

BOUNTY HUNTER

RACE: TROLL (40 BP)

ATTRIBUTES (200 BP)

B	A	R	S	C	I	L	W	E
8	3	3 (5)	8	2	3	3	4	3

Essence: 4.65

Initiative: 6 (8)

Initiative Passes: 1

Physical Damage Track: 12

Stun Damage Track: 10

ACTIVE SKILLS (126 BP)

Archery: 3

Athletics Skill Group: 2 (+1)*

Blades (Knives +2): 1

Clubs (Batons +2): 2

First Aid: 3

Longarms (Shotguns +2): 3

Perception: 3

Survival: 2

Tracking: 3

Unarmed Combat: 5

KNOWLEDGE SKILLS

(18 FREE KNOWLEDGE SKILL POINTS)

Cop Trids: 3

Crook Hangouts: 3

Lone Star Procedures: 4

Parazology: 2

Poison Antidotes: 2

LANGUAGE SKILLS

Sioux: N

English (Citspeak +2): 3

QUALITIES (0 BP)

Animal Empathy (10 BP)

Quick Healer (10 BP)

Resistance to Pathogens/Toxins (10 BP)

Gremlins (+5 BP)

SINner (+5 BP)

Uncouth (+20 BP)

Vicious paracritter on the loose? Escaped murderer on the run? Rebellious daughter ran off with a ganger again? The Bounty Hunter's the guy to call. The ultimate stalker, he lives for the thrill of the chase—the thought of pitting his skills and his customized toys against the instincts of a dangerous animal or criminal is what makes him happy to get up in the morning. He'll track down prey of any variety—two-legged or four-legged—as long as the pay is good. He'll hunt 'em down and bring 'em back alive, hunt 'em down and bring back the body, or hunt 'em down and just bring back a souvenir. Rest assured, the Bounty Hunter always gets what he's after.

GEAR & LIFESTYLE (100,000¥) (20 BP)

5 Thermal Smoke Grenades; 3 Flash-Paks; Lined Coat; Fake SIN (Rating 3); 4 Plasteel Restraints; 2 Containment Manacles; 20 Security Tags; Doc Wagon Contract (Gold, 1 Year); Middle Lifestyle (3 months)

AUGMENTATIONS

Cybereyes [Rating 3, w/Flare Compensation, Low-Light, Thermographic, Smartlink and Vision Magnification]; Cyberears [Rating 2, w/Audio Enhancement (3), Damper, Select Sound Filter (3)]; Reaction Enhancers (Rating 2); Synthacardium (Rating 1)*

MATRIX GEAR

Erika Elite Commink [w/Isis Orb OS]; Programs [Analyze 3, Browse 3, Command 1, Edit 3]

WEAPONS

Extendable Baton; Stun Baton; 2 Survival Knives; 2 Shock Gloves; Bow [Rating 8, w/20 Arrows]; Mossberg AM CMDT [w/Internal Smartgun System and 10 clips of Flechette ammo]; Ruger 100 [w/Bipod and 10 magazines of Regular ammo]

CONTACTS (14 BP)

Beat Cop (Connection 2/Loyalty 4)
Fixer (Connection 2/Loyalty 2)
Street Doc (Connection 2/Loyalty 2)

NOTES

Starting Nuyen: 406 x 100¥
+1 Reach
+1 Natural Armor
Lost Natural Thermographic Vision with Implants



COMBAT MAGE



Whether you need your damage dished out physically or magically, the Combat Mage is your guy. You won't find him poring over mystical tomes in a library or pondering the meaning of life under the stars—he was trained for action, and smack in the middle of it is where he likes to be. With a full repertoire of punishing spells to match his impressive arsenal of artillery and his formidable fighting skills, he's guaranteed to have the right tool for the job. Support is not the Combat Mage's forte—he won't hang back in the rear to heal up his comrades or maintain the stealth and protection spells—he'll be at the front, fighting side by side with the street samurai and the adept.

GEAR & LIFESTYLE (20,000¥) (4 BP)

Lined Coat; Fake SIN (Rating 3); Magical Lodge Materials (Force 5); Magesight Goggles (10m); 4 Stimulant Patches (Rating 3); Low Lifestyle (2 Months);

MATRIX GEAR

Novatech Airware Commlink [w/Mangadyne Deva OS and Sim Module modified for BTL/hot sim];
Programs [Analyze 3, Browse 3, Command 1, Edit 3];
Simrig

WEAPONS

Katana; Yamaha Sakura Fubuki [w/Quick-Draw Holster and 200 rounds of Regular Ammo]

CONTACTS (8 BP)

Fixer (Connection 2/Loyalty 2)
Talismonger (Connection 2/ Loyalty 2)

NOTES

Starting Nuyen: 3D6+1 x 50¥
Natural Low-Light Vision

RACE: ELF (30 BP)

ATTRIBUTES (230 BP)

B	A	R	S	C	I	L	W	M	E
3	4	4	3	4	3	4	4	5	2

Essence: 6

Initiative (Astral): 8 (6)

Initiative Passes (Astral): 1 (3)

Physical Damage Track: 10

Stun Damage Track: 10

ACTIVE SKILLS (124 BP)

Astral Combat: 3

Blades: 2

Conjuring Skill Group: 3

Counterspelling: 3

Dodge: 3

Etiquette (Street): 2 (+2)

Perception: 2

Pistols: 3

Spellcasting: 5

KNOWLEDGE SKILLS

(21 FREE KNOWLEDGE SKILL POINTS)

Corporate Security Tactics: 2

Lone Star Procedures: 2

Magic Background: 3

Magical Phenomenon: 3

Mercenary Hangouts: 2

Urban Brawl Odds: 2

LANGUAGE SKILLS

English: N

Latin: 3

Sperethiel: 4

QUALITIES (+20 BP)

Magician (15 BP)

Mild Allergy to Sunlight (+10 BP)

Addiction (Mild, Senses) (+5 BP)

Addiction (Mild, Stimulants) (+5 BP)

Sensitive System (+15 BP)

SPELLS (24 BP)

Armor

Clout

Increase Initiative

Levitate

Lightning Bolt

Manaball

Manabolt

Physical Barrier

COVERT OPS SPECIALIST

RACE: HUMAN (0 BP)

ATTRIBUTES (220 BP)

B	A	R	S	C	I	L	W	E
2	5	5 (7)	2	3	4	4	3	4

Essence: 4.7

Initiative: 9 (11)

Initiative Passes: 1

Physical Damage Track: 9

Stun Damage Track: 10

ACTIVE SKILLS (144 BP)

Athletics Skill Group: 3

Close Combat Skill Group: 3

Electronics Skill Group: 2

Disguise: 2

Etiquette: 2

Infiltration (Urban +2): 4

Perception: 2

Automatics (Submachine Guns +2): 2

Shadowing: 3

KNOWLEDGE SKILLS

(24 FREE KNOWLEDGE SKILL POINTS)

Corporate Politics: 3

Finances: 2

Fine Cuisine: 3

Modern Literature: 2

Safe Houses: 2

Security Systems: 3

LANGUAGES SKILLS

Japanese: N

English: 3

French: 2

German: 2

Spanish: 2

QUALITIES (10 BP)

Blandness (10 BP)

Double Jointed (5 BP)

Murky Link (10 BP)

Incompetent (First Aid) (+5 BP)

Weak Immune System (+5 BP)

Mild Allergy: Gold (+5BP)

When the Covert Ops Specialist is doing his best work, you'll never see him. A master of infiltration and espionage, he's highly trained in the art of getting in, getting what he's looking for (be it information, that hot new prototype, or the security codes for the corp's secret R&D lab), and getting out. He moves like a ghost, quick and quiet, and his specialized gear helps him pass unseen and gather the information he needs. Don't think he can't handle himself in less covert circumstances, though—if need be, he can talk or fight his way out of most situations.

