

# Revised SR3 Characters

Compiled by AK404 ([ak404@linainverse.net](mailto:ak404@linainverse.net))

## Assassin \*

### Attributes (B):

Body: 4  
Quickness: 6  
Strength: 4  
Charisma: 4  
Intelligence: 6  
Willpower: 3  
Essence: 5.2  
    Reaction: 6  
    Initiative: 6+1d6  
    Combat Pool: 6  
    Karma Pool: 1

### Active Skills (A):

Athletics: 3  
Demolitions: 4  
Disguise: 4  
Edged Weapon: 4  
Etiquette: 4  
Pistol: 6  
Projectile Weapon: 4  
Rifle: 5  
Stealth: 6  
Submachine Gun: 5  
Unarmed Combat: 5

### Knowledge Skills (30):

Assassin Network: 4  
Computer Background: 4  
Electronics Background: 4  
Existential Philosophy: 4  
Forensics: 4  
Psychology: 5  
Security Procedures: 5  
English: 5  
    English R/W: 2  
Italian: 4  
    Italian R/W: 2

### Cyberware (19,000¥):

Cybereyes [flare compensation, low-light, thermographic imaging]

Dampener  
Smartlink

### Gear (53,500¥):

Heavy Crossbow, 50 bolts  
Fichetti Security 500 [smartlink, silencer] concealable holster, 4 spare clips, 60 rounds regular ammunition  
Ares Predator Heavy Pistol [smartlink, silencer] concealable holster, 4 spare clips, 30 rounds explosive, 30 rounds flechette, 60 rounds regular ammunition  
Heckler & Koch HK227 SMG [smartlink] 4 spare clips, 140 rounds explosive ammunition  
Ranger Arms SM-3 Sniper Rifle, 3 spare clips, 30 rounds EX explosive ammunition  
C-IV Plastic Explosive (10kg) w/radio detonator & timer (5 ea.)  
Fine Clothing

Trés Chic Clothing  
Securetech Clothing (3/0)  
Securetech Long Coat (4/2)  
Pocket Secretary  
Wrist-Model Cellphone w/flip-up screen  
Electronics Kit  
Disguise Kit  
Binoculars  
Pocket Flashlight  
Climbing Gear [ascent/descent harness & kit, rappelling gloves, rope (50m)]  
Grapple Gun w/stealth line (100m) & catalyst stick  
Medkit w/supplies  
Ford Americar  
Middle Lifestyle (2)

### Contacts (15,000¥):

Armorer [L1]  
Corporate Official [L1]  
Fixer [L1]  
Mafia Don [L1]  
Mr. Johnson [L1]

### Commentary:

The assassin is a professional at what he does and could almost be considered an artist in a dark sort of way. The job can be anything from cake to a gauntlet and he has the fairest chance of any in the shadows to pull it off with precision and accuracy. He is a thinker and often a philosopher...and he rarely has to worry about getting paid for services rendered.

### Starting Cash:

250+3d6(100)¥

*"Of course I'm a professional. That's why you've never heard of me."*

>>>>>[Disguise is a new skill based on the Intelligence attribute.]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Converted by AK404 from a Second Edition archetype by Ronin ([ronin@cdt.com](mailto:ronin@cdt.com)). Race: E, Magic: D, Skills: A, Attributes: B, Resources: C.

## Bayou Dwarf\*

### Attributes (A):\*\*

Body: 6  
 Quickness: 5  
 Strength: 6  
 Charisma: 5  
 Intelligence: 5  
 Willpower: 6  
 Essence: 6.0  
 Reaction: 5  
 Initiative: 5+1d6  
 Combat Pool: 8  
 Karma Pool: 1

### Skills (B):

Athletics (Swimming): 2 (4)  
 Bike B/R: 2  
 Bike: 2  
 Edged Weapon: 3  
 Etiquette: 2  
 Motorboat B/R: 3  
 Motorboat: 5  
 Pirogue: 3  
 Pistol: 4  
 Rifle: 4  
 Stealth: 5  
 Unarmed Combat: 4

### Knowledge Skills (25):

Botany (Swamp): 3 (5)  
 Local Rumormill: 3  
 Local Safehouse Locations: 3  
 Magic Background (Voodoo): 1 (3)  
 Parabotany (Swamp): 2 (4)  
 Parazoology (Swamp): 2 (4)  
 Swamp Lore: 3  
 Zoology (Swamp): 3 (5)  
 English: 3  
 English R/W: 1  
 French (Creole): 3 (5)  
 French R/W: 1 (2)

### Gear (69,750¥):

Survival Knife  
 Ruger Super Warhawk Heavy Pistol [dwarf-adjusted, laser sight] 4 spare clips, 100 rounds explosive, 100 rounds regular ammunition  
 Remington 950 Sport Rifle [dwarf-adjusted, imaging scope mag-3, silencer] 4 spare clips, 100 rounds flechette, 100 rounds regular ammunition  
 Defiance T-250 Shotgun [dwarf-adjusted] 4 spare clips, 100 rounds EX explosive, 100 rounds flechette, 100 rounds regular ammunition  
 Ordinary Clothing [dwarf-adjusted] (4)

Armor Vest w/plates [dwarf-adjusted] (4/3)  
 Armor Jacket [dwarf-adjusted] (5/3)  
 Vehicle Kit  
 Binoculars [low-light]  
 Large Flashlight  
 Respirator w/pressure regulator [dwarf-adjusted]  
 Survival Kit  
 Samuvani Chriscraft Otter [dwarf-adjusted]  
 Hyundai Offroader [dwarf-adjusted]  
 Squatter Lifestyle [permanent, dwarf-adjusted]  
 Low Lifestyle [3 months, dwarf-adjusted]

### Contacts (20,000¥):

Bartender [L1]  
 Dwarf Technician [L1]  
 Fixer [L1]  
 Houngan [L1]  
 Smuggler [L1]  
 Tribesman [L1]

### Commentary:

He's just a type of character from the backwater, a hillbilly with a knack for stealth and boating.

>>>>>[This is an update to the First Edition archetype from White Wolf #32. Pirogue is boating with a stick; it's literally piloting a smaller boat through the water with a staff.]<<<<<<

### Starting Cash:

25+3d6(100)¥

—Nightlife (???:???:??/?-??-??-??)

>>>>>[Pirogue is a new skill now based on the Quickness attribute.]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Submitted by Nightlife ([habenir@email.uc.edu](mailto:habenir@email.uc.edu)), modified by AK404. Natural thermographic vision, +2 Body versus disease. Race: D, Magic: E, Skills: B, Attributes: A, Resources: C.

## Burned-Out Mage\*

### Attributes (C):

Body: 3  
 Quickness: 3/4  
 Strength: 3/4  
 Charisma: 5  
 Intelligence: 5  
 Willpower: 5  
 Essence: 2.04  
 Magic: 2  
   Reaction: 6  
   Initiative: 6+2d6  
   Astral Reaction: 25  
   Astral Initiative: 25+1d6  
   Astral Combat Pool: 7  
   Combat Pool: 7  
   Spell Pool: 4  
   Karma Pool: 1

### Active Skills (D):

Aura Reading: 4  
 Conjuring: 5  
 Etiquette: 3  
 Pistol: 4  
 Sorcery (Spellcasting): 4 (6)  
 Stealth: 4  
 Unarmed Combat: 3

### Knowledge Skills (25):

Cybertechnology: 1  
 Electronics Background: 3  
 Gang Identification: 3  
 Magic Background: 4  
 Magical Theory: 4  
 Seoulpa Ring Politics: 2  
 Small Unit Tactics: 3  
 Spell Design: 3  
 Talismongering: 2  
 English: 4  
   English R/W: 2  
 Vietnamese: 3  
   Vietnamese R/W: 1

### Cyberware (270,000¥):

Chipjack (α)  
 Cybereyes [flare compensation, low-light, thermographic imaging]  
 Muscle Replacement Level 1 (α)

Smartlink (α)  
 Skillwires Level 4: 50Mp  
 Wired Reflexes Level 1 (α)

### Gear (74,740¥):

Fichetti Security 500 Light Pistol [smartlink, silencer]  
   concealable holster, 4 spare clips, 60 rounds  
   regular ammunition  
 Heckler & Koch HK227 SMG [smartlink] 4 spare clips,  
   140 rounds regular ammunition  
 Lined Coat (4/2)  
 Wrist-Model Cellphone  
 Heckler & Koch HK227 SMG Skillsoft [Rating 4/32Mp]

Platinum DocWagon™ Contract  
 Trauma Patch  
 Expendable Healing Foci [Force 2] (2)  
 Elemental Conjuring Materials [Force 4]  
 Illusion Fetish [Invisibility]  
 Manipulation Fetish [Armor]  
 Middle Lifestyle

### Contacts (5,000¥):

Fixer [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]

### Spells (25+2/50,000¥):

Analyze Device: 5 (E)  
 Analyze Truth: 3 (E)  
 Armor: 4 (F)  
 Clairvoyance: 5 (E)  
 Heal: 5 (E)  
 Hibernate: 4  
 Invisibility: 4 (F)  
 Mana Bolt: 5  
 Mind Probe: 4 (E)

### Starting Cash:

26+3d6(100)¥

### Commentary:

The burned-out mage has become disillusioned with the path common to those capable of utilizing the magical energies. He has bartered his magical capability away in favor of technological enhancements. The trade has left him bitter and cynical, at least outwardly.

*"I may not be throwing fireballs anymore, but me and my little H&K familiar can conjure you quite a bit of effective magic."*

\* Found in [Tech Specs](#), modified by AK404. Commentary and quote taken from Shadowrun™ texts. Astral perception, astral projection. The burned-out mage may choose one or more geasa. Race: E, Magic: A, Skills: D, Attributes: C, Resources: B.

## Cat Burglar\*

### Attributes (B):

Body: 4  
 Quickness: 6  
 Strength: 4  
 Charisma: 3  
 Intelligence: 6  
 Willpower: 4  
 Essence: 5.5  
   Reaction: 6  
   Initiative: 6+1d6  
   Combat Pool: 8  
   Karma Pool: 1

### Skills (A):

Athletics (Escape Bonds): 5 (7)  
 Bike: 5  
 Electronics: 5  
 Electronics B/R: 5  
 Etiquette: 3  
 Negotiation (Fast Talk): 4 (6)  
 Pistol: 5  
 Stealth: 6  
 Throwing Weapon: 4  
 Unarmed Combat: 4

### Knowledge Skills (30):

Art Appraisal: 3  
 Chemistry: 2  
 High Society (Art Patrons): 3 (5)  
 Jewelry Appraisal: 3  
 Key-and-Tumbler Locks: 3  
 Modern Art: 2  
 Psychology: 2  
 Safehouse Locations: 3  
 Security Procedures: 5  
 Tech Appraisal: 3  
 English: 6  
   English R/W: 3  
 Japanese: 3  
   Japanese R/W: 1

### Cyberware (20,000¥):

Cybereyes [flare compensation, low-light, thermographic imaging]

Ear Mods [dampener, hearing amplification]

### Gear (59,750¥):

Knife  
 Shock Gloves  
 Colt American L36 Light Pistol [laser sight, silencer] concealable holster, 4 spare clips, 100 rounds gel, 60 rounds regular ammunition  
 Ares Predator Heavy Pistol [silencer] concealable holster, 4 spare clips, 100 rounds regular ammunition  
 Defiance Super Shock, concealable holster, 20 darts  
 Ares Squirt, 10 rounds Hyper, 20 rounds DMSO gelling agent  
 Gas Grenades [Neuro-Stun VIII] (5)  
 Smoke Grenades [IR] (5)  
 Flash-Pak  
 Ordinary Clothing (5)  
 Ordinary Clothing [black] (3)  
 Securetech Jacket (5/3)  
 Form-Fitting Body Armor: 3 (4/1)

Earplug Unit Cellphone  
 Electronics Kit  
 Tool Kit  
 Binoculars  
 Pocket Flashlight  
 Gas Detection System [Rating 3]  
 Maglock Passkey [Rating 1]  
 Sequencer [Rating 4]  
 Ultrasound Emitter/Detector [Rating 4]  
 Wire Clippers  
 Climbing Gear [ascent/descent harness & kit, rappelling gloves, rope (50m)]  
 Grapple Gun w/stealth line (100m) & catalyst stick  
 Respirator  
 Yamaha Rapier  
 Low Lifestyle [4 months]  
 Middle Lifestyle

### Contacts (10,000¥):

Dwarf Technician [L1]  
 Fence [L1]  
 Fixer [L1]  
 Street Doc [L1]

### Commentary:

*"You need something acquired, I'm your person. My history is none of your business, but I will say that I seem to have spent all of my life dangling upside down from ropes. My credentials are more than proof enough of my abilities. Now let's talk about my fee."*

### Starting Cash:

25+3d6(100)¥

\* Submitted by Nightlife ([habenir@email.uc.edu](mailto:habenir@email.uc.edu)), modified by AK404. Cat burglar uses gear from [Shadowtech](#). Race: E, Magic: D, Skills: A, Attributes: B, Resources: C.

## Combat Mage\*

### Attributes (C):

Body: 3  
 Quickness: 4  
 Strength: 2  
 Charisma: 5  
 Intelligence: 4  
 Willpower: 6  
 Essence: 5.0  
 Magic: 5  
   Reaction: 4  
   Initiative: 4+1d6  
   Astral Reaction: 24  
   Astral Initiative: 24+1d6  
   Astral Combat Pool: 7  
   Combat Pool: 7  
   Spell Pool: 5  
   Karma Pool: 1

### Active Skills (D):

Aura Reading: 3  
 Conjuring: 5  
 Cyber-Implant Combat (Hand Razors): 2 (4)  
 Edged Weapons (Sword): 3 (5)  
 Etiquette: 3  
 Pistols: 4  
 Sorcery: 6

### Knowledge Skills (20):

Magical Background: 3  
 Magical Theory: 4  
 Magical Threats: 3  
 Small Unit Tactics: 4  
 Spell Design: 5  
 English: 4  
   English R/W: 2  
 Gaelic: 3  
   Gaelic R/W: 1

### Cyberware (28,000¥):

Dampener  
 Cybereyes [flare compensation, low-light, thermographic imaging]

Retractable Hand Razors  
 Smartlink

### Gear (111,030¥):

Sword  
 Ares Predator Heavy Pistol [smartlink, silencer] concealable holster, 4 spare clips, 60 rounds explosive, 30 standard ammunition  
 Ingram Smartgun SMG, 4 spare clips, 160 rounds explosive ammunition  
 Fine Clothing  
 Securetech Long Coat (4/2)  
 Pocket Secretary  
 Data Unit: 500Mp

Basic DocWagon™ Contract  
 Medkit w/supplies  
 Trauma Patch  
 Expendable Combat Foci [Force 2] (5)  
 Expendable Manipulation Foci [Force 2] (5)  
 Elemental Conjuring Materials [Force 4] (3)  
 Hermetic Sorcery Library [Rating 6/3.6G]  
 Illusion Fetish [Improved Invisibility]  
 Middle Lifestyle [2 months]

### Contacts (10,000¥):

Fixer [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]  
 Talismonger [L1]

### Spells (25+10/250,000¥):

Fireball: 4 (E)  
 Improved Invisibility: 4 (F)  
 Mana Barrier: 4  
 Mana Bolt: 4  
 Manaball: 6  
 Physical Barrier: 5  
 Powerball: 5  
 Stunbolt: 4  
 Treat: 4 (E)

### Starting Cash:

97+3d6(100)¥

\* Created by AK404. Astral perception, astral projection. Race: E, Magic: A, Skills: D, Attributes: C, Resources: B.

## Courier\*

### Attributes (A):

Body: 5  
 Quickness: 5  
 Strength: 5  
 Charisma: 6  
 Intelligence: 5  
 Willpower: 4  
 Essence: 1.27  
   Reaction: 5/7  
   Initiative: 5+1d6/7+2d6  
   Rigging Reaction: 7  
   Rigging Initiative: 7+2d6  
   Combat Pool: 6  
   Control Pool: 7  
   Karma Pool: 1

### Active Skills (C):

Athletics: 5  
 Car: 6  
 Etiquette: 5  
 Pistol: 5  
 Stealth: 6  
 Unarmed Combat: 5

### Knowledge Skills (25):

Car Paints: 2  
 Race Cars: 3  
 Gang Identification: 3  
 Police Procedures: 2  
 Seattle Streets: 5  
 Security Systems: 6  
 Underworld Politics: 2  
 English: 4  
   English R/W: 2  
 Japanese: 4  
   Japanese R/W: 2

### Cyberware (174,000¥):

Data Lock [Encryption 6] ( $\alpha$ )  
 Headware Memory: 100Mp ( $\alpha$ )  
 Tooth Compartment [storage]  
 Fingertip Datajack ( $\alpha$ )  
 Dampener

Cybereyes [flare compensation, low-light,  
   thermographic imaging]  
 Fingertip Compartment ( $\alpha$ )  
 Vehicle Control Rig Level 1 ( $\alpha$ )  
 Wired Reflexes Level 1 [reflex trigger]

### Gear (203,995¥):

Browning Max-Power Heavy Pistol [laser sight,  
   silencer] concealable holster, 4 spare clips, 50  
   rounds regular ammunition  
 Fine Clothing  
 Très Chic Clothing  
 Securetech Long Coat (4/2)  
 Securetech Vest (2/1)  
 Wrist-Model Cellphone w/flip-up screen

Pocket Secretary  
 Microtronics Kit  
 Maglock Passkey [Rating 4]  
 Stimulant Patch [Rating 6] (6)  
 Eurocar Westwind 2000 Turbo [datajack, rigged]  
 Low Lifestyle [2 months]  
 High Lifestyle

### Contacts (20,000¥):

Fixer [L1]  
 Mechanic [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]  
 Tribal Chief [L1]  
 Yakuza Boss [L1]

### Commentary:

Nobody makes deliveries better than the professional courier, but don't think he'll pick up a pizza for you with the skills he has. His jobs are of a higher level—stolen data, kidnapped ransom subjects, and/or the hottest gear lifted straight out of R&D. Most of this stuff has to go somewhere, and the courier's job is making sure it does. But you'll have to pay him a buttload for his concern, because his services are in extremely high demand.

### Starting Cash:

201+3d6(100)¥

*"You want a professional? You want me. Anyone else might not get it there in one piece."*

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)), dedicated to Bean Bandit. Race: E, Magic: D, Skills: C, Attributes: A, Resources: B.

