



SHADOWRUN

MISSIONS

SEASON 5 // CONTACTS



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BECKY 99

A Rat Shaman and a former shadowrunner, Becky 99 survived in the chaos of the Containment Zone by joining up with a group of women who would eventually become the Desolation Angels. When the wall came down, she stayed with the group, mostly working in the background until last year when she stepped forward and challenged the leaders of the different factions of the gang. Believing that they had lost focus and disgusted with the way they treated anyone not a member of the gang, especially men, she defeated each factions leader and united the Desolation's under a new banner. She's now working to make the Zone a little bit better, and in the process wants to stamp out any and all remaining signs of the Insect Spirits that once invaded her home.

Becky is a short, thin woman who appears to be in her late 20's but has to be at least in her 30s. She has short, spiky, dark hair and dresses in street ganger chic, lots of black leather in the Desolation Angel's colors of Black and Green. Her armored jacket is decorated by a couple of rat skulls on the shoulders, and she wears a golden ring that resembles a wedding band on a chain around her neck.



Connection: 4

Loyalty: Max Starting 3

Quote: "Ask me no questions, I'll tell you no lies."

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

Initiative: 11+1D6

Condition Monitor: 11/11

Limits: Physical 7, Mental 6, Social 8

Armor: 12

Active Skills: Assessing 6, Athletics skill group 5, Banishing 7, Blades (knives) 5 (+2), Con 5, Conjuring 8, Counterspelling 8, Etiquette (Street) 4 (+2), First Aid 4, Intimidation 5, Negotiation (Bargaining) 6 (+2), Palming 5, Perception 5, Performance 4, Pistols 4, Ritual Spellcasting 4, Sneaking 7, Spellcasting 7, Survival 5, Throwing Weapons 4, Unarmed Combat 6

Knowledge Skills: Chicago Area 5, Insect Spirits 9, Famous Shadowrunners 4, Local Bars 3, Runner Hangouts 4, Magic Theory 4, Music (Modern Punk) 3 (+2), Street Gangs (Chicago) 6 (+2),

Qualities: Astral Chameleon, Focused Concentration 4, Spirit Bane (Insect Spirits)

Initiate Grade: 4

Metamagics: Centering, Flexible Signature, Masking, Shielding

Gear: Armor jacket, Contacts Rating 3 (Image Link, Lowlight, Thermo), Hermes Ikon Commlink (DR 5), Power Focus (Rating 3, Dagger), Spell Focus (Rating 4, Health, Sustaining, diamond-stud earring), Spell Focus (Rating 4, Illusion, Sustaining, diamond-stud earring), Spirit Focus (Rating 4, Beast Spirits, silver ring)

Spells: Armor, Chaotic World, Control Actions, Death Touch, Detox, Fireball, Heal, Increase Reflexes, Invisibility, Levitate, Magic Fingers, Manaball, Manabolt, Mind Probe, Mind Link, Stunbolt, Stunball, Toxic Wave, Trid Phantasm

Bound Spirits: Spirit of Beasts (Force 6, 5 services)

Weapons:

Ares Predator V [heavy pistol, Acc 5 (7), DV 8P, AP -1, Modes: SA, RC -, 15(c)]

Combat Knife [knife, Acc 6, Reach -, DV 5P, AP -3]

GOOBER

Goober is a dwarven armorer operating out of the Zone along the waterfront. He has a bait & tackle shop ("Goober's B&T") that he works out of, but has a small warehouse underneath where he runs almost anything in hardware (Guns, vehicles, tech). He has a lot of connections, but doesn't trust easily. He's a survivor of Bug City and was mentally scarred by that. He's a firm believer in the principal of supply and demand.

He is a typical dwarf, short and rotund with a full red-brown beard and bushy eyebrows. He has several pieces of obvious cyberware, including older "goggle style" cybereyes, two datajacks and a rigger control rig jack, plus his left arm is obviously cybered. He's always wearing a pair of coveralls with the arms torn off and the pockets stuffed with gear, plus a bulging tool belt with anything he might need to do a spur of the moment repair.



Connection: 4

Loyalty: Max Starting 4

Quote: "Your options are Good, Fast, or Cheap. You can pick 2."

