

# ARCHETYPES

## THE ADEPT

The Adept is a magically active individual who follows the somatic way. Instead of casting spells, he uses his magic internally to develop his mind and body to its utmost potential, physically, mentally, and spiritually. His ability to inflict damage by using his body as a weapon has been intensified, as has his ability to take damage without faltering. His magic has also improved his speed and reflexes. Combined with his agility, the adept can play the role of ninja, spy, or thief with ease.

The adept is more than an expert killing machine, however; he is also an enlightened student of magic, philosophy, art, and language. He wields control over his mind as frequently as he does control over his body, through the art of meditation. In addition to shadow-work, he sidelines as a bodyguard, where his skills of patience, alertness, and control are constantly tested.

Cost	Skill/Talent/Perk	Roll
3	Acrobatics (DEX)	13-
0	Acting (PRE)	8-
3	Breakfall (DEX)	13-
3	Climbing (DEX)	13-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
15	CSL: +3 with HTH	
0	Deduction (INT)	8-
5	Defense Maneuver II	
20	Martial Arts	
0	Paramedics (INT)	8-
0	Persuasion (PRE)	8-
0	Shadowing (INT)	8-
9	SL: +3 with Concealment, Shadowing, Stealth	
3	Stealth (DEX)	13-
3	Streetwise (PRE)	11-
0	TF: Car or Bike	
0	WF: Clubs	
0	WF: Unarmed Combat	
5	Perk: Contacts	
20	Talent: Adept	
	<b>Background Skills</b>	
2	AK: Home Region	12-
2	KS: Magic	11-
2	KS: Martial Arts	11-
2	KS: Meditation	11-
2	Language: Chinese (Fluent Conversation)	
0	Language: Native (4 points, Fluent)	
0	PS: Bodyguard	11-
	<b>Cost Disadvantages</b>	
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum	
<b>69</b>	<b>Total Package Cost</b>	

Cost	Adept Powers	END
(6)	CSL: +2 with Unarmed Combat	0
(13)	Increased Reflexes +2 (SPD +2)	0
(30)	Killing Hands: 2d6 HKA	3
(3)	Mystic Armor +2 rPD	0
(8)	Pain Resistance: Resistance +4 EGO, +4 CON (to resist Stunning)	0

## COMBAT DECKER

While most deckers prefer to undertake runs from several miles away, providing overwatch, legwork and security cover for their team through the Matrix, the Combat Decker prefers to be where the action is. He's ideal for runs that require direct penetration and on-site computer access. Sure he can sneak in, bypass electronic security and get the hacking done quickly and efficiently, but he is just as capable of going toe to toe with goons or security if it comes to that.

Just because he's big, chromed and wired for speed and close combat, doesn't mean he's bad at decking. He lives for the rush of the Matrix. When not on a run, the combat decker keeps tabs on what's going down in the sprawl for his teammates.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Analyze Hacking (INT)	13-
3	Bugging (INT)	13-
0	Climbing (DEX)	8-
3	Combat Driving (DEX)	12-
7	Computers (INT)	15-
3	Concealment (INT)	13-
0	Conversation (PRE)	8-
10	CSL: +2 with Cybercombat	
5	CSL: +1 with HTH	
0	Deduction (INT)	8-
3	Electronics (INT)	13-
0	Paramedics (INT)	8-
0	Persuasion (PRE)	8-
0	Shadowing (INT)	8-
12	SL: +4 with Computers, Computer Design and Analyze Hacking	
8	SL: +4 with Streetwise, Conversation, and Persuasion (Only in the Matrix, -5)	
3	Stealth (DEX)	12-
3	Streetwise (PRE)	11-
0	TF: Car or Bike	
0	WF: Clubs	
2	WF: Cyber-Implant Weapons	
2	WF: Pistols	
0	WF: Unarmed Combat	
5	Perk: Contacts	
40	Perk: Wealth 1,000,000¥ (712,750¥ remaining)	
	<b>Background Skills</b>	
1	AK: Home Region	11-
2	AK: Seattle Corporate Hosts	11-
3	KS: Data Havens (INT)	13-
3	KS: Jackpoint Locations (INT)	13-
2	KS: Matrix Gangs	11-
0	Language: Native (4 points, Fluent)	
0	PS: Security Decker	11-
<b>123</b>	<b>Total Package Cost</b>	

Ess	Cyberware/Bioware	Nuyen
1.8	Datajack, Standard (Alphaware) (Mindlink: Computers)	2000
5.3	Internal Memory 200Mp (Alphaware)	60000
4	Radio Transceiver (Alphaware) (Radio Perception/Transmission)	5000
15	Obvious CyberArm*	65000
3.7*	SmartLink (Alphaware) (+2 with All Ranged)	30000
6.6*	Cyberspurs (Alphaware) (1½d6 HKA)	12500
14.7	Wired Reflexes 1 (Alphaware) (SPD +3, LR +4)	110000
2.7	Reflex Trigger (Alphaware) (SL: +4 Concealment for Wired Reflexes)	24000
<b>43.5</b>	<b>Total Essence Cost</b>	<b>308500</b>

# SHADOWPUNK—ARCHETYPES

## COMBAT MAGE

The Combat Mage exists to deal out death and destruction, whether physically or magically. He is big, loud, and intimidating, and is primarily useful for dragging his teammates out of tight spots. The combat mage is no light-weight bookworm of a magician. He craves the excitement of combat, whether fighting with his guns or repertoire of single-target and area-effect spells. He can crack your neck just as easily as he can crackle your brain when he hits you with the full force of his Manabolt spell.