## Cybermage (Sorcery Adept)\*

### Attributes (D):

Body: 3  
 Quickness: 3  
 Strength: 3  
 Charisma: 2  
 Intelligence: 4  
 Willpower: 6  
 Essence: 3.0  
 Magic: 3/6  
 Reaction: 7  
 Initiative: 7+2d6  
 Combat Pool: 6  
 Spell Pool: 5  
 Karma Pool: 1

### Active Skills (C):

Athletics: 2  
 Bike: 3  
 Cyber-Implant Combat (Cyber-  
 Spurs): 3 (5)  
 Etiquette (Street): 3 (5)  
 Pistol: 5  
 Shotgun: 4  
 Sorcery: 6

### Knowledge Skills (20):

Conjuring Background: 4  
 Magical Theory: 4  
 Philosophy: 3  
 SKA Punk Bands: 3  
 Small Unit Tactics: 2  
 Spell Design: 4  
 English: 4  
 English R/W: 2  
 Chaldean: 3  
 Chaldean R/W: 1

### Cyberware (398,000¥):

Dampener ( $\alpha$ )  
 Cybereyes [flare compensation, low-light,  
 thermographic imaging]  
 Smartlink ( $\alpha$ )

Retractable Spurs ( $\alpha$ )  
 Wired Reflexes Level 1 ( $\alpha$ )  
 Reaction Enhancer Level 2 ( $\alpha$ )

### Gear (409,630¥):

Browning Max Power Heavy Pistol [smartlink,  
 silencer] concealable holster, 4 spare clips, 50  
 rounds standard ammunition  
 Enfield AS-7 Shotgun [smartlink, gas vent III, shock  
 pad] 2 spare drums, 150 rounds standard  
 ammunition  
 Lined Coat (4/2)  
 Wrist Phone  
 Power Focus [Force 3, bonded]

Expendable Fetishes:  
 Combat [Force 2] (6)  
 Health [Force 4] (5)  
 Manipulation [Force 2] (6)  
 Combat Fetish [Mana Bolt]  
 Illusion Fetish [Chaotic World]  
 Yamaha Rapier  
 High Lifestyle

### Contacts (15,000¥):

Fixer [L1]  
 Mechanic [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]  
 Talismonger [L1]

### Spells (35+7/175,000¥):

Chaotic World: 6 (F)  
 Fireball: 6  
 Improved Invisibility: 3  
 Mana Bolt: 6 (F)  
 Physical Barrier: 4  
 Treat: 6 (E)

### Starting Cash:

237+3d6(100)¥

### Commentary:

The cybermage augments his body more than the outwardly-similar combat mage, but rations his precious Essence more sagaciously than the burned-out mage. He is a powerful, multi-faceted, fighting machine.

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Astral perception. The cybermage must choose three geasa. Race: E, Magic: B, Skills: C, Attributes: D, Resources: A.

## Cyberninja v1.0\*

## Attributes (A):

Body: 5/6  
 Quickness: 5  
 Strength: 5  
 Charisma: 5  
 Intelligence: 5  
 Willpower: 5  
 Essence: 1.7  
 Reaction: 5/7  
 Initiative: 7+3d6  
 Combat Pool: 7  
 Karma Pool: 1

## Active Skills (C):

Athletics: 4  
 Bike: 2  
 Cyber-Implant Combat (Hand Razors): 3 (5)  
 Edged Weapon: 4  
 Etiquette: 3  
 Negotiation: 2  
 Projectile Weapon: 4  
 Stealth: 6  
 Throwing Weapon: 4

## Knowledge Skills (25):

Assassins: 5  
 Computer Background: 3  
 Mafia Politics: 2  
 Organized Crime: 5  
 Safe House Location: 5  
 Yakuza Politics: 5  
 English: 2  
 English R/W: 1  
 Japanese: 5  
 Japanese R/W: 2

## Cyberware (262,500¥):

Cybears [dampener, hearing amplification, select sound filter-5]  
 Cybereyes [flare compensation, low-light, thermographic imaging]

Retractable Hand Razors [improved] (α)  
 Boosted Reflexes Level 3  
 Dermal Plating Level 1 (α)  
 Air Filter Level 4

## Gear (106,700¥):

Katana  
 Knife  
 Standard Bow [STR: 5 min.] 20 arrows in quiver  
 Heavy Crossbow, 50 crossbow bolts  
 Shuriken (10)  
 Gas Grenades [Neuro-Stun VIII] (5)  
 Smoke Grenades [IR] (5)  
 Flash-Pak (2)  
 Ordinary Clothes (4)  
 Armor Clothing (3/0)  
 Armor Vest w/plates (4/3)  
 Wrist-Model Cellphone w/flip-up screen  
 Pocket Secretary  
 Binoculars  
 Pocket Flashlight

Large Flashlight  
 Goggles  
 Maglock Passkey [Rating 4]  
 Ultrasound Emitter/Detector [Rating 4]  
 Wire Clippers  
 Climbing Gear [ascent/descent harness & kit, rappelling gloves, rope (50m)]  
 Grapple Gun w/stealth line (200m) & catalyst stick  
 Medkit w/supplies  
 Antidote Patch [Rating 4] (5)  
 Stimulant Patch [Rating 6] (5)  
 Yamaha Rapier  
 High Lifestyle [2 months]  
 Middle Lifestyle [4 months]

## Contacts (30,000¥):

Armorer [L1]  
 Fixer [L1]  
 Gang Leader [L1]  
 Hitman [L1]  
 Street Doc [L1]  
 Technician [L1]  
 Yakuza Boss [L1]

## Commentary:

>>>>>[His cyber is exactly as I got out of White Wolf. It's just an edge to get the job done. The choice of boosted over wired as an educated guess is to keep him from resorting to the speed factor of samurai and prevent him from become another combat monster. His forte is stealth, not combat. An oriental cat burglar, per se.]<<<<<

—Nightlife (???:???:??/?-??-??)

## Starting Cash:

80+3d6(100)¥

>>>>>[Seeing as the focus is stealth and quickness over combat, I've added cybears and some equipment.]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Submitted by Nightlife ([habenir@email.uc.edu](mailto:habenir@email.uc.edu)), modified by AK404. Race: E, Magic: D, Skills: C, Attributes: A, Resources: B.



## Cyberninja v2.0\*

## Attributes (B):

Body: 5/7  
 Quickness: 6/12  
 Strength: 6/10  
 Charisma: 1  
 Intelligence: 6  
 Willpower: 3  
 Essence: 0.05  
 Body Index: 4.4  
   Reaction: 14  
   Initiative: 14+4d6  
   Combat Pool: 10  
   Karma Pool: 1

## Active Skills (C):

Athletics: 4/9  
 Edged Weapon (Katana): 5/6  
   (7/8)  
 Pistol: 6/7  
 Heavy Weapon: 5/6  
 Stealth: 6/9  
 Throwing Weapon: 2/3  
 Unarmed Combat: 5/6

## Knowledge Skills (30):

Bushido Philosophy: 4  
 Demolitions Background: 4  
 Electronics Background: 4  
 Megacorporate Security: 5  
 Military Theory: 4  
 Security Procedures: 4  
 Small-Unit Tactics: 5  
 English: 5  
   English R/W: 2  
 Japanese: 4  
   Japanese R/W: 2

## Cyberware (612,200¥):

Cybears [balance augmentor, dampener, hearing amplification, spatial recognizer]  
 Cybereyes [flare compensation, low-light, thermographic imaging]

## Smartlink (α)

Dermal Sheath Level 1 [coloration adaptation, cybernetic controller]  
 Move-by-Wire System Level 2

## Bioware (310,000¥):

Enhanced Articulation  
 Muscle Augmentation Level 4

Synaptic Accelerator Level 1  
 Synthacardium Level 2

## Gear (76,640¥):

Katana [dikote]  
 Shuriken [dikote] (10)  
 Ares Predator Heavy Pistol [smartlink, silencer] concealable holster, 4 spare clips, 80 rounds explosive, 80 rounds flechette, 80 rounds regular ammunition  
 Vigorous Assault Cannon [external smartlink] spare clip, 40 rounds assault cannon ammunition

Armor Jacket (5/3)  
 Earplug Unit Cellphone  
 Stimulant Patch [Rating 6] (2)  
 Trauma Patch (2)  
 Platinum Doc Wagon™ Contract  
 Medkit w/supplies  
 High Lifestyle

## Contacts:

Corporate Official [Level 1]  
 Corporate Scientist [Level 1]

## Starting Cash:

116+3d6(100)¥

## Commentary:

*"I am neither friend or foe. I am back from a world where such words are meaningless."*

>>>>>[My hat's off to Hideo Kojima. After playing Metal Gear Solid, I just had to make a character based on the cyberninja, but I wanted to do it legally. This character is not recommended for the players to use; it isn't because he's unfair or anything, but, well...the thing's a damned munchkin! On the other hand, if a GM wants to throw him at some hapless PCs, then I wouldn't mind that at all...]<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Created by AK404, dedicated to Gray Fox. Cyberninja uses gear and rules from [Cybertechnology](#) and [Shadowtech](#). +1 Impact Armor. Race: E, Magic: D, Skills: C, Attributes: B, Resources: A.

## Cybersnoop<sup>\*</sup>

### Attributes (A):

Body: 5  
 Quickness: 5  
 Strength: 4  
 Charisma: 6  
 Intelligence: 5  
 Willpower: 5  
 Essence: 2.04  
 Reaction: 5  
 Initiative: 5+2d6  
 Combat Pool: 7  
 Karma Pool: 1

### Active Skills (C):

Car: 2  
 Electronics B/R (Video Equipment): 2 (4)  
 Electronics: 3  
 Etiquette (Media): 5 (7)  
 Interrogation (Interview): 4 (6)  
 Leadership (Reporting): 4 (6)  
 Pistol: 4  
 Portacam: 5

### Knowledge Skills (25):

Computer Background: 3  
 Japanese Culture: 3  
 Local Politics: 3  
 Media Politics: 4  
 Megacorporate Politics: 4  
 Nose for News: 4  
 Psychology: 4  
 English: 4  
 English R/W: 2  
 Japanese: 3  
 Japanese R/W: 1

### Cyberware (143,000¥):

Datajack (α)  
 Headware Memory: 210Mp  
 Cyberears [hearing amplification, select sound filter-4, recorder]

Boosted Reflexes Level 1  
 Dr. Spott Smartcam Implant (α)  
 Eyecrafter Opticam Package

### Gear (207,550¥):

Browning Max-Power Heavy Pistol [laser sight]  
 concealable holster, 4 spare clips, 70 rounds gel,  
 60 rounds standard ammunition  
 Fine Clothing  
 Securetech Jacket (5/3)  
 Securetech Long Coat (4/2)  
 Wrist-Model Cellphone w/flip-up screen  
 Pocket Secretary  
 Pocket Computer: 100Mp  
 Electronics Kit  
 Data Codebreaker [Rating 5]  
 Dataline Tap [Transmitter Model/Rating 6]  
 Micro-Camcorder  
 Micro-Recorder [Rating 6]

Signal Locator [AoD/Rating 5]  
 Tracking Signal [AoD/Rating 5] (2)  
 Sony CB5000 Portacam  
 Voice Identifier [Rating 6]  
 Bug Scanner [Rating 6]  
 Jammer [Rating 6]  
 Auxiliary Memory Module: 1,000Mp  
 General Products Steadicam™ Mount  
 Secured Short-Haul Transmitter  
 Platinum DocWagon™ Contract  
 Trauma Patch  
 Ford Americar  
 High Lifestyle

### Contacts (45,000¥):

Major Network Affiliation  
 Corporate Official [L1]  
 Decker [L1]  
 Government Official [L1]  
 Information Broker [L1]  
 Lone Star Detective [L1]  
 Metahuman Rights Activist [L1]

### Commentary:

*"I don't carry a camera. I am the camera."*

>>>>>[The Eyecrafter's Opticam Package is a pair of cybereyes which come with a bunch of preset additions useful for cybersnoops...it contains low-light, thermographic imaging, electric magnification-3, and a video link.]<<<<<<

—John (???:???:??/?/?-??-??)

### Starting Cash:

445+3d6(100)¥

>>>>>[Note that the cybersnoop's affiliation with a Major Network gives her a valid SIN.]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

<sup>\*</sup> Based on the First Edition Audrey W character featured in Shadowbeat, converted by AK404. Cybersnoop uses gear and rules from Shadowbeat. Race: E, Magic: D, Skills: C, Attributes: A, Resources: B.

Decker<sup>\*</sup>

## Attributes (C):

Body: 3  
 Quickness: 4  
 Strength: 2  
 Charisma: 3  
 Intelligence: 6  
 Willpower: 6  
 Essence: 3.25  
 Reaction: 6  
 Initiative: 6+1d6  
 Matrix Reaction: 10  
 Matrix Initiative: 10+3d6  
 Combat Pool: 7  
 Hacking Pool: 6  
 Karma Pool: 1

## Active Skills (B):

Car: 3  
 Computer: 6  
 Computer B/R: 6  
 Electronics: 6  
 Electronics B/R: 6  
 Etiquette (Matrix): 5 (7)  
 Pistol: 4

## Knowledge Skills (30):

20<sup>th</sup> Century Computer Terminology: 2  
 Computer Theory: 6  
 Jackpoint Locations: 5  
 Matrix Topography: 5  
 Megacorporate Research: 5  
 Programming Theories: 4  
 Video Games: 3  
 English (Decker Lingo): 5 (7)  
 English R/W: 2 (3)  
 Japanese: 3  
 Japanese R/W: 1

## Cyberdeck (99,530¥)

MPCP: 8/6/6/6/6  
 Hot ASIST  
 Response Increase: +2  
 Hardening: 8  
 1,500Mp Active Memory  
 3,000Mp Storage Memory  
 6,000Mp Offline Storage Memory  
 I/O Speed: 480Mp/sec  
 ICCM Biofeedback Filter  
 Satlink Interface

## Cyberdeck Utilities (1,904Mp/374,200¥):

Attack: 6S (Stealth: 6, Targeting, 392Mp)	
Analyze: 6 (108Mp)	Validate: 6 (144Mp)
Browse: 6 (36Mp)	Sleaze: 5 (75Mp)
Deception: 6 (72Mp)	Armor: 6 (108Mp)
Decrypt: 6 (36Mp)	Camo: 6 (108Mp)
Defuse: 6 (72Mp)	Cloak: 6 (108Mp)
Read/Write: 6 (72Mp)	Lock-On: 6 (108Mp)
Relocate: 6 (72Mp)	Medic: 6 (144Mp)
Spoof: 6 (108Mp)	Restore: 6 (108Mp)

## Cyberware (172,600¥):

Knowsoft Link (α)  
 Datajack (2) (α)

Headware Memory: 300Mp (α)

Cybereyes [flare compensation, image link, low-light]

## Gear (114,660¥):

Colt American L36 Light Pistol [laser sight]  
 concealable holster, 2 spare clips, 40 rounds  
 standard ammunition  
 Armor Jacket (5/3)  
 Wrist Phone w/flip-up screen  
 Tabletop Computer: 5,000Mp  
 Pocket Computer: 1,000Mp  
 Microtronics Shop  
 Programming Shop

Dataline Tap [Rating 6]

Standard Portable Satellite Dish  
 Cyberdeck Programs (6.4Gp, 7 chips)  
 Cyberdeck Casing: 3 (3/4)  
 Hitachi RM-AX Optical Chip Encoder [Rating 3]  
 Fiber-Optic Cable [2m] (3)  
 Basic Doc Wagon™ Contract  
 Chrysler-Nissan Jackrabbit [methane]  
 High Lifestyle [2 months]

## Contacts (5,000¥):

Deckmeister [L1]  
 Mr. Johnson [L1]  
 Shadowland [L1]

Starting Cash:

206+3d6(100)¥

<sup>\*</sup> Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Decker uses gear and rules from [Shadowtech](#) and [VR2.0](#). Deck and utilities require 2 years to complete; account for minimum 2 years experience when establishing PC's age. Race: E, Magic: D, Skills: B, Attributes: C, Resources: A.

## Decker (Heavy Hitter)\*

## Attributes (C):

Body: 3  
 Quickness: 6  
 Strength: 2  
 Charisma: 1  
 Intelligence: 6/8  
 Willpower: 6  
 Essence: 3.25  
 Reaction: 7  
 Initiative: 7+1d6  
 Matrix Reaction: 7/13  
 Matrix Initiative: 13+4d6  
 Combat Pool: 10  
 Hacking Pool: 6/8  
 Task Pool: 2  
 Karma Pool: 1

## Active Skills (B):

Car: 3  
 Computer: 6/8  
 Computer B/R: 6/8  
 Electronics: 6/8  
 Electronics B/R: 6/8  
 Etiquette (Matrix): 4 (6)  
 Pistol: 4

## Knowledge Skills (30):

20<sup>th</sup> Century Computer Terminology: 2  
 Computer Theory: 6  
 Jackpoint Locations: 5  
 Matrix Topography: 5  
 Megacorporate Research: 5  
 Programming Theory: 4  
 Video Games: 3  
 English (Decker Lingo): 5 (7)  
 English R/W: 2 (3)  
 Japanese: 3  
 Japanese R/W: 1

## Cyberdeck (331,485¥)

MPCP: 12/9/9/9/9  
 Hot ASIST  
 Response Increase: +3  
 Hardening: 8  
 3,000Mp Active Memory  
 6,000Mp Storage Memory  
 I/O Speed: 600Mp/sec  
 ICCM Biofeedback Filter  
 Satlink Interface

## Cyberdeck Utilities (1,904Mp/374,200¥):

Attack: 6S (Stealth: 6, Targeting, 392Mp)	Validate: 6 (144Mp)
Analyze: 6 (108Mp)	Sleaze: 5 (75Mp)
Browse: 6 (36Mp)	Armor: 6 (108Mp)
Deception: 6 (72Mp)	Camo: 6 (108Mp)
Decrypt: 6 (36Mp)	Cloak: 6 (108Mp)
Defuse: 6 (72Mp)	Lock-On: 6 (108Mp)
Read/Write: 6 (72Mp)	Medic: 6 (144Mp)
Relocate: 6 (72Mp)	Restore: 6 (108Mp)
Spoof: 6 (108Mp)	

## Cyberware (172,600¥):

Knowsoft Link (α)  
 Datajack Level 3 (α)  
 Data Lock [Encryption 5] (α)  
 Headware Memory: 150Mp (α)

Cybereyes [flare compensation, image link, low-light]  
 Encephalon Level 3  
 Math SPU Level 4

## Gear (114,660¥):

Colt American L36 Light Pistol [laser sight]  
 concealable holster, 2 spare clips, 40 rounds  
 standard ammunition  
 Armor Jacket (5/3)  
 Wrist Phone w/flip-up screen  
 Tabletop Computer; 5,000Mp  
 Pocket Computer: 1,000Mp  
 Microtronics Shop  
 Programming Shop

Dataline Tap [Rating 6]  
 Standard Portable Satellite Dish  
 Cyberdeck Programs (6.4Gp, 7 chips)  
 Cyberdeck Casing: 3 (3/4)  
 Hitachi RM-AX Optical Chip Encoder [Rating 3]  
 Fiber-Optic Cable [2m] (3)  
 Basic Doc Wagon™ Contract  
 Chrysler-Nissan Jackrabbit [methane]  
 High Lifestyle [2 months]

## Contacts (5,000¥):

Deckmeister [L1]  
 Mr. Johnson [L1]  
 Shadowland [L1]

## Starting Cash:

206+3d6(100)¥

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Decker uses gear and rules from *Shadowtech* and *VR2.0*. Deck and utilities require 11 years to complete; account for minimum 12 years experience when establishing PC's age. Race: E, Magic: D, Skills: B, Attributes: C, Resources: A.