GEAR & LIFESTYLE (80,000¥) (16BP)

Armor Jacket; Chameleon Suit; 5 Flash-Paks; 5 Smoke Grenades; Jammer (Area, Rating 4); White Noise Generator (Rating 4); Gas Mask; 2 Small Containers of Nanopaste Disguise; Grapple Gun w/Climbing Gear, 200m of Stealth Rope, Catalyst Stick; Rappelling Gloves; Gecko Tape Gloves; Autopicker (Rating 4); Wire Clippers; Maglock Passkey (Rating 4); Monofilament Chainsaw; Keypad Copier (Rating 4); Medkit (Rating 6); 2 Fake SIN (Rating 4); High Lifestyle (1 month)

AUGMENTATIONS

Cybereyes [Rating 3, w/Flare Compensation, Low-Light, Smartlink, Thermographic, and Vision Magnification]; Reaction Enhancers (Rating 2); Spur

MATRIX GEAR

Hermes Icon CommLink [w/Novatech Navi OS and Sim Module]; Programs [Analyze 3, Browse 3, Command 1, Edit 3]; Trodes; AR Gloves; Rating 2 Linguasoft (Cantonese)

WEAPONS

Monofilament Sword; Shock Gloves; Ingram Smartgun X (w/10 Clips of Regular Ammo)

CONTACTS (10 BP)

Fixer (Connection 3/Loyalty 2)

Mr. Johnson (Connection 3/Loyalty 2)

NOTES

Starting Nuyen: 406 x 500¥

DRONE RIGGER

RACE: DWARF (25 BP)

ATTRIBUTES (180 BP)

B	A	R	S	C	I	L	W	E
3	4	4 (6)	3	2	5	4	3	3

Essence: 4.5

Initiative (Augmented) [Matrix]: 9 (11) [11]

Initiative Passes (Matrix): 1 (3)

Physical Damage Track: 10

Stun Damage Track: 10

ACTIVE SKILLS (156 BP)

Aeronautics Mechanic:	2
Automatics:	2
Automotive Mechanic:	2
Electronic Warfare:	2
Electronics Skill Group:	4
Gunnery:	3
Locksmith:	2
Perception:	2
Pilot Aircraft:	6
Pilot Anthroform:	3
Pilot Ground Craft:	4

KNOWLEDGE SKILLS

(27 FREE KNOWLEDGE SKILL POINTS)

Computer Background:	3
Local Junkyards:	5
Hospital Routes:	4
Pirate Trid Broadcasts:	4
Safe Houses:	3
Sci-Fi Sims:	3

LANGUAGE SKILLS

Japanese:	N
Cantonese:	2
English (Cityspeak):	2 (+2)

QUALITIES (+15 BP)

Aptitude (Pilot Aircraft)	(10 BP)
Low Pain Tolerance	(+10 BP)
Moderate Allergy to Gold	(+10 BP)
Weak Immune System	(+5 BP)

The Drone Rigger loves to be elbows-deep in his latest project—tweaking and adjusting it until it runs ten times better than it ever did straight out of the box. Otherwise, he prefers to be “inside” one of his drones—his mind joined to its electronic circuitry, moving it as if it were his own body. His services are in high demand; drones are prized for surveillance, protection, and attack. On shadowruns, he can direct his cadre of mechanical servants to perform jobs that are too touchy (or too dangerous) for live teammates to do. The drones’ wide range of sizes—from small enough to fit in a pocket to large enough to carry an entire team—means he’s got an option for every eventuality.

GEAR & LIFESTYLE (¥250,000) (50 BP)

Armor Jacket; Fake SIN (Rating 3); Automotive Workshop; Autopicker (Rating 1); Maglock Passkey (Rating 4); Automotive Toolkit; Low Lifestyle (1 Month)

AUGMENTATIONS

Control Rig; Cybereyes [Rating 2, w/Flare Compensation, Low-Light, and Thermographic Vision]; Datajack; Reaction Enhancers (Rating 2)

MATRIX GEAR

Transys Avalon Commlink [w/Response 5, Signal 5, Firewall 5, System 5, and sim-module w/hot sim modification]; Programs [Scan 5; ECCM 5; Encrypt 5; Command 5; Stealth 5]; Autosofts [Clearsight 4; Defense 4; Electronic Warfare 4; Maneuver (Aircraft) 4; Maneuver (Ground Craft) 4; Targeting (Heavy Weapons) 4; Targeting (Automatics) 4]

VEHICLES & DRONES

GMC Bulldog Step-Van [Pilot 4, Signal 4, Firewall 4, Response 4, Rigger Adaptation]
1 Lockheed Optic-X Drone
2 GM-Nissan Doberman Drones [Pilot 4, Signal 4, Firewall 4, Response 4, w/Ingram White Knights, 2 belts of 100 rounds of Explosive Ammo for each]
2 MCT-Nissan Roto-drones [Pilot 4, Signal 4, Firewall 4, Response 4, Weapon Mount w/HK-227x, 10 clips of Exploding Ammo for each]
1 Shiawase Kanmushi Microdrone
1 Offensive Lone Star iBall

WEAPONS

HK MP-5 TX [w/ 10 clips of Exploding Ammo]

CONTACTS (8 BP)

Fixer (2 Connection/2 Loyalty)
Mechanic (2 Connection/2 Loyalty)

NOTES

Starting Nuyen: 306 x 50¥

+2 dice for Body Tests to resist pathogens and toxins
Lost Natural Thermographic Vision due to implants

ENFORCER

RACE: TROLL (40 BP)

ATTRIBUTES (190 BP)

B	A	R	S	C	I	L	W	E
9	3	3 (5)	9	2	3	2	3	2

Essence: 2.9
Initiative: 6 (8)
Initiative Passes: 1 (3)
Physical Damage Track: 13
Stun Damage Track: 10

ACTIVE SKILLS (160 BP)

Close Combat Skill Group: 4
Con: 2
Dodge: 3
Etiquette (Mafia): 1 (+2)
Firearms Skill Group: 4
Forgery: 3
Intimidation: 3
Palming: 3
Pilot Ground Craft (Car): 1 (+2)
Shadowing: 3

KNOWLEDGE SKILLS

(15 FREE KNOWLEDGE SKILL POINTS)

Gang Turf: 4
Mafia Politics: 2
Mafia Safe Houses: 2
Number Running: 5
Racing Odds: 2

LANGUAGE SKILLS

English: N

QUALITIES (+10 BP)

Home Ground (10 BP)
Toughness (10 BP)
Addiction (Mild, BTL) (+5 BP)
Scorched (+5 BP)
Uncouth (+20 BP)

GEAR & LIFESTYLE (55,000¥) (11 BP)

Lined Coat; 3 Different BTL Chips; Fake SIN (Rating 4); Fake Gun License (Rating 4); Italian Linguasoft (Rating 2); Middle Lifestyle (1 Month)

AUGMENTATIONS

Datajack; Wired Reflexes (2)

MATRIX GEAR

Transys Avalon Commlink (w/Renraku Ichi OS and Sim Module Modified for BTL/Hot Sim);
Programs [Analyze 2, Browse 2, Edit 2];
AR Gloves; Glasses [Rating 2, w/Smartlink and Image Link]

WEAPONS

Ares Predator IV [w/Concealable Holster and 10 clips of Explosive Ammo]; Remington 990 (w/ Internal Smartgun System and 5 magazines of Flechette Ammo); Monofilament Sword; Shock Gloves

CONTACTS (9 BP)

BTL Dealer (Connection 1/Loyalty 1)
Mafia Consigliere (Connection 3/Loyalty 1)
Mafia Soldier (Connection 1/Loyalty 2)

NOTES

Starting Nuyen: 406 x 100¥
Natural Thermographic Vision
+1 Reach
+1 Natural Armor

When you need legs broken, outlooks rearranged, or just a little show of force to convince somebody that you mean business, give the Enforcer a call. He's big, he's strong, he's tough, and many times just having him show up and look intimidating is enough to get the target to fall into line. If not, he can handle the situation in any number of ways, from bare fists and baseball bats all the way up to bad-ass blades and heavy artillery. The Enforcer has seen just about everything there is to see on the streets while working strong-arm duty for corp and mob bigwigs, and he's smart enough to know a good deal when he sees one. These days, he's looking to move beyond merely using his talents in the service of others; sure, that pays well, but if he can eliminate the middleman and handle the jobs himself, well—that can pay even better.



