



SHADOWRUN

SHADOWRUNNER DOSSIER



MS. MYTH

TROLL FACE

MS. MYTH

(BACKGROUND)

ORIENTATION

Ms. Myth's parents made her who she is today. Her father was a hard-working janitor for Global Technologies, who tried to impart a strong work ethic to his daughter, a willingness to clean every room in a building for hourly pay, and the notion that loyalty would eventually be rewarded by benevolent employers (even when he was laid off during Horizon's takeover). Her mother spent long days and nights on her feet waiting tables at a seedy diner just topside of the Ork Underground, showing her daughter that good service could make up for bad food, that sucking up to patrons got you good tips, and that long hours meant big paychecks. Or at least, bigger than they would be otherwise. Ms. Myth, though, was independent minded, and she took a few lessons from her parents that they did not intend. For example, from her father she learned that sometimes you had to get your hands dirty to get a job done, and that janitors had security access to every single room in any given facility. From her mother, Myth simply learned that smiling brightly enough made people choke down anything without complaint, and if you tossed in a wink they'd even thank you for it.

Unlike many trolls, Myth made friends easily. She downplayed her bulk, played up her basic decency, made people feel at ease while other trolls went out of their way to make them uncomfortable. People expected a hulking brute, and were invariably surprised and impressed when they got a friendly, articulate conversationalist instead. Early on, she learned how to get along by getting along.

Raised solidly lower-class, she felt indignant for her parents, even if they had long since accepted their lots in life. They deserved better. She deserved better. The problem was that the world was designed to keep you from taking what you wanted—you had to trick the world into giving it to you instead.

EMPLOYMENT

Thanks to her father's long years of service, Myth was able to secure an internship at Horizon. She went under the knife to smooth over her trollish features, affected white-collar etiquette, learned how to smile without scaring people, attended corporate and college classes to learn what she had to learn, and smoothed away every rough edge in order to fit in—or, at least, to pretend to. She eagerly underwent training, pretended to believe their promises of management potential, worked in human resources to learn the ins and outs of the company, milking the corp for college and a few augmentations along the way. They owed her family, she told herself, and it was time to collect.

MS. MYTH

FAVORITE DOWNTIME ACTIVITIES

- ◊ Keeping her wardrobe professionally up-to-date.
- ◊ Scouring celebrity-corp gossip rags.
- ◊ Keeping her contacts buttered up; what do they like to do between jobs?

MS. MYTH

LOYALTIES

- ◊ Her reputation
- ◊ The almighty nuyen
- ◊ Her extraction targets


A keycard she swiped from her father could get her everywhere her own employee ID couldn't, and it didn't take her long to find ways she could pick up nuyen on the side. Leaving crucial doors unlocked for shady Ork Underground associates, offering favors to childhood friends who'd grown up into the underworld or their own corporate positions, and selling HR files to shadowy talent brokers planning extractions were some of the ways she discovered to pick up some side money.

It wasn't a vendetta against Horizon—she just felt they owed a debt to her and her family. When she'd earned enough to set up her parents comfortably for the rest of their troll-short lives, she left. There was no dramatic final score, no fortune that changed hands, no corporate restructuring due to her handiwork. Horizon ground on, never noticing that she was gone, barely aware she'd worked there in the first place. She wasn't a monkeywrench tossed in their gears; monkeywrenches get noticed. She was a mouse slipping through their walls, taking what she wanted and then leaving, quietly profiting while Horizon lost little nibbles here and there.

She was also so very good at it that it seemed a shame to stop.

Ms. Myth has, since going freelance, become something of a rarity; a troll who makes her living by being smart and affable. She's made a career of recognizing talent when she sees it, utilizing that talent, and—when she must—getting her hands dirty to finish a job herself. She bounces from client to client,





an expert in inter-corporate work (with all the fake licenses required to fit in as a consultant), “headhunting” by scouting out potential extraction targets, insecure research, or security loopholes, learning the layout and culture by casing facility after facility, and then sealing the deal—with her own two hands, if she must.

MANAGEMENT

Myth began to organize jobs for Sledge, who’d grown big and strong partially on the slop Ms. Myth’s world-weary mother had shoveled in the Underground, early in her career. The ork needed a veneer of professionalism to really start picking up the big jobs, and Myth herself was perfectly fine with having someone on call to handle violence on her behalf. While her idea of a perfect job is one where Sledge is bored instead of busy, all too often the ork has plenty of work to do. Their mutually beneficial arrangement has continued for years now, and it was with Ms. Myth’s urging that the samurai began to build a real crew around himself.

Hardpoint and Myth see eye to eye more often than not. While Ms. Myth kept one foot out of corporate comfort and soundly in her Barrens roots, both of them understand megacorp culture and how people—like it or not—come to rely on it once they’re trapped inside. Her professionalism appeals to the dwarven rigger, and she likes the same trait in him. His recon drones are valuable in helping Myth plot out a job, and his fire support and getaway abilities are often useful finishing touches.