There's more to shadowrunning than killing people, however, so he can take down targets without killing them (sometimes you need info more than another casualty) as well as magically heal wounded comrades afterwards. If spells don't cut it, the combat mage can use intimidation and his street-born skills to get him out of tight spots.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
0	Concealment (INT)	8-
3	Conjuring (EGO)	13-
0	Conversation (PRE)	8-
5	CSL: +1 with All Ranged	
0	Deduction (INT)	8-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	11-
0	Shadowing (INT)	8-
9	SL: +3 with Aura Reading, Conjuring, Sorcery	
5	Sorcery (EGO)	14-
0	Stealth (DEX)	8-
3	Streetwise (PRE)	11-
0	TF: Car or Bike	
2	WF: Blades	
0	WF: Clubs	
2	WF: Submachine Guns	
0	WF: Unarmed Combat	
30	Talent: Full Mage	
5	Perk: Contacts	
4	Perk: Wealth 100,000¥	
	<b>Background Skills</b>	
2	AK: Home Region	12-
2	AK: Redmond Barrens	11-
2	KS: Gang Identification	11-
2	KS: Magic	11-
2	KS: Organized Crime	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Corporate Mage	11-
	<b>Spells</b>	<b>AP</b> <b>END</b>
7	Heal 6d6	60 6
7	Manaball 1d6+1 RKA	60 6
7	Manabolt 2d6 RKA	60 6
6	Powerball 1d6+1 RKA	50 5
7	Stunbolt 6d6	60 6
<b>Cost</b>	<b>Disadvantages</b>	
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum	
<b>91</b>	<b>Total Package Cost</b>	

Cost	Magical Abilities	END
0	Astral Projection	3
0	Astral Perception	0
0	Dispelling 20d6	10
0	Banishing 20d6	10
0	Conjure Elementals	14
0	Sorcery	By spell
0	Spell Defense	0
<b>0</b>	<b>Total</b>	

## COVERT OPS SPECIALIST

The Covert Ops Specialist is a master of infiltration and unauthorized access. Her skills and gear allow her to survey targets and gather intelligence. Using her Electronics skill, sequencer and retinal duplication, she can bypass security systems and alarms like a megacorp evading a tax.

Physical obstacles are bypassed through the use of her athletic ability, and guards can be fast-talked or take out physically if necessary. Once inside, she can sneak quietly about, communicate silently via headware radio, and use her cybered senses and radio scanners to keep an eye out for trouble. Anything she sees or hears through her amplified senses can be recorded and stored in headware memory.

The specialist maintains a strict cover identity that she uses to conceal her true identity and goals, as well as to lure unsuspecting targets into her confidence. She's a valued teammate, either as an information gatherer or as an advance scout.

Cost	Skill/Talent/Perk	Roll
3	Acrobatics (DEX)	13-
0	Acting (PRE)	8-
3	Breakfall (DEX)	13-
3	Bureaucratics (PRE)	14-
3	Climbing (DEX)	13-
3	Computers (INT)	
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
5	CSL: +1 with Ranged	
0	Deduction (INT)	8-
3	Electronics (INT)	13-
10	Martial Arts: Ninjutsu	
0	Paramedics (INT)	8-
3	Persuasion (PRE)	14-
0	Shadowing (INT)	8-
9	SL: +3 with Acrobatics, Climbing, and Stealth	
6	SL: +2 with Computers, Electronics, Mechanics	
5	Stealth (DEX)	14-
3	Streetwise (PRE)	14-
0	TF: Car or Bike	
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
6	Perk: Contacts	
16	Perk: Wealth 400,000¥ (206,500¥ remaining)	
	<b>Background Skills</b>	
2	AK: Home Region (INT)	13-
4	KS: Corporate Politics (INT)	14-
2	KS: Japanese Culture	11-
3	Language: Japanese (Fluent with Accent)	
0	Language: Native (4 points worth, Literacy)	
0	PS: Covert Operative	11-
2	SS: Psychology	11-
<b>96</b>	<b>Total Package Cost</b>	

Ess	Cyberware/Bioware	Nuyen
4.5	Boosted Reflexes I (SPD +1, LR +1)	20000
1.6	Cybears (Alphaware) (Reduce Cyber-Audio damage 20%)*	4000
3.2*	Level Damper 8 (Alphaware) (Flash Defense: Hearing +8)	16000
3.8*	Hearing Amplification 6 (Alphaware) (Hearing PER +6)	24000
1.2*	Recorder (Alphaware) (Eidetic Memory: Sound)	5000
1.6	Cybeyes (Alphaware) (Reduce Cyber-Optic damage 20%)*	4000
1.1*	Camera (Alphaware) (Eidetic Memory: Vision)	5000
3.2*	Flare Compensation 8 (Alphaware) (Flash Defense: Sight +8)	16000
2*	Low-Light Vision (Alphaware) (UV Vision)	2500