Living in the shadows isn't all about big guns, major mojo, and dancing the electron two-step. Sometimes a more personal approach is needed, and that's where the Face comes in. As the public persona of the shadowrunning team, he uses his charm and charisma to negotiate with Mr. Johnson, wine and dine information sources, and talk his way out of tricky situations where blazing guns aren't the smart way to go. The Face's strengths are in his wide web of contacts and business associates, magnetic personality, and an uncanny ability to figure out what people want and give it to them—all the while cutting a better deal for himself and his team. He's got style, he's got flair, he's up on all the latest fashions and trends, and he's just as comfortable chatting over drinks with a corporate bigwig as he is discussing this year's Urban Brawl draft with a group of sprawl gangers. He's the consummate social chameleon, easily slipping in and out of character to make the best of any situation.

RACE: DWARF (25 BP)

ATTRIBUTES (220 BP)

B	A	R	S	C	I	L	W	E
3	3	3	3	5	5	4	5	4

Essence:	5.7
Initiative:	8
Initiative Passes:	1
Physical Damage Track:	10
Stun Damage Track:	11

ACTIVE SKILLS (130 BP)

Con:	4
Dodge:	2
Electronics Skill Group:	2
Etiquette:	5
Ground Craft (Car +2):	2
Intimidation:	3
Negotiation:	5
Perception:	4
Pistols:	2

KNOWLEDGE SKILLS

(27 FREE KNOWLEDGE POINTS)

Fine Cuisine:	3
Fine Restaurants:	3
Urban Brawl Schedule:	3
Combat Bike Schedule:	3

LANGUAGE SKILLS

English:	N
Arabic:	3
Cantonese:	3
German:	3
Japanese:	3
Spanish:	3

QUALITIES (+5 BP)

Exceptional Attribute (Charisma)	(20 BP)
First Impression	(5 BP)
Combat Paralysis	(+20 BP)
Gremlins	(+10 BP)

GEAR & LIFESTYLE (50,000¥) (10 BP)

Mercury Comet; Armor Clothing; Basic DocWagon contract (1 year); 2 Fake SINS (Rating 4); Jammer [Area, Rating 4]; 4 Certified Creditsticks (Blank); High Lifestyle (1 Month)

AUGMENTATIONS

Implanted Commlink (Transys Avalon w/Iris Orb OS); Datajack

MATRIX GEAR

Monocle [Rating 1, w/Image Link]; Programs [Analyze 2, Browse 3, Edit 2]; AR Gloves

WEAPONS

Fichetti Security 600 (w/Concealable Holster and 10 clips of Regular Ammo)

CONTACTS (20BP)

Arms Dealer (Connection 2/Loyalty 2)
Bartender (Connection 2/Loyalty 1)
Fixer (Connection 4/Loyalty 2)
Mr. Johnson (Connection 2/Loyalty 2)
Triad Soldier (Connection 2/Loyalty 1)

NOTES

Starting Nuyen: 4D6 x 500¥
+2 dice for Body Tests to resist pathogens and toxins
Natural Thermographic Vision

GUNSLINGER ADEPT

RACE: ORK (20 BP)

ATTRIBUTES (250 BP)

B	A	R	S	C	I	L	W	M	E
5	5	5 (7)	4	2	3	4	3	5	4

Essence: 6

Initiative: 8 (10)

Initiative Passes: 1 (3)

Physical Damage Track: 11

Stun Damage Track: 10

ACTIVE SKILLS (112 BP)

Athletics Skill Group: 3

Etiquette (Street +2): 2

Firearms Skill Group
(Pistols Improved Ability): 4 (6)

Perception (Visual +2): 3

Pilot Ground Craft (Car +2): 1

Unarmed Combat: 3

KNOWLEDGE SKILLS

(21 FREE KNOWLEDGE SKILL POINTS)

Firearms Design: 4

Firearms History: 2

Hong Kong Action Movies: 3

Hong Kong Triads: 3

Lone Star Procedures: 3

LANGUAGE SKILLS

Cantonese: N

English (Cityspeak +2): 2

Mandarin: 2

Japanese: 1

QUALITIES (+5 BP)

Adept (5 BP)

Ambidextrous (5 BP)

Mild Allergy to Pollutants (+10 BP)

SINner (+5 BP)

ADEPT POWERS

(5 POWER POINTS FROM MAGIC)

Attribute Boost (Agility): 2

Combat Sense: 2

Improved Ability (Pistols): 2

Improved Reflexes: 2

GEAR & LIFESTYLE (45,000¥) (9 BP)

Medkit (Rating 6); Lined Coat; Autopicker (Rating 5); Chrysler-Nissan Patrol-1; Fake Detective License (Rating 4); Fake Driver's License (Rating 4); Fake Gun License (Colt Manhunter, Rating 4); Fake SIN (Rating 4); Low Lifestyle (3 months)

MATRIX GEAR

Hermes Ikon Commlink [w/Mangadyne Deva OS]; Programs [Analyze 3, Browse 3, Command 1, Edit 2]; Contact Lenses [Rating 2 w/Smartlink and Image Link]; AR Gloves

WEAPONS

2 Colt Manhunters [w/ Internal Smartgun System, Quickdraw Holsters and 20 clips of Explosive Ammo]; Raecor Sting [w/ Concealable Holster and 2 clips of Flechette Ammo]

CONTACTS (14 BP)

Arms Dealer (Connection 2/Loyalty 2)

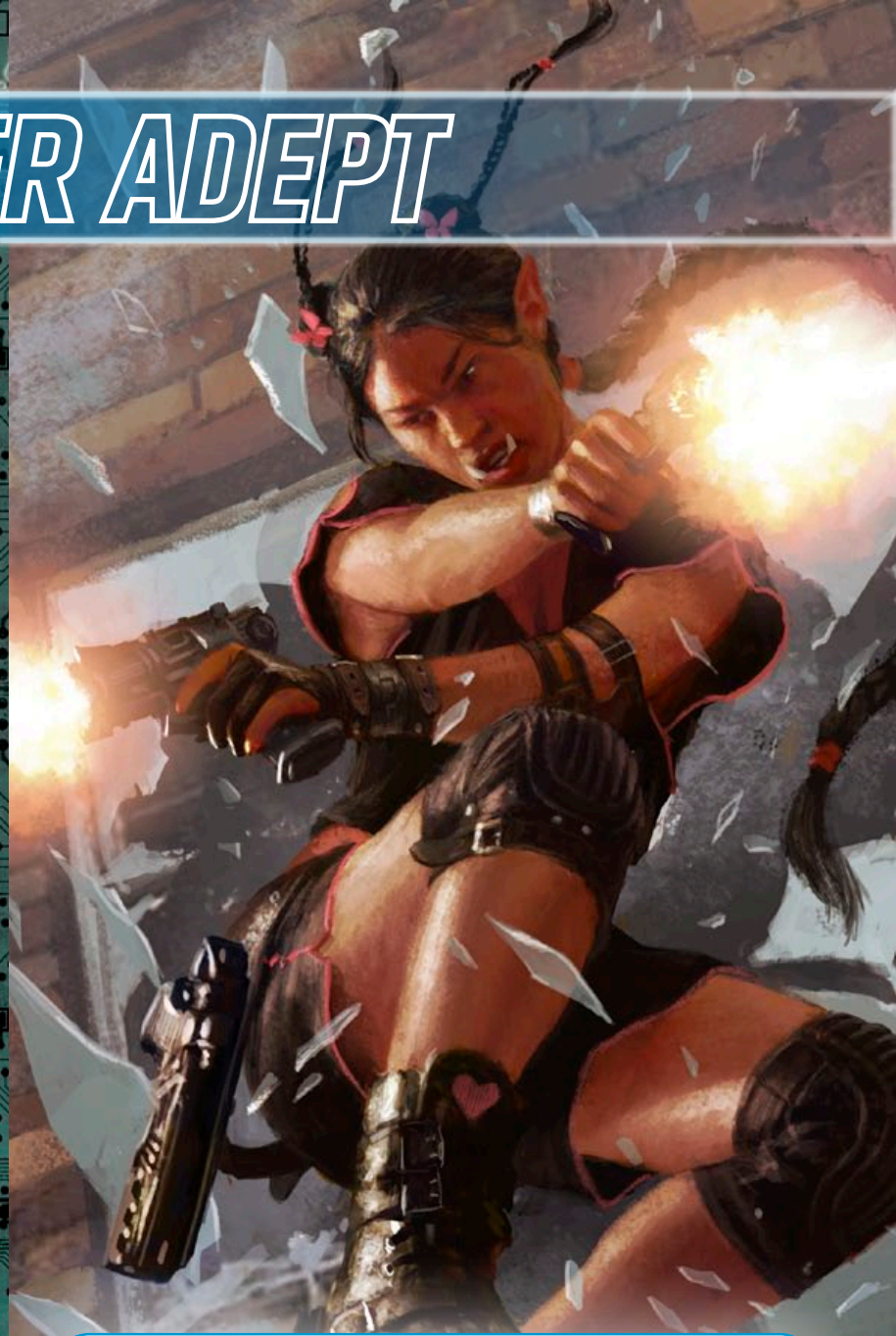
Fixer (Connection 3/Loyalty 3)