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

Initiative: 9+1D6

Condition Monitor: 13/12

Limits: Physical 8, Mental 8, Social 5

Armor: 14

Active Skills: Automatics 4, Electronics Group 4, Engineering Group 7, Heavy Weapons 4, Locksmith 4, Longarms 5, Navigation 4, Negotiation (Bargaining) 6 (+2), Pilot Aircraft 3, Pilot Ground Craft 5, Pilot Watercraft 4, Pistols 5, Unarmed Combat 5

Knowledge Skills: Armor Repair 6, Chicago Area 8, Dwarven Porn 3, Firearm Repair 8, Local Gangs 4, Local Shadowrunners 4, Safehouses 4, Vehicle Repair 8

Qualities: Gearhead

Augmentations: (All Betaware) Bone Lacing (Aluminum), Control Rig 3, Cyberarm (Obvious, Strength 5, Cyberholster, Smuggling Compartment, Commlink DR 6 w/simlink & Hot-Sim), Cyberears (Rating 4, Audio Enhancement 3, Damper, Select Sound Filter 6, Sound Link, Spatial Recognizer) Cybereyes (Rating 4, Flare Comp, Image Link, Lowlight, Smartlink, Thermo, Vision Enhancement 3, Vision Mag)

Gear: Armor jacket, Transys Avalon Commlink (DR 6), Weapons and Drone "Shop" (Access to a large array of weapons, armor, drones, and vehicles)

JUAN XIHUITL

Juan Xihuitl (Pronounced similar to “She-Wheat”) is a Mr. Johnson for Aztechnology. Juan represents AZT’s interests in Chicago, and is interested in using Project: Takeback to recover as many of AZT’s lost assets as possible, including Aztechnology’s lost Pyramid/Arcology. He’s a very traditionalist corper, and smart runners tread lightly around him as he sees them as they really are: deniable, disposable assets. He doesn’t play games, he doesn’t tolerate fools, and he doesn’t coddle shadowrunners.

Juan Xihuitl is very traditional, and respects his Aztec heritage. He is a medium size troll with a dark Hispanic skin tone, large, flat nose, and small, curled rams horns. His hair is dark and worn long, slicked back, pulled into a ponytail. He has medium-sized Aztec-style ear plugs in his ears. His suit is the height of current Aztlan fashion, a marriage of traditional Aztech warrior garb and a modern day suit.



Connection: 5

Loyalty: Max Starting 2

Quote: “Of course you’ll do an excellent job. If you don’t, you’ll never work again.”

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

Initiative: 7+1D6

Condition Monitor: 12/11

Limits: Physical 8, Mental 6, Social 8

Armor: 9 (12)

Active Skills: Assensing 6 (10), Blades 5, Computer 4, Con 5, Etiquette (Corporate) 5 (+2), First Aid 4, Leadership 4, Negotiation 8 (12), Perception 5 (9), Pistols 4, Unarmed 6

Knowledge Skills: Aztlaner Cuisine 5, Aztlaner Sports (ollamaliztli) 4 (+2), Chicago Area 2, Corporate Finances 5, Corporate Rumors (Aztechnology) 6 (+2), Corporate Security (Aztechnology) 6 (+2), History (Central American) 5 (+2), Psychology 4

Languages: Aztlaner Spanish N, English 5, Japanese 3

Qualities: Adept

Initiate Grade: 2

Metamagics: Adept Centering (Chanting), Masking

Adept Powers: Astral Perception, Danger Sense 4, Enhanced Perception 4, Improved Ability 4 (Negotiation), Improved Potential (Social), Mystic Armor 3

Gear: Armor Clothing, Contacts (Image Link), Earbud (Sound Link), Transys Avalon Commlink (DR 6)

Weapons:

Ares Light Fire 70 [light pistol, Acc 7, DV 6P, AP —, Modes: SA, RC —, 16(c)]

Ceremonial Dagger [blade, Acc 5, Reach 1, DV 9P, AP -1, Troll Reach]

LOTHAN THE WISE

Lothan the Wise ran the shadows of Seattle for many years, his prime being during the mid-'60s when he mentored and teamed with Street Legend Kellan Colt. He considers himself a mystical genius which he backs up with towering confidence and arrogance, and he considers himself an expert in all areas of magic and magic theory. His attitude may be a little unwarranted, but you cannot deny he knows a lot about magic. He moved to Chicago a couple years ago and opened up a talismonger shop called "The Wisest Troll."