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2*	Retinal Duplication (Alphaware) (SL: Disguise +5)	30000
4*	Thermographic Vision (Alphaware) (IR Vision, Discriminatory)	2500
1.8	Datajack (Alphaware) (Mind Link: Computers)	2000
5	Internal Memory 150Mp	15000
4	Radio Transceiver (Alphaware) (Radio Perception/Transmission)	5000
4	SmartLink (Alphaware) (+2 with all Ranged)	30000
<b>33</b>	<b>Total Cost</b>	<b>181000</b>

### DRONE RIGGER

In the paranoid, ultra-security mindset of the mid-twenty-first century, the services of the Drone Rigger are in high demand. With his skills and machines, he provides an anonymous and often undetectable method of surveillance, protection, or attack. Everyone from media snoops and pirate tridcasters to detectives and shadowrunners need the drone rigger on their side. Even corporate execs looking to get the dirt on a rival will pay good cred for surveillance footage.

But the drone rigger isn't just an information gatherer. He's willing and able to jump into any combat situation. He runs his drones as if they were extra runners on a mission. He can provide multiple fields of fire and cover the team's back. He can also pilot vehicles for the quick getaway. During downtime, he can be found scouring every known junkyard in the sprawl for replacement parts for his "babies."

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
3	Combat Driving (DEX)	12-
3	Combat Piloting (DEX)	12-
3	Computers (INT)	13-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
15	CSL: +3 with Ranged Combat	
0	Deduction (INT)	8-
3	Electronics (INT)	13-
3	Mechanics (INT)	13-
3	Navigation (INT)	13-
0	Paramedics (INT)	8-
0	Shadowing (INT)	8-
18	SL: +6 with Combat Driving, Combat Piloting, Navigation	
15	SL: +5 with Computers, Electronics, and Mechanics	
0	Stealth (DEX)	8-
7	Systems Operation (INT)	15-
0	TF: Car	
2	TF: Rotor Aircraft	
2	TF: Vectored-Thrust Aircraft	
3	Vehicle Design (INT)	13-
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
2	WF: Vehicle Small Arms	
2	WF: Vehicle Heavy Weapons	
5	Perk: Contacts	
16	Perk: Wealth 400,000¥ (189,500¥ remaining)	
	<b>Background Skills</b>	
3	AK: Home Region (INT)	14-
2	AK: Safehouse Locations	11-
3	AK: Seattle Junkyards (INT)	14-
2	KS: Computers	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Security Rigger	11-
<b>117</b>	<b>Total Package Cost</b>	

Ess	Cyberware/Bioware	Nuyen
1.6	Cybereyes (Alphaware) (Reduces Cyber-Optic damage 20%)*	4000
4*	Thermographic Vision (Alphaware) (IR Vision, Discriminatory)	2500
3.2*	Flare Compensation 8 (Alphaware) (Flash Defense: Sight +8)	16000
4.8	Wide Range Radio Transceiver (Alphaware) (HRRP)	6000
1.8	Datajack (Alphaware) (Mind Link: Computers)	2000
2.7	Internal Memory 100Mp (Alphaware)	30000
4	Smartlink (Alphaware) (+2 with all Ranged)	30000
11.6	Vehicle Control Rig 2 (Alphaware) (SPD +3, LR +12, SL: Vehicle Skills +3)	120000
<b>28.7</b>	<b>Total Cost</b>	<b>210500</b>

### THE FACE

The Face is the gilded-tongued warrior of the shadows. In her mind, it's not about guns, magic, or even cyberware. It's all about style and charisma. Whether it's negotiating a contract, interrogating a captive, or talking her way past a security checkpoint, she's the social chameleon. There is nothing that fazes the face. She is able to hange tough with go-gangers and dmingle with high society figures with equal ease.

She can talk at length about politics, literature and art, or bewilder her subjects with bizarre trivia. But make no mistake, she's still a warrior, the thrill of the shadowrun is in her blood. Her abilities to blend in and impersonate others (enhanced by her voice modulator and retinal duplication) make her ideal for undercover ops. And her endless number of contacts and numerous safehouses mean she can disappear without a trace, which is always helpful if things don't go down just right.

Cost	Skill/Talent/Perk	Roll
3	Acting (PRE)	14-
3	Bureaucraties (PRE)	14-
3	Bribery (PRE)	14-
0	Climbing (DEX)	8-
0	Concealment (INT)	8-
3	Conversation (PRE)	14-
0	Deduction (INT)	8-
3	Disguise (INT)	12-
3	Forgery (INT)	12-
3	High Society (PRE)	14-
3	Interrogation (PRE)	14-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	14-
3	Seduction (PRE)	14-
0	Shadowing (INT)	8-
20	SL: +4 with All PRE Skills	
4	Stealth (DEX)	15-
3	Streetwise (PRE)	14-
3	Trading (PRE)	14-
0	TF: Car	
3	Well-Connected Skill Enhancer	
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
5	Perk: Contacts	
12	Perk: Wealth 300,000¥ (212,500¥ remaining)	
	<b>Background Skills</b>	
0	AK: Home Region	8-
2	KS: Elven Society	11-
3	KS: Megacorporate Politics	12-
2	KS: Seattle High Society	11-
2	KS: Underworld Politics	11-
0	Language: Native (4 points worth, Literacy)	
3	Language: Speredthiel (Fluent with Accent)	
0	PS: Fixer	11-
<b>94</b>	<b>Total Package Cost</b>	