Lone Star Detective (Connection 2/Loyalty 2)

NOTES

Starting Nuyen: 306 x 50¥

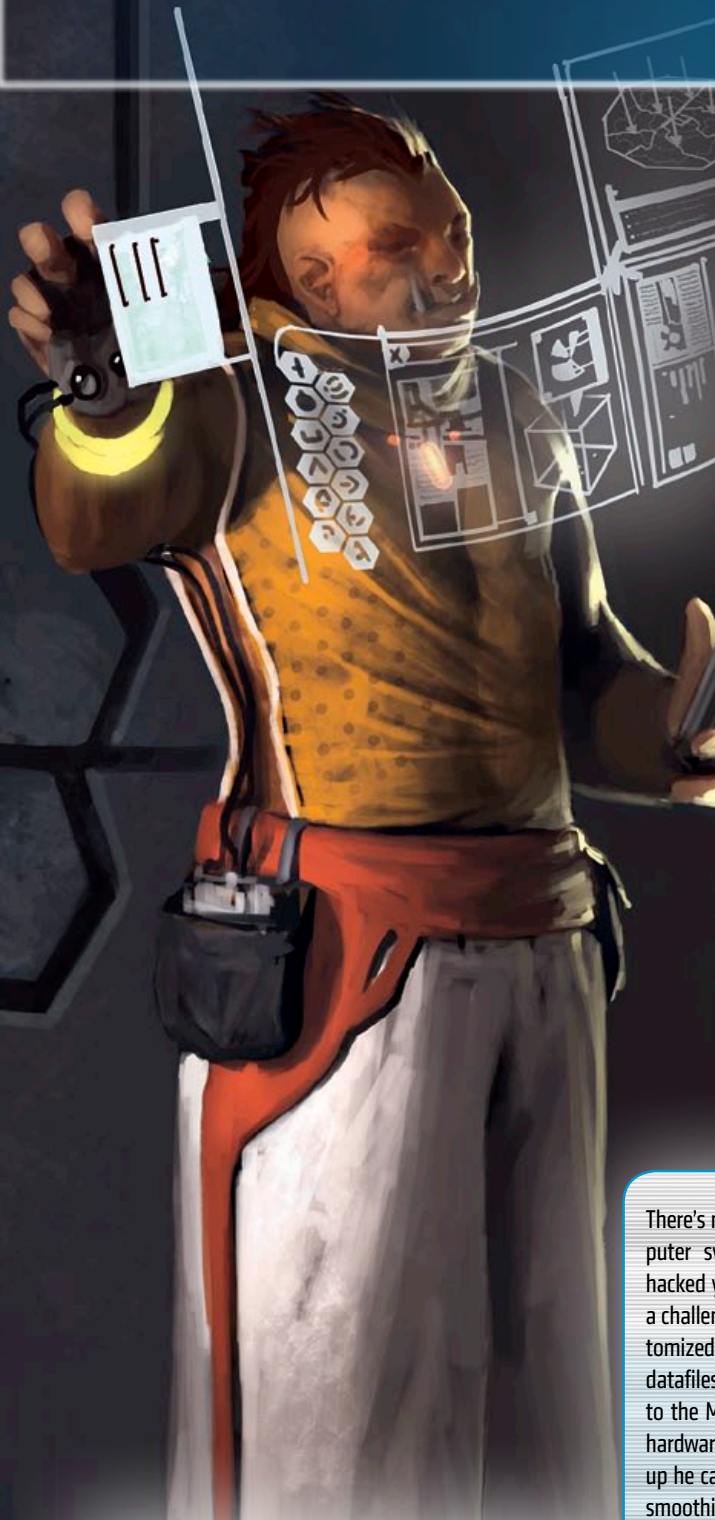
Natural Low-Light Vision



Many adepts channel their magical abilities toward honing their bodies into lethal unarmed killing machines, but the Gunslinger Adept has a different approach. With her uncanny ability to wield firearms of all types, she leans more toward Gun Fu than Kung Fu, taking down challengers before they've even had a chance to draw.

The Gunslinger Adept can perform tricks with firearms that most people can only dream of copying, but if the going should ever get tough she can also count on her phenomenal streak of luck to pull her butt out of the fire long enough for her to set her guns blazing once more. "One shot, one kill" is her motto—sure, on the mean streets of the Sixth World it's hard to fulfill that vow every time, but nonetheless she doesn't often miss what she's aiming at. A peerless gun for hire, the Gunslinger Adept finds no job too small and no challenge too great.

HACKER



RACE: ORK (20 BP)

ATTRIBUTES (200 BP)

B	A	R	S	C	I	L	W	E
4	3	5	3	3	5	4	3	4

Essence: 4.32

Initiative (Matrix): 10 (11)

Initiative Passes (Matrix): 1 (3)

Physical Damage Track: 10

Stun Damage Track: 10

ACTIVE SKILLS (138 BP)

Cybercombat:	4
Dodge:	2
Electronics Skill Group:	4
Electronic Warfare:	5
Etiquette (Matrix):	1 (+2)
Forgery:	2
Hacking:	5
Perception:	3
Pistol:	2

KNOWLEDGE SKILLS (27 FREE BP)

Conspiracy Theories:	3
Corporate Matrix Security Procedures:	5
Matrix Chat Rooms:	3
Operating Systems:	5
Safe Houses:	3
Underworld Politics:	3

LANGUAGE SKILLS

English:	N
Chinese:	3
Japanese:	2

QUALITIES (0 BP)

Codeslinger (Hack on the Fly)	(10 BP)
Photographic Memory	(10 BP)
Uncouth	(+20 BP)

There's no such thing as an unhackable computer system—only one that hasn't been hacked yet. The Hacker sees every system as a challenge, every encrypted file as an invitation to test his skills, the power of his programs, and his customized commlink. It is him against whatever the Matrix has to offer. Everything from remote cameras to datafiles to the cyberware and weapons of his foes are subject to his whim, as long as they're connected to the Matrix—and what isn't these days? The Hacker uses his state-of-the-art, personally-customized hardware and software to manipulate the electronic world and augmented reality, and when things heat up he can immerse himself fully into virtual reality, moving at the speed of thought through the Matrix, smoothing the way for his meat-bound teammates.