Lothan is an aging Troll, though he is still massive and powerful. What he has lost in physical prowess, he makes up for in magical ability. His hair is bone white, and he dresses very flashy, favoring purple and gold robes over his armor, and he wears expensive jewelry that doubles as powerful magical foci.



Connection: 4

Loyalty: Max Starting 3

Quote: "You've come to the right place. Of course I have the knowledge you seek."

B	A	R	S	W	L	I	C	EDG	ESS	M
8	4	4	8	6	5	5	5	6	6	11

Initiative: 9+1D6

Condition Monitor: 12/11

Limits: Physical 10, Mental 7, Social 7

Armor: 12

Active Skills: Alchemy Group 10, Assensing 8, Astral Combat 5, Athletics Group 5, Blades 4, Computer 4, Con 6, Conjuring Group 8, Counterspelling 8, Etiquette 7, First Aid 5, Instruction 6, Intimidation 7, Leadership 7, Negotiation 9, Perception 6, Performance 4, Ritual Spellcasting 9, Spellcasting 10, Stealth Group 4, Unarmed 5,

Knowledge Skills: Classic Art 5, Classic Music 4, Elven Wines 5, History 6, Magical Theory 10, Magical Artifacts 8, Spirit Theory 8, Vintage Cars 4

Languages: English N, Spanish 4, Latin 5, Mandarin 3, Speredial 3, Orzet 1, German 4, French 2, Italian 3

Qualities: Allergy (Silver, Moderate), Analytical Mind, Bad Rep, Exceptional Attribute (Charisma), Focused Concentration 3, Magician

Initiate Grade: 6

Metamagics: Centering (Latin), Fixation, Masking, Quickening, Spell Shaping, Shielding

Gear: Armor jacket, Fairlight Caliban Commlink (DR 7), Power Focus (Rating 5, Staff), Spell Focus (Rating 5, Sustaining, Health, emerald ring), Spell Focus (Rating 5, Sustaining, Illusion, sapphire ring), Spell Focus (Rating 5, Sustaining, Manipulation, ruby ring), Spell Focus (Rating 4, Spellcasting, Combat, golden chain), Spirit Focus (Rating 5, Fire, Ruby Pendant)

Spells: As needed, both regular and preparations.

Bound Spirits: Fire Spirits x3 (Force 6, 4 services each), Spirit of Air (Force 5, 4 Services)

MARGARET "MAGGIE" GOLDBERG

Maggie is a female ork and assistant to Mitsuhamas's Director of Operations in Chicago, Ito Takahara. She acts as a liaison between MCT and the runners. She grew up in the ork underground and was around runner when she was younger, so she's sympathetic to them. She's loyal to MCT to a point, but she knows as a female ork her options for rising in the company are limited. She's attached herself to Takahara and won't jeopardize that position, but will help the runners as much as she can otherwise.

Maggie is slightly plump ork woman in her early 30s. She's cute, at best, though her ork heritage works against her here. She has pale skin, short blond curly hair, a nose that's just a little too large, and very pale blue eyes. She is friendly and pleasant almost all the time.



Connection: 4

Loyalty: Max Starting 4

Quote: "Trust me, I understand. I'll see what I can do to help you guys out. Just keep it under wraps, OK?"

B	A	R	S	W	L	I	C	EDG	ESS
5	3	3	5	5	4	4	4	5	5.7

Initiative: 7+1D6

Condition Monitor: 11/11

Limits: Physical 6, Mental 6, Social 7

Armor: 9

Active Skills: Blades 4, Computer 6, Con 4, Etiquette (Corporate) 7 (+2), Negotiation 8, Perception 5, Pistols 5, Stealth Group 3

Knowledge Skills: Chicago Area 3, Corporate Finances 5, Corporate Rumors (MCT) 8 (+2), Corporate Security (MCT) 4 (+2), Psychology 5, Seattle Area (Ork Underground) 4 (+2), SOTA Technology 6

Augmentations: Commlink (DR 7), Datajack, Image Link, Soundlink

Gear: Armor Clothing

Weapons:

Fichetti Security 600 [light Pistol, Acc 6 (7), DV 7P, AP —, Modes: SA, RC (1), laser sight, retractable stock]

MARTIN TATE

Dr. Martin Tate is working on behalf of Horizon, heading up their resurrection of the Truman Technologies name, utilizing the assets of that company that they purchased following Crash 2.0. He has set up several clinics around Chicago and the Zone, utilizing his medical prowess to help the residents in the area. He's also acting as a Mr. Johnson for Truman Tech, working to claim former Truman assets in the city.