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Ess	Cyberware/Bioware	Nuyen
1.8	Datajack (Alphaware) (Mind Link: Computers)	2000
1.2	Ear Recorder (Alphaware) (Eidetic Memory: Sound)	5000
4	Internal Memory 150Mp (Alphaware)	45000
1.2	Retinal Clock (Alphaware) (Absolute Time Sense)	1500
2.5	Retinal Duplication (SL: Disguise +5)	15000
2.8	Sound Editor 4 (Hearing PER Rolls +4, only offset penalties)	8000
6.8	Voice Synthesizer (Images: Hearing)	11000
<b>20.3</b>	<b>Total</b>	<b>87500</b>

### THE INVESTIGATOR

The Investigator (or detective, gumshoe, or private eye) is a throwback to the days before the Awakening. His skills are practiced and valued by everyone in the shadows—digging up dirt, chasing down leads, and working his contacts. Just because he seems out of place doesn't mean that he is, as he makes sure to stay on top of the latest advances. Despite a lack of cyber, he's no slouch with his fists, although he'd rather use his street smarts to get out of trouble. His weapon of choice is state-of-the-art surveillance gear—which he's used to take down more than one opponent.

The investigator is in the shadows for the little guy—those who can't stand up for themselves. The investigator takes their jobs even if the pay is low, and pursues them with a jaded and dogged stubbornness. He walks the thin line of the law, and if justice isn't meted out by those with authority, he'll dispense his own through a quick portfolio download to various shadow databases and media outlets—or worse.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Bugging (INT)	12-
3	Combat Driving (DEX)	12-
3	Computers (INT)	12-
3	Concealment (INT)	12-
5	Conversation (PRE)	13-
10	CSL: +2 with Ranged Combat	
0	Deduction (INT)	8-
3	Electronics (INT)	12-
3	Forensic Medicine (INT)	12-
3	Forgery (INT)	12-
3	Interrogation (PRE)	12-
3	Persuasion (PRE)	12-
3	Security Systems (INT)	12-
3	Shadowing (INT)	12-
15	SL: +3 with All PRE Skills	
15	SL: +3 with All INT Skills	
3	Stealth (DEX)	12-
3	Streetwise (PRE)	12-
0	TF: Car	
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
6	Perk: Contacts	
4	Perk: Wealth 100,000¥	
	<b>Background Skills</b>	
2	AK: Home Region	11-
2	KS: Chemistry	11-
2	KS: Gang Identification	11-
2	KS: Underworld Politics	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Police Procedures	11-
2	SS: Medicine	11-
	<b>Disadvantages</b>	
-25*	Cyberware/Bioware Rejection (All the Time, Fully) *Does not count towards 75 point maximum	
<b>85</b>	<b>Total Package Cost</b>	

### THE MERCENARY

The Mercenary can be described in two words: "professional warrior." He has his own beliefs and his own agenda, but the bottom line is that he has the training, the skills, and the experience to take on any job at the time—and he will if the price is right. He is a veteran of numerous wars and conflicts, from guerrilla warfare waged by Yucatan rebels in Aztlan to the Desert Wars, where the megacorporations give their troops combat training by pitting them against each other in ravaged regions of Africa. His past work and travels have left him well-connected with access to military gear, information and medical necessities.

His training means that the mercenary is skilled in heavy weaponry—the mil-spec stuff that you don't find on every street corner. As a fast and stealthy troll, he's ideal for a team needing mobile firepower.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Climbing (DEX)	12-
3	Combat Driving (DEX)	12-
3	Concealment (INT)	12-
0	Conversation (PRE)	8-
24	CSL: +3 Overall	
0	Deduction (INT)	8-
3	Paramedics (INT)	12-
0	Persuasion (PRE)	8-
3	PSL: +1 vs. Range with All Attacks	
0	Shadowing (INT)	8-
3	Stealth (DEX)	12-
3	Streetwise (PRE)	12-
0	TF: Car or Bike	
0	WF: Clubs	
2	WF: Grenade Launchers	
2	WF: Launch Weapons	
2	WF: Machine Guns	
2	WF: Pistols	
2	WF: Rifles	
0	WF: Unarmed Combat	
5	Perk: Contacts	
18	Perk: Wealth 450,000¥ (84,500¥ remaining)	
	<b>Background Skills</b>	
2	AK: Home Region (INT)	12-
2	AK: Mercenary Hot Spots	11-
0	Language: Native (4 points worth, Literacy)	
2	KS: Desert Wars	11-
2	KS: Mercenary Groups	11-
2	KS: Military Weaponry	11-
0	PS: Mercenary	11-
<b>88</b>	<b>Total Package Cost</b>	

Ess	Cyberware/Bioware	Nuyen
4.5	Boosted Reflexes 2 (Alphaware) (SPD +1, LR +3)	70000
8	Vision Magnification 8 (Telescopic: Sight +8)	6000
2.6	Flare Compensation 8 (Alphaware) (Flash Defense: Sight +8)	16000
2.9	Muscle Replacement 2 (Alphaware) (STR +8)	40000
4	SmartLink (Alphaware) (+2 with all Ranged)	30000
6.7	Titanium Bone Lacing (Alphaware) (+1 rPD, +3d6 HA, BODY +8, +15 Kg. Encumbrance)	150000
<b>28.7</b>	<b>Total</b>	<b>365000</b>