GEAR & LIFESTYLE (150,000¥) (30BP)

Biometric Reader; Armor Vest; 4 Fake SINS (Rating 4); Low Life-style (2 Months)

AUGMENTATIONS

Implanted Commlink (Sony Emperor w/ Sim Module modified for BTL/Hot Sim, w/Response 5, Signal 5, System 5, Firewall 5); Control Rig; Cybereyes [Rating 2, w/Low-Light Vision, Smartlink, Thermographic Vision, and Protective Covers]; Datajack; Data Lock (Encryption 5); Enhanced Articulation; Skin Pocket; Sleep Regulator

MATRIX GEAR

Subvocal Microphone; Programs [Analyze 5, Armor 4, Attack 5, Biofeedback Filter 4, Black Hammer 4, Browse 5, Command 5, Data Bomb 2, Decrypt 3, Edit 5, Exploit 5, Scan 5, Spoof 4, Stealth 5, Track 4]; 15 different VR Games

WEAPONS

Hammerli 620S (w/10 clips of Regular Ammo)

CONTACTS (12 BP)

Blogger (Connection 3/Loyalty 1)
Fixer (Connection 3/Loyalty 2)
Spider (Connection 2/Loyalty 1)

NOTES

Starting Nuyen: 306 x 50¥

Lost Natural Low-Light Vision due to implants

OCCULT INVESTIGATOR

RACE: HUMAN (0 BP)

ATTRIBUTES (230 BP)

B	A	R	S	C	I	L	W	M	E
3	3	3	2	4	4	4	4	4	3

Essence: 6

Initiative (Astral): 7 (8)

Initiative Passes (Astral): 1 (3)

Physical Damage Track: 10

Stun Damage Track: 10

ACTIVE SKILLS (146 BP)

Assensing: 3

Conjuring Skill Group: 3

Data Search: 3

Dodge: 2

Influence Skill Group: 2

Locksmith: 1

Perception (Visual +2): 4

Pistols: 1

Shadowing: 2

Sorcery Skill Group: 3

KNOWLEDGE SKILLS

(24 FREE KNOWLEDGE SKILL POINTS)

Chemistry: 3

Local Area Knowledge: 4

Magic Theory: 4

Underworld Politics: 4

LANGUAGE SKILLS

Arabic: N

English (Cityspeak +2): 3

Japanese: 2

Latin: 3

QUALITIES (+10 BP)

Magician (15 BP)

Addiction (Mild, Alcohol) (+5 BP)

Bad Luck (+20 BP)

SPELLS (15 BP)

Ignite

Improved Invisibility

Influence

Mind Probe

Stun Bolt

If you've got anything to hide, you'd better hope that the Occult Investigator isn't on your tail—because it won't stay hidden for long. An Awakened version of the traditional gumshoe detective, he uses an eclectic mix of spells to supplement his impressive talents in investigation, his dogged persistence, and his vast network of street contacts. Equal parts bloodhound and crusader, once he's on a trail he will follow it until he's run it to ground and found the information (or the suspect) he's looking for. In his past, he was on track to be a top detective in conventional law enforcement, but certain disagreements over philosophy spurred him to break off and go freelance, making his talents available to those who need a little extra edge on the streets.

GEAR & LIFESTYLE (25,000¥) (5 BP)

Radio Signal Scanner (Rating 3); 20 Security Tags; Micro Directional Microphone; 3 Micro Microphones; Lockpick Set; 4 Micro Cameras; Autopicker (Rating 3); Lined Coat; Magical Lodge Materials (Force 3); Mage Sight Goggles; Maglock Passkey (Rating 4); Fake Press License (Rating 4); Fake SIN (Rating 3); Low Lifestyle (2 Months)

MATRIX GEAR

Sony Emperor CommLink [w/Renraku Ichi OS]; Programs [Analyse 3, Browse 3, Command 1, Edit 3]; Glasses [Rating 4, w/Image Link, Low-Light, Flare Compensation, and Thermographic Vision]; Earbuds [Rating 3, w/Audio Enhancement (Rating 2) and Select Sound Filter (Rating 1)]; AR Gloves

WEAPONS

Colt Manhunter [w/Concealable Holster and 10 clips of Regular Ammo]

CONTACTS (14 BP)

Bartender (Connection 2/Loyalty 1)

Fixer (Connection 2/Loyalty 1)

Lone Star Beat Cop (Connection 2/Loyalty 1)

Street Snitch (Connection 1/Loyalty 1)

Talismonger (Connection 2/Loyalty 1)

NOTES

Starting Nuyen: 306 x 50¥

RADICAL ECO-SHAMAN

Metahumanity has spent far too long raping the earth in the pursuit of “progress,” and the Radical Eco-Shaman is ready to exact a little revenge in the name of Mother Gaia. Though her ideals are peaceful, she’s no pacifist—she’ll do whatever it takes to strike back at the people and corps she believes are destroying the planet, from spiking trees and blowing up bulldozers to organizing rallies and staging media events to publicize the cause. The fact that she’s Awakened and therefore more closely connected to the Earth not only makes her more devoted to her crusade, but gives her magical firepower that can’t hurt when she needs to get the job done. She will avoid risking lives—damaging property is what hurts the corps’ bottom line anyway—and with her healing skills she can treat damage as well as dish it out. She’s a powerful ally, especially when going up against the very corporations she hates.

RACE: DWARF (25 BP)

ATTRIBUTES (230 BP)

B	A	R	S	C	I	L	W	M	E
3	3	3	3	5	4	3	5	5	3

Essence: 6

Initiative (Astral): 7 (8)

Initiative Passes (Astral): 1 (3)

Physical Damage Track: 10

Stun Damage Track: 11

ACTIVE SKILLS (130 BP)

Banishing: 3

Binding: 5

Demolitions: 4

Etiquette: 2

First Aid: 2

Perception: 2

Pistols: 2

Sorcery Skill Group: 3

Summoning: 5

KNOWLEDGE SKILLS (21 FREE BP)

Astral Research: 3

Engineering: 2

Magical Theory: 3

Megacorp Law: 3

Parazoology: 3

Radical Groups: 4

LANGUAGE SKILLS

English: N

Spanish: 3

QUALITIES (+15 BP)

Magician (15 BP)

Mentor Spirit (Wolf) (5 BP)

Allergy (Moderate, Pollutants) (+15 BP)

Spirit Bane (Fire Spirits) (+10 BP)

Low Pain Tolerance (+10BP)

SPELLS (18 BP)

Chaotic World

Critter Form (Wolf)

Flamethrower

Heal

Manabolt

Mob Mood

GEAR & LIFESTYLE (15,000¥) (3 BP)

3 Tranq Patches (Rating 5); Armor Vest; Medkit (Rating 6); 2 Trauma Patches; Camouflage Suit; Magical Lodge Materials (Force 5); 10 Kilos of Foam Explosives [w/10 Detonator Caps] (Rating 4); Low Lifestyle (1 Month)

MATRIX

Sony Emperor Commlink w/Renraku Ichi OS

WEAPONS

Colt Manhunter [w/ 10 Clips of Regular Ammo]; Survival Knife

CONTACTS (9 BP)

Fixer (Connection 2/Loyalty 2)

Talismonger (Connection 2/Loyalty 3)

NOTES

Starting Nuyen: 3D6 x 50¥

The Radical Eco-Shaman follows Wolf and has +2 dice for Combat spells, and +2 dice to conjure beast spirits.

The shaman must succeed in a Willpower Charisma (3) Test to retreat from a fight.

SMUGGLER

Part grease monkey, part hotshot driver, the Smuggler never met a vehicle she didn't like—or couldn't drive. Not only that, but she can fix it if it breaks down or gets shot up, and odds are very good that she can improve it so it will do things that the original designer never intended. Whether screaming through a border crossing in a souped-up T-Bird or dogfighting in a specially modified cargo plane, the Smuggler's got the nerve and the know-how to get your cargo where it needs to go in one piece. She knows all the checkpoints, all the weaknesses in border patrols, and every smuggling route from Seattle to Denver and beyond. If you need to get somewhere in a hurry without anybody knowing you've left, the Smuggler's your best bet—but even if things get a little hot and you pick up a tail, she's more than capable of blowing it away in vehicle-to-vehicle combat.