## Detective v1.0\*

## Attributes (B):

Body: 3  
 Quickness: 4  
 Strength: 3  
 Charisma: 5  
 Intelligence: 6  
 Willpower: 6  
 Essence: 6.0  
   Reaction: 5  
   Initiative: 5+1d6  
   Combat Pool: 8  
   Karma Pool: 1

## Skills (A):

Athletics: 3  
 Car: 4  
 Etiquette: 6  
 Interrogation (Verbal): 4 (6)  
 Intimidation: 5  
 Negotiation: 5  
 Pistol: 6  
 Stealth (Tracking): 5 (7)  
 Unarmed Combat: 4

## Knowledge Skills (30)

Computer Background: 3  
 Forensics: 6  
 Gang Identification: 4  
 Magic Background: 2  
 Police Procedures: 4  
 Psychology (Individual): 5 (7)  
 Sociology: 2  
 Underworld Politics: 3  
 English: 6  
   English R/W: 3  
 Japanese: 3  
   Japanese R/W: 1

## Gear (34,860¥):

Fichetti Security 500 Light Pistol [silencer] concealable holster, 4 spare clips, 60 rounds regular ammunition  
 Ruger Super Warhawk Heavy Pistol, concealable holster, 4 spare speed-loaders, 60 rounds explosive ammunition  
 Fine Clothing  
 Lined Coat (4/2)

Pocket Secretary  
 Binoculars [low-light, thermographic imaging]  
 Goggles [low-light, thermographic imaging]  
 Plasteel Restraints  
 Trauma Patch  
 Basic DocWagon™ Contract  
 Ford Americar  
 Low Lifestyle

## Contacts (55,000¥):

Bartender [L1]  
 City Official [L1]  
 Corporate Secretary [L1]  
 Dwarf Technician [L1]  
 Fixer [L1]  
 Gang Boss [L1]  
 Metahuman Rights Activist [L1]  
 Mr. Johnson [L1]  
 Snitch [L1]  
 Street Doc [L1]  
 Talismonger [L1]  
 Tribal Chief [L1]  
 Yakuza Boss [L1]

## Commentary:

The detective leads a hard life, balanced between the shadows of crime and the glare of corporate and city life. To keep his own code of honor and justice intact, he makes constant compromises to get through the day—or the night. He won't touch magic, though his cases often involve it, and he won't augment his body, though sometimes his resolve puts him at a disadvantage. He'll tell you that a man has to stand on his own two feet.

*"What's the job?"*

## Starting Cash:

32+3d6(100)¥

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Race: E, Magic: D, Skills: A, Attributes: B, Resources: C.

## Detective v2.0\*

## Attributes (B):

Body: 4  
 Quickness: 5  
 Strength: 4  
 Charisma: 3  
 Intelligence: 6  
 Willpower: 5  
 Essence: 6.0  
 Reaction: 5  
 Initiative: 5+1d6  
 Combat Pool: 8  
 Karma Pool: 1

## Skills (A):

Biotech: 3  
 Car: 4  
 Club: 4  
 Computer: 4  
 Etiquette: 4  
 Interrogation: 4  
 Intimidation: 3  
 Negotiation: 3  
 Pistol: 5  
 Shotgun: 4  
 Stealth: 5  
 Unarmed Combat: 5

## Knowledge Skills (30)

Criminal Organizations: 4  
 Drug/BTL Production: 3  
 Forensics: 3  
 Lone Star Tactics: 5  
 Organized Crime Establishments:  
 3  
 Police/Security Procedures: 4  
 Prostitution Rackets: 4  
 Safe House Locations: 4  
 English: 6  
 English R/W: 3  
 Japanese: 3  
 Japanese R/W: 1

## Gear (44,140¥):

Stun Baton  
 Walther Palm Pistol, concealable holster, 40 rounds  
 regular ammunition  
 Colt Manhunter Heavy Pistol [integral laser sight]  
 concealable holster, 4 spare clips, 80 rounds  
 explosive ammunition  
 Defiance T-250 Shotgun, 4 spare magazines, 20  
 rounds EX explosive, 20 rounds flechette  
 ammunition  
 Ordinary Clothing (5)  
 Fine Clothing

Armor Vest w/plates (4/3)  
 Lined Coat (4/2)  
 Wrist-Model Cellphone w/flip-up screen  
 Pocket Secretary  
 Large Flashlight  
 Binoculars [low-light, thermographic]  
 Plasteel Restraints (2)  
 Basic Doc Wagon™ Contract  
 Ford Americar  
 Low Lifestyle [11 months]

## Contacts (45,000¥):

Bartender [L1]  
 City Official [L1]  
 Fixer [L1]  
 Metahuman Rights Activist [L1]  
 Snitch [L1]  
 Street Doc [L1]  
 Street Cop [L1]  
 Talismonger [L1]  
 Undercover Cop [L2]  
 Yakuza Boss [L1]

## Commentary:

>>>>>[This version was put together because the version offered in the SR2 main book was a complete joke. Things like 10 shots of ammo for a heavy pistol that could hold 15 and no lifestyle nor any buddies. This hopefully will satisfy the need for a character like Mike Hammer or Spencer for those who want to play a normal detective (and now it's updated for SR3).]<<<<<<

—Nightlife (??:??:??/??-??-??)

>>>>>[Boosted his offensive power a bit by giving him a shotgun and replacing his sap with a more effective stun baton.]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

## Starting Cash:

86+3d6(100)¥

\* Submitted by Nightlife ([habenir@email.uc.edu](mailto:habenir@email.uc.edu)), modified by AK404. Race: E, Magic: D, Skills: A, Attributes: B, Resources: C.

## Dwarf Biochemical Weapons Specialist\*

### Attributes (B):\*\*

Body: 6  
 Quickness: 4  
 Strength: 4  
 Charisma: 3  
 Intelligence: 6  
 Willpower: 7  
 Essence: 4.0  
 Body Index: 4.8  
   Reaction: 5/6  
   Initiative: 6+2d6  
   Combat Pool: 8  
   Karma Pool: 1

### Active Skills (C):

Athletics: 4/6  
 Biotech (First Aid): 4 (6)  
 Car: 3  
 Demolitions: 3  
 Electronics: 4  
 Etiquette: 3  
 Laser Weaponry: 4  
 Pistol: 4  
 Unarmed Combat: 4

### Knowledge Skills (30):

Biology (Microbiology): 5 (7)  
 Chemistry: 6  
 Computer Background: 3  
 Ecology: 3  
 Gene-tech: 6  
 Magic Background (Toxic Hazards): 3 (5)  
 Medicine: 2  
 English: 5  
   English R/W: 2  
 Latin: 4  
   Latin R/W: 2

### Cyberware (145,600¥):

Datajack (α)  
 Retinal Mod [flare compensation, image link] (α)  
 Boosted Reflexes Level 2 (α)

Fingertip Chemical Analyzer Level 6 (α)  
 Gas Spectrometer Level 6 (α)  
 Internal Air Tank (α)

### Bioware (608,000¥):

Nephritic Screen [cultured]  
 Mnemonic Enhancer Level 3  
 Pathogenic Defense Level 6

Synthacardium Level 2  
 Toxin Extractor Level 6  
 Tracheal Filter Level 6

### Gear (198,870¥):

Fichetti Security 500a Light Pistol [dwarf-adjusted, laser sight] concealable holster, 2 spare clips, 50 rounds gel, 50 rounds regular ammunition  
 Armor Clothing [dwarf-adjusted] (3/0)  
 Armor Vest w/plates [dwarf-adjusted] (4/3)  
 Wrist Model Cellphone w/flip-up screen  
 Pocket Secretary  
 Pocket Computer: 200Mp  
 Chemistry Kit & Shop  
 Large Flashlight  
 Goggles [low-light]  
 Micro-Transceiver [Rating 4/ECCM 4]  
 Chemsuit [Rating 6, dwarf-adjusted]

Respirator (2)  
 Survival Kit  
 Bio-Monitor  
 Platinum Doc Wagon™ Contract  
 Medkit w/spare supplies  
 Slap Patches:  
   Antidote [Rating 6] (5)  
   Stimulant [Rating 6] (5)  
   Tranquilizer [Rating 6] (5)  
   Trauma (5)  
 Chemical Reference Program: 50Mp  
 Ares Roadmaster [dwarf-adjusted]  
 High Lifestyle [4 months, dwarf-adjusted]

### Contacts (45,000¥):

Corp Official [L1] (2)  
 Corp Scientist [L1] (2)  
 Fixer [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]

### Starting Cash:

253+3d6(100)¥

\* Based on the Janitor by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Dwarf biochemical weapons specialist uses gear from [Shadowtech](#). Natural thermographic vision, +2 Body vs. toxins and disease. Race: D, Magic: E, Skills: C, Attributes: B, Resources: A.

## Dwarf Mage Hunter v2.0 (Adept)\*

### Attributes (A): \*\*

Body: 6  
 Quickness: 6  
 Strength: 6  
 Charisma: 2  
 Intelligence: 6  
 Willpower: 7  
 Essence: 6.0  
 Magic: 6  
 Reaction: 6  
 Initiative: 6+1d6  
 Combat Pool: 9  
 Karma Pool: 1

### Active Skills (C):

Etiquette (Street): 2 (4)  
 Interrogation: 3  
 Pistol: 6  
 Rifle: 4  
 Stealth: 5  
 Submachine Gun: 4  
 Throwing Weapon: 5  
 Unarmed Combat: 4

### Knowledge Skills (30):

Computer Background: 3  
 Magic Background: 4  
 Magician Hangouts: 6  
 Police Procedures: 2  
 Urban Brawl: 3  
 Magical Threats: 4  
 Shadowrunner Haunts: 5  
 Small-Unit Tactics: 3  
 English: 5  
 English R/W: 2  
 Japanese: 4  
 Japanese R/W: 2

### Gear (4,900¥):

Ares Predator Heavy Pistol [dwarf-adjusted, laser sight, silencer] concealable holster, 4 spare clips, 30 rounds explosive, 30 rounds flechette, 60 rounds regular ammunition  
 Concussion Grenades (5)  
 Armor Jacket [dwarf-adjusted] (5/3)

Wrist-Model Cellphone w/flip-up screen  
 Binoculars  
 Large Flashlight  
 Medkit  
 Low Lifestyle [dwarf-adjusted]

### Contacts:

Fixer [L1]  
 Street Cop [L1]

### Starting Cash:

10+3d6(100)¥

### Adept Powers (6.0/6.0):

Empathic Sense (0.5)  
 Improved Senses: (1.0)  
 Balance Augmentation  
 Flare Compensation  
 Hearing Amplification  
 Sound Dampening  
 Magic Resistance: 2 (2.0)  
 Magic Sense: 2 (1.0)  
 Sixth Sense: 2 (0.5)  
 Spell Shroud: 2 (0.5)  
 True Sight: 2 (0.5)

### Commentary:

The mage hunter, as his name implies, is the worst nightmare of an unsuspecting spell-tosser. His family may have been murdered by mages, or he might just hate mages enough to do them harm. Either way, he hunts mages for a living, which means he'll have no problems getting work.

>>>>[If he was a nuisance for a mage before he took the Adept route, he'll be a downright problem for them now. All of his powers have been focused towards detecting and resisting magic, and his arsenal, as small as it may be, is well-suited for taking on mages in toe-to-toe combat. All he has to do is throw around some concussion grenades, then clean up the mess afterwards. Of course, he has to do this before the mages can bring any spells to bear...]<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Found in NAGEE #7, modified by AK404. Natural thermographic vision, +2 Body vs. toxins and disease. Race: D, Magic: B, Skills: C, Attributes: A, Resources: E.



## Dwarf Melee Specialist (Adept)\*

### Attributes (A): \*\*

Body: 6  
 Quickness: 6  
 Strength: 7/9  
 Charisma: 2  
 Intelligence: 6  
 Willpower: 6  
 Essence: 5.0  
 Magic: 5  
   Reaction: 6/8  
   Initiative: 8+2d6  
   Combat Pool: 9  
   Karma Pool: 1

### Active Skills (E):

Athletics: 4  
 Etiquette: 3  
 Pistol: 4  
 Cyber-Implant Combat (Cyber-  
   Spurs): 5 (7)  
 Stealth: 4  
 Unarmed Combat: 5

### Knowledge Skills (30):

Bushido Philosophy: 5  
 Japanese Culture: 3  
 Legendary Martial Artists: 5  
 Meditation (Zen): 4 (6)  
 Security Procedures: 4  
 Shadowrunner Haunts: 5  
 Small-Unit Tactics: 3  
 English: 5  
   English R/W: 2  
 Japanese: 4  
   Japanese R/W: 2

### Cyberware (35,000¥):

Ear Mods [dampener, hearing amplification]  
 Retinal Mod [flare compensation]

Retractable Spur [dikote] (2)

### Gear (32,980¥):

Ares Predator Heavy Pistol [laser sight, silencer]  
   concealable holster, 4 extra clips, 60 rounds EX  
   explosive, 100 rounds regular ammunition  
 Armor Jacket (5/3)  
 Armor Clothing (3/0)  
 Wrist-Model Cellphone w/flip-up screen

Binoculars  
 Large Flashlight  
 Medkit w/supplies  
 Trauma Patch (3)  
 Basic DocWagon™ Contract  
 Middle Lifestyle [dwarf-adjusted, 4 months]

### Contacts (20,000¥):

Metahuman Rights Activist [L1]  
 Sensei [L2]  
 Store Owner [L1]  
 Street Cop [L1]  
 Street Doc [L1]

### Adept Powers (5.0/5.0):

Improved Attribute:  
   Strength: +2 Dice (1.0)  
 Improved Reflexes: 1 (2.0)  
 Improved Senses: (0.5)  
   Low-Light Vision  
   Improved Scent  
 Pain Resistance: 2 (1.0)  
 Rapid Healing: 1 (0.5)

### Starting Cash:

202+3d6(100)¥

### Commentary:

<SNIKT>

\* Created by AK404, dedicated to Logan. Natural thermographic vision, +2 Body vs. toxins and disease. Race: D, Magic: B, Skills: E, Attributes: A, Resources: C.

## Dwarf Street Samurai\*

### Attributes (A): \*\*

Body: 7  
 Quickness: 6/8  
 Strength: 7/9  
 Charisma: 2  
 Intelligence: 4  
 Willpower: 7  
 Essence: 0.34  
   Reaction: 5/9  
   Initiative: 9+3d6  
   Combat Pool: 9  
   Karma Pool: 1

### Active Skills (C):

Athletics: 3  
 Cyber-Implant Combat (Cyber-Spurs): 5 (7)  
 Etiquette (Street): 2 (4)  
 Pistol: 6  
 Shotgun: 5  
 Stealth: 5  
 Submachine Gun: 5

### Knowledge Skills (20):

Bushido Philosophy: 2  
 Cybertechnology: 2  
 Megacorporate Security: 4  
 Security Procedures: 4  
 Shadowrunner Haunts: 4  
 Small-Unit Tactics: 4  
 English: 3  
   English R/W: 1  
 Japanese: 2  
   Japanese R/W: 1

### Cyberware (303,500¥):

Dampener  
 Retinal Mod [flare compensation] ( $\alpha$ )  
 Muscle Replacement Level 2 ( $\alpha$ )

Smartlink ( $\alpha$ )  
 Retractable Spur ( $\alpha$ ) (2)  
 Wired Reflexes Level 2

### Gear (78,490¥):

Ares Predator Heavy Pistol [dwarf-adjusted, smartlink, silencer] concealable holster, 4 spare clips, 80 rounds explosive, 80 rounds regular ammunition  
 Enfield AS-7 Shotgun [dwarf-adjusted, smartlink, gas vent III, imaging scope mag-3, shock pad, underbarrel grenade launcher] 4 spare clips, 50 rounds regular ammunition, 6 concussion, 6 defensive [HE/AP], 6 offensive [HE/AP] mini-grenades  
 Heckler & Koch HK227 SMG [dwarf-adjusted, smartlink] 8 spare clips, 140 rounds explosive, 140 rounds regular ammunition

Armor Clothing [dwarf-adjusted] (3/0)  
 Armor Jacket [dwarf-adjusted] (5/3)  
 Wrist-Model Cellphone w/flip-up screen  
 Earplug Unit Cellphone  
 Goggles [low-light]  
 Stimulant Patch [Rating 6] (5)  
 Trauma Patch (2)  
 Platinum DocWagon™ Contract  
 Middle Lifestyle [2 months, dwarf-adjusted]

### Contacts (15,000¥):

Bartender [L1]  
 Dwarf Technician [L1]  
 Fixer [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]

Starting Cash:  
 301+3d6(100)¥

### Commentary:

The dwarf street samurai may be a rarity on the streets, but when you meet one, beware. Even those in the know are sometimes fooled by his slight stature and sluggish movement. It's all a ruse, and he's hoping you'll fall for it.

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Natural thermographic vision, +2 Body vs. toxins and disease. Race: D, Magic: E, Skills: C, Attributes: A, Resources: B.