Tate is a friendly, dark skinned individual, though he often seems slightly distracted, as if he's thinking about a dozen things at once. He wears a nice shirt, tie, and slacks under a white lab coat most of the time, and is always wearing a set of custom glasses that have a number of different lenses that he can flip down.



Connection: 5

Loyalty: Max Starting 3

Quote: "Of course. These situations always require a doctor."

B	A	R	S	W	L	I	C	EDG	ESS
3	5	3	3	4	6	4	5	5	4.9

Initiative: 7+1D6

Condition Monitor: 10/10

Limits: Physical 4, Mental 10, Social 7

Armor: 9

Active Skills: Blades 4, Computer 5, Con 5, Cybertechnology 9, Etiquette 5, First Aid 7, Medicine 8, Negotiation 7, Perception 6

Knowledge Skills: Biology 7, Chemistry 5, Corporate Politics (Horizon) 4 (+2), Cyberware Design 3, Local Drug Dealers 4, Local Gangs 2, Medical Advances 5, Opera 4, Organleggers 4, Psychology 4, Smugglers 3

Languages: English N, Spanish 3

Augmentations: Datajack, Datalock (Rating 12), Pathogenic Defense (Rating 6), Mnemonic Enhancer 3

Gear: Armor Clothing, DocWagon Platinum, 10x Tranq Patches (Rating 10), 10x Stim Patches (Rating 10), 10x Trauma Patches



MATT WRATH

Matt grew up as a kid inside the containment zone and learned to fight to survive there. He became a boxer after the wall came down and was going to turn pro until he accidentally killed a man in the ring when his latent adept powers kicked in. He served a couple years in prison, and turned to underground fighting when he got out, quickly making a name for himself as one of the most dangerous fighters in the UCAS. He occasionally does Shadowrunning work on the side through his manage, Sid. His best friend is a devil rat named Matt Rat who he rescued from being a ghouls lunch, and the devil rat serves as his companion and mascot. He always speaks in the third person, referring to himself by his full name "Matt Wrath." He is blunt, to the point, and doesn't play verbal or mind games. He's also a bit of a showman, and will play to a crowd if given a chance, and refers to beat-downs as a "Mattitude Adjustment."

Matt Wrath is a beefy, burly, UGLY male elf. At 6'2" and 275 lbs, he's built more like an ork than an elf, and his body shows years of abuse and a body that's been poorly patched and stitched together. He's got numerous scars all over his body, and his nose has been broken and improperly reset several times. His head and face are both clean shaven, and he has several tattoos, including the name "Wrath" written in glittering gold across his back.

Connection: 2

Loyalty: Max Starting 3

Quote: "You know what you're willing to pay. Matt Wrath knows what you're willing to pay. Cut the bulldrek and let's just agree on a fee. Or does Matt Wrath have to give you a bit of a Mattitude Adjustment?"

B	A	R	S	W	L	I	C	EDG	ESS	M
5 (8)	6	5 (7)	6 (9)	3	2	5	3	4	6	8

Initiative: 12+3D6

Condition Monitor: 12/10

Limits: Physical 10, Mental 4, Social 5

Armor: 15

Active Skills: Animal Handling (Devil Rat) 3 (+2), Blades 4, Gymnastics 5, Intimidation 6, Longarms 3, Perception 5, Performance (Acting) 5 (+2), Pilot Ground Craft 2, Unarmed Combat 7 (10)

Knowledge Skills: Boxing 5, Metahuman Bone Breaking Points 4, Chicago Area (Containment Zone) 5 (+2), Chicago Clubs 4, Dwarven Punkbilly 4, Local Gangs 4, Underground Fighting 5

