



SHADOWRUN

ENHANCED FICTION



THE
VLADIVOSTOK
GAUNTLET

GAME STATS!

OLIVIER GAGNON



GAME INFORMATION

YURI YEHOV

MALE HUMAN

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	3	4	2	5	4	4	4	3.4	8	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/4

Active Skills: Firearms skill group 3, Automotive Mechanic 2, Close Combat skill group 2, Dodge 3, First Aid 1, Infiltration 3, Outdoors skill group 2, Etiquette 1, Negotiation 1, Perception 3

Knowledge Skills: Neo-Anarchists 2, Russian Red Army 3, Shapeshifters 4, Smuggler Groups 2, Vladivostok Vory 3, Vladivostok 3

Languages: Russian N, English 1

Qualities: Bad Rep, Big Regret, Guts, SINner (Criminal)

Augmentations: Cyberears [Rating 2, w/ audio enhancement 2], cybereyes [Rating 2, w/ thermographic vision (inoperative, no effect), smartlink, vision enhancement 1 (inoperative, no effect)], wired reflexes 1 (inoperative, no effect)

Gear: Amor vest, commlink [Sony Emperor w/ Renraku Ichi]

Weapons:

Ruger Super Warhawk [Heavy Pistol, DV 6P, AP -2, SS, RC —, 6 (cy), w/ smartlink]

SRS

B	A	R	S	W	L	I	C	Edg	Ess
3	3	3	3	4	4	5	2	4	3.4

Initiative: 8 + 1d6

Movement: 6/12/+2

Condition Monitor Boxes (P/S): 10/10

Limits: Physical 4, Mental 6, Social 4

Armor: 9

Skills: Etiquette 1, Firearms skill group 3, Automotive Mechanic 2, Close Combat skill group 2, Dodge 3, First Aid 1, Infiltration 3, Outdoors skill group 3, Negotiation 1, Perception 3,

Knowledge Skills: Neo-Anarchists 2, Red Army 3, Shapeshifters 4, Smuggler Groups 2, Vladivostok Vory 3, Vladivostok 3, Russian N, English 1

Qualities: Bad Rep, Guts, SINner (Criminal, National (Russian Federation))

Augmentations: Cyberears [Rating 2, w/ audio enhancement 2], cybereyes [Rating 2 w/ thermographic vision (inoperative), smartlink, visual enhancement 1 [Inoperative]], wired reflexes 1 (inoperative)

Gear: Armor vest, Renraku Sensei (Device Rating 3)

Weapons:

Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP -2, SS, RC —, 6 (cy), w/ smartlink]

SOREN LIND

FEMALE HUMAN

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	4	4	2	5	3	3 (4)	4	3	5.8	7	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 0/0

Active Skills: Con 5, Disguise 2, Dodge 3, Escape Artist 2, Forgery 4, Gymnastics 3, Infiltration 4, Negotiation 3, Palming 4, Perception 2, Pistols 2, Shadowing 2

Knowledge Skills: Art 3, Con Games 2, High Society 3, Historical Artifacts 2, Worldwide Fences 4

Languages: French N, Danish 5, English 4, German 3, Italian 2, Russian 4

Qualities: Linguist, Liar, Quick Healer

Augmentations: Cerebral booster 1

Gear: N/A

Weapons: N/A

SRS

B	A	R	S	W	L	I	C	Edg	Ess
3	4	4	2	4	3 (4)	3	5	3	5.8

Initiative: 7 + 1d6

Movement: 8/16/+2

Condition Monitor Boxes (P/S): 10/10

Limits: Physical 4, Mental 5, Social 7

Armor: 0

Skills: Con 5, Disguise 2, Escape Artist 2, Forgery 4, Gymnastics (Climbing) 3(+2), Negotiation 3, Palming 4, Perception 2, Pistols 2, Sneaking 4

Knowledge Skills: Art 3, Con Games 2, High Society 3, Historical Artifacts 2, Worldwide Fences 4

Languages: French N, Danish 5, English 4, German 3, Italian 2, Russian 4

Qualities: Bilingual, Quick Healer

Augmentations: Cerebral booster 1

Gear: N/A

Weapons: N/A



SIBERIAN SHAPESHIFTER (WOLF)

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4	4	5	2	3	2	3	2	6	7	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 0/0

Active Skills: Athletics skill group 3, Infiltration 4, Intimidation 2, Outdoors skill group 4, Perception 2, Shadowing 3, Unarmed Combat 3

Knowledge Skills: Siberia 2, Vladivostok 2, Vory 2

Languages: Yakut N, Russian 2

Powers: Allergy (aspen wood, Severe), Enhanced Senses (hearing, low-light vision, smell, taste), Natural Weapon (wolf form) (DV 5P, AP —), Regeneration, Sapience, Shift (Human), Vulnerability (aspen wood)

SRS

B	A	R	S	W	L	I	C	Edg	Ess
4	4	4	5	3	2	3	2	2	6

Initiative: 7 + 1d6

Movement: 8/16/+2

Condition Monitor Boxes (P/S): 10/10

Limits: Physical 6, Mental 4, Social 5

Armor: 0

Skills: Athletics skill group 3, Intimidation 2, Outdoors skill group 4, Perception 2, Sneaking (Urban) 4 (+2), Unarmed Combat 3