## Elf Archer (Adept)\*

## Attributes (A):

Body: 5  
 Quickness: 7  
 Strength: 6  
 Charisma: 4  
 Intelligence: 5  
 Willpower: 6  
 Essence: 6.0  
 Magic: 6  
   Reaction: 6/8  
   Initiative: 8+2d6  
   Combat Pool: 9  
   Karma Pool: 1

## Active Skills (D):

Athletics: 6/8  
 Etiquette: 3  
 Pistol: 3  
 Projectile Weapon (Bow): 5/8  
   (7/10)  
 Stealth: 6/8  
 Unarmed Combat (Carromeleg):  
   5 (7)

## Knowledge Skills (25):

20<sup>th</sup> Century Comic Books  
 (Green Arrow): 2 (4)  
 Ethical Philosophy: 4  
 Fletchery: 3  
 Magic: The Gathering™: 3  
 Metahuman Civil Rights: 3  
 Small Unit Tactics: 3  
 Tir Taimgire Politics: 3  
 Tir Taimgire Society: 3  
 English: 5  
   English R/W: 2  
 Sperethiel: 4  
   Sperethiel R/W: 2

## Gear (4,595¥):

Standard Bow [STR: 6 min.] 40 arrows in quiver  
 Armor Clothing (3/0)  
 Armor Vest w/plates (4/3)  
 Handset Unit Cellphone  
 Projectile Weapon Kit  
 Binoculars

Large Flashlight  
 Climbing Gear [ascent/descent harness & kit,  
 rappelling gloves, rope (50m)]  
 Survival Kit  
 Medkit  
 Low Lifestyle

## Contacts:

Fixer [L1]  
 Metahuman Rights Activist [L1]

## Adept Powers (6.0/6.0):

Improved Abilities:  
   Athletics: +2 Dice (0.5)  
   Projectile Weapon: +3 Dice (1.5)  
   Stealth: +2 Dice (0.5)  
 Improved Reflexes: 1 (2.0)  
 Improved Senses: (0.5)  
   Flare Compensation  
   Thermographic Vision  
 Mystic Armor: 2 (1.0)

## Starting Cash:

41+3d6(100¥)

## Commentary:

Yeah, it's a stereotype. What can I say? Sometimes it's fun to play around with stereotypes, especially ones that can punch arrows through a foot of ballistic armor.

*"A bulletproof jacket, huh...? How cute."*

\* Created by AK404. Natural low-light vision. Race: C, Magic: B, Skills: D, Attributes: A, Resources: E.

## Elf Assassination Specialist v1.0\*

## Attributes (D/26):

Body: 5  
 Quickness: 6  
 Strength: 4  
 Charisma: 6  
 Intelligence: 5  
 Willpower: 3  
 Essence: 6.0  
 Reaction: 5  
 Initiative: 5+1d6  
 Combat Pool: 7  
 Karma Pool: 1

## Active Skills (A):

Athletics: 6  
 Demolitions: 3  
 Edged Weapon (Sword): 4 (6)  
 Heavy Weapon: 3  
 Launch Weapon: 2  
 Pistol (Ares Predator): 3 (5)  
 Projectile Weapon: 4  
 Rifle: 4  
 Shotgun: 3  
 Stealth (Tracking): 5 (7)  
 Submachine Gun: 4  
 Unarmed Combat (Kicks): 3 (5)

## Knowledge Skills (30):

Assassin Network: 5  
 Computer Background: 4  
 Conspiracy Theories: 3  
 Corporate Politics: 3  
 Electronics Background: 4  
 Psychology: 4  
 Japanese Culture: 2  
 Tir Tairngire History: 3  
 Tir Tairngire Politics: 2  
 English: 3  
 English R/W: 1  
 Japanese: 2  
 Japanese R/W: 1  
 Speredhiel: 2  
 Speredhiel R/W: 1

## Contacts:

Not Listed.

## Resources (B/400,000¥):

Not Listed.

## Commentary:

As she never knows where a job will take her or what it will demand, the assassin specialist must prepare for all contingencies. Balance is essential. Her skills and abilities must allow her to learn all she can about her target, quickly and efficiently. Then, she must be prepared to execute her plan without hesitation, regardless of whether it calls for a midnight infiltration into a corporate stronghold or a wide-open street kill at high noon. A successful kill is mandatory, but consideration of escape is paramount as well. Without an equally well-planned and executed escape there will be no next target, no next challenge.

Usually, the specialist maintains one or more cover identities that she uses to conceal her true identity and goals, as well as to gain the confidence of unsuspecting targets. She works best on her own, but is prepared to act as part of a larger team that specializes in subtlety.

Assassin specialists are most often trained and retained by large megacorps or nations. It takes great capital to keep a highly trained killer on call. And even in the world of these seasoned specialists, there are some whose reality is spoken of only in hushed whispers—the Kimera of Seattle, the Dragons of the Triads, or the Paladins of Tir Tairngire...

>>>>>[The elf assassination specialist was created especially for the anticipated *Shadowrun: Assassin* game that was supposed to be released by FASA Interactive before they were bought out by Microsoft. She was supposed to have started out as fairly experienced and was presented as a comparison to the revision; do not use her as a starting character. If you want to use her, note that her **D** and **B** priorities (Attributes and Resources, respectively) have been switched. A suggested revision follows this entry.

TillK (see below) rewrote the assassin specialist according to Gurth's (see below) corrections so that she could be used as a starting character. While the revision has altered knowledge skills, I recommend starting off with her original knowledge skills; psychology is useful to a trained killer. That, and she really needs some social skills.]<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Natural low-light vision. Race: C, Magic: E, Skills: A, Attributes: D, Resources: B.

## Elf Assassination Specialist v1.1 \*

## Attributes (B):

Body: 5  
 Quickness: 6  
 Strength: 4  
 Charisma: 6  
 Intelligence: 6  
 Willpower: 3  
 Essence: 6.0  
 Reaction: 6  
 Initiative: 6+1d6  
 Combat Pool: 7  
 Karma Pool: 1

## Active Skills (A):

Athletics: 6  
 Demolitions: 3  
 Edged Weapon (Sword): 4 (6)  
 Heavy Weapon: 3  
 Launch Weapon: 2  
 Pistol (Ares Predator): 3 (5)  
 Projectile Weapon: 4  
 Rifle: 4  
 Shotgun: 3  
 Stealth (Tracking): 5 (7)  
 Submachine Gun: 4  
 Unarmed Combat (Kicks): 3 (5)

## Knowledge Skills (30):

Assassin Network: 5  
 Computer Background: 4  
 Conspiracy Theories: 3  
 Corporate Politics: 5  
 Electronics Background: 4  
 Japanese Culture: 2  
 Tir Tairngire History: 4  
 Tir Tairngire Politics: 3  
 English: 5  
 English R/W: 2  
 Japanese: 2  
 Japanese R/W: 1  
 Sperethiel: 2  
 Sperethiel R/W: 1

## Gear (19,620¥):

## Sword

Ares Predator Heavy Pistol [laser sight, silencer]  
 concealable holster, 5 spare clips, 30 rounds  
 explosive, 30 rounds flechette, 60 rounds regular  
 ammunition

Ranger Arms SM-3 Sniper Rifle, 30 rounds EX  
 explosive ammunition

Ordinary Clothing (2)

Fine Clothing

Securetech Jacket (5/3)

Handset Unit Cellphone

Pocket Secretary

Disguise Kit

Microtronics Kit

Climbing Gear [ascent/descent harness & kit,  
 rappelling gloves, rope (50m)]

Grapple Gun w/stealth line (100m) & catalyst stick

Low Lifestyle

Middle Lifestyle

## Contacts:

Fixer [L1]

Mr. Johnson [L1]

## Starting Cash:

39+3d6(100¥)

## Commentary:

As she never knows where a job will take her or what it will demand, the assassin specialist must prepare for all contingencies. Balance is essential. Her skills and abilities must allow her to learn all she can about her target, quickly and efficiently. Then, she must be prepared to execute her plan without hesitation, regardless of whether it calls for a midnight infiltration into a corporate stronghold or a wide-open street kill at high noon. A successful kill is mandatory, but consideration of escape is paramount as well. Without an equally well-planned and executed escape there will be no next target, no next challenge.

Usually, the specialist maintains one or more cover identities that she uses to conceal her true identity and goals, as well as to gain the confidence of unsuspecting targets. She works best on her own, but is prepared to act as part of a larger team that specializes in subtlety.

Assassin specialists are most often trained and retained by large megacorps or nations. It takes great capital to keep a highly trained killer on call. And even in the world of these seasoned specialists, there are some whose reality is spoken of only in hushed whispers—the Kimera of Seattle, the Dragons of the Triads, or the Paladins of Tir Tairngire...

\* Submitted by TillK ([till.kortuem@public.uni-hamburg.de](mailto:till.kortuem@public.uni-hamburg.de)), equipment added by AK404. Natural low-light vision. Race: C, Magic: E, Skills: A, Attributes: B, Resources: D.

## Elf Hunter (Adept)\*

## Attributes (A):

Body: 6  
 Quickness: 7  
 Strength: 6  
 Charisma: 4  
 Intelligence: 5  
 Willpower: 5  
 Essence: 6.0  
 Magic: 6  
   Reaction: 8  
   Initiative: 8+2d6  
   Combat Pool: 8  
   Karma Pool: 1

## Active Skills (E):

Athletics: 2  
 Edged Weapons: 4  
 Etiquette: 3  
 Pistol: 5  
 Shotgun: 5/6  
 Stealth: 4  
 Unarmed Combat: 4/6

## Knowledge Skills (25):

Biology: 3  
 Forensics: 3  
 Kenjutsu Background: 3  
 Magic Background (Wards): 2 (4)  
 Parazology: 2  
 Pathology (HMHVV): 3 (5)  
 Psychology: 4  
 Security Procedures: 3  
 English: 5  
   English R/W: 2  
 Japanese: 2  
   Japanese R/W: 1

## Gear (20,000¥):

<p>Katana          Beretta Model 101T Light Pistol, concealable holster,          50 rounds EX explosive ammunition          Ares Predator Heavy Pistol [laser sight, silencer]          concealable holster, 4 spare clips, 100 rounds          explosive, 30 rounds regular ammunition          Enfield AS-7 Shotgun [underbarrel grenade launcher]          2 spare drums, 100 rounds explosive ammunition,          12 offensive [HE/AP] mini-grenades          Smoke Grenade [IR] (2)          Smoke Grenade (2)</p>	<p>Armor Jacket (5/3)          Form-Fitting Body Armor: 3 (4/1)          Earplug Unit Cellphone          Pocket Secretary          Binoculars          Laser Microphone [Rating 2]          Medkit w/supplies          Slap Patches:            Antidote [Rating 5] (4)            Trauma (2)          Low Lifestyle [3 months]</p>
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## Contacts:

Fixer [L1]  
 Parapsychologist [L1]

## Starting Cash:

3d6(100¥)

## Adept Powers (6.0/6.0):

Improved Abilities:  
   Shotgun: +1 Dice (0.5)  
   Unarmed Combat: +2 Dice (1.0)  
 Improved Reflexes: 1 (2.0)  
 Improved Senses: (1.5)  
   Direction Sense  
   Flare Compensation  
   Hearing Amplification  
   Improved Scent  
   Sound Dampening  
   Thermographic Vision  
 Killing Hands: M (1.0)

## Commentary:

The Hunter is the mortal foe of all those infected with HMHVV, whether they be wendigo, vampire, banshee, or Nosferatu. Though usually unable to take down such a vicious foe by himself, his skills and knowledge are a must for any team thinking of taking them on. Though his skills are best served in this role, they can also be used to take down non-HMHVV bloodsuckers (i.e., everybody else).

*"I hunt a very dangerous prey, the kind that walk on two legs and drain your soul."*

\* Submitted by Wolf Samurai ([wolfsamurai@gundam.com](mailto:wolfsamurai@gundam.com)), modified by AK404. Natural low-light vision. Race: C, Magic: B, Skills: E, Attributes: A, Resources: D.

## Elf Jazzer\*

## Attributes (B):

Body: 3  
 Quickness: 6  
 Strength: 3  
 Charisma: 8  
 Intelligence: 6  
 Willpower: 4  
 Essence: 6.0  
 Reaction: 6  
 Initiative: 6+1d6  
 Combat Pool: 8  
 Karma Pool: 1

## Skills (A):

Bike: 4  
 Dance (Modern Jazz): 6  
 Edged Weapon: 3  
 Electronic B/R: 3  
 Electronics: 3  
 Etiquette (Street): 5 (7)  
 Musical Instrument (Guitars): 4  
 Musical Instrument (Wind Instruments): 5  
 Negotiation: 6  
 Pistol: 4  
 Singing (Modern Jazz): 5 (7)

## Knowledge Skills (30):

Acoustic Instruments: 4  
 Jazz Club: 4  
 Jazz History: 4  
 Jazz Instrumentalists: 4  
 Modern Jazz: 5  
 Musical Composition: 5  
 Musical Production: 4  
 English: 5  
 English R/W: 2  
 Esperanto: 2  
 Esperanto R/W: 1

## Gear (9,740¥):

Knife  
 Ruger Super Warhawk Heavy Pistol, 30 rounds regular ammunition  
 Ordinary Clothing (5)  
 Fine Clothing  
 Très Chic Clothing  
 Securetech Long Coat (4/2)  
 Club Amplifier

Body Mike  
 Hand Microphone w/stand  
 Club Speakers  
 Mixer w/built-in DDO & Polycorder  
 Electric Guitar [average quality]  
 Saxophone [average quality]  
 Status: Seller [low lifestyle]

## Contacts (10,000¥):

Bartender [L1]  
 Journalist [L1]  
 Media Producer [L1]  
 Street Cop [L1]

## Starting Cash:

26+3d6(100¥)

## Commentary:

The elf jazzer is a rare sight on a shadowrun. Usually she'll participate if she can't find a club date, but on a run, her undeniable charisma is often valuable, as is her knowledge of the streets. Whether on a run for cash or just for the thrill, the elf jazzer can hold her own.

*"You seem surprised that one of the Awakened should be interested in jazz? You expect me to be limited to the music and instruments of my own kind, eschewing the arts of humanity? Well, you're wrong; to me, jazz is the only music worth listening to or performing. It rises far above the limits of rock or Euroslang electro-pop—the low moan of the bass, the high screams of the sax, all are almost ethereal...almost magical, you might say.*

*"Unfortunately, club owners don't agree with this enlightened point of view. Few will listen to me, and even fewer will book me. So, on occasion I'm forced to look elsewhere for income. Then, I turn to the shadows."*

>>>>>[This is a Third Edition version of the original archetype from White Wolf publications. Dance is a revised skill now based on the Quickness attribute; Musical Instrument (by type) is based on Intelligence. Singing is based on Charisma.]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Submitted by Nightlife ([habenir@email.uc.edu](mailto:habenir@email.uc.edu)), modified by AK404. Elf jazzer uses gear and rules from Shadowbeat. Natural low-light vision. Race: C, Magic: E, Skills: A, Attributes: B, Resources: D.

## Elf Street Samurai\*

## Attributes (B):

Body: 5  
 Quickness: 7/9  
 Strength: 5/7  
 Charisma: 3  
 Intelligence: 5  
 Willpower: 5  
 Essence: 0.2  
 Body Index: 1.2  
 Reaction: 13  
 Initiative: 13+4d6  
 Combat Pool: 8  
 Karma Pool: 1

## Active Skills (D):

Cyber-Implant Combat: 6  
 Etiquette (Street): 3 (5)  
 Pistol: 6  
 Stealth: 6  
 Assault Rifle: 6

## Knowledge Skills (25):

Bushido Philosophy: 3  
 Electronics Background: 3  
 Megacorporate Security: 4  
 Security Procedures: 5  
 Shadowrunner Haunts: 5  
 Small-Unit Tactics: 5  
 English: 4  
 English R/W: 2  
 Sperethiel: 3  
 Sperethiel R/W: 1

## Cyberware (539,000¥):

Dampener ( $\alpha$ )  
 Retinal Mod [flare compensation] ( $\alpha$ )  
 Smartlink ( $\alpha$ )

Retractable Spur ( $\alpha$ )  
 Wired Reflexes Level 3

## Bioware (360,000¥):

Muscle Augmentation Level 2 (cultured)

## Gear (93,950¥):

Ares Predator Heavy Pistol [smartlink, silencer]  
 concealable holster, 4 spare clips, 80 rounds  
 explosive, 80 rounds regular ammunition  
 AK-97 Assault Rifle [smartlink, bipod, gas vent III,  
 imaging scope mag-3, shock pad] 4 spare clips,  
 200 rounds EX explosive, 200 rounds regular  
 ammunition  
 Armor Clothing (3/0)

Lined Coat (4/2)  
 Earplug Unit Cellphone  
 Pocket Secretary  
 Stimulant Patch [Rating 6] (5)  
 Trauma Patch (3)  
 Platinum Doc Wagon™ Contract  
 High Lifestyle [3 months]

## Contacts (5,000¥):

Fixer [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]

Starting Cash:  
 205+3d6(100)¥

## Commentary:

You won't find anyone on the planet faster than the elf street samurai. On the street where speed is a prerequisite to survival, he's learned to take advantage of his gifts. He's also got brains to match his brawn. Meet the SOTA in urban predation.

*"This 'mercy' you beg for is a human quality. I am not human."*

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Elf street samurai uses gear from [Shadowtech](#). Natural low-light vision. Race: C, Magic: E, Skills: D, Attributes: B, Resources: A.



## Elf War Dancer (Adept)\*

## Attributes (A):

Body: 5  
 Quickness: 7/8  
 Strength: 5  
 Charisma: 5  
 Intelligence: 6  
 Willpower: 5  
 Essence: 6.0  
 Magic: 6  
   Reaction: 9  
   Initiative: 9+2d6  
   Combat Pool: 9/10  
   Karma Pool: 1

## Active Skills (D):

Athletics: 5  
 Edged Weapon: 5  
 Etiquette: 4  
 Stealth: 5  
 Unarmed Combat: 5  
 Whip: 6/8

## Knowledge Skills (30):

Dance Background (Ballet): 4 (6)  
 Gymnastics: 5  
 Legendary Martial Artists: 3  
 Literature: 5  
 Tir Taimgire History: 3  
 Tir Taimgire Politics: 3  
 Tir Taimgire Society: 5  
 English: 5  
   English R/W: 2  
 Sperethiel: 5  
   Sperethiel R/W: 2

## Gear (5,000¥):

Sword  
 Whip  
 Ordinary Clothing (4)

Lined Coat (4/2)  
 Low Lifestyle [3 months]  
 Squatter Lifestyle [3 months]

## Contacts:

Fixer [L1]  
 Metahuman Rights Activist [L1]

## Adept Powers (6.0/6.0):

Combat Sense: 1 (1.0)  
 Improved Ability:  
   Whip : +2 Dice (1.0)  
 Improved Physical Attribute:  
   Quickness: +1 (0.5)  
 Improved Reflexes: 1 (2.0)  
 Improved Senses: (0.5)  
   Flare Compensation  
   Sound Dampening  
 Missile Parry (1.0)

## Starting Cash:

3d6(100¥)

## Commentary:

>>>>>[This is a Third Edition conversion of a White Wolf archetype. As the resources do not allow for the cost (or acquisition) of a monowhip, this should be viewed as a goal for the PC to acquire one.]<<<<<<

—Nightlife (??:??:??/??-??-??)