RACE: HUMAN (0 BP)

ATTRIBUTES (210 BP)

B	A	R	S	C	I	L	W	E
3	5	5 (7)	2	2	5	3	3	3

Essence: 3.4

Initiative: 10 (12)

Matrix Initiative: 11

Initiative Passes (Matrix): 1 (3)

Physical Damage Track: 10

Stun Damage Track: 10

ACTIVE SKILLS (156 BP)

Dodge:	3
Etiquette (Smugglers +2):	2
Electronic Warfare:	4
Gunnery:	4
Mechanic Skill Group:	2
Navigation:	2
Negotiation (Bargaining +2):	2
Perception:	3
Pilot Aircraft:	4
Pilot Ground Craft:	5
Pistols:	1
Infiltration:	3

KNOWLEDGE SKILLS

(24 FREE KNOWLEDGE SKILL POINTS)

Auto Mechanics:	5
Border Patrol Tactics:	4
Engineering:	3
Smuggler Safe Houses:	4
Smuggling Routes:	5

LANGUAGES SKILLS

English:	N
Spanish:	3

QUALITIES (+30 BP)

Elf Poser	(+5 BP)
Low Pain Tolerance	(+10 BP)
Moderate Allergy to Sunlight	(+15 BP)

GEAR & LIFESTYLE (250,000¥) (50 BP)

Helmet; Lined Coat; Automotive Toolkit; Automotive Shop; Low Lifestyle (1 Month)

AUGMENTATIONS

Plastic Bone Lacing; Control Rig; Cybereyes (Rating 3, w/ Flare Compensation, Low-Light Vision, Smartlink, and Thermographic Vision); Datajack; Reaction Enhancers (Rating 2); 2 Smuggling Compartments; Touchlink

MATRIX GEAR

Fairlight Caliban [w/Firewall 5, System 5, Response 5, Sim Module modified for BTL/Hot Sim];

Programs [Command 5, ECCM 5, Encrypt 4, Scan 5, Stealth 5]; Autosofts [Clearsight 3, Defense 3, Electronic Warfare 3, Maneuver (Ground Craft) 3, Targeting (Heavy Weapons) 3]

VEHICLES & DRONES

Eurocar Westwind 3K [Pilot 4, Firewall 4, Signal 4, Response 4] GMC Bulldog Step-Van [Pilot 4, Firewall 4, Signal 4, Response 4, Rigger Adaptation, Weapon Mount w/ Ingram White Knight LMG, 2 belts of 100 Explosive Rounds]

WEAPONS

Ares Predator IV [w/ Concealable Holster and 10 clips of Explosive Ammo]

CONTACTS (14 BP)

Fixer (Connection 2/Loyalty 2)
Mechanic (Connection 2/Loyalty 3)
Mr. Johnson (Connection 4/Loyalty 1)

NOTES

Starting Nuyen: 306 +4 x 50¥



SPRAWL GANGER



RACE: ORK (20 BP)

ATTRIBUTES (220 BP)

B	A	R	S	C	I	L	W	E
7	4 (5)	3	6 (7)	2	3	3	4	4

Essence: 4.9

Initiative: 6

Initiative Passes: 1

Physical Damage Track: 12

Stun Damage Track: 10

ACTIVE SKILLS (144 BP)

Close Combat Skill Group: 4

Etiquette (Street +2): 3

Firearms Skill Group: 3

Intimidation: 3

Pilot Ground Craft (Bike +2): 2

Running: 3

Shadowing: 4

Survival (Urban +2): 2

KNOWLEDGE SKILLS

(18 FREE KNOWLEDGE SKILL POINTS)

BTL Dealers: 2

Gang ID: 4

Gang Turf: 5

Local Area Knowledge: 2

Urban Brawl Statistics: 3

LANGUAGE SKILLS

English: N

Spanish: 2

QUALITIES (0 BP)

Guts (5 BP)

Home Ground (10 BP)

Toughness (10 BP)

Scorched (+5 BP)

Uneducated (+20 BP)

The Sprawl Ganger is an urban predator, born and raised on the streets and well versed in what it takes to survive in a world where anybody you meet might kill you because he doesn't like your looks (or your colors). He's tough, strong, and trained from childhood in the arts of combat, intimidation, and street smarts. He doesn't need guns or magic to stay alive—his fists, a good lead pipe, a chain and a knife are his weapons of choice, and he's very good at using them. He knows that to stay alive in the Barrens, you've either got to be the toughest hombre on the streets or under that hombre's protection—and since he's not about to kiss up to anybody, that only leaves him one choice. Still, though, he knows the score, and he knows that no matter how tough you are, there's always somebody younger and tougher coming up behind you. This is why he's looking for his ticket up to the next rung of the ladder—maybe doing some intimidation work for the local Mob family or running courier jobs for the area's drug lord will get him noticed, and maybe getting noticed will give him a chance to show just how well this big fish in a small pond can swim with the sharks.

GEAR & LIFESTYLE (30,000¥) (6 BP)

Armor Jacket; Harley Davidson Scorpion; Fake Drivers License (Rating 4); Fake SIN (Rating 3); Low Lifestyle (2 Months)

AUGMENTATIONS

Datajack; Muscle Replacement (Rating 1)

MATRIX GEAR

Sony Emperor Commlink [w/Redcap Nix OS and Sim Module Modified for BTL/Hot Sim]; Programs [Analyze 2, Browse 1, Command 1, Edit 1];

Glasses [Rating 1, w/Image Link]; AR Gloves; Miracle Shooter (1 Year) and 2 misc. VR Games; Virtual Pet

WEAPONS

Combat Axe; Extendable Baton; Remington Roomsweeper (w/10 clips of Flechette Ammo); Survival Knife

CONTACTS (10 BP)

BTL Dealer (Connection 1/ Loyalty 1)
Gang Leader (Connection 2/ Loyalty 1)
Gang Member (Connection 2/ Loyalty 3)

NOTES

Starting Nuyen: 306 x 50¥
Natural Low-Light Vision

STREET SAMURAI

RACE: HUMAN (0 BP)

ATTRIBUTES: (200 BP)

B	A	R	S	C	I	L	W	E
4	5 (8)	4 (6)	5 (7)	2	3	2	3	2

Essence: 1.08
Initiative: 7 (9)
Initiative Passes: 1 (3)
Physical Damage Track: 10
Stun Damage Track: 10

ACTIVE SKILLS (150 BP)

Athletics Skill Group: 3
Automatics: 5
Blades: 4
Heavy Weapons: 3
Infiltration: 4
Negotiation: 2
Perception (Visual +2): 1
Pilot Ground Craft (Bike +2): 1
Pistols: 4
Unarmed Combat: 5

KNOWLEDGE SKILLS

(15 FREE KNOWLEDGE SKILL POINTS)

Firearm Design: 3
Safe Houses: 4
Zen Meditation: 3

LANGUAGES

Spanish: N
English (Cityspeak +2): 2
Japanese: 2

QUALITIES (0 BP)

Guts (5 BP)
High Pain Tolerance (10 BP)
Addiction (Mild, Stimulants) (+5 BP)
Incompetent (Hacking) (+5 BP)
Allergy (Mild, Gold) (+5 BP)

Part man, part machine, all dangerous—sometimes it's hard to tell where the Street Samurai's meat body ends and her cybered enhancements begin. Tough, strong, frighteningly fast, and trained in the arts of combat and tactics, she's a hyper-efficient killing machine who can handle just about any situation she gets into. Whether former military, former corp, or former something-she-won't-discuss, these days she's a freelance street operative who prides herself on her strict sense of honor. She is as learned in the ways of the samurai warrior as she is in the practice of security procedures, and she prides herself on always remaining one step ahead of the dishonorable street scum who seek vainly to best her.