Knowledge Skills: Siberia 2, Vladivostok 2, Vory 2, Yakut N, Russian 2

Powers: Shapeshift (Human), Regeneration, Sapience, Natural Weapon, Claw (6P, AP -), Enhanced Senses (Hearing, Low Light Vision, Smell, Taste)

Weaknesses: Allergy (Aspen Wood, Severe), Vulnerability (Aspen Wood)

VLADIVOSTOK VORY 2 ZAKONE THUG: HARDMAN

MALE TROLL

The troll known as Hardman isn't fast or smart. He isn't an especially good shot, but he doesn't need to be. He is simply a hulking mass. His Vory bosses know they just need to send him to scowl at someone, knowing he has the backing of the mob, and the problems usually disappear. Of course, with the Vladivostok market flooded from Evo's sometimes bizarre but always useful bio-augmentations, you can expect this Vory foot soldier to be packing some cutting-edge enhancements.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
9	2	2	8	2	2	2	2	2	4.5	4	1

Condition Monitor Boxes (P/S): 13/9

Armor (B/I): 7/5

Active Skills: Automatics 2, Clubs 2, Etiquette (Vory) 2, Intimidation 4, Pistols 2, Tracking (Urban) 2, Unarmed Combat 3

Knowledge Skills: Evo Augmentations 2, Law 1, Safe Houses 2, Smuggling 1, Vladivostok 3, Vory Politics 3

Languages: Russian N

Qualities: Moderate Addiction (alcohol)

Augmentations: Mender endosont, plastic bone lacing, Reakt, smartlink, tracheal filter 3

Gear: Commlink [Novatech Airware w/ Iris Orb, Analyze 3, Encrypt 2, MCT Bloodhound 2], plastic hip flask filled with vodka, lined coat, restraints

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1 SA, RC —, 15(c), w/ smartlink]

Sap [Club, Reach —, DV 5S, AP —, -2 concealability]

SRS

B	A	R	S	W	L	I	C	Edg	Ess
9	2	2 (3)	8	2	2	2	2	2	4.5

Initiative: 4 (5) + 1d6

Movement: 4/8/+1

Condition Monitor Boxes (P/S): 13/9

Limits: Physical 9, Mental 3, Social 4

Armor: 9

Skills: Automatics 2, Clubs 2, Etiquette (Vory) 2, Intimidation 4, Pistols 2, Tracking (Urban) 2, Unarmed Combat 3

Knowledge Skills: Evo Augmentations 2, Law 1, Safe Houses 2, Smuggling 1, Vladivostok 3, Vory Politics 3

Qualities: Addiction (alcohol, Moderate)

Augmentations: Plastic bone lacing, reaction enhancers 1, smartlink, tracheal filter 3

Gear: Lined coat, medkit (Rating 2), Renraku Sensei commlink (Device Rating 3)

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ smartlink]

Sap [Club, Acc 5, Reach —, DV 10P, AP —]



VLADIVOSTOK NEO-ANARCHIST COMMUNITY

(GROUP CONTACT)

Membership: +2 (20-99)

Area of Influence: +2 (Sprawl-wide)

Magical Resources: +1 (Minority)

Matrix Resources: +1 (Active)

Uses: Safe houses, black market gear, community information

Places to Meet: Abandoned buildings, public areas

Similar Contacts: Other neo-anarchists communes

Vladivostok's remote location has always fostered a decidedly frontier-town attitude of self-reliance amongst its residents. Some take this to the extreme and reject the rule of faraway Moscow and the omnipresent pressure of the megacorporation Evo. These individuals make up the neo-anarchist community of Vladivostok.

The harsh environment of the remote city, both in terms of weather as well as the scarcity of urban refuse to use for scavenging means that banding into a tight-knit community of inter-dependent, like-minded individuals is even more of a necessity than anywhere else. Helping these disenfranchised is the quickest way to gain loyal, if not reliable, friends in the city.

GANGREL

(CONTACT)

Metatype: Ork

Uses: Black market goods, Vory intel, Mercenary intel

Places to Meet: Nightclubs, bars

Similar Contacts: Mercenary, Vory foot soldier

Born in a tough part of St Petersburg, Gangrel ran afoul of the law and was offered a deal to join the Red Army or go to jail. Noted for his aggressiveness but relative intelligence and survival sense, he was transferred to the units fighting the Yakut rebels. While unconventional warfare took its toll on him just as anyone else in those units, he bore it well enough, sticking it out and being promoted to sergeant. After some time he quit the forces, but he retained a taste for warfare. In a moment of honesty he realized he had no other skills in life, so he became a mercenary, selling his trigger finger to the highest bidder. His willingness to unquestionably shoot anything when told to, along with his keen tactical mind, has made him a favourite of Bloody Otsana. Some rumors, spread only by those who have had too much vodka, would suggest Bloody Otsana has taken a "personal interest" in the mercenary. If you know what we're saying.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
7	3	5	6	2	3	3	4	2	6	8	1