Languages: English N

Qualities: Adept, Criminal SIN, Toughness, Uncouth

Initiate Grade: 2

Metamagics: Power Point x 2

Adept Powers: Critical Strike 1 (Unarmed), Improved Body 3, Improved Reflexes 2, Improved Strength 3, Killing Hands, Mystic Armor 1

Gear: Adept Tattoo Focus (Rating 6, Improved Unarmed Combat, "Wrath" across back), Adept Tattoo Focus (Rating 4, Mystic Armor 2, Barbed Wire on Bicep), Armor Jacket, DocWagon Gold, Metalink Commlink (DR 1, No significant personal data on Commlink), Matt Rat (Pet Devil Rat), Platinum Credstick (Only way he handles currency)

Weapons:

Defiance T-250 [shotgun, Acc 4, DV 10P, AP -1, Modes: SS/SA, RC —, 5(m)]
Fists of Wrath [unarmed, Acc 8, Reach 0, DV 10, AP -0]

NICK RYDER

Nick is a washed up Lone Star Detective who took to the bottle when the bugs first hit Chicago and there wasn't a damn thing he could do about it. He stayed there for nearly two decades. Now, he's fighting to climb his way out and thinks he sees a chance to do some good for the city once again. Those who know him on the streets say he's trustworthy, but his bosses can't stand him and the press is in their pocket. He always tries to do what he feels is right, and it usually lands him in hot water with someone.

Nick is in his early 40s, and always looks like he just got out of bed with a bad hangover. He wears rumpled tan suits, a battered tan overcoat, has short dark hair and always looks like it's been a couple days since his last shave.

Connection: 3

Loyalty: Max Starting 5

Quote: "This is my city. She's as broken and battered as my soul, but she's mine and I wouldn't trade her for the world."



B	A	R	S	W	L	I	C	EDG	ESS
5	4	5	3	6	4	5	4	7	5.7

Initiative: 10+1D6

Condition Monitor: 11/11

Limits: Physical 6, Mental 7, Social 7

Armor: 9

Active Skills: Automatics 4, Clubs 5, Computer 4, Etiquette (Street) 6 (+2), Gymnastics 3, Intimidation 5, Leadership 4, Longarms 3, Negotiation (Interrogation) 6 (+2), Perception 6, Pilot Ground Craft 3, Pistols 6, Running 4, Stealth Group 5, Tracking 3, Unarmed Combat 5

Knowledge Skills: Chicago Area 6, Crime Syndicates 7, Illegal Goods 6, Law Enforcement 4, Local Gangs 6, Local Politics 4, Police Procedures 8, Street Rumors 6

Languages: English N, German 2, Russian 2, Spanish 2,

Augmentations: Datajack, Smartlink

Gear: Armored Vest, Biometric Reader, Glasses (Rating 3, Image Link, Thermo, Lowlight), Handcuffs (Metal), Hermes Ikon Commlink (DR 5), Stealth RFID Tags x10

Weapons:

Colt Government 2066 [heavy pistol, Acc 6 (8), DV 7P, AP -1, Modes: SA, RC —, 14(c), 2 clips regular ammo, 2 clips gel rounds, internal smartlink]

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

QUANTUM PRINCESS

Vanessa Rodriguez, aka Quantum Princess is an elder statesman among shadowrunners. She was in the heart of downtown when Bug City hit and the Containment Zone went up, and she was one of those early few who tried to figure out what was happening and helped cobble together a rude BBS to help those trapped survive and communicate. Many suspect she's the primary SysAdmin for NooseNet, Chicago's Shadow Host, though she won't admit to it and they run the host anonymously. Most often she can be found working as a fixer. She's also liked and trusted by almost every faction in the shattered sprawl, and frequently acts as a mediator and go-between for them.

Quantum Princess is a human female in her mid-50's of mixed Hispanic descent evident in her deep brown skin and dark hair. Age and stress have taken their toll, and she's a little heavy set and not as nimble as she once was. However her mind is sharp, and her deep-violet cybereyes with their golden atom symbol pupils catch everything.



Connection: 4

Loyalty: Max Starting 4

Quote: "Surely we can come to a solution agreeable to all parties?"