## Former Combat Biker\*

## Attributes (A):

Body: 6/9  
 Quickness: 6  
 Strength: 6  
 Charisma: 4  
 Intelligence: 4  
 Willpower: 4  
 Essence: 0.7  
 Reaction: 5/9  
 Initiative: 5+1d6/9+3d6  
 Combat Pool: 7  
 Karma Pool: 1

## Active Skills (C):

Assault Rifle: 5  
 Bike B/R: 3  
 Bike: 5  
 Club: 3  
 Etiquette: 3  
 Launch Weapon: 5  
 Pistols: 5  
 Shotgun: 5

## Knowledge Skills (20):

Beer Connoisseur: 2  
 Bike Manufacturers: 3  
 Current Affairs: 2  
 Gambling Card Games: 3  
 Small Unit Tactics (Combat Biker): 2 (4)  
 Urban Combat Greats: 3  
 WCCL Rules & Regulations: 4  
 English: 4  
 English R/W: 2  
 German: 2  
 German R/W: 1

## Cyberware (290,500¥):

Datajack  
 Dampener  
 Cybereyes [flare compensation, low-light, thermographic imaging]

Dermal Plating Level 3 (α)  
 Smartlink (α)  
 Wired Reflexes Level 2 [reflex trigger]

## Gear (101,010¥):

Ruger Super Warhawk Heavy Pistol [smartlink] concealable holster, 4 spare clips, 60 rounds EX explosive ammunition  
 Enfield AS-7 Shotgun [smartlink, gas vent III, shock pad, underbarrel grenade launcher] 4 spare clips, 2 spare drums, 50 rounds explosive, 100 rounds flechette, 200 rounds regular ammunition, 6 concussion, 12 offensive [HE/AP] mini-grenades  
 Ordinary Clothing (5)  
 Armor Jacket (5/3)  
 Wrist-Model Cellphone w/flip-up screen  
 Bike B/R Kit & Shop

Basic DocWagon™ Contract  
 Medkit w/supplies  
 Stimulant [Rating 4] (4)  
 Trauma (2)  
 Harley-Davidson Scorpion [datajack] w/external firmpoint fixed mounts (2), AK-98 Assault Rifle [smartlink, gas vent III] (2), 8 spare clips, 400 rounds explosive ammunition, 24 offensive [HE/AP] mini-grenades  
 Yamaha Rapier [datajack]  
 High Lifestyle [2 months]

## Contacts (5,000¥):

Armorer [L1]  
 Gang Member [L1]  
 Mechanic [L1]

Starting Cash:  
 349+3d6(100)¥

## Commentary:

*"Yeah I was kicked out of the league, so what? I mean, it was officially ruled an accident...and contrary to popular belief, I did not run over the body thirty times—maybe ten or twenty, but who can keep count when you're wired like me? Listen, who cares who I am, you want the job done or what? Me and my bike, we can take on anything with wheels: go-gangers, Humanis, Mafia, yaks, you name it, I'll beat it down like a red-headed orkish stepchild. I assume you want some serious rock and roll, right? Because if you don't want it loud, I suggest you talk to those pansy elves over there...HEY, get your hands off my bike!"*

>>>>[The former combat biker was just an ex-rider who's now a two bit loser.]<<<<<

—Nightlife (??:??:??/??-??-??)

>>>>[Yes, but now he's a very dangerous two-bit loser with a very nasty bike.]<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Submitted by Nightlife ([habenir@email.uc.edu](mailto:habenir@email.uc.edu)), modified by AK404. Race: E, Magic: D, Skills: C, Attributes: A, Resources: B.

## Former DocWagoneer [crisis response team]\*

## Attributes (C):

Body: 4  
 Quickness: 4  
 Strength: 4  
 Charisma: 3  
 Intelligence: 6  
 Willpower: 3  
 Essence: 3.26  
 Reaction: 5/6  
 Initiative: 6+2d6  
 Combat Pool: 6  
 Karma Pool: 1

## Active Skills (A):

Athletics: 4  
 Biotech: 6  
 Car: 4  
 Etiquette: 3  
 Instruction (Biotech): 4  
 Leadership: 4  
 Negotiation: 4  
 Pistol: 5  
 Rifle: 4  
 Stealth: 4  
 Unarmed Combat: 4

## Knowledge Skills (30):

Biology: 3  
 Bioware: 4  
 CRT Unit Tactics: 4  
 Cybertechnology: 4  
 Magic Background: 3  
 Medicine: 5  
 Paramedic Procedures: 4  
 Police Procedures: 2  
 English: 6  
 English R/W: 3  
 Tagalog: 4  
 Tagalog R/W: 2

## Cyberware (218,700¥):

Commlink Level 4  
 Headware Radio Level 4 (α)  
 Subvocal Microphone (α)  
 Dampener (α)

Retinal Mod [flare compensation] (α)  
 Air Filter Level 6  
 Boosted Reflexes Level 2 (α)

## Gear (151,930¥):

Ares Predator Heavy Pistol [laser sight] 4 spare clips,  
 100 rounds gel, 50 rounds regular ammunition  
 Narcojet Rifle, 2 spare clips, 30 rounds Narcojet  
 ammunition  
 Gas Grenade [Neuro-Stun VIII] (5)  
 Flash-Pak  
 Armor Jacket (5/3)  
 Forearm Guards (0/1)  
 Goggles [low-light, thermographic vision]  
 Respirator (2)  
 Bio-Monitor (2)

Platinum DocWagon™ Contract  
 Medkit w/supplies (2)  
 Deluxe Stabilization Unit  
 Slap Patches:  
 Antidote [Rating 6] (5)  
 Stimulant [Rating 6] (5)  
 Tranquilizer [Rating 6] (5)  
 Trauma (5)  
 Ares Roadmaster  
 Middle Lifestyle [4 months]

## Contacts (25,000¥):

Corporate Official [L1]  
 Firefighter [L1]  
 Paramedic [L1] (2)  
 Street Cop [L1]  
 Street Doc [L2]

Starting Cash:  
 437+3d6(100)¥

## Commentary:

The former DocWagoneer was a loyal employee until he witnessed one too many deaths from corporate incompetence, or just corporate apathy. Whatever the reason, he still has the cutting-edge biotech and combat training. After all, it used to be him who would show up after many a run to pick up and glue the pieces back together. He has also beefed up for his new occupation.

*"Some people thought we were just humanitarian do-gooders. Drek, they may have been right. I mean, running around, patching up folks who got pasted doing slot-knows-what. But I got fed up with it—being told who to save and who to let die by some Johnson, when the closest he's ever come to being wounded on the street is slamming his hand on the door of his Mitsubishi Nightsky. I walked; I took the training and now I run the shadows for my soy. Don't get me wrong: I may be a 'bleeding heart' but that doesn't mean I work cheap."*

\* Submitted by Nightlife ([habenir@email.uc.edu](mailto:habenir@email.uc.edu)), modified by AK404. Based on a Second Edition archetype by Russ Herschler. Race: E, Magic: D, Skills: A, Attributes: C, Resources: B.

## Former Gang Member\*

### Attributes (B):

Body: 5  
 Quickness: 6  
 Strength: 5  
 Charisma: 3  
 Intelligence: 4  
 Willpower: 4  
 Essence: 3.0  
   Reaction: 5/7  
   Initiative: 7+2d6  
   Combat Pool: 7  
   Karma Pool: 1

### Active Skills (A):

Athletics: 4  
 Bike: 4  
 Cyber-Implant Combat (Cyber-  
   Spurs): 5 (7)  
 Edged Weapon: 5  
 Etiquette (Street): 2 (4)  
 Intimidation: 3  
 Pistol: 6  
 Stealth: 4  
 Submachine Gun: 5  
 Throwing Weapon: 5  
 Unarmed Combat: 4

### Knowledge Skills (20):

Criminal Organizations: 2  
 Drug/BTL Production: 2  
 Gang Identification: 4  
 Gang Turf: 5  
 Prostitution Rackets: 3  
 Yakuza Establishments: 2  
 English (City Speak): 3 (5)  
   English R/W: 1 (NA)  
 Japanese: 2  
   Japanese R/W: 1

### Cyberware (80,000¥):

Cybereyes [low-light vision, thermographic imaging]  
 Retractable Spurs

Smartlink  
 Wired Reflexes Level 1

### Gear (4,520¥):

Knife (2)  
 Throwing Knife (5)  
 Colt American L36 Light Pistol [smartlink, silencer]  
   concealable holster, 4 spare clips, 60 rounds  
   standard ammunition

Ingram Smartgun SMG, 4 spare clips, 160 rounds  
 explosive ammunition  
 Armor Jacket (5/3)  
 Squatter Lifestyle [2 months]

### Contacts (5,000¥):

Fixer [L1]  
 Gang Boss [L1]  
 Mr. Johnson [L1]

### Starting Cash:

48+3d6(100)¥

### Commentary:

Gangs are like family: members stick up for each other and defend their home. The former gang member, however, discovered he didn't need a family to take care of him. Exceptionally skilled, especially when compared to his former "family," he is a rising figure in the world of shadowrunning.

*"Sorry if you were expecting a kid. I work in teams now, not gangs."*

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Race: E, Magic: D, Skills: A, Attributes: B, Resources: C.

## Gadgeteer\*

### Attributes (C):

Body: 4  
 Quickness: 4  
 Strength: 2  
 Charisma: 3  
 Intelligence: 6/8  
 Willpower: 5  
 Essence: 2.67  
   Reaction: 5/6  
   Initiative: 6+1d6  
   Combat Pool: 8  
   Task Pool: 2  
   Karma Pool: 1

### Active Skills (A):

Biotech: 3  
 Car B/R: 4  
 Car: 4  
 Computer: 5  
 Demolitions: 4  
 Edged Weapon B/R: 3  
 Electronics B/R: 5  
 Electronics: 6  
 Heavy Weapon B/R: 4  
 Launch Weapon: 3  
 Pistol B/R: 5  
 Pistol: 4

### Knowledge Skills (30):

Biology: 4  
 Chemistry: 4  
 Computer Theory: 5  
 Cybertechnology: 3  
 Engineering: 5  
 Megacorporate Research: 5  
 Physics: 4  
 English (Technospeak): 5 (7)  
   English R/W: 2 (3)  
 Chinese: 3  
   Chinese R/W: 1

### Cyberware (115,500¥):

Chipjack ( $\alpha$ )  
 Commlink Level 4  
 Datajack ( $\alpha$ )  
 Knowsoft Link ( $\alpha$ )

Headware Memory: 100Mp  
 Retinal Mod [display link] ( $\alpha$ )  
 Encephalon Level 3  
 Radio Level 4

### Knowsofts (71,100¥):

Datasofts/Knowsofts [Rating 6/108Mp] (6) (PC's choice, base skills only)  
 Linguasofts [Rating 5/75Mp] (2) (PC's choice)

### Gear (206,600¥):

Beretta Model 101T Light Pistol, concealable holster,  
 100 rounds regular ammunition  
 Ares Predator Heavy Pistol [smartlink, silencer]  
 concealable holster, 4 spare clips, 60 rounds  
 explosive, 60 rounds flechette, 60 rounds gel, 100  
 rounds regular ammunition  
 Smartgoggles  
 Commercial Plastic Explosive (10kg) w/timer (5)  
 Ordinary Clothing (5)  
 Fine Clothing (2)

Lined Coat (4/2)  
 Wrist-Model Cellphone  
 Tabletop Computer: 1,000Mp  
 Computer Kit  
 Tool Kit & Shop  
 Microtronics Shop  
 Ares Roadmaster  
 Platinum DocWagon™ Contract  
 40,000¥ worth of electronics parts  
 Middle Lifestyle [4 months]

### Contacts (5,000¥):

Corporate Scientist [L1]  
 Fixer [L1]  
 Technician [L1]

### Starting Cash:

180+3d6(100)¥

### Commentary:

Gadgeteers come in all varieties—haughty intellectuals to asocial gurus of shadowtech. Though seldom liked by normal people, the gadgeteer is indispensable in technical matters. He has trained his entire life in the lore of technology so that nothing is completely alien to him and nothing is beyond his comprehension. His knowledge makes him valuable to shadowrunners preparing for a run and during a run to overcome technical hazards on the way.

*"If you have a job that involves shadowtech or research, then I'm the one you need."*

\* Submitted by Nightlife ([habenir@email.uc.edu](mailto:habenir@email.uc.edu)), modified by AK404. Gadgeteer uses gear from [Shadowtech](#). Race: E, Magic: D, Attributes: C, Skills: A, Resources: B.

## Kensei (Adept)\*

### Attributes (A):

Body: 5  
 Quickness: 6/8  
 Strength: 6  
 Charisma: 3  
 Intelligence: 6  
 Willpower: 4  
 Essence: 6.0  
 Magic: 6  
   Reaction: 9  
   Initiative: 9+2d6  
   Combat Pool: 9/10  
   Karma Pool: 1

### Active Skills (C):

Athletics: 4  
 Biotech: 4  
 Edged Weapon (Katana): 5/7  
   (7/9)  
 Edged Weapon B/R: 4  
 Etiquette: 3  
 Pistol: 4  
 Throwing Weapon: 4  
 Unarmed Combat: 5

### Knowledge Skills (30):

Bushido Philosophy: 5  
 Flutes (Shakuhachi): 2 (4)  
 Japanese Culture (Samurai): 3 (5)  
 Kenjutsu Background: 6  
 Poetry: 3  
 Survival: 5  
 Video Games: 3  
 English: 5  
   English R/W: 2  
 Japanese: 5  
   Japanese R/W: 2

### Gear (4,740¥):

Katana	Edged Weapon Kit
Survival Knife	Large Flashlight
Throwing Knife (5)	Ration Bars (10)
Ruger Super Warhawk Heavy Pistol, concealable holster, spare speed loader, 30 rounds regular ammunition	Survival Kit
Lined Coat (4/2)	100¥ random books
	Shakuhachi [average quality]
	Squatter Lifestyle [5 months]

### Contacts (15,000¥):

Metahuman Rights Activist [L1]  
 Sensei [L1]  
 Store Owner [L1]  
 Street Cop [L1]  
 Street Doc [L1]

### Adept Powers (6.0/6.0):

Combat Sense: 1 (1.0)  
 Improved Ability:  
   Edged Weapon: +2 Dice (1.0)  
 Improved Physical Attribute:  
   Quickness: +2 (1.0)  
 Improved Reflexes: 1 (2.0)  
 Improved Senses: (1.0)  
   Balance Augmentation  
   Direction Sense  
   Low-Light Vision  
   Spatial Recognition

### Starting Cash:

26+3d6(100)¥

### Commentary:

The kensei seeks the perfect blend of wielder and weapon, a harmonious balance possible only through constant study and practice with a body and spirit purified by clean living and challenge. Eschewing such unimportant worldly commitments like money, home, comfort, and self, he aimlessly drifts from place to place with his trusty duffel bag in search of his personal nirvana.

Welcoming any ordeal he feels will make him a better person, the kensei will gladly help others for very little pay—or no pay at all. His generosity and honest character make him both popular and poor, as he has friends—as well as enemies—in the strangest places. A philosopher at heart, the kensei isn't a violent man by nature but he can be quite vengeful: pull a fast one on him, and you'll find yourself at the wrong end of his blade.

*"Shoujin ga tarin, denaosei. (You lack dedication. Try again.)"*

\* Created by AK404. A shakuhachi is a Japanese bamboo flute. Race: E, Magic: B, Skills: C, Attributes: A, Resources: D.

## Ninja v1.0 (Adept)\*

### Attributes (A):

Body: 5  
Quickness: 6  
Strength: 5  
Charisma: 4  
Intelligence: 6  
Willpower: 4  
Essence: 6.0  
Magic: 6  
    Reaction: 8  
    Initiative: 8+2d6  
    Combat Pool: 7/8  
    Karma Pool: 1

### Gear (19,860¥):

Sword  
Sap  
Monofilament Whip  
Shuriken (10)

### Contacts:

Yakuza Boss [L1]  
Fixer [L1]

### Starting Cash:

14+3d6(100)¥

### Active Skills (C):

Athletics: 4/9  
Edged Weapon: 5  
Etiquette: 4  
Negotiation: 4  
Stealth: 4/9  
Throwing Weapon: 4  
Unarmed Combat: 5  
Whip: 4

### Knowledge Skills (30):

Criminal Organizations: 4  
Eastern Philosophy: 4  
Psychology: 4  
Safe House Locations: 4  
Security Procedures: 5  
Yakuza Politics: 3  
Yakuza Territory: 3  
English: 6  
    English R/W: 3  
Japanese: 6  
    Japanese R/W: 3

### Smoke Grenades (5)

Form-Fitting Body Armor: 3 (4/1)  
Middle Lifestyle [3 months]  
Squatter Lifestyle [4 months]

### Adept Powers (6.0/6.0):

Combat Sense: 1 (1.0)  
Improved Abilities:  
    Athletics: +5 Dice (1.25)  
    Stealth: +5 Dice (1.25)  
Improved Reflexes: 1 (2.0)  
Improved Senses: (0.50)  
    Low-Light Vision  
    Thermographic Vision

## Ninja v2.0 (Adept) [genin]\*

### Attributes (C):

Body: 3  
 Quickness: 6  
 Strength: 3  
 Charisma: 3  
 Intelligence: 6  
 Willpower: 3  
 Essence: 6.0  
 Magic: 6  
   Reaction: 6  
   Initiative: 6+1d6  
   Combat Pool: 6  
   Karma Pool: 1

### Active Skills (A):

Athletics: 6/10  
 Edged Weapon: 4  
 Electronics (Maglock): 3 (5)  
 Etiquette: 3  
 Negotiation: 3  
 Pistol: 6  
 Stealth: 6/12  
 Throwing Weapon: 5  
 Unarmed Combat: 4

### Knowledge Skills (30):

Eastern Philosophy: 4  
 Ninja Hierarchy: 5  
 Psychology: 4  
 Safe House Locations: 4  
 Security Procedures: 5  
 Security Systems: 5  
 English: 6  
   English R/W: 3  
 Japanese: 6  
   Japanese R/W: 3

### Gear (19,145¥):

Katana  
 Throwing Knife (5)  
 Shuriken (10)  
 Fichetti Security 500 Light Pistol [laser sight, silencer]  
   concealable holster, 4 spare clips, 60 rounds  
   regular ammunition  
 Gas Grenades [Neuro-Stun VIII] (5)  
 Smoke Grenades [IR] (4)  
 Flash-Pak  
 Ordinary Clothing (5)  
 Securetech Clothing (3/0)  
 Armor Vest w/plates (4/3)  
 Pocket Secretary  
 Micro-Transceiver [Rating 2]

Subvocal Microphone  
 Disguise Kit  
 Electronics Kit  
 Tool Kit  
 Binoculars  
 Pocket Flashlight  
 Wire Clippers  
 Climbing Gear [ascent/descent harness & kit,  
   rappelling gloves, rope (50m)]  
 Grapple Gun w/stealth line (200m) & catalyst stick  
 Respirator  
 Medkit  
 Middle Lifestyle

### Contacts:

Ninja Master [L1]  
 Fixer [L1]

### Starting Cash:

86+3d6(100)¥

### Adept Powers (6.0/6.0):

Enhanced Perception: 2 (1.0)  
 Improved Abilities:  
   Athletics: +4 Dice (1.0)  
   Stealth: +6 Dice (1.5)  
 Improved Senses: (2.5)  
 Balance Augmentation  
 Direction Sense  
 Flare Compensation  
 Hearing Amplification  
 Low-Light Vision  
 Sound Dampening  
 Sound Filter: 5  
 Spatial Recognition  
 Thermographic Vision  
 Vision Magnification: 3

### Commentary:

Though proud of his ninja heritage, the genin has decided to go out on his own in order to better his skills. He'll admit that he's still growing, but don't make the mistake of doubting his competence for even a second. Ninjitsu is the art of stealth and infiltration, and the genin is very good at what he does.