Coydog and Myth have a fair amount in common, and the two of them have had plenty of fun at Seattle’s expense. The young shaman’s sense of mischief gets them into trouble, Myth’s silver tongue gets them out of it, and the pair are regularly able to make a few nuyen and have a few laughs in the process. Coydog offers Ms. Myth tremendous versatility where social engineering is concerned, letting her overlay a level of magic onto her plans and pull off the impossible.

Gentry is Ms. Myth’s other hidden ace, the one that works Matrix wizardry for her. The hacker plays a vital role in setting up targets, extracting data, bypassing security mid-run, and erasing their steps when the job is over. His acerbic personality and habitual snooping sometimes put him at odds even with Myth’s impeccable politeness—she wasn’t terribly flattered when he first said she had an elven soul trapped in a trollish body, either—but she recognizes his contributions and he’s well aware of how much he needs her social network. They might not be friends, but they’re able to work together just fine.

MS. MYTH

VITAL CONTACTS

- ♦ The Juggler, an elven information broker at the center of an illegal web
- ♦ Frankie, a troll who slings booze and rumors in a Puyallup bar
- ♦ Esmeralda Expertise, a former fixer who scouts talent for corporations now
- ♦ Billy Shen, an Octagon Triad lieutenant, enforcer, and weapons-dealer
- ♦ Khayyim, a cutting-edge black-market surgeon and drug peddler
- ♦ Mr. Satou, a Renraku middle executive with a greedy streak five kilometers wide
- ♦ Kelly Quick, a chop shop operator and getaway driver for the Cutters in Downtown Seattle

MS. MYTH

THINGS SHE WILL DO

- ♦ Plan methodically, but improvise when she must
- ♦ Thump someone when she has to
- ♦ Try to find a happy middle ground in any dispute

MS. MYTH

THINGS SHE WON'T DO

- ♦ Give up on a job, so long as it was negotiated in good faith
- ♦ Damage her reputation by lying to an employer
- ♦ Go straight to gunplay, if words or even fists can settle a problem



MS. MYTH

(PREFERRED TACTICS)

Ms. Myth is not, primarily, the sort of troll who wants to dive headfirst into combat. She's slender for her metasppecies, bookish instead of brawny, and statuesque instead of massive and looming. Myth is a meticulous planner, and when personally confronted with sudden violence, she sometimes locks up for a split-second while trying to plan instead of act, wondering how a situation went wrong instead of just dealing with it. This moment of hesitation, coupled with her not being particularly quick and light on her feet to begin with, puts her at a major disadvantage in a fight. Her response is to avoid fights when she can, and have someone else do most of the heavy lifting when she can't.

For all that, though, she's far from helpless. Once she makes the mental shift from talking (or sneaking) to fighting, she can hold her own in a fight. To that end, she's seldom without her slender Fichetti light pistol (which fits rather nicely in the built-in holster in her Actioneer outfit), and she's a reasonable shot with it. For nighttime jobs where she's able to dress in a more shadowrunner-like fashion, her chameleon suit (and bulkier smartgoggles) pairs nicely with her sleek Ingram Smartguns, giving her increased firepower, accuracy, and capacity for stealth, all in one outfit. She's not the sort to go two-gunning it; she only carries two Ingrams to keep from clumsy-fingering a reload when bullets are flying ... and because it never hurts to have a spare of a type gun the team leans on so heavily.

POLITE AS CAN BE

Ms. Myth's primary role, of course, is simply fitting in, and she's excellent at it. She can swim in shark-filled corporate waters, discussing hiring and firings with middle-managers out to get an edge on their peers, or she can roll up her sleeves and crack open a beer with rat-eating Underground tuskers, laughing and belching louder than anyone else in the room. The secret to Myth's success is her malleability, her willingness to fit in with dock workers and Yakuza as smoothly as she does executives and elven diplomats. She adopts the social customs of whatever group she's around, which means she can be sweet as fine wine or sharp as a knife in the belly—whatever circumstances require.

HOSTILE NEGOTIATIONS

Aside from her planning and network of connections, Myth's major short-term contribution to a shadowrunning team is her ability to make sure they're getting fair payment. She exudes confidence and competence, she has impeccable manners, and she's an expert at reading people's subtle physical cues

while working out a deal, so she's a natural salesperson. Her logic, reason, and rationality are all backed by the subtle (and sometimes less-than-subtle) threat of her trollish bulk, as well, and the increasingly dangerous reputation of her shadowrunning crew. Mr. Johnson is likely to listen to reason and give Myth's team good terms of employment, and also likely to remember the firmness of her handshake and stick to the terms once they're agreed upon.

IN A SKIRMISH

Sometimes, despite careful planning, combat is still called for. In those situations, Myth isn't exactly a crew's heavy hitter. She's trained herself to be a reasonable shot, and her troll-broad shoulders make her more than a match for most humans in a casual brawl, but she's just not wired for hardcore combat. Dedicated combatants will shoot faster than her, be more accurate than her, and take a hit as good as her; Myth knows this about herself, so she isn't likely to be on the front lines if she can help it. From behind cover, she's capable of helping tilt a fight in her team's favor by adding firepower to theirs, taking a shot at an opponent who's overlooked her for more immediate threats, or laying down suppressive fire to keep the other sides' heads down.

