. Finally, the Silver Iron Knights had arrived.

A gaunt—not lean, no, but unhealthily, scarecrowshily, gaunt—elf suddenly slid between the pair of humans, the way a knife parts ribs. He flashed yellow teeth in a smile, face half-hidden by greasy hair. He wasn't trying to make it a friendly smile, but even if he had been, it wouldn't have worked.

"I think you two have had more than enough," the elf said, voice slithering and sharp, like a snake sliding through a vacant lot filled with playing children. A pair of other elves were suddenly flanking him, looming nearby.

"Agree to disagree," Crow crowed, waving excitedly for the bartender to slide him his drinks down the bar, Old West style. The bartender slunk further away, instead. An exceptionally ugly elf with half his face exposed chrome, and one eye a baleful, red-glowing, thing, sneered right at the young shaman.

"Easy, friends," Jazz flashed his trademarked smile, a brilliant display of extravagant shadowrun-funded dental care. There was nothing easy or friendly about the

elf, but Jazz didn't show it. "Why don't you let me buy you a drink, and then you can mind your business, and everyo—"

"You bein' here is our business, humie," the elf sneered, the whites of his eyes as yellow as his lanky hair. Jazz knew someone deep in an unhealthy chem-relationship when he saw it. Word on the street was the Silver Iron Knights had been using the back rooms of the Gutter to cook. Word on the street seemed right.

"And we ain't your friends."

Crow sighed as his bartender sheepishly vanished, and he continued the party on his own. One slap patch later and the lanky shaman let out a full-body shiver and a little sigh.

The red-eyed elf snarled and waved while the first one kept on arguing with Jazz, who refused to ever quite argue back. Verbal Jiu-Jitsu, the other runner called it. Jazz-Jitsu, someone else had called it once.

Another half-dozen elves ghosted up to the bar, all of them in the same monochrome outfits, highlighted here and there with shades of silver, all of them glowering at the intruders. They crossed their arms, they struck poses, they looked tough and mean and mad. Jazz just kept talking, easy as could be, deflecting every insult, disarming every threat, ignoring every order.

The elves hated Crow for being a round-ear, and for being loud, and for *really* doing a number on their whiskey stock, but most of all they hated him for coming into their turf and wearing, while not quite Halloweener colors, certainly Halloweener markings. They hated Jazz for being a round-ear, too, and—like so many did—for being attractive, well-dressed, and, as was still regrettably all-too-often the case, Black.

Jazz graced them with another easy smile, and held his hands up in that globe-spanning, meant-to-defuse-situations, "take it easy" posture; hands up, fingers splayed, looking harmless.

"C'mon, sweetie. We'll pay up, we'll take off, there's no need for unpleasantness."

"Need?" The lead elf snarled, "No. No need, just a hell of a want."

Young Crow matched Jazz's gesture, if not his intent. He leaned back against the bar, hands up, fingers wide.

Jazz tried to keep people talking, because that was what Jazz was good at. A few more surly-looking elves emerged from back rooms, with baseball bats or cheap street pistols in hand. Jazz kept talking.

But then Crow tucked his thumb down on one hand, showing the number four.

The elves glaring at him furrowed their brows.

Crow tucked in his pinkie, next. Three. The elves exchanged glances.

Two.

The burlier of the two elves started to open his mouth to ask the face-painted human what the frag he was doing. Crow reversed his hand, lowered his pointer finger, and flipped the bird right in the ganger's face.

One. Jazz sighed.

"Blast!" Crow yelled at the top of his lungs, like a rocker shrieking the crescendo of a song.

Crow had it all figured out. He was an enthusiastic shaman of Dog, that loyalty-focused totem renowned for stubbornly defending that which needed defending. It wasn't called catted determination, was it? No! Dog had given the shaman the perfect plan, or, rather, the perfect ending to a simple plan. All the young spellslinger had to do was make sure nobody nearby didn't deserve a magical punch, and then he had to cast a spell to magically punch them. If he and Jazz went undercover, drank enough, made enough noise to be noticed, and drew a bunch of scummy elven racists over to them, he could wallop the whole lot of them with a single powerful spell, and all their problems would be more or less over. Why, the more he'd carried out the plan—the drinking part of it—the more certainly, stubbornly, sure he'd become that it was foolproof.

And then, gathering the Silver Iron Knights together? Letting Jazz do what Jazz does—stall things—until more of them gathered? Letting Jazz's street chatter draw the conversation out, draw more of the Knights into the mess? Letting Jazz buy time for Crow's stimpatch to do its work and sober him up for a really potent spell?