*"Ninja? They're a myth. Everybody knows that they don't exist."*

\* Created by AK404. Race: E, Magic: B, Skills: A, Attributes: C, Resources: D.



## Occult Investigator (Adept)\*

## Attributes (C):

Body: 3  
 Quickness: 4  
 Strength: 3  
 Charisma: 3  
 Intelligence: 6  
 Willpower: 5  
 Essence: 6.0  
 Magic: 6  
   Reaction: 7  
   Initiative: 7+2d6  
   Combat Pool: 7  
   Karma Pool: 1

## Active Skills (A):

Aura Reading: 6  
 Biotech: 5  
 Edged Weapon: 5  
 Etiquette (Magical Groups): 4 (6)  
 Pistols: 5  
 Sorcery (Astral Combat): 4 (6)  
 Stealth: 5  
 Submachine Gun: 4  
 Unarmed Combat: 5

## Knowledge Skills (30):

Biology: 3  
 Chemistry: 3  
 Conjuring Background: 6  
 Parobotany: 5  
 Parazology (Dragons): 4 (6)  
 Physics: 3  
 Sorcery Background: 5  
 English (Mage-talk): 5 (7)  
   English R/W: 2 (3)  
 Mayan: 3  
   Mayan R/W: 1

## Gear (19,995¥):

## Sword

Ares Predator Heavy Pistol [laser sight] concealable holster, 2 spare clips, 150 rounds regular, 30 rounds silver ammunition

Heckler & Koch HK227 SMG, 4 spare clips, 140 rounds regular, 200 rounds silver ammunition

Fine Clothing

## Securetech Jacket (5/3)

Wrist-Model Cellphone w/flip-up screen

Pocket Secretary

Mirror (2)

Antidote Patch [Rating 5] (2)

Trauma Patch

Middle Lifestyle [2 months]

## Contacts:

Lone Star Mage Detective [L1]

Tribal Snake Shaman [L1]

## Adept Powers (6.0/6.0):

Astral Perception (2.0)

Improved Reflexes: 1 (2.0)

Improved Senses: (0.5)

  Thermographic Vision

  Low-Light Vision

Killing Hands: L (0.5)

Mystic Armor: 2 (1.0)

## Starting Cash:

3d6(100)¥

## Commentary:

The occult investigator specializes in things magical; if you want the knowledge and someone who's decent in a firefight, he's the guy. And of course, if you happen to come across some Awakened being, he'll probably know what to do.

*"There was a time when nobody believed in the supernatural. Nowadays it's kind of hard not to. 'Course, you still come across some ignorant guy who thinks seeing is believing it. But there are some things you can't see.*

*"When it comes to the Awakened, I'm your guy. I can't toss spells like your everyday magi, and depending on your perspective that makes me more or less vulnerable. I may not have the power a magi has, but I have the knowledge and I will use it.*

*"I'm good at other things too, so don't sell me short if you got something else in mind. So anyway you look at it, I'm your man. Just let me see that credstick chummer."*

\* Submitted by Nightlife ([habenir@email.uc.edu](mailto:habenir@email.uc.edu)), modified by AK404. Astral perception. Race: E, Magic: B, Skills: A, Attributes: C, Resources: D.

## Ork Bounty Hunter\*

## Attributes (C):

Body: 5  
 Quickness: 5  
 Strength: 4  
 Charisma: 4  
 Intelligence: 5  
 Willpower: 4  
 Essence: 1.5  
   Reaction: 5/9  
   Initiative: 5+1d6/9+3d6  
   Combat Pool: 7  
   Karma Pool: 1

## Active Skills (A):

Athletics: 5  
 Car: 3  
 Electronics: 4  
 Etiquette: 4  
 Negotiation: 5  
 Pistol: 6  
 Rifle: 5  
 Stealth: 6  
 Unarmed Combat: 4  
 Whip: 5

## Knowledge Skills (25):

Computer Background: 5  
 Criminal Law: 4  
 Police Procedures: 3  
 Security Systems: 5  
 Shadowrunner Hangouts: 4  
 Underworld Politics: 4  
 English: 4  
   English R/W: 2  
 Spanish: 3  
   Spanish R/W: 1

## Cyberware (210,000¥):

Headware Memory: 60Mp  
 Retinal Mod [camera, flare compensation] (α)  
 Fingertip Compartment [monofilament whip]

Fingertip Datajack  
 Smartlink (α)  
 Wired Reflexes Level 2 [reflex trigger]

## Gear (166,700¥):

Monofilament Whip  
 Whip  
 Fichetti Security 500 Light Pistol [smartlink, silencer]  
   concealable holster, 2 spare clips, 60 rounds EX  
   explosive ammunition  
 Ares Predator Heavy Pistol [smartlink, imaging scope  
   mag-3, silencer] concealable holster, 4 spare clips,  
   60 rounds explosive, 60 rounds flechette, 60  
   rounds gel, 60 rounds regular ammunition  
 Ranger Arms SM-3 Sniper Rifle, 2 spare clips, 30  
   rounds EX explosive, 30 rounds gel ammunition  
 Fine Clothing  
 Très Chic Clothing  
 Armor Clothing (3/0)  
 Armor Vest (2/1)

Lined Coat (4/2)  
 Pocket Secretary  
 Microtronics Kit  
 Binoculars [thermographic imaging]  
 Data Codebreaker [Rating 6]  
 Dataline Tap [Rating 6]  
 Laser Microphone [Rating 6]  
 Plasteel Restraints (4)  
 Maglock Passkey [Rating 4]  
 Climbing Gear [ascent/descent harness & kit,  
   rappelling gloves, rope (50m)]  
 Tranquilizer Patch [Rating 6] (5)  
 Ford Americar  
 High Lifestyle

## Contacts (20,000¥):

Armorer [L1]  
 Bartender [L1]  
 City Official [L1]  
 Corporate Official [L1]  
 Lone Star Officer [L1]  
 Technician [L1]

## Commentary:

The bounty hunter is a hard woman. She lives by tracking down those people the corporate cops and hitmen don't have the time or inclination to track down. She is very good at what she does.

*"Stop that bleeding, will you? I'm supposed to bring you back alive."*

>>>>>[Because of her quasi-legal status, she can obtain her gear legally, but remember that all of it is registered. This also means she has a SIN.]<<<<<<

## Starting Cash:

330+3d6(100)¥

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Created by AK404. Natural low-light vision. Race: D, Magic: E, Skills: A, Attributes: C, Resources: B.

## Ork Martial Artist (Adept)\*

## Attributes (A):

Body: 8  
 Quickness: 5  
 Strength: 8  
 Charisma: 3  
 Intelligence: 5  
 Willpower: 4  
 Essence: 6.0  
 Magic: 6  
   Reaction: 7  
   Initiative: 7+2d6  
   Combat Pool: 7  
   Karma Pool: 1

## Active Skills (C):

Athletics: 6  
 Etiquette (Warrior): 3 (5)  
 Magical Theory: 2  
 Pole Arm/Staff: 6  
 Stealth: 4  
 Throwing Weapon: 6  
 Unarmed Combat: 6/8

## Knowledge Skills (25):

Bushido Philosophy: 5  
 Japanese Culture: 3  
 Legendary Martial Artists: 5  
 Meditation (Zen): 4 (6)  
 Seattle Ork Underground: 3  
 Video Games: 3  
 English: 4  
   English R/W: 2  
 Japanese: 4  
   Japanese R/W: 2

## Gear (4,890¥):

Staff  
 Throwing Knives (7)  
 Armor Clothing (3/0)  
 Lined Coat (4/2)

Ration Bars (10)  
 Survival Kit  
 100¥ random books.  
 Low Lifestyle [3 months]

## Contacts:

Metahuman Rights Activist [L1]  
 Sensei [L1]

## Adept Powers (6.0/6.0):

Improved Ability:  
   Unarmed Combat: +2 Dice (1.0)  
 Improved Reflexes: 1 (2.0)  
 Improved Senses: (1.0)  
   Balance Augmentation  
   Hearing Amplification  
   Spatial Recognition  
   Thermographic Vision  
 Killing Hands: M (1.0)  
 Pain Resistance: 2 (1.0)

## Starting Cash:

11+3d6(100)¥

## Commentary:

Like the kensei (q.v.), the superhuman martial artist is a product of the Awakened world, though stories certainly suggest he existed long before. He is wise, dangerous, and a dream come true for many video game fanatics.

*"I am going to hit you now. When you wake up, we will discuss the reasons why I needed to hit you."*

---

\* Created by AK404. Natural low-light vision. Race: D, Magic: B, Skills: C, Attributes: A, Resources: E.

## Ork Street Mage<sup>\*</sup>

### Attributes (B):

Body: 5  
 Quickness: 5  
 Strength: 4  
 Charisma: 5  
 Intelligence: 5  
 Willpower: 6  
 Essence: 6.0  
 Magic: 6  
   Reaction: 5  
   Initiative: 5+1d6  
   Astral Reaction: 25  
   Astral Initiative: 25+1d6  
   Astral Combat Pool: 8  
   Combat Pool: 8  
   Spell Pool: 5  
   Karma Pool: 1

### Active Skills (C):

Aura Reading: 4  
 Conjuring: 5  
 Etiquette (Street): 3 (5)  
 Negotiation: 3  
 Pistol: 3  
 Pole Arm/Staff (Staff): 2 (4)  
 Sorcery: 6  
 Stealth: 3  
 Unarmed Combat: 3

### Knowledge Skills (25):

Magical Theory: 4  
 Magical Threats: 2  
 Scrounging: 4  
 Seattle Ork Underground: 5  
 Seattle Streets: 3  
 Spell Design: 4  
 Talismongering: 3  
 English (City Speak): 4 (6)  
   English R/W: 2 (NA)  
 Spanish: 2  
   Spanish R/W: 1

### Gear (4,960¥):

Staff  
 Ruger Super Warhawk Heavy Pistol, 30 rounds  
   standard ammunition  
 Ordinary Clothing  
 Armor Clothing (3/0)

Lined Coat (4/2)  
 Goggles [thermographic imaging]  
 Illusion Fetish [Improved Invisibility]  
 Low Lifestyle

### Contacts:

Street Cop [L1]  
 Talismonger [L1]

### Spells (25):

Clairvoyance: 4 (E)  
 Improved Invisibility: 4 (F)  
 Mana Bolt: 6  
 Mask: 5  
 Mind Probe: 4 (E)  
 Physical Barrier: 5  
 Treat: 4 (E)

### Starting Cash:

4+3d6(100)¥

### Commentary:

He's ugly, he's magical, and he's hermetic. The ork mage does what he can for his own personal enlightenment. If he can make some extra nuyen in the deal, so much the better. Whatever he does though, he is still first and foremost a mage.

>>>>[Sorry, not this time. Thanks to the changes in the Third Edition, the ork mage isn't as weak, ugly, or stupid as he used to be. Sure, he's stuck in the Barrens, but this isn't the sort of mage to stay shut in with a load of thaumaturgy texts. He's a lot sneakier than he used to be, and more than ready for some beat-down action. The magic supplies this mage with a rare degree of freedom he feels fortunate to enjoy. It's still not as easy for a street guy like him to pick up, but at least he's no longer at the bottom of the heap.]<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

*"No one tells me what to do. Ask me, pay me, and then I'll think about it."*

<sup>\*</sup> Converted by AK404 from a First Edition archetype by Russ Herschler. Astral perception, astral projection. Race: D, Magic: A, Skills: C, Attributes: B, Resources: E.

## Ork Street Samurai\*

## Attributes (A):

Body: 9/12  
 Quickness: 6  
 Strength: 8  
 Charisma: 3  
 Intelligence: 3  
 Willpower: 4  
 Essence: 0.66  
 Reaction: 4/8  
 Initiative: 8+3d6  
 Combat Pool: 6  
 Karma Pool: 1

## Active Skills (C):

Assault Rifle: 5  
 Bike: 5  
 Cyber-Implant Combat (Cyber-  
 Spurs): 5 (7)  
 Etiquette (Street): 2 (4)  
 Launch Weapon (Grenade  
 Launcher): 4 (6)  
 Pistol: 6  
 Unarmed Combat: 3

## Knowledge Skills (15):

Bushido Philosophy: 2  
 Korean Culture (Seoulpa Rings):  
 2 (4)  
 Seattle Ork Underground: 3  
 Shadowrunner Hangouts: 4  
 Video Games: 2  
 English: 2  
 English R/W: 1  
 Korean: 2  
 Korean R/W: 2

## Cyberware (292,400¥):

Headware Telephone ( $\alpha$ )  
 Retinal Mod [flare compensation]  
 Dermal Plating Level 3 ( $\alpha$ )

Retractable Spurs ( $\alpha$ )  
 Smartlink ( $\alpha$ )  
 Wired Reflexes Level 2

## Gear (91,760¥):

Ares Predator Heavy Pistol [smartlink] concealable  
 holster, 4 spare clips, 80 rounds explosive  
 ammunition  
 AK-98 Assault Rifle [smartlink, gas vent III, shock pad]  
 4 spare clips, 200 rounds explosive ammunition,  
 12 offensive [HE/AP] mini-grenades  
 Armor Jacket (5/3)

Armor Vest w/plates (4/3)  
 Bike (B/R) Shop  
 Stimulant Patch [Rating 6] (6)  
 Trauma Patch (2)  
 Gold DocWagon™ Contract  
 Harley Scorpion  
 High Lifestyle [3 months]

## Contacts (15,000¥):

Bartender [L1]  
 Fixer [L1]  
 Mechanic [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]

## Starting Cash:

84+3d6(100)¥

## Commentary:

Because of his lack of cyberware, the ork samurai has a lighter touch than you would expect.

>>>>>[Sorry, not this time. Cybered to the teeth and armed to the ears, the ork street sam is rough and rude because no one would dare oppose him. He'll rip your head off before you realize the blur was him.]<<<<<<

—Lord of Insanity (sore wa himitsu desu/ha-ha-ha!)

*"Don't die before I kill you."*

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Natural low-light vision. Race: D, Magic: E, Skills: C, Attributes: A, Resources: B.

## Rocker<sup>\*</sup>

### Attributes (A):

Body: 4  
 Quickness: 5  
 Strength: 4  
 Charisma: 6  
 Intelligence: 5  
 Willpower: 6  
 Essence: 5.0  
   Reaction: 5  
   Initiative: 5+1d6  
   Combat Pool: 8  
   Karma Pool: 1

### Skills (B):

Bike: 2  
 Dance (Whip Thrash): 5  
 Electronics: 3  
 Etiquette (Street): 5 (7)  
 Musical Instrument (Guitars): 6  
 Negotiation: 3  
 Pistol: 3  
 Singing: 5  
 Throwing Weapon: 3  
 Unarmed Combat: 3

### Knowledge Skills (25):

Acoustic Instruments: 4  
 Electric Instruments: 5  
 Magic Background: 2  
 Music Clubs: 4  
 Musical Composition: 5  
 Musical Theory: 5  
 English: 5  
   English R/W: 2  
 Japanese: 2  
   Japanese R/W: 1

### Cyberware (13,500¥):

Datajack  
 Dampener  
 Retinal Mod [flare compensation, low-light]

### Synthlink Interface (α)

### Gear (64,200¥):

Throwing Knife (2)  
 Browning Max-Power Heavy Pistol [laser sight]  
   concealable holster, 2 spare clips, 60 rounds  
   regular ammunition  
 Ordinary Clothing (4)  
 Fine Clothing  
 Très Chic Clothing  
 Armor Clothing (3/0)  
 Armor Jacket (5/3)  
 Synthetic Leathers (0/1)  
 Acoustic Guitar [average quality]

Electric Guitar [fine quality]  
 Synthlink Controller [average quality]  
 Club Acoustic Modulator  
 Club Amplifiers  
 Body Mike  
 Hand Microphone w/stand  
 Mixer [5 inputs, 3 outputs, built-in DDO, polycorder]  
 Club Speakers  
 Yamaha Rapier  
 Basic DocWagon™ Contract  
 Status: Seller [low lifestyle]

### Contacts (10,000¥):

Bartender [L1]  
 Fixer [L1]  
 Media Producer [L1]  
 Reporter [L1]

### Commentary:

The rocker is not a professional adventurer, but is always seeking for a new thrill. Maybe she's looking for experiences to fuel her music or maybe she just wants an adrenaline rush. Though not a professional musician, she's got what it takes. She came up from the streets the hard way and is determined not to go back.

### Starting Cash:

230+3d6(100)¥

*"Hey, I know the scene around here. I know the life. You get only one chance. So tell me your gig and let's see if we can jam. Shoot, chummer, if you sing sweet enough, I might even play along for the kick."*

### Notes:

- Cosmetic surgery to suit chosen image.

>>>>>[Dance is a revised skill now based on the Quickness attribute; Musical Instrument (by type) is based on Intelligence. Singing is based on Charisma.]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

<sup>\*</sup> Found in [Tech Specs](#), converted by AK404. Commentary and quote taken from Shadowrun™ texts. Rocker uses gear and rules from [Shadowbeat](#). Race: E, Magic: D, Skills: B, Attributes: A, Resources: C.