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### SPRAWL GANGER

The urban sprawl is the ganger's home—every back alley, booze house, abandoned building, and burned-out car. This hombre is pure street muscle and he's got the chummers, the rap sheet, and the bruises to prove it. His life is filled with violence and chunks of pure intimidation. As long as he's the one dishing out the punishment, he stays on top of the heap of street scum—one small misstep and he'll quickly be crushed with the rest of the garbage. Whether enforcing the neighborhood protection racket or going "big time" with some mob-connected soldiers, his strength, skills, and terrorizing demeanor are in demand. He rarely uses his gun—to a ganger, firearms are a good back-up; but if you can't crack someone's skull with your bare hands (yeah, implants, chains, or a simple lead pipe count), then you don't belong in the sprawl.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Breakfall (DEX)	13-
3	Climbing (DEX)	13-
7	Combat Driving (DEX)	15-
0	Concealment (INT)	8-
3	Conversation (PRE)	11-
15	CSL: +3 with HTH	
10	CSL: +2 with Ranged Combat	
0	Deduction (INT)	8-
5	Mechanics (INT)	12-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	11-
0	Shadowing (INT)	8-
9	SL: +3 with Breakfall, Climbing, and Stealth	
0	Stealth (DEX)	8-
5	Streetwise (PRE)	12-
0	TF: Bike	
0	WF: Clubs	
2	WF: Cyber-Implant Weaponry	
2	WF: Pistols	
0	WF: Unarmed Combat	
2	WF: Whips	
5	Perk: Contacts	
2	Perk: Wealth 50,000¥ (4,500¥ remaining)	
<b>Background Skills</b>		
3	AK: Home Region	13-
2	KS: BTL Dealers	11-
2	KS: Gang Identification	11-
3	KS: Gang Turf	12-
0	Language: Native (4 points worth, Literacy)	
0	PS: Enforcer	11-
<b>86</b>	<b>Total Package Cost</b>	

Ess	Cyberware/Bioware	Nuyen
1.2	Dermal Plating (+2 rPD)	40000
8.4	Cyberspike (1d6 AP HKA)	5600
<b>9.6</b>	<b>Total</b>	<b>45600</b>

### STREET MAGE

The Street Mage is the most balanced of the shadowrunning magicians. She prefers the thrill of life on the streets, but can easily melt into mainstream society. Her skills and spells reflect this balance and cover a wide range of magical abilities, from offense to illusion to health.

Magic is the center of her life and all aspects of it intrigue her, but this does not get in the way of her working with shadowrunners. She does more than her share of the duty, from astral over watch and staying alert for any surprises to sustaining disguise spells for an infiltration team. When the going gets tough, she can always call on her elementals to wreak havoc. Magical threats and magicians who practice "black arts" are also interesting to her, and she may take risks to capture a specimen or get a closer look at an astral signature.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Aura Reading (INT)	12-
0	Climbing (DEX)	8-
0	Concealment (INT)	8-
3	Conjuring (EGO)	13-
0	Conversation (PRE)	8-
0	Deduction (INT)	8-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	13-
0	Shadowing (INT)	8-
15	SL: +5 with Aura Reading, Conjuring, and Sorcery	
3	Sorcery (EGO)	13-
6	Stealth (DEX)	14-
3	Streetwise (PRE)	13-
0	TF: Car or Bike	
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
5	Perk: Contacts	
4	Perk: Wealth 100,000¥	
30	Talent: Full Mage	
<b>Background Skills</b>		
2	AK: Home Region	12-
2	KS: Magic	11-
2	KS: Magical Groups	11-
2	KS: Magical Threats	11-
2	KS: Named Spirits	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Oracle	11-
<b>Spells</b>		
2	Armor: +10 rPD/+6 rED	24 2
2	Detect Enemies +10 PER	21 2
6	Control Thoughts: 9d6	56 6
7	Heal 6d6	60 6
4	Levitate 8"	40 3
7	Mana Bolt 2d6+1 RKA (Reusable Fetish)	60/70 6
<b>Cost</b>		
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum	
<b>98</b>	<b>Total Package Cost</b>	

Cost	Magical Abilities	END
0	Astral Projection	3
0	Astral Perception	0
0	Dispelling 20d6	10
0	Banishing 20d6	10
0	Conjure Elementals	14
0	Sorcery	By spell
0	Spell Defense	0
<b>0</b>	<b>Total</b>	

### STREET SAMURAI

The Street Samurai is more than an urban predator or partial cyborg, he is a freelance operative who follows a strict code of street honor. He is as learned in the ways of the traditional samurai warrior as he is in the practice of security procedures. The samurai tries to stay one step ahead of the dishonorable scum in the sprawl by upgrading his body with cyberware, always walking the line of insanity as he loses more and more flesh to the surgeon's knife.

He sells his skills, training, and cyberware for profit, but he is not an amoral killer and will refuse jobs that he considers dishonorable. His experience and leadership qualities often place him in charge of shadowrunner groups and operation, as he is perceptive in detailing mission plans and objectives. His cyberware enhancements give him an edge on his competition; those who underestimate him as a lowly street punk soon regret such a lethal mistake.