B	A	R	S	W	L	I	C	EDG	ESS
3	2	4	2	5	6	6	5	7	4.3

Initiative: 10+1D6

Condition Monitor: 10/11

Limits: Physical 4, Mental 8, Social 7

Armor: 12

Active Skills: Automatics 3, Clubs 5, Computer 8, Con 7, Cybercombat 9, Electronic Warfare 8, Etiquette (Street) 6 (+2), First Aid 5, Hacking (Hack on the Fly) 10 (+2), Hardware 9, Lockpicking 3, Negotiation 8, Perception 5, Pistols 4, Software 6, Survival (Urban) 6 (+2), Unarmed Combat 4

Knowledge Skills: Black Market Pipeline 5, Chicago Area (Containment Zone) 5 (+2), English, Insect Spirits 5, Local Runners 5, Matrix Host Design 4, Matrix Hot Spots (Chicago Grid) 7 (+2), Matrix Host Networking 4, Organized Crime (Chicago) 4 (+2), Safehouses 5, Smugglers 5, Street Gangs (Chicago) 5 (+2),

Languages: English N, Chinese-Mandarin 3, City Speak 4, Spanish 5

Qualities: Home Ground - Digital Turf (Noosenet Grid), Juryrigger, Photographic Memory, Combat Paralysis,

Augmentations: Beta Cybereyes Rating 4 [Flare Comp, Image Link, Lowlight, Smartlink, Thermo, Vision Enhancement 3, Vision Mag], Beta Datajack x 2, Beta Skilljack Rating 5

Gear: Amor jacket, Docwagon Platinum, Fairlight Caliban Commlink (DR 7, hot-sim module), Programs (Assorted, as needed), Shiawase Cyber-5 Cyberdeck (DR 5, Array 8765, Programs 5), Skillsofts (Assorted, Rating 4 each)

Weapons:

Remington Roomsweeper [Heavy Pistol, Acc 4, DV 9P (f), AP -4, Modes: SA, RC -, 8 (m), flachette ammo, smartlink,] Club [club, Acc 4, Reach 1, DV 5P, AP -]

SARAH SILVERLEAF

Sarah Silverleaf is a gorgeous and intelligent elven representative for Renraku in Chicago. She recently transferred here from Tír Tairngire, taking over the operations that Renraku had largely abandoned following Bug City. With the Governor's call to reclaim downtown Chicago, Sarah is looking to not only reclaim lost Renraku property, but to also grab as much land as possible. She may be a curvy knockout, but anyone who underestimates her lives to regret it.

Sarah looks like a buxom, blonde "naughty secretary," a look she plays up for all it's worth. Short skirts, low-cut blouses, and a flirty smile backed up by big credstick get this lady anything she wants.

Connection: 5

Loyalty: Max Starting 2

Quote: "Sweetie, why don't we discuss this some more. Over dinner, maybe?"



B	A	R	S	W	L	I	C	EDG	ESS
4	6	5 (8)	3	5	5 (8)	5	9	6	3.85

Initiative: 13+4D6

Condition Monitor: 10/11

Limits: Physical 7, Mental 12, Social 12

Armor:

Active Skills: Athletics Group 5, Computer 6, Con (Seduction) 7 (+2), Disguise 5, Etiquette (Corporate) 8 (+2), Impersonation 5, Leadership 7, Negotiation (Bargaining) 8 (+2), Palming 5, Perception 6, Performance 7, Pistols (Light Pistols) 6 (+2), Sneaking 7, Unarmed 4

Knowledge Skills: Chicago Area 2, Corporate Finances 6, Corporate Politics (Renraku) 6 (+2), Corporate Rumors 8, Corporate Security (Renraku) 5 (+2), Psychology (Manipulation) 8, (+2)

Qualities: Analytical Mind, Catlike, Exceptional Attribute (Charisma), First Impression

Augmentations: (All Deltaware) Cerebral Booster (Rating 2), Commlink (DR 7), Mnemonic Enhancer (Rating 3), Muscle Toner (Rating 4), Sleep Regulator, Synaptic Booster (Rating 3), Tailored Pheromones (Rating 3), Voice Modulator (Rating 6)

Gear: Armor Clothing, Clutch Purse, Fairlight Caliban Commlink (DR 7, nothing vital on it), Perfume

Weapons:

Colt America L36 light pistol, Acc 7, DV 7P, AP —, Modes: SA, RC —, 11(c)]

SID GAMBETTI

Sid is a small time fight promoter who represents Matt Wrath, but who wants to make his name as a fixer. He has a lot of contacts in the city, but not a lot of pull, yet. He's hoping that if the Shadowrunners he sets up on jobs are successful, it'll make his name. He's a sleazy, greasy weasel of a man, but he's smart and a survivor.