## Shotgun Goddess (Adept)\*

### Attributes (A):

Body: 4  
 Quickness: 6  
 Strength: 6  
 Charisma: 4  
 Intelligence: 6  
 Willpower: 4  
 Essence: 5.3  
 Magic: 5  
 Reaction: 8  
 Initiative: 8+2d6  
 Combat Pool: 8  
 Karma Pool: 1

### Active Skills (C):

Athletics: 4  
 Bike: 3  
 Etiquette (Street): 3 (5)  
 Heavy Weaponry: 4  
 Pistol: 5  
 Shotgun (Enfield AS-7): 5/6 (7/8)  
 Stealth: 4  
 Unarmed Combat: 4

### Knowledge Skills (30):

Computer Background: 3  
 Electronics Background: 4  
 Gang Identification: 5  
 Gunsmithing: 4  
 Lone Star Tactics: 3  
 Magic Background: 2  
 Psychology (Criminal): 3 (5)  
 Security Procedures: 2  
 Shadowrunner Haunts: 3  
 English: 5  
 English R/W: 2  
 Spanish: 4  
 Spanish R/W: 2

### Cyberware (8,000¥):

Dampener  
 Retinal Mod [flare compensation] Smartlink

### Gear (11,655¥):

Ruger Super Warhawk Heavy Pistol [smartlink] Lined Coat (4/2)  
 concealable holster, 4 extra speed loaders, 30 Wrist-Model Cellphone w/flip-up screen  
 rounds EX explosive ammunition Shotgun Tool Kit  
 Enfield AS-7 Shotgun [smartlink, gas vent III, shock Binoculars  
 pad, under-barrel grenade launcher] 4 spare clips, Large Flashlight  
 2 spare drums, 50 rounds EX explosive, 50 rounds Medkit w/supplies  
 flechette, 100 rounds regular ammunition, 6 Low Lifestyle [2 months]  
 concussion, 12 offensive [HE/AP] mini-grenades

### Contacts:

Fixer [L1]  
 Street Cop [L1]

### Adept Powers (5.0/5.0):

Improved Ability:  
 Shotgun: +1 Dice (0.5)  
 Improved Reflexes: 1 (2.0)  
 Improved Senses: (0.5)  
 Low-Light Vision  
 Thermographic Vision  
 Pain Resistance: 2 (1.0)  
 Rapid Healing: 2 (1.0)

### Starting Cash:

35+3d6(100)¥

### Commentary:

The shotgun goddess is Belldandy with a pump rifle...heh, heh, just kidding.

The shotgun goddess is an entirely different sort of urban vigilante, a pure smash-mouth gun-bunny who lives for the joy of unleashing pure killing power in enclosed buildings against things like go-gangers, BTL dealers, and petty criminals. Because actions speak louder than words, the shotgun goddess doesn't know the meaning of the word "subtle" or "charming", but then again, nothing quite says "I hate you" like a shotgun pointed at your face.

*"You fool, pain is my friend! Allow me to introduce you to him! BWAHAHAHAHAHAH!"*

>>>>[Note the similarities to the sweeper (q.v.). These two were made to work with each other, even if they're going to drive each other nuts.]<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Created by AK404, dedicated to Shotgun Mary. Race: E, Magic: B, Skills: C, Attributes: A, Resources: D.

## Sniper (Adept)\*

### Attributes (D):

Body: 3  
 Quickness: 5  
 Strength: 3  
 Charisma: 2  
 Intelligence: 5  
 Willpower: 3  
 Essence: 5.3  
 Magic: 5  
   Reaction: 5  
   Initiative: 5+1d6  
   Combat Pool: 6  
   Karma Pool: 1

### Active Skills (A):

Athletics: 6/10  
 Car: 4  
 Etiquette (Mercenary): 3 (5)  
 Pistol: 5  
 Rifle: 6/8  
 Rifle B/R: 5  
 Stealth: 6/10  
 Unarmed Combat: 5

### Knowledge Skills (25):

Arabic Literature: 3  
 Biology: 4  
 Counterterrorist Tactics: 5  
 Ghillie Suit Fabrication: 4  
 Mercenary Groups: 3  
 Middle East Politics: 3  
 Physics (Ballistics): 2 (4)  
 Arabic: 4  
   Arabic R/W: 2  
 English: 3  
   English R/W: 1

### Cyberware (8,000¥):

Dampener  
 Retinal Mod [flare compensation]

Smartlink

### Gear (64,600¥):

Fichetti Security 500 Light Pistol [smartlink, silencer]  
 concealable holster, spare clip, 30 rounds EX  
 explosive ammunition

Ranger Arms SM-3 Sniper Rifle, 5 spare clips, 30  
 rounds EX explosive, 30 rounds flechette, 30  
 rounds gel, 60 rounds regular ammunition

Lined Coat (4/2)

Camouflage Full Suit (5/3)

Pocket Secretary

Binoculars

Pocket Flashlight

Signal Locator [AoD/Rating 6]

Tracking Signal [AoD/Rating 6] (3)

Medkit w/supplies

Ford Americar

High Lifestyle [2 months]

### Contacts (15,000¥):

Dealer [L1]  
 Metahuman Rights Activist [L1]  
 Mercenary [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]

### Adept Powers (5.0/5.0):

Improved Abilities:  
   Athletics: +4 Dice (1.0)  
   Rifle: +2 Dice (1.0)  
   Stealth: +4 Dice (1.0)  
 Improved Senses: (0.5)  
   Low-Light Vision  
   Thermographic Vision  
 Pain Resistance: 2 (1.0)  
 Traceless Walk (0.5)

### Starting Cash:

240+3d6(100)¥

### Commentary:

The physical adept sniper isn't a prodigiously strong person, but her skills and abilities make this fact irrelevant. She is the ultimate killing machine, built upon stealth and brains rather than brute force. As clean and elegant as the rifle she carries, she is more than capable of killing a target before he even knows she is there.

*"I'm going to send you a love letter, my dear. A bullet straight from my gun to your heart..."*

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Race: E, Magic: B, Skills: A, Attributes: D, Resources: C.



## Spy (Adept)\*

### Attributes (C):

Body: 3  
 Quickness: 4  
 Strength: 3  
 Charisma: 4  
 Intelligence: 6  
 Willpower: 4  
 Essence: 6.0  
 Magic: 6  
   Reaction: 5  
   Initiative: 5+1d6  
   Combat Pool: 7  
   Karma Pool: 1

### Skills (A):

Car: 3  
 Computer: 5  
 Disguise: 5  
 Electronics: 5  
 Etiquette: 6  
 Negotiation: 4  
 Pistol: 4  
 Stealth: 6/10  
 Unarmed Combat: 5

### Knowledge Skills (30):

Corporate Politics: 4  
 Esoteric Trivia: 2  
 Government Politics: 4  
 Psychology: 6  
 Security Procedures: 5  
 Security Systems: 4  
 Seattle Corporate History: 3  
 English: 6  
   English R/W: 3  
 Japanese: 5  
   Japanese R/W: 2

### Gear (19,740¥):

Fichetti Security 500 Light Pistol [laser sight, silencer]  
   concealable holster, 4 spare clips, 60 rounds  
   standard ammunition  
 Ordinary Clothing (2)  
 Très Chic Clothing  
 Armor Vest w/plates (4/3)

Handset Unit Cellphone  
 Pocket Secretary  
 Microtronics Kit  
 Disguise Kit  
 Low Lifestyle [2 months]  
 Middle Lifestyle (2)

### Contacts:

Corporate Official [L1]  
 Government Official [L1]

### Adept Powers (6.0/6.0):

Astral Perception (2.0)  
 Enhanced Perception: 2 (1.0)  
 Improved Ability:  
   Stealth: +4 Dice (1.0)  
 Improved Senses: (1.0)  
   Flare Compensation  
   Hearing Amplification  
   Low-Light Vision  
   Sound Damper  
 Killing Hands: M (1.0)

### Starting Cash:

61+3d6(100¥)

### Commentary:

Where are the spies in the 21<sup>st</sup> century? How come none of us have heard anything about them? Exactly their point. Actually, in a world emerging from recent turmoil, spies are enjoying the highest demand for their services since the Cold War. And thanks to the Awakening, they've gotten even tougher to spot.

The spy lives on the edge; they are never able to leave the high-class societies they watch for the comforting anonymity found in the streets. But they're the ones that prove it's possible to vanish in the glittering part of the city, too. They are skilled, subtle, and cunning.

"..."

>>>>>[Disguise is a new skill based on the Intelligence attribute.]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Astral perception. Race: E, Magic: B, Skills: A, Attributes: C, Resources: D.

## Sweeper v2.0 (Adept)\*

## Attributes (C):

Body: 4  
 Quickness: 5  
 Strength: 3  
 Charisma: 4  
 Intelligence: 5  
 Willpower: 3  
 Essence: 5.3  
 Magic: 5  
   Reaction: 5/7  
   Initiative: 7+2d6  
   Combat Pool: 6  
   Karma Pool: 1

## Active Skills (A):

Athletics: 6  
 Car: 5  
 Etiquette (Street): 5 (7)  
 Pistol: 6/8  
 Pistol B/R: 3  
 Rifle: 3  
 Stealth: 6  
 Unarmed Combat: 6

## Knowledge Skills (25):

Forensics: 4  
 Gang Identification: 4  
 Information Gathering: 4  
 Physics (Ballistics): 2 (4)  
 Police Procedures: 2  
 Psychology: 4  
 Strip Joints: 3  
 English: 4  
   English R/W: 2  
 Japanese: 4  
   Japanese R/W: 2

## Cyberware (8,000¥):

Dampener  
 Retinal Mod [flare compensation]

Smartlink

## Gear (6,610¥):

Ares Predator Heavy Pistol [smartlink, silencer]  
 concealable holster, 5 spare clips, 30 rounds  
 explosive, 30 rounds flechette, 30 rounds gel, 60  
 rounds regular ammunition  
 Armor Clothing (3/0)  
 Armor Jacket (5/3)

Wrist-Model Cellphone w/flip-up screen  
 Pistol Tool Kit  
 Binoculars  
 Large Flashlight  
 Medkit w/supplies  
 Low Lifestyle [2 months]

## Contacts (5,000¥):

Bartender [L1]  
 Fixer [L1]  
 Metahuman Rights Activist [L1]

## Adept Powers (5.0/5.0):

Improved Ability:  
   Pistol: +2 Dice (1.0)  
 Improved Reflexes: 1 (2.0)  
 Improved Senses: (0.5)  
   Low-Light Vision  
   Thermographic Vision  
 Killing Hands: L (0.5)  
 Pain Resistance: 2 (1.0)

## Starting Cash:

39+3d6(100)¥

## Commentary:

The job of any sweeper is to clean garbage off the streets—human garbage, that is. The sweeper is a mercenary with a strong moral code, a rare breed of shadowrunner that places justice over pay. His reputation attracts a likewise rare breed of clients, ones who want to wipe out the street scum that cops miss, yet have the money to pay someone to do it.

If your cause is noble, though, the sweeper just might take the job for merely what you can afford—he might even do it for free. His generosity makes him popular and poor, but don't take it too far. If you try to con him into doing a sinister job, he'll find you and gun you down without fail.

Anyone can assure you of that.

*"He made a big mistake. He picked a fight with a pro."*

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)), dedicated to Ryo Saeba. Race: E, Magic: B, Skills: A, Attributes: C, Resources: D.

## Tribesman (Adept)\*

### Attributes (A):

Body: 4  
 Quickness: 6  
 Strength: 6  
 Charisma: 5  
 Intelligence: 5  
 Willpower: 4  
 Essence: 6.0  
 Magic: 6  
   Reaction: 5/7  
   Initiative: 7+2d6  
   Combat Pool: 7  
   Karma Pool: 1

### Skills (C):

Athletics: 4/6  
 Biotech: 4  
 Edged Weapon: 5  
 Etiquette (Tribal): 4 (6)  
 Projectile Weapon (Bow): 5/7  
 (7/9)  
 Stealth: 5/9  
 Unarmed Combat: 5

### Knowledge Skills (25):

Amerindian Culture: 4  
 Amerindian Legends: 4  
 Biology: 3  
 Computer Background: 1  
 Horse Breeding: 2  
 Magic Background: 2  
 Meditation: 3  
 NAN Border Patrol Tactics: 4  
 Tribal Politics: 2  
 English: 3  
   English R/W: 1  
 Sioux: 4  
   Sioux R/W: 2

### Gear (9,985¥):

Combat Axe  
 Survival Knife  
 Standard Bow [STR: 6 min.] 40 arrows in quiver  
 Lined Coat (4/2)  
 Real Leathers (0/2)  
 Wrist-Model Cellphone  
 Binoculars  
 Survival Kit

Medkit [spare supplies (2)]  
 Slap Patches:  
   Antidote [Rating 6] (3)  
   Stimulant [Rating 6] (3)  
   Tranquilizer [Rating 6] (3)  
   Trauma (2)  
 Low Lifestyle [3 months]

### Contacts (10,000¥):

City Official [L1]  
 Fixer [L1]  
 Metahuman Rights Activist [L1]  
 Tribal Chief [L1]

### Adept Powers (6.0/6.0):

Improved Abilities:  
   Athletics: +2 Dice (0.5)  
   Projectile Weapon: +2 Die (1.0)  
   Stealth: +4 Dice (1.0)  
 Improved Reflexes: 1 (2.0)  
 Improved Senses: (1.5)  
   Direction Sense  
   Flare Compensation  
   Hearing Amplification  
   Low-Light Vision  
   Sound Dampening  
   Vision Magnification 3

### Starting Cash:

2+3d6(100¥)

### Commentary:

The feats of the Native Americans of old often astounded the people who bothered to listen to the tales: firing bows from galloping horses, running hundreds of miles in a few days, going countless days without sleep. Well, the stories are true, and in fact, they've become more incredible since the Awakening. Don't think the streets are ruled by cybered warriors and magicians. The tribesman is tough, smart, fast, skilled, wise, and all too willing to prove the greatness of his people.

*"Now, the Indian guy wasn't too bad."*

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Race: E, Magic: B, Skills: C, Attributes: A, Resources: D.

## Troll Bodyguard\*

### Attributes (A): \*\*

Body: 10/13  
 Quickness: 4  
 Strength: 7  
 Charisma: 4  
 Intelligence: 4  
 Willpower: 4  
 Essence: 0.4  
 Reaction: 4/8  
 Initiative: 8+3d6  
 Combat Pool: 6  
 Karma Pool: 1

### Active Skills (D):

Athletics: 3  
 Biotech (First Aid): 3 (5)  
 Car: 5  
 Negotiation (Bargain): 3 (5)  
 Pistol: 6  
 Unarmed Combat: 5

### Knowledge Skills (20):

Bodyguarding: 5  
 Media Background: 2  
 Modern Rock Groups: 2  
 Security Procedures: 4  
 Troll Thrash Bands: 3  
 Weightlifting: 3  
 English: 4  
 English R/W: 2  
 Japanese: 2  
 Japanese R/W: 1

### Cyberware (239,500¥):

Chipjack  
 Dampener  
 Retinal Mod [low-light, flare compensation]  
 Smartlink ( $\alpha$ )

Dermal Plating Level 2  
 Skillwires Level 3: 30Mp  
 Wired Reflexes Level 2

### Knowsofts (13,500¥):

Activesofts [Rating 3/27Mp] (3) (PC's choice)  
 Etiquette [Rating 3/27Mp]

Stealth [Rating 3/27Mp]

### Gear (99,779¥):

Ares Predator Heavy Pistol [troll-customized, smartlink] concealable holster, 4 spare clips, 80 rounds regular ammunition  
 Très Chic Clothing [troll-customized]  
 Securetech Clothing [troll-customized] (3/0)  
 Securetech Long Coat [troll-customized] (4/2)  
 Pocket Secretary [troll-customized]  
 Respirator (2)

Platinum Doc Wagon™ Contract  
 Slap Patches:  
 Antidote [Rating 6] (5)  
 Stimulant [Rating 6] (5)  
 Trauma (5)  
 Ford Americar [troll-customized]  
 High Lifestyle [troll-customized]

### Contacts (15,000¥):

City Official [L1]  
 Mechanic [L1]  
 Media Producer [L1]  
 Mr. Johnson [L1]  
 Tribal Chief [L1]

### Commentary:

The bodyguard is a professional, and personal protection is his specialty. His job can be as boring as guarding a reclusive, housebound computer programmer, or as exciting as protecting the latest sweet young simsense star during her first whirlwind tour of Europe.

*"When your life's in danger, it's my brawl game."*

### Starting Cash:

223+3d6(100¥)

\* Created by AK404. Natural thermographic vision, +1 reach for Armed/Unarmed Combat, natural dermal armor (+1 Body). Race: C, Magic: E, Skills: D, Attributes: A, Resources: B.

## Troll Reporter\*

### Attributes (B):\*\*

Body: 5/6  
 Quickness: 4  
 Strength: 7  
 Charisma: 4  
 Intelligence: 4  
 Willpower: 6  
 Essence: 6.0  
 Reaction: 4  
 Initiative: 4+1d6  
 Combat Pool: 7  
 Karma Pool: 1

### Active Skills (A):

Computer: 2  
 Electronics (Surveillance Equipment): 3 (5)  
 Etiquette (Street): 5 (7)  
 Interrogation (Interview): 4 (6)  
 Intimidation: 4  
 Leadership (Reporting): 4 (6)  
 Pistol: 4  
 Portacam: 5  
 Stealth: 4  
 Unarmed Combat: 5

### Knowledge Skills (20):

Local Politics: 3  
 Nose for News: 4  
 Pirate Trid Broadcasters: 4  
 Psychology: 2  
 Redmond Barrens Rumormill: 4  
 Seattle Ork Underground: 3  
 English (City Speak): 5 (7)  
 English R/W: 2 (NA)

### Gear (9,795¥):

Remington Roomsweeper Heavy Pistol [troll-customized, laser sight] concealable holster, 4 spare clips, 50 rounds regular ammunition  
 Lined Coat [troll-customized] (4/2)  
 Pocket Secretary [troll-customized]

Binoculars [troll-customized, low-light]  
 Large Flashlight  
 Sony HB500 Portacam [troll-customized]  
 Low Lifestyle [troll-customized, 2 months]

### Contacts (10,000¥):

Pirate Net Affiliation  
 Lone Star Detective [L1]  
 Metahuman Rights Activist [L1]

### Starting Cash:

21+3d6(100¥)

### Commentary:

The troll reporter's an idealist who'd like to see the world get better. He wants to see equal opportunities for humans and metahumans alike—a better standard of living for the countless poor and SIN-less people. His stories are about the exploitation of the corps, corruption of officials and exposure of metahuman policlub scum. He works for a small local paper or midnight TV channel, neither big enough to make a great impact or paying much money. Shadowrunning now and then is a welcome diversion; it pays the bills and provides a nice opportunity to learn something. He only must be careful that he doesn't expose his sources, or they will never allow him to join again.