## SHADOWPUNK—ARCHETYPES

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Acrobatics (DEX)	13-
3	Breakfall (DEX)	13-
3	Climbing (DEX)	13-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
16	CSL: +2 with All Combat	
0	Deduction (INT)	8-
10	Martial Arts: Karate	
0	Paramedics (INT)	8-
0	Persuasion (PRE)	8-
0	Shadowing (INT)	8-
3	Stealth (DEX)	13-
3	Teamwork (DEX)	13-
0	TF: Car or Bike	
2	WF: Blades	
0	WF: Clubs	
2	WF: Cyber-Implant Weaponry	
2	WF: Pistols	
2	WF: Submachine Guns	
0	WF: Unarmed Combat	
40	Perk: Wealth 1,000,000¥ (347,500¥ remaining)	
	<b>Background Skills</b>	
2	AK: Home Region	12-
2	KS: Bushido Philosophy	11-
2	KS: Gang Identification	11-
2	KS: Japanese Society	11-
2	KS: Megacorporate Security	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Soldier	11-
<b>89</b>	<b>Total Package Cost</b>	

Ess	Cyberware/Bioware	Nuyen
1.6	Cybereyes (Alphaware) (Reduces Cyber-Optic damage 20%)*	4000
3.2*	Flare Compensation 8 (Alphaware) (Flash Defense: Sight +8)	16000
2*	Low-Light Vision (Alphaware) (UV Vision)	2500
4*	Thermographic Vision (Alphaware) (IR Vision, Discriminatory)	2500
3.2	Level Damper 8 (Alphaware) (Flash Defense: Hearing +8)	16000
1	Dermal Plating (Alphaware) (+2 rPD)	80000
3.8	Hearing Amplification 6 (Alphaware) (Hearing PER Rolls +6)	24000
12	Obvious Cyberarms (Alphaware) (STR +5, Gripping STR +10, +3d6 HA, 25% Resistant DR vs. STUN, +2 rPD)*	130000
3.7*	SmartLink (Alphaware) (+2 with all Ranged)	30000
6.6*	Retractable Cyberspurs (Alphaware) (1½d6 HKA)	12500
12	Obvious Cyberarms (Alphaware) (STR +5, Gripping STR +10, +3d6 HA, 25% Resistant DR vs. STUN, +2 rPD)*	130000
3.7*	SmartLink (Alphaware) (+2 with all Ranged)	30000
6.6*	Retractable Cyberspurs (Alphaware) (1½d6 HKA)	12500
1.5	Reaction Enhancer 1 (LR +2)	3000
21.3	Wired Reflexes 2 (Alphaware) (SPD +4, LR +8)	330000
<b>59</b>	<b>Total</b>	<b>652500</b>

### STREET SHAMAN

The Street Shaman follows Rat, and lives on and among society's castaways, in the sewers and tunnels of the infamous Ork Underground. The shaman needs little to get by, and can scavenge anything she needs. She guards the sewers, using spells, spirits, and stealth to detect intruders, and harassing them with magic and traps until they leave. (Of course, she'll be sure to use her spells to take anything valuable they have first.)

Sure, the sewers are nothing but sludge, poison, and waste to you; but the street shaman knows the balance of the life cycles of the sewers better than any other. From this, she knows much about the surface dwellers above, including their strengths and weaknesses. Combined with her stealth and magic, such knowledge makes her a natural at penetrating security and accessing installations, and therefore invaluable no matter what kind of shadowrun you are on.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Aura Reading (INT)	12-
0	Climbing (DEX)	8-
0	Concealment (INT)	8-
3	Conjuring (EGO)	13-
0	Conversation (PRE)	8-
5	CSL: +1 with All Ranged	
0	Deduction (INT)	8-
3	Electronics (INT)	12-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	12-
0	Shadowing (INT)	8-
15	SL: +5 with Aura Reading, Conjuring and Sorcery	
5	Sorcery (EGO)	14-
3	Stealth (DEX)	13-
3	Streetwise (PRE)	12-
3	Survival: Urban (INT)	12-
0	TF: Car or Bike	
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
30	Talent: Full Shaman	
5	Perk: Contacts	
	<b>Background Skills</b>	
2	AK: Home Region	12-
2	AK: Seattle Ork Underground	11-
2	KS: Magic	11-
2	KS: Magical Threats	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Fortune Teller	11-
2	SS: Ecology	11-
	<b>Spells</b>	<b>AP</b> <b>END</b>
7	Acid Stream 2d6 RKA	60 6
4	Analyze Device +0 PER, +5 Skill Levels	60 6
7	Chaos -1 to Rolls, 4" Radius	60 6
2	Detect Life +10 PER Roll	21 2
3	Invisibility	25 3
3	Magic Fingers 10 STR	25 3
3	Silence 4" Radius	25 3
<b>Cost</b>	<b>Disadvantages</b>	
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum	
<b>102</b>	<b>Total Package Cost</b>	

Cost	Magical Abilities	END
0	Astral Projection	3
0	Astral Perception	0
0	Dispelling 20d6	10
0	Banishing 20d6	10
0	Conjure Elementals	14
0	Sorcery	By spell
0	Spell Defense	0
<b>0</b>	<b>Total</b>	

## SHADOWPUNK—ARCHETYPES

### THE TECH-WIZ

The Tech-Wiz is a new breed of decker, one that can not only access the Matrix but is also the master of all things electronic. He can find a way to splice into the Matrix and aid the team from afar or he can tag along on the run and disable the latest electronic security devices the corp has just installed. He has the skills, the tools, and the technology to handle all the team's tech needs.