GEAR & LIFESTYLE (195,000¥) (39 BP)

Armor Vest (w/Rating 2 Nonconductivity Modification); Firearms Repair Kit; Doc Wagon Contract (Gold, 1 Year); Fake SIN (Rating 4); 5 Fake Licenses [2 Ares Predators IVs, Katana, Ingram Smartgun X, Wired Reflexes, each at Rating 4]; Suzuki Mirage; Low Lifestyle (3 Months)

AUGMENTATIONS

Wired Reflexes [Alpha] (2); Cybereyes [Alpha, Rating 3, w/Flare Compensation, Low-Light Vision, Protective Covers, Smartlink, and Thermographic Vision]; Right Obvious Customized Full Cyberarm [w/Armor 2, Enhanced Agility 3, Enhanced Strength 2, Spur, Shock hand]; Left Obvious Customized Full Cyberarm [w/Armor 2, Enhanced Agility 3, Enhanced Strength 2, Small Smuggling Compartment]

MATRIX GEAR

Hermes Ikon [w/Redcap Nix OS and Sim Module]; Programs [Analyze 2, Browse 2, Command 1, Edit 2] AR Gloves;

WEAPONS

2 Ares Predator IVs [w/Concealable Holsters and 10 clips of Exploding Ammo for each]; Ingram Smartgun X [w/Sound Suppressor, Gas Vent 3; 10 clips of Regular Ammo]; Katana; Stoner-Ares M202 [Internal Smartgun System, w/2 100 round belt of Regular Ammo]; Survival Knife

CONTACTS (11 BP)

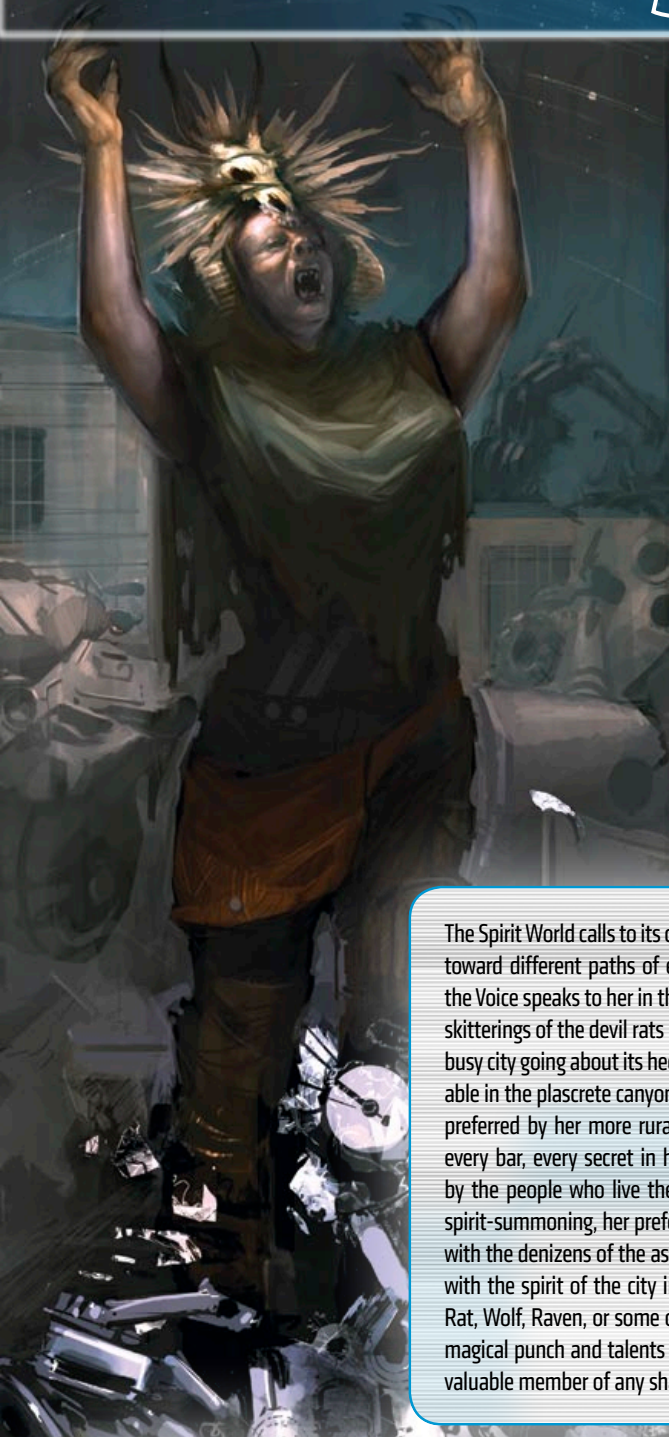
Fixer (Connection 3/Loyalty 3)
Street Doc (Connection 2/Loyalty 3)

NOTES

Starting Nuyen: 306+8 x 50¥



STREET SHAMAN



The Spirit World calls to its children in different ways, pointing them toward different paths of enlightenment. For the Street Shaman, the Voice speaks to her in the whispers of the homeless people, the skitterings of the devil rats in dark alleys, the hum and hubbub of a busy city going about its hectic daily existence. She's more comfortable in the plascrete canyons of the sprawl than in the wilder lands preferred by her more rural counterparts—she knows every alley, every bar, every secret in her neighborhood, and she's fascinated by the people who live there. Though skilled at both spells and spirit-summoning, her preferences lie in the latter; her interactions with the denizens of the astral plane help her to literally commune with the spirit of the city in which she lives. Whether she follows Rat, Wolf, Raven, or some other urban totem, the Street Shaman's magical punch and talents at sneaking and infiltration make her a valuable member of any shadowrunning team.

RACE: TROLL (40 BP)

ATTRIBUTES (225 BP)

B	A	R	S	C	I	L	W	M	E
5	3	3	5	4	4	4	4	5	2

Essence: 6
Initiative (Astral): 7 (8)
Initiative Passes (Astral): 1 (3)
Physical Damage Track: 11
Stun Damage Track: 10

ACTIVE SKILLS (120 BP)

Assensing: 2
Banishing: 2
Binding: 3
Dodge: 2
Infiltration: 3
Palming: 2
Perception: 2
Sorcery Skill Group: 3
Summoning: 5
Survival (Urban +2): 1

KNOWLEDGE SKILLS

(24 FREE KNOWLEDGE SKILL POINTS)

Goblin Rock: 2
Local Charity Shelters: 4
Local Area Knowledge: 4
Magical Theory: 4
Public Transportation Routes: 3
Safe Houses: 2
Spirits: 5

LANGUAGE SKILLS

English: N

QUALITIES (+5 BP)

Magician (15 BP)
Mentor Spirit (Rat) (5 BP)
Combat Paralysis (+20 BP)
Gremlins (+5 BP)

SPELLS (12 BP)

Confusion
Heal
Improved Invisibility
Manabolt

GEAR & LIFESTYLE (¥5,000) (1BP)

Magical Lodge Materials (Force 5); Leather Jacket; Medkit (Rating 4); Gas Mask; Squatter Lifestyle (2 Months)

MATRIX GEAR

Meta Link Commlink [w/Vector Xim OS];
Programs [Analyze 1, Browse 1, Command 1, Edit 1];
Goggles [Rating 1, w/Image Link]

WEAPONS

Survival Knife

CONTACTS (7BP)

Squatter (Connection 1/Loyalty 2)
Fixer (Connection 2/Loyalty 2)

NOTES

Starting Nuyen: 206 x 20¥

Natural Thermographic Vision

+1 Reach

+1 Natural armor

+2 dice for Infiltration Tests,

+2 dice for resisting disease and poisons

The Street Shaman must make a Willpower + Charisma (3) Test to not immediately flee or seek cover whenever caught in a combat situation. If there is nowhere to flee, then she is forced to fight.