*"Da public gots da right to know. Everybody knows dat the corp's don't do nothing for da little people, allowing them slums and making huge money over our backs. And they discriminate too, never gives us metas a chance to earn some decent living. No wonder our boys and gals turn to crime, it's da only way to get some money. This must end: I'll expose them for da money grubbing despots they are. So if yer looking for a big troll who likes to expose corp bastards, I'm yer man. I wanna get paid, though; this troll got lotsa family that needs ta eat."*

>>>>>[This archetype is inspired on the drawing of the troll reporter in the Shadowbeat sourcebook. The picture was too cool not to build a character upon it.]<<<<<<

—Woodman (??:??:??/??-??-??)

>>>>>[Yeah, a troll reporter is most definitely one of the more interesting concepts I've seen, so I wanted to take a stab at it too. So here's the troll reporter redone: bigger, meaner, and all ready for SR3. Portacam is a revised skill now based on the Intelligence attribute; Interview is a specialization of Interrogation based on Charisma, as is Reporting (a specialization of the Leadership skill).]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

\* Converted by AK404 from a Second Edition archetype by Woodman ([gwoudstra@usa.net](mailto:gwoudstra@usa.net)). Troll reporter uses gear and rules from Shadowbeat. Natural thermographic vision, +1 reach for Armed/Unarmed Combat, natural dermal armor (+1 Body). Race: C, Magic: E, Skills: A, Attributes: B, Resources: D.

## Troll Street Samurai\*

## Attributes (A):\*\*

Body: 10/13  
 Quickness: 4/6  
 Strength: 10/12  
 Charisma: 2  
 Intelligence: 3  
 Willpower: 3  
 Essence: 1.0  
 Reaction: 4/6  
 Initiative: 6+2d6  
 Combat Pool: 6  
 Karma Pool: 1

## Active Skills (D):

Car: 1  
 Cyber-Implant Combat (Cyber-Spurs): 5 (7)  
 Etiquette: 2  
 Heavy Weapon: 6  
 Launch Weapon: 6  
 Pole Arm/Staff: 5

## Knowledge Skills (15):

Demolitions Background: 2  
 Gang Identification: 2  
 Security Systems: 1  
 Shadowrunner Haunts: 3  
 Synthahol Guzzling: 2  
 English (City Speak): 1 (3)  
 English R/W: 1  
 Japanese: 2  
 Japanese R/W: 1

## Cyberware (223,500¥):

Retinal Mod [flare compensation]  
 Muscle Replacement Level 2 (α)  
 Smartlink (α)

Retractable Spurs  
 Dermal Plating Level 2  
 Wired Reflexes Level 1 (α)

## Gear (158,625¥):

Polearm [troll-customized]  
 Vigorous Assault Cannon [troll-customized, smartlink]  
 100 round-belt assault cannon ammunition  
 IWS Multi-Launcher [troll-customized] 2 AP, 2 AV, 2  
 HE Rockets, 4 AP, 4 AV, 4 HE Missiles  
 Armor Clothing [troll-customized] (3/0)

Armor Jacket [troll-customized] (5/3)  
 Light Security Armor [troll-customized] (6/4)  
 Wrist-Model Cellphone [troll-customized]  
 Goggles [troll-customized, low-light]  
 Ares Roadmaster [troll-customized]  
 High Lifestyle [troll-customized]

## Contacts (15,000¥):

Fixer [L1]  
 Mechanic [L1]  
 Mr. Johnson [L1]  
 Street Doc [L1]  
 Troll Bouncer [L1]

## Commentary:

The troll street samurai. What more need we say?

*"You just tell me what yer willin' to pay, and I'll let ya know if I'm insulted."*

>>>>>[Grade A bang-bang with lots of restricted weaponry and armor, but not too smart, you see (not that this has actually stopped anyone, mind you)...]<<<<<<

—AK404 (hey:look:ma!/no-hands-ouch!)

## Starting Cash:

288+3d6(100¥)

\* Converted by AK404 from a Second Edition archetype by Ryuji ([ryujinospam@umich.edu](mailto:ryujinospam@umich.edu)). Commentary and quote taken from Shadowrun™ texts. Natural thermographic vision, +1 reach for Armed/Unarmed Combat, natural dermal armor (+1 Body). Race: C, Magic: E, Skills: D, Attributes: A, Resources: B.

## Troubleshooter (Adept)\*

### Attributes (D):

Body: 3  
 Quickness: 5  
 Strength: 2  
 Charisma: 3  
 Intelligence: 5  
 Willpower: 3  
 Essence: 5.3  
 Magic: 5  
   Reaction: 5  
   Initiative: 5+1d6  
   Combat Pool: 6  
   Karma Pool: 1

### Active Skills (A):

Car: 4  
 Demolitions: 6  
 Disguise: 5  
 Electronics: 5  
 Etiquette (Corporate): 3 (5)  
 Negotiation: 4  
 Pistol: 5  
 Rifle: 6/8  
 Stealth: 6/10

### Knowledge Skills (25):

Computer Background: 4  
 Corporate Politics: 3  
 Psychology (Individual): 2 (4)  
 Seattle Corporate History: 3  
 Security Procedures: 4  
 Security Systems: 4  
 UCAS Government Politics: 2  
 Urban Brawl Teams: 2  
 English: 4  
   English R/W: 2  
 Japanese: 3  
   Japanese R/W: 1

### Gear (79,060¥):

Fichetti Security 500 Light Pistol [laser sight, silencer]  
   concealable holster, 4 spare clips, 60 rounds  
   regular ammunition  
 Ranger Arms SM-3 Sniper Rifle, 4 spare clips, 30  
   rounds EX explosive, 30 rounds flechette, 60  
   rounds regular ammunition  
 C-IV Plastic Explosive (60kg) w/radio detonator &  
   timer (5 ea.)  
 Ordinary Clothing (4)  
 Fine Clothing  
 Très Chic Clothing  
 Securetech Jacket (5/3)  
 Securetech Long Coat (4/2)  
 Wrist-Model Cellphone w/flip-up screen

Pocket Secretary  
 Disguise Kit & Shop  
 Electronics Kit  
 Micro-Transceiver [Rating 6]  
 Micro-Camcorder  
 Bug Scanner [Rating 6]  
 Jammer [Rating 6]  
 White Noise Generator [Rating 6]  
 Wire Clippers  
 Medkit w/supplies  
 Ford Americar  
 Middle Lifestyle  
 Low Lifestyle [2 months]

### Contacts (10,000¥):

Corporate Official [L1]  
 Fixer [L1]  
 Government Official [L1]  
 Street Doc [L1]

### Adept Powers (6.0/6.0):

Empathic Sense (0.5)  
 Enhanced Perception: 2 (1.0)  
 Improved Ability:  
   Stealth: +4 Dice (1.0)  
 Improved Senses: (1.0)  
   Flare Compensation  
   Hearing Amplification  
   Low-Light Vision  
   Sound Dampening  
 Magic Resistance: 1 (1.0)  
 True Sight: 2 (0.5)  
 Sixth Sense: 2 (0.5)  
 Spell Shroud: 2 (0.5)

### Starting Cash:

94+3d6(100)¥

### Commentary:

All shadowrunners are technically "troubleshooters," but this guy does with a systematic ruthlessness and cold-hearted rationale that goes beyond the so-called professionalism of a lot of runners. The troubleshooter works almost exclusively for the corporations or the governments, pulling off jobs that involve distance from his target, even if that means close to them first. He's bland enough that nobody would ever recognize him from any other suit, and in his line of work, that's a good thing. If he has any weaknesses, it would be his relative weakness in toe-to-toe combat. Give him some time and distance, however, and he can take out just about anyone he wants.

\* Created by AK404. Race: E, Magic: B, Skills: A, Attributes: D, Resources: C.

## Comments from the Packrat's Cache

### Note:

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- Unless mentioned otherwise, all smartlinks are internal.
- Unless the weapon comes from a sourcebook other than the main book, none of the regular extras (imaging scopes, silencers, retractable stocks, and so on) will be listed. However, any added options will be listed.
- Weapons can be cased or caseless at the player's option; caseless weapons may hold 20% more ammunition at an additional 50% charge to the weapon and ammunition (as per to the rules set down in [Fields of Fire](#)). The characters here use standard cased/caseless weapons with no addition to ammunition.
- When grenades are listed as [HE/AP], this means that half of the grenades will be High-Explosive; the other half will be Anti-Personnel.
- BSF = Bonded Sustained Foci
- E = Exclusive Spell
- F = Fetish-Limited Spell

### Revised Active Skills:

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- Disguise: Intelligence. Disguise is the art of well, disguise. This Skill can be backed up by any Knowledge Skills having to do with acting. Default Skill: Stealth.
- Pirogue: Quickness. Pirogue is boating with a stick; it's literally piloting a smaller boat through the water with a staff. Default Skill: Sailboat.
- Dance (by type): Quickness. When assigning a character the Dancing Skill, the type of dance must be specified; for simplicity's sake, there are no Specializations of the Dance Skill. Typical forms of Dance include ballet, modern dance, tribal dance, and various other forms of social and ethnic dancing (ballroom, Balinese temple dance, Japanese kabuki, slam dance, slam, whip-thrash, and so on).
- Musical Instrument (by type): Intelligence. General Skills must specify the class of instrument: winds, guitars, keyboards, strings, or percussion. Specializations govern specific instruments: acoustic guitar, synthaxe, western drums, saxophone, electric guitar, etc. Unique instruments that don't fit into general categories—the Japanese koto, Indonesian gamelan, and techno-weird instruments like the throbber—may be considered General Skills by your GM. Skills govern playing the instruments, tuning it, and simple maintenance.
- Singing: Charisma. Anyone can try to sing, but the Singing Skill lets the individual do it on key, clearly, with the sound intended. Specializations would include particular genres: jazz vocals, crooning, opera, Gregorian chant, hard rock, etc. Strangely enough, a singer can sing in any language (even if he doesn't understand it) so long as he has the song memorized correctly. (Hey, if it can happen in real life, it can happen in an RPG!)
- Interview (specialization of Interrogation): Charisma. Another essential requirement for reporters.
- Portacam: Intelligence. This Skill governs the use of video and trideo cameras, editing equipment, the art of getting good trid shots, and so on. This skill is essential for anyone playing a snoop. Default Skill: Electronics.
- Reporting (specialization of Leadership): Charisma. This is the third skill in the "holy trinity" for the would-be reporter.

### Your characters are <RANDOM COMPLAINT>!

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First, I don't design munchkins. Some of these characters were designed under one house rule I hope most GMs can find reasonable: All PCs (at their option) are allowed exactly one piece of gear with an Availability greater than 8 or a Rating greater than 6, so everybody has something they can brag about. They also have to explain how they got their hands on this toy. The GM advantage is they have a general idea of what the character's focus is depending on the item they choose (like sniper rifles, rocket launchers, maglock passkeys, or those nasty MPCP-12 cyberdecks), and can exploit that strong point, if they're smart.

Since most of these characters are built with a certain direction or strength in mind, they will have weaknesses that can be exploited, which is okay. These examples aren't intended to be Übercharacters—Shadowrun is all about teamwork, not about one player hogging the spotlight. The PC's are part of a team, implementing skills that the others might not have enough time to develop. In fact, most of these characters were designed for relatively low-power campaigns with more stealth and less combat. Besides, give it some time and your PC will eventually get everything they need (whether or not they'll live to use those things is another question altogether!). The characters can be used by the players, but are most useful as contacts, buddies, and non-player characters.

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\* All skills below are revised from the [Shadowbeat](#) sourcebook.



Because of the transition everyone's probably making from SR2 to SR3, I've minimized dependence on outside sourcebooks, lest some piece of gear become banned or priced differently. Not everyone can afford those \$20-a-pop supplements, and I really don't like it when starting characters want nothing but the higher-end gear, like Savalette Guardians and Ares Alpha Combat Guns. With one exception, there's no home-brewed stuff here either: not every GM has heard of NERPS or NAGEE, even if they should go out and download them. Overall, I'd prefer those things stay tucked away, so that when the PC finally does get his hands on the weapon he wants, it actually means something. However, others who have contributed characters to this document may feel differently. (Whenever this happens, I try to replace it with something more familiar, if I can.)

For some of the more unique characters, the following sourcebooks were used: Cybertechnology (some cyberware), Magic in the Shadows (geasa, additional spells and adept powers), Shadowbeat (musical instruments, journalists, combat biker rules), Shadowtech (Ares Squirt, dikote, headware, bioware), Street Samurai Catalog (Narcojet rifle), and Virtual Realities 2.0 (cyberdecks, deckers).

Bioware rules are changing in Man & Machine, you know.

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Then I'll call up the "Grandfather Clause." These characters were made before the new rules came up, and for now, they're legal.

Hey, why does a VCR take up so much essence?

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OK, so maybe this won't apply to many of my characters, but Jon Szeto wrote on this for R2 (which was cut and posted for this question). I thought it was a most interesting piece:

*The basic premise behind the VCR (IMHO, of course) is that, as vehicle technology advances (generically speaking), the controls become a lot more complicated to operate (this is particularly true in the field of aeronautics). Eventually it gets to the point where it's impossible to control some vehicles with a single person, without some assistance.*

*Now, when simsense was invented around the 2020s or so, scientists re-discovered an interesting fact about the (meta)human brain: the middle brain (specifically, the thalamus, pons, and cerebellum) is an incredible traffic-coordinator, and can automatically route thousands (maybe millions) of different stimuli from different parts of the body to the right sections of the cerebral cortex. More importantly, the middle brain is responsible for maintaining balance, which means making sure that hundreds of different muscles are working together in sync.*

*What the VCR implant does is harness the raw data-processing and synchronization power of the middle brain (normally dedicated to maintaining balance and body coordination) to a complex electro/mechanical system, such as a vehicle, security system, etc. However, the limiting factor of a VCR is the "bandwidth" of the man-machine link; simply put, the processing power of the brain is much, much greater than the implant connection is capable of handling. Higher-rated implants (IOW, Level 2 and 3 VCRs) are wired more extensively to the middle brain, so they can exploit more of the brain's processing power...*

*What it boils down to is this: the VCR exploits the immense parallel-processing capability of the brain, which is normally dedicated to monitoring body functions...*

*One additional comment about Move-by-Wire: IMO, the VCR and MBW, from their basic design concepts, come from separate ends of the spectrum. The VCR harnesses the processing power of the brain to improve the performance of technology, while MBW suborns human performance to the dictates of a lump of spiced germanium. And never shall the twain meet. This is the reason I wrote why MBW degrades, and sometimes even neutralizes, some of the benefits of a VCR (see R2, pp17-18).*

What's been adjusted for dwarves and trolls?

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Well, since FASA didn't clarify what was to be customized for these races, I've decided to set adjustments to the following things: weapons, armor, vehicles, and lifestyles. Your GM might add certain computers and electronics on a case-by-case basis (I know I did), except for cyberdecks. Whether they're home-made or off-the-shelf, I never charge customization on cyberdecks; the former because it's hard enough to juggle those kinds of numbers, and the latter are overpriced enough.

Why did you bother to convert so many of Ryuji's archetypes?

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Because he's smarter than me, that's why. His characters are effective; he minimized dependence on outside texts when he did his SR2 archetypes, he's experienced at role-playing games, he taught me a lot of things about Shadowrun, and all I'm doing is following suit.

At last count, exactly 14 of these characters are complete conversions, and more than a few of them have been inspired by his ideas. The major difference between his material and mine is that the majority of my characters are less combat-intensive (or less cybered) than usual. They were designed for a variety of low to middle-power campaigns with more focus on stealth and role-playing than combat and dice rolls: wired reflexes are a rarity, ammunition is kept to a reasonable amount, a Pistol skill of 4 is actually dangerous, and almost everyone carries a DocWagon™ contract. As the adage goes, *"Old age and treachery will beat youth and skill every time."*

What's with the reporters and rockers? Those guys aren't worth squat in combat.

I've always toyed with the idea of running a journalist campaign. You want combat? Look up the cyberinija or street samurai. The rockers, jockers, and reporters were made for pure role-playing, and any group smart enough to buy the Shadowbeat sourcebook.

Lotta damned dwarves and elves...

Top Ten Reasons Dwarves Are Better Than Elves...

1. The dwarves didn't cobble together a culture and language out of bits of Celtic myth and Tolkien, and then try to pass it off as "traditionally Dwarvish."
2. You never see a dwarf walking around with that elf-curved-lip sneer...y'know, the one that makes 'em look constipated?
3. You never see a dwarf walking around with the goofy elf "I love mousse" hairdo, either.
4. Dwarf mages rule. Who needs a bonus to Charisma when you have a bonus to Willpower?
5. Dwarves can outcuss, outdrink and outfight those candy-ass treehuggers any day.
6. The immortal dwarves aren't dumb enough to let their presence be known on the biggest underground BBS in existence.
7. Dwarves don't get people in goofy costumes walking up to them and saying "Live long and prosper."
8. Harlequin's an elf. 'Nuff said.
9. Read your Tolkien. Dwarves get cooler songs. ("Far o'er the misty mountains cold" vs. "Tra-la-la-lally". If anyone brings up that "Hi-ho" song, I'll perforate them.)
10. Dwarves are the only subrace with the ability to grow *real* facial hair. (With the exception of the guys from ZZ Top.)

Top Ten Reasons Elves Are Better Than Dwarves...

1. Dwarves didn't have enough of a culture for anybody to remember it, even poorly.
2. You never see an elf walking around with food in his beard.
3. You never see an elf walking around looking like a short version of "Santa Claus."
4. Elf samurai rule. Who needs a bonus to Strength or Body when you have a bonus to Quickness and a decent running multiplier?
5. Elves can outclass, outcook, and out-think those lard-butt tunnel diggers any day.
6. There are no immortal elves, but those dimwit flathead stunts think there are.
7. Elves don't get people walking into them and saying "Oops, I didn't see you down there".
8. ????? is a dwarf. 'Nuff said.
9. Screw Tolkien, he's hardly a good writer of books, much less songs.
10. Elves are the only subrace where both genders don't have hideously excessive back and body hair.

\*\* Dwarves and Troll have been adjusted to NightLife's SR 4.0 modifications