Everything was coming up Crow! It's easy to be optimistic when you're a genius!

He gathered up a swirling, booming, barking ball of mana from the astral plane. He funneled it through his system, letting it burn in his veins the way the whiskey had burned its way to his belly. He held it in his gut for a second, reveling in the brilliance of his simple, street-reasonable plan. He savored his victory, then, with the joyous, rebellious yell of the name of his favorite incantations—the aptly-named Blast, which was just like the magical Punch spell, which was just like what it sounded, only Blast did it to *errabody*, and didn't require you touching them—he knew his moment of triumph had come.

The spell rippled into reality as a roiling ball of force, a ripple in reality, a shockwave of energy that burst forth from Crow and ...

... and into ...

... into the, uh ...

... into nothing?

The wavering blob of energy withered to dryness on the vine, letting out a soft hiss as it was consumed whole-cloth, counterspelled into nothingness, shredded



**VOTE
DUNKELZAHN
FOR PRESIDENT**



and loosed back to the astral from whence it came.

The red-eyed elf, the one with a partially exposed cyberskull, licked his lips like an addict who'd just gotten his first fix in a while. Lightning crawled along his body, and the burn-out shuddered in pleasure.

"Oops," Crow said.

"Frag," Jazz said.

"Boys," the blonde lead-elf said. "Take the trash outside. The back way."

"Exit," Jazz drawled, "Stage lef—OOF!"

The next minute was a thoroughly unpleasant one for Jazz and Crow, both, in equal measure. Crow, because his plan hadn't worked out, and he was taking it rather poorly. Jazz, because he was taking a beating over Crow's plan not working out. Rough hands were all over the pair of them, grabbing and hauling, punching, slapping, and shoving. Leering faces surrounded them, once-beautiful elven faces turned into leering, snarling masks of hatred, spitting insults, turning the melodic Sperethiel tongue into ugly curses, shouting and threatening.

Baseball bats were brandished, and heavy street-chains. A big, dull revolver got pushed under Crow's face, and a sleek Ingram submachine gun jabbed the small of Jazz's back. Someone in the back of the pack loudly racked the slide on some military surplus assault rifle. Elemental power leapt from one hand to the other of the half-burned-out elven street mage, the magical muscle that their fixer had neglected to mention, the bloody right hand of the Silver Iron Knights' leader.

Things weren't looking very good for the away team as Crow's face got used to open the rear exit, and the pair of them got shoved bodily out into the Seattle dark, via the downtrodden building's back door.

But Jazz smiled even while the elves fanned out around them, even as the batter made a big show of lining up to take a swing, even as the elven racist with the Smartgun licked his lips and made bloody, murderous promises.

The shadowrunner's easy smile made the strung-out Knight leader pause, just for a moment. As he did, Crow straightened up from a gut punch to snicker out loud, almost a full laugh.

"What's so fraggin' funny, you round-eared pieces of drek?"

"Knock knock," Jazz said, his smile not wavering.

"... what?"

"Knock. Knock," Jazz said again, patiently, pleasantly.

"Wha ... who's there?" The Knight's leader cast a half-sane look around, then right at Jazz.

"Rigger."

"Rigger who?"

Jazz's smile turned predator-sharp.

"Rigger who gon' beat yo' ass."

And then the party really started, when their *real* plan, Plan B, kicked off. Crow's ally spirit dropped its Concealment power, which let everyone see the a full-rpm, engine-howling, low-slung speed machine of a sports car coming at them—almost a whole quarter-second before impact. The dreck-hot sports car slewed sidelong across the rain-slick Seattle back lot and took the legs out from under half of the Silver Iron Knights as it did so. They went flying like scattered pins, and a "yeeeeeee-haw!" could be heard from within the driver's compartment.

Before the car was even done drifting to a stop, the driver's canopy slid open and an angry, dangerous orkish woman used her sports car's momentum to fuel her leap into the middle of the fray.

"Okay, that's a plan, but listen," said rigger, JR, had proclaimed an hour earlier. "Here's what's going to actually happen when Crow's thing doesn't work."

"Which is, like, ninety-five percent likely." Jazz had nodded his enthusiastic agreement.

"You'll see," Young Crow had said, smugly. "I think getting drunk and loud is gonna do it!"