Condition Monitor Boxes (P/S): 12/10

Active Skills: Automatics 4, Dodge 3, Etiquette 2, Gunnery 2, Heavy Weapons 2, Intimidation 3, Negotiation 2, Perception 2, Pilot Ground Craft 2, Pistols 3, Survival 3, Throwing Weapons 3, Unarmed 4

Knowledge Skills: Black Market Dealers 2, Small Unit Tactics 2, Vladivostok Mercenaries 4, Vory z Zakone 3, Bloody Otsana 3, Yakut Awakened forces 4

SRS

B	A	R	S	W	L	I	C	Edg	Ess
7	3	5	6	4	3	3	2	2	6

Initiative: 8 + 1d6

Movement: 6/12/+2

Condition Monitor Boxes (P/S): 12/10

Limits: Physical 8, Mental 5, Social 5

Skills: Automatics 4, Etiquette 2, Gunnery 2, Heavy Weapons 2, Intimidation 3, Negotiation 2, Perception 2, Pilot Ground Craft 2, Pistols 3, Sneaking 3, Survival 3, Thrown Weapons 3, Unarmed Combat 4

Knowledge Skills: Black market Dealers 2, Small Unit Tactics 2, Vladivostok 4, Vory v Zakone 3, Bloody Otsana 3, Yakut Awakened Forces 4

PLACES OF INTEREST

DYADYA YAROV'S TITTY COFFEE BAR

A thoroughly confusing mix of virtual stripper joint and authentic Americana dive, Dyadya Yarov's Titty Coffee Bar isn't exactly known as a prime spot for Vladivostok's movers and shakers. The eponymous Dyadya Yarov is a man known for fairness and respecting hard workers, even if they might be criminals. As such, it's a hangout for the city's more low-profile independent operators. The Vory can have the bright lights and high life of Sukhanova Street; indie smugglers, crowbar B&E hustlers, and burned-out mercenaries rub elbows at the Titty Coffee Bar. It's a good place to meet those who operate under Bloody Otsana's radar, as well as some hackers who have begun showing up after hearing rumours of the famous stripping AI from Japan. While the regulars of the coffee bar don't typically understand a word of the techno-babble from the new kids, the gist of it seems to be there might be even more to the little dancing persona than anyone realized so far.

INFECTIOUS

Currently reigning as the biggest and most popular of Vladivostok's Sukhanova Street nightclub district, Infectious is decadent clubbing at its best. Known as a "stripper nightclub," the club features the best audio equipment pumping out avant-garde dance music from Vladivostok's creative and in-demand musicians. The club has recently



upgraded its installation to include Aphrodite Active Bio-Matter from Evo, dialing up the sexuality of the place to 11. Already attracting the most beautiful young people of the area, Infectious adds its own hired strippers, enhanced with top-of-the-line Evo biomods, performing lascivious strip acts and dancing on raised stages surrounding the dance floor. Combined with the Aphrodite fungi spewing out what is essentially aerosolized eX, sexuality oozes out of every pore of this club. Well known to be not only run by the Vory, but to serve as the courtroom of “Bloody” Otsana Kovalenka, reigning tsarina of the Far East Vory z Zakone, the club is *the* place to be for those looking for a night of perdition. Just don’t make the owners mad at you.

GEAR

CLOCKWORK GREYHOUND

Genengineered pets are common amongst the rich, as mechanical ones having fallen out of favor. A rare, master-crafted product, however, is always desired by the elite, no matter what it is. An artisan product, the Clockwork Greyhound is a perfect blend of art and technology. Meticulously crafted, obsessively designed by modern-day Gepetto and reclusive genius Yaroslav Ciocoi, Clockwork Greyhounds are an amazing sight to behold. Gears and clockwork, ranging from tiny brass pieces controlling precision movement to large cast steel cogs powering limbs move constantly, a artistry of function and aesthetics. Only a handful of these creatures exists, each taking around two years of work to create. They are highly prized, one-of-a-kind status symbols.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	AVAIL	COST
+1	10/50	100	3	2	1	2	18	220,000¥

SRS

HANDL	SPEED	ACCEL	BOD	ARM	PILOT	SENS	AVAIL	COST
3	2	1	2	1	3	2	16	225,000¥

EVO APHRODITE REACTIVE BIOMATTER

All the rage in Vladivostok’s avant-garde club scene, Evo’s line of Reactive BioMatter consists of various genengineered fungi and algae of various textures, some soft like down, some textured like skin. They are reactive to various things such as touch, light, and temperature. Depending on the stimulant, the Reactive BioMatter will produce feedback such as changing color, glowing, changing texture, or even releasing scents and spores. The Aphrodite product is a best seller in Vladivostok’s sex-laden nightclubs. The Aphrodite Reactive BioMatter is easily applied to any surface and emits a gentle glow when in semi-darkness, but it’s most sought-after feature is the organism’s ability to exude spores into the air with effects similar to the party drug eX (see p. 75, *Arsenal*).

NAME	AVAIL	COST
EVO Aphrodite Reactive Biomatter	8	1,000¥ per square meter

CREDITS

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