The tech-wiz trusts machines and is probably better able to understand them than the people he's around. He's not anti-social, but he is rather suspicious of people—and the time he spends in datahaven conspiracy forums doesn't help. But when he finds people he trusts, the tech-wiz can give excellent strategic advice and invent quick solutions to potentially nasty problems, especially if they involve any type of machine.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
5	Computers (INT)	14-
5	Computer Design (INT)	14-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
10	CSL: +2 with Cybercombat	
3	CSL: +1 with Pistols	
0	Deduction (INT)	8-
3	Electronics (INT)	13-
3	Mechanics (INT)	13-
3	Paramedics (INT)	13-
3	Persuasion (PRE)	13-
0	Shadowing (INT)	8-
25	SL: +4 to All INT Skills	
8	SL: +4 to Streetwise, Persuasion, and Conversation (Only in the Matrix, -.5)	
3	Stealth (DEX)	12-
3	Streetwise (PRE)	13-
0	TF: Car or Bike	
3	Weaponsmith (INT)	13-
0	WF: Clubs	
2	WF: Pistols	
0	WF: Unarmed Combat	
5	Perk: Contacts	
16	Perk: Wealth 400,000¥ (306,000¥ remaining)	
	<b>Background Skills</b>	
2	AK: Home Region (INT)	13-
3	KS: Matrix Topology (INT)	13-
3	KS: Data Havens (INT)	13-
0	Language: Native (4 points worth, Literacy)	
0	PS: Electronics Technician	11-
2	SS: Cybertechnology	11-
2	SS: Engineering	11-
3	SS: Physics	13-
<b>115</b>	<b>Total Package Cost</b>	

Ess	Cyberware/Bioware	Nuyen
1.8	Chipjack (Alphaware)	2000
1.8	Datajack (Alphaware)	2000
8	Headware Memory 300Mp (Alphaware)	90000
<b>11.6</b>	<b>Total</b>	<b>94000</b>

### TRIBAL SHAMAN

The Tribal Shaman follows the call of Raven, and lives in the wild under the open sky. Her understanding of the world stems from her experience with the flow of nature. While she can be involved in the politics of her tribe, she prefers to disrupt matters with pranks and mischief rather than offer any political agenda, for Raven is the trickster and the harbinger of chaos. Her strengths lie under the wide open skies where moonlight can play tricks on you.

Many runners underestimate the tribal shaman in the sprawl, but her magic revolves around chaos, and what can be more chaotic than the urban blight of the city? She prefers outdoor runs, of course, especially those in run-down or decaying areas. She can protect and aid wounded team members as well as distract and engage the opposition. She also expects to be well rewarded for her services, preferably with a good meal.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
3	Aura Reading (INT)	12-
1	Breakfall (DEX)	8-
3	Climbing (DEX)	12-
3	Concealment (INT)	12-
3	Conjuring (EGO)	14-
0	Conversation (PRE)	8-
8	CSL: +1 Overall	
0	Deduction (INT)	8-
3	Paramedics (INT)	12-
0	Persuasion (PRE)	8-
0	Shadowing (INT)	8-
15	SL: +5 with Aura Reading, Conjuring and Sorcery	
3	Sorcery (EGO)	14-
3	Stealth (DEX)	12-
3	Survival: Temperate Forests (INT)	12-
0	TF: Car or Bike	
2	WF: Bows	
0	WF: Clubs	
0	WF: Unarmed Combat	
30	Talent: Full Shaman	
5	Perk: Contacts	
2	Perk: Wealth 50,000¥	
	<b>Background Skills</b>	
2	AK: Home Region	12-
2	KS: Magic	11-
2	KS: Tribal Politics	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Medicine Man	11-
2	SS: Anthropology	11-
2	SS: Zoology	11-
<b>Cost</b>	<b>Spells</b>	<b>AP</b> <b>END</b>
7	Chaos -1, 4" Radius	60 6
7	Heal 6d6	60 6
7	Flamethrower 4d6 RKA	60 6
6	Control Thoughts 10d6	56 6
7	Lightning Bolt 1d6	60 6
5	Physical Barrier 10 rPD, 6" x 1"	47 5
<b>Cost</b>	<b>Disadvantages</b>	
-20*	Physical Limitation: Subject to Magic Loss (All the Time, Greatly) *Does not count toward 75 point maximum	
<b>116</b>	<b>Total Package Cost</b>	

Cost	Magical Abilities	END
0	Astral Projection	3
0	Astral Perception	0
0	Dispelling 20d6	10
0	Banishing 20d6	10
0	Conjure Elementals	14
0	Sorcery	By spell
0	Spell Defense	0
<b>0</b>	<b>Total</b>	

# SHADOWPUNK—ARCHETYPES

## VEHICLE RIGGER

If it can be driven or flown, the Vehicle Rigger can drive or fly it. If he doesn't know how to pilot what you've got, he'll give it a shot anyway. He's part barnstormer, part test pilot, part daredevil, and even part mechanic. Even if you don't have a vehicle, it's likely the he just happens to have a little souped-up number that's armed and armored and ready for a road test. And don't sweat it breaking down—he's got the tools and skills to repair it.