Freed from the metaphysical leash of maintaining the concentration-sustained Concealment power, Crow's ally spirit—a fierce, snarling, aspect of Dog that was half-way between a Tibetan Mastiff and a hellhound—eagerly bounded onto the physical plane. Like the totem Dog proper, the loyal Rebel loved nothing more than to sink his fangs into those who threatened his pack; and these hateful elves were certainly threatening Crow.

As JR's car skidded to a stop surrounded by groaning, bowled-over, elves, Jazz made his move, using actual Jiu-Jitsu, not just the Jazz kind. One, two, three, neat as could be, and like magic the elf brandishing the Ingram Smartgun at him was down with a twice-broken arm, and Jazz had the Ingram in hand, firing.

Crow started to gather up another bellyful of mana and started slinging smaller, sharper bolts of energy at every elf in sight *except* the red-eyed counterspeller. If you could count on strung-out racists to be anything, it was selfish, and he had a feeling the burn-out would be less eager to extend his countermojos to the whole group now that an actual fight was on their hands.

JR was firing and cursing and howling before her feet even hit the parking lot, her chunky assault rifle blasting rubber bullets into skinny, hateful elves. The ork hadn't had the most pleasant of upbringings, and Seattle hadn't been terribly kind to her, either; being an ork and a gal meant she had to prove herself twice as hard to be taken seriously as a rigger, and it had left her with a bit of a chip on her shoulder. Luckily, she also had a chip in her head—or, well, lots of them—and one made her a crack shot. Between her smartgun, her skills, and her innate desire to hurt bullies, she was having a great night.



In the blink of an eye, the gathered Silver Iron Knights had gone from bullying a pair of drunk human nobodies to getting ambushed by a team of shadowrunners with an invisible race car and a ferociously canine ally spirit up their sleeves. Things went rather predictably after that, messily so.

Between JR's firepower and the brutal efficiency of her four hundred horsepower arrival, the ferocity of Rebel's supernaturally powerful jaws, the enthusiastic if unexpert firepower Jazz contributed thanks to his pilfered Ingram, and the sustained magical assault of Young Crow's mana darts, the Silver Iron Knights were thoroughly outgunned. They'd rushed into the back lot of the Gutter planning to commit one-sided murder, and they'd armed and carried themselves accordingly.

Their last, best hope was the elven spellslinger Crow had dubbed Red-eye. Before long, most of the mundane gang was taken care of or was hunkered down behind a dumpster for cover as Jazz called out offers to accept a civil surrender, and Jazz hurled insults, threats, and semi-automatic fire.

The burned-out elven mage had experience on his side, and cruelty, and a natural penchant for violence. He was a street-hardened killer, a hateful little man who'd spent over a decade wallowing in spite and malice, honing his talents and practicing them against anyone who came too near. He had killed before, time and time again, and loved it every chance he'd had. He had nearly died before, too, seen the reaper up close, and denied death, by hook or by crook, by spell or by cyberware. He was a lethal machine, a twisted, lean, beast made for brutal street fighting.

Young Crow had the power of friendship, though.

If by "friendship" you meant "Rebel, an ally spirit."

Following Dog had taught the younger shaman all about opening up, about trusting, and about surround-

ing yourself with people worth that trust. Sometimes that meant the hard-partying, anti-establishment Haloweeners. More of the time, that meant good friends and teammates like Jazz and JR. All of the time, every second of the day, that meant the friend, the pack, the family, that Crow had made for himself, his ally spirit and canine companion, Rebel.

In exchange for that trust, that love, and that friendship, Dog gave him power. Power shaped just like Rebel.

And Red-Eye's hatred was nothing compared to that.

The ghostly dog ate up and countered Red-Eye's first attack spell before it got anywhere near Young Crow, then did the same to his second. Then, Rebel interrupted the elf's third try by biting him—hard—on the outstretched, spell-thrusting fist.

"Well," Jazz winced, "He's gonna need a cyberhand, now, too."

"Or arm," JR grinned tuskily and nodded.

"Maybe we should, uh, call DocWagon or somebody?"

"Maybe."

The three stood there for a few long moments, listening to the snarling, the barking, the shouting, the cursing. What was left of the Silver Iron Knights were hoofing it away in the dark, limping, crying, abandoning one another to turn tail and run. Every one of them who could get away was doing so, leaving behind those too hurt, or simply too unconscious, to do the same. The gang's rep was broken, and so was its spirit. The Gutter could be the Gutter Ball again, and the neighborhood could rebuild.

Rebel gnawed and shook his head and wagged his tail.

JR sat comfortably on the hood of her car, smiling contently.

"I mean, in a minute."