Short, starting to go bald and hiding it poorly by wearing a ponytail, a taste for cheap suits, cheap whiskey and cheaper cigars, Sid is the avatar of sleazy managers everywhere. Sid has a chrome datajack in his temple, a large, fake diamond stud earring, his commlink in one hand and an obnoxious lit cigar in the other.

Connection: 3

Loyalty: Max Starting 4

Quote: "Gentlemen, I'm sure we can come to an accommodation here. Know what I'm sayin'?"



B	A	R	S	W	L	I	C	EDG	ESS
3	3	3	2	5	3	5	4	4	5.5

Initiative: 8+1D6

Condition Monitor: 10/11

Limits: Physical 4, Mental 6, Social 7

Armor: 6

Active Skills: Computer 3, Con 5, Etiquette (Street) 5 (+2), First Aid 4, Forgery 4, Intimidation 5, Lockpicking 4, Negotiation (Bargaining) 6 (+2), Palming 6, Pilot Ground Vehicle 1, Sneaking 3

Knowledge Skills: Law (Contracts) 4 (+2), Gambling (Sports) 7 (+2), Sports (Underground Fighting) 7 (+2), Street Rumors 4

Augmentations: Commlink (DR 6), Datajack, Image Link, Sound Link

Gear: Armor clothing, DocWagon Gold, Renraku Sensei Commlink (DR3, Uses this to hide his implanted commlink),

SIMON ANDREWS

Simon is an odd individual. A full body changeling, he appears to be a bipedal lizard-man with thick scaly. He's also a traditional British punk, wearing a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons. He has a lizardfish frill running front to back on his head that he paints up like a multi-colored Mohawk. He revels in being a freak, will hit on almost anything that moves, and likes to snack on live white mice. He's direct and in your face, but is utterly loyal to "Master Lofwyr," and serves as the dragon's eyes and ears in Chicago, working as an independent agent and fixer for Saeder-Krupp.

Connection: 5

Loyalty: Max Starting 4

Quote: "Look mate, I'm just here trying to have a good time. But if you want, we can step outside, I can beat the piss out of you, then come back here and shag your girl. Sound good?"



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

Initiative:

Condition Monitor: 10/11

Limits: Physical 5, Mental 7, Social 8

Armor: 9

Active Skills: Athletics Skill Group 4, Assensing 8, Banishing 5, Binding 8, Con 5, Counterspelling 8, Negotiation 8, Pistols 4, Ritual Spellcasting 7, Spellcasting (Combat Spells) 9 (11), Summoning 8

Knowledge Skills: Chicago Area 3, Kaiju Monster Movies 7, London Area 5, Magical Theory 7, Neo-Anarchist Movement 5, Saeder-Krupp Politics 5, Seattle Area 4

Qualities: Magician, SURGE (Lizard features, tail, lizard head-frill, non-retractable claws, snout, green scales)

Initiate Grade: 5

Metamagics: *Anchoring**, Masking, *Extended Masking**, *Reflecting**, Shielding

Gear: Armor Vest, Contacts (Image Link), Power Focus (Force 4, silver skull ring), Spell Focus (Force 4, Sustaining, Health, Ramones button), Spell Focus (Force 4, Spellcasting, Combat Spells, golden eyebrow ring), Transys Avalon Commlink (DR 6)

Spells: Armor, Chaos, Chaotic World, Clairaudience, Clairvoyance, Fireball, *Gecko Crawl**, Heal, Ice Sheet, Improved Invisibility, Increase Reflexes, Mana Barrier, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm, *Wreck**

Bound Spirits: Air spirit (Force 5, 5 Services), Fire Spirit (Force 6, 6 Services), Spirit of Man (Force 5, 4 Services)

* May not be in game yet