The vehicle rigger excels in vehicle combat, whether it's a high-speed chase through downtown streets, and aerial dogfight, or extracting the team from a hot LZ. If his heavy guns and missiles don't cut it, he can bring in a drone or two for support. The vehicle rigger is also useful for smuggling runs, as he knows what border spots are hot and where to lie low and make repairs during the run.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
3	Combat Driving (DEX)	13-
3	Combat Piloting (DEX)	13-
0	Concealment (INT)	8-
3	Conversation (PRE)	11-
15	CSL: +3 with Ranged Combat	
0	Deduction (INT)	8-
7	Electronics (INT)	14-
3	Mechanics (INT)	12-
0	Paramedics (INT)	8-
3	Persuasion (PRE)	11-
3	Shadowing (INT)	13-
9	SL: +3 with Combat Driving, Combat Piloting, and Mechanics	
0	Stealth (DEX)	8-
3	Streetwise (PRE)	11-
0	TF: Car	
2	TF: Hovercraft	
2	TF: Rotor Aircraft	
2	TF: Vectored-Thrust Aircraft	
5	Vehicle Design (INT)	14-
0	WF: Clubs	
2	WF: Vehicle Heavy Weapons	
2	WF: Vehicle Small Arms	
2	WF: Shotguns	
0	WF: Unarmed Combat	
5	Perk: Contacts	
40	Perk: Wealth 1,000,000¥ (368,000¥ remaining)	
	<b>Background Skills</b>	
2	AK: Home Region (INT)	13-
2	KS: Gang Identification	11-
2	KS: Smuggler Havens	11-
3	KS: Smuggler Routes (INT)	13-
0	Language: Native (4 points worth, Literacy)	
0	PS: Corporate Rigger	11-
<b>123</b>	<b>Total Package Cost</b>	

Cost	Cyberware/Bioware	Nuyen
1.8	Datajack (Alphaware)	2000
4	SmartLink (Alphaware)	30000
19.3	Vehicle Control Rig 3 (Alphaware)	600000
<b>25.1</b>	<b>Total</b>	<b>632000</b>

## WEAPONS SPECIALIST

The Weapons Specialist is proficient at using and repairing just about any weapon you've ever seen and quite a few you've never even heard of. She is ideal for runs that require variety, skill, and improvisation. She instinctively knows what weapons need to be used in every situation. And if a situation arises where she doesn't have that weapon handy, she can improvise something that's close enough or find a dealer to provide it.

Her skills and collected weaponry combine with lethal precision, but it's her command of the tactical that gives her the advantage. As a veteran of multiple war zones, she doesn't need to become a cybered street samurai to get the job done. She's unlikely to get involved in any exchange without a plan and a clear advantage. She also stays on top of current developments, and may be a valuable information source on military technology.

Cost	Skill/Talent/Perk	Roll
0	Acting (PRE)	8-
0	Climbing (DEX)	8-
0	Concealment (INT)	8-
0	Conversation (PRE)	8-
15	CSL: +3 with Ranged Combat	
0	Deduction (INT)	8-
3	Demolitions (INT)	13-
3	Paramedics (INT)	13-
3	Persuasion (PRE)	11-
3	PSL: +1 vs. Range with All Attacks	
0	Shadowing (INT)	8-
3	Stealth (DEX)	13-
3	Streetwise (PRE)	11-
3	Tactics (INT)	13-
0	TF: Car or Bike	
3	Weaponsmith (INT)	13-
2	WF: Assault Rifles	
2	WF: Blades	
2	WF: Bows	
0	WF: Clubs	
2	WF: Machine Guns	
2	WF: Pistols	
2	WF: Rifles	
2	WF: Shotguns	
2	WF: Submachine Guns	
2	WF: Throwing Weapons	
0	WF: Unarmed Combat	
16	Perk: Wealth 400,000¥ (267,750¥ remaining)	
	<b>Background Skills</b>	
2	AK: Home Region (INT)	13-
2	KS: Arms Dealers	11-
2	KS: Firearm History	11-
2	KS: Military Tech Manufacturers	11-
0	Language: Native (4 points worth, Literacy)	
0	PS: Arms Dealer	11-
2	SS: Ballistics	11-
<b>83</b>	<b>Total Package Cost</b>	

Cost	Cyberware/Bioware	Nuyen
10.5	Boosted Reflexes 2 (SPD +1, LR +3)	35000
1.6	Cybereyes (Reduces Cyber-Optic damage 20%)*	2000
4*	Flare Compensation 8 (Flash Defense: Sight +8)	8000
2.5*	Low-Light Vision (UV Vision)	1250
4*	Vision Magnification 8 (Telescopic: Sight +8)	6000
4	SmartLink (Alphaware) (+2 with all Ranged)	30000
8	Targeting Computer 4	50000
<b>29.6</b>	<b>Total</b>	<b>132250</b>