TECHNOMANCER

RACE: HUMAN (0 BP)

ATTRIBUTES (230 BP)

B	A	R	S	C	I	L	W	R	E
2	3	4	2	3	5	5	3	5	2
Essence:									6
Initiative (Matrix):									9 (11)
Initiative Passes (Matrix):									1 (3)
Physical Damage Track:									9
Stun Damage Track:									10

ACTIVE SKILLS (134 BP)

Cracking Skill Group:	3
Electronics Skill Group:	3
Dodge:	2
Negotiation:	2
Perception:	3
Pistols (Light Pistols +2):	1
Tasking Skill Group:	4

KNOWLEDGE SKILLS

(30 FREE KNOWLEDGE SKILL POINTS)

Comic Books:	3
Corporate Matrix Security Procedures:	4
Data Havens:	3
IC Identification:	3
Matrix Theory:	2
Operating Systems:	5

LANGUAGE SKILLS

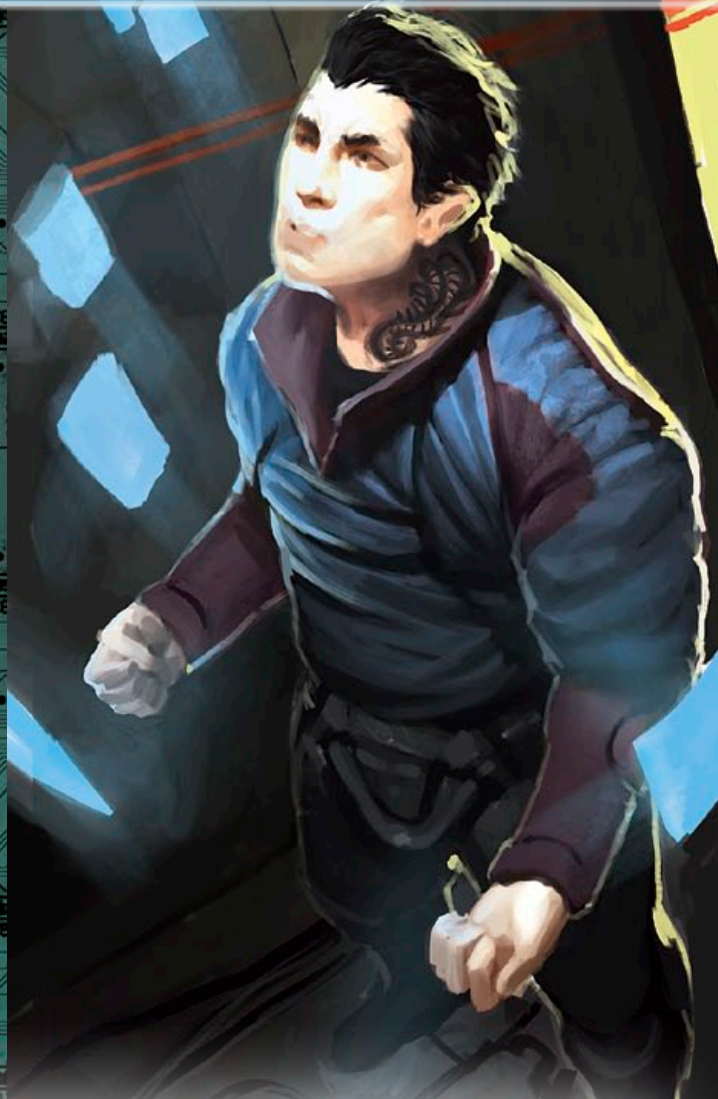
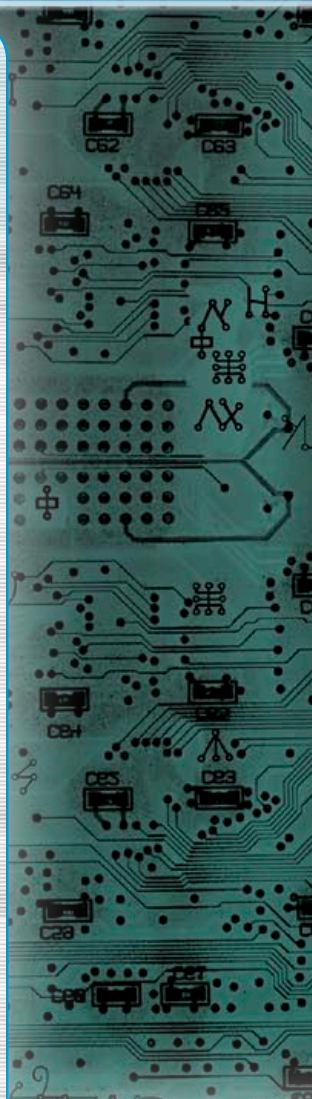
Spanish:	N
English (Cityspeak +2):	4
Cantonese:	2
Japanese:	3

QUALITIES (+10 BP)

Natural Hardening	(10 BP)
Technomancer	(5 BP)
Combat Paralysis	(+20 BP)
Weak Immune System	(+5 BP)

LIVING PERSONA

Firewall:	3
Response:	5 (6)
Signal:	3
System:	5
Biofeedback Filter (Natural Hardening):	3 (4)



The Technomancer does not merely run the Matrix—he inhabits it, moving through it with the easy familiarity of a fish in home waters. He doesn't need a clumsy commlink to give him access, nor does he need to spend his time writing tedious programs to do his bidding—his mind and his reflexes are all he needs to ride the electron waves and shape the virtual world. Touched by the Resonance, he communes with the soul of the machine and finds his home more among its datatrails and network traffic than he ever did among the streets and buildings of the sprawl.

COMPLEX FORMS (35 BP)

Analyze 2; Armor 3; Browse 3; Attack 4; Decrypt 3; Exploit 3; Edit 3; Scan 3; Stealth 5; Track 4

GEAR & LIFESTYLE (¥15,000) (3 BP)

Lined Coat; Fake SIN (Rating 4); Dodge Scoot; Metalink Commlink running Vector Xim OS, Low Lifestyle (3 Months)

WEAPONS

Colt America L36 [w/Internal Smartgun System, Hidden Gun Arm Slide, and 5 clips of Regular Ammo]

CONTACTS (8 BP)

Fixer (Connection 2/Loyalty 2)
Blogger (Connection 2/Loyalty 2)

NOTES

Starting Nuyen: 306 + 2 x 50¥

WEAPON SPECIALIST



RACE: ELF (30 BP)

ATTRIBUTES (180 BP)

B	A	R	S	C	I	L	W	E
3	4	4	3	4	3	3	3	3

Essence: 6

Initiative: 7

Initiative Passes: 1

Physical Damage Track: 10

Stun Damage Track: 10

ACTIVE SKILLS (142 BP)

Archery: 2

Armorer: 5

Close Combat Skill Group: 3

Demolitions: 3

Dodge: 2

Firearms Skill Group: 4

Heavy Weapons: 2

Negotiation: 2

Throwing Weapons: 2

KNOWLEDGE SKILLS

(18 FREE KNOWLEDGE SKILL POINTS)

Blade Design: 3

Chemistry: 2

Engineering: 4

Firearm Design: 4

Gun Trivia: 2

LANGUAGE SKILLS

Arabic: N

English: 3

QUALITIES (10 BP)

Guts (5 BP)

Lucky (20 BP)

Addiction (Mild, Stimulants) (+5 BP)

Allergy (Mild, Seawater) (+10 BP)

The Weapons Specialist is a literal martial artist. A master of unarmed combat, she is equally skilled at building and repairing weapons and armor of all types. If

it deals damage or prevents you from getting hurt, she can fix it, improve it, or make you a new one. She's up on all the latest developments in the weapons industry, and odds are she knows somebody who can get hold of that hot new toy that's not quite on the market yet. She's a veritable walking arsenal, bristling with guns, knives, and a few more exotic things squirreled away in her many pockets, but even if somebody manages to catch her unarmed, she's a wiz at improvising weapons from whatever happens to be around her—including her opponents.

GEAR & LIFESTYLE (130,000¥) (26 BP)

5 Flash-Paks; Armorer Facility; Armor Jacket; Armorer's Kit; Fake SIN (Rating 3); 2 Fake Licenses (Rating 3); Middle Lifestyle (1 Month)

MATRIX GEAR

Novatech Airware Commlink [w/Renraku Ichi OS and Sim Module]; Contact Lenses [Rating 2, w/Image Link and Smartlink]; Programs [Analyze 2, Browse 2, Command 1, Edit 2]

WEAPONS

Combat Axe; 2 Katanas; Medium Crossbow w/20 Bolts; 10 Throwing Knives; 10 Shuriken; 10 Fragmentation Grenades; Ares Predator IV [w/Quick Draw Holster and 10 clips of Explosive Ammo]; Yamaha Sakura Fubuki [w/Smartlink, Concealable Holster, and 80 rounds of Regular Ammo]; Walther MA-2100 [w/4 clips Regular Ammo]; Aztechnology Striker; Survival Knife; Stun Baton

CONTACTS (12 BP)

Arms Dealer (Connection 2/Loyalty 2)

Fixer (Connection 2/Loyalty 2)

Mercenary (Connection 2/Loyalty 2)

NOTES

Starting Nuyen: 406 x 100¥

Natural Low-Light Vision