She's considered getting some subtle combat augmentations—which might have the nice side effect of keeping her toned and fit—but she hasn't taken the leap yet. She knows that heavy augmentation leads to a dehumanizing effect, and she hasn't yet made up her mind if that's a road she wants to go down.

STEALTH

For her size and mild clumsiness, Ms. Myth is startlingly good at not being noticed. Most of the time this is done through social means, blending into a corporate crowd, fitting in on a busy Seattle street, and being overlooked through a dozen little changes in posture and stance. For truly clandestine jobs, however, she's also surprisingly light on her feet and able to hide pretty well given her trollish bulk. She'll never be an expert at breaking and entering, but she's not likely to stumble around and give the team away, either.

SURVEILLANCE/ RECONNAISSANCE

Ms. Myth plays an integral role in gathering information for the team, in ways that Gentry's hacking and Hardpoint's recon



MS. MYTH

(SOLO RUN)

Ms. Myth is at her best with a full shadowrunner team backing her up, but before that calls them in she needs to learn the lay of the land, work some contacts, and get a plan put together. She might make it all look easy when the run picks up steam, but that only happens because she puts a lot of work in before the rest of the team does their part.

SCENE 1

Myth gets a call from her contact, Esmerelda Expertise—sometimes called Es Ex for short—with a pretty standard job offer. She wants Ms. Myth to pull one of her moderate-term cover jobs, and she has a juicy target lined up. The corporate headhunter needs Myth to spend some time working at a small Evo subsidiary, getting to know a corporate researcher named Kevin Barnes, because Es Ex has a client at Saeder Krupp who'd really like Barnes working for them, instead.

The pay, between what Esmerelda's offering directly and the temp pay for the cover job itself, will cover her day-to-day expenses (Lifestyle costs) for the month she'll be on assignment, and an extra 1,000¥ to boot. She'll get another 1,000¥ if everything goes smoothly at the end of the month. For that to happen, Myth's got to do several things: fit in at Evo for a month, convince Barnes to go along with the extraction, shuffle a few files around and check up on Barnes' research projects, and, finally, talk to Sledge and the rest of the crew to make sure they follow instructions to the letter, and the actual physical extraction goes smoothly.

SCENE 2

The first thing Myth's got to handle is going to be kind of like a montage in a movie; she's got to fit in at Evo for a month, smoothly handling the day-to-day hustle and bustle of her cover job and acting like a freelance consultant checking on corporate morale and workplace efficiency. Evo's pretty progressive for a big corporation—they're very metahuman friendly, and they're worried about morale, all of which makes Ms. Myth's job pretty easy. For simplicity's sake, have her make one roll a week, for a total of five tests. For these tests, she's got to keep her boss happy, a corporate manager named Lumbergh, and keep him convinced she's being productive (and that she totally isn't up to anything fishy, like poaching away a valuable researcher!).

Have Ms. Myth roll Charisma + Etiquette against her supervisor's Charisma + Perception (he has a Charisma of 3 and Perception of 2, for 5 dice). Myth can do this sort of job in her sleep,

so she shouldn't have much trouble fitting in right under Lumbergh's nose. She handles interviews with various employees, takes notes on their efficiency, and feeds Lumbergh enough reports to keep him happy. Just roll it five times, make sure she doesn't glitch and he doesn't get lucky, and she can move on to the sneaky part of this kind of assignment. If she keeps up the façade every week, move on to Scene 3. If not, make a note of what week she failed in, and then check on Scene 5.

SCENE 3

Here, Ms. Myth has some homework to do. She's no wiz hacker like Gentry, but she knows how to work a computer—and the best part about being a company employee is that she doesn't *have* to hack anything. She just has to know what to look for and where to look for it, and then go get it. Over the course of her employment at Evo, Myth has access to human resources files (to gather data about Kevin Barnes), and also access to some work files so she can plot efficiency reports (which lets her gather data about Barnes' research, conveniently enough). If she can track this research and show Barnes she knows what she's talking about, she'll have some valuable material to help her convince him to jump ship (and she'll also be able to make sure Barnes' research leaves with him, helping earn that juicy bonus from Es Ex at the end of the month).

What she's doing isn't quite hacking, but it's also not totally legitimate for her to focus so heavily on this one employee. Ms. Myth has to make a series of Computer + Logic roll, again abstracted to five rolls. Her Evo security rival this time will be a corporate security hacker, or Spider who goes by Yard Dog. He'll be opposing her weekly snooping rolls with his own Computer 4 + Logic 5 (9 dice), just by running his routine search protocols, keeping an eye on data terminal activity, and monitoring Matrix usage and access points. If he beats her on any of these tests, note what week it is (which of the five rolls you were on), and jump down to Scene 5. Also make a note of any week she beats him, though, and give her the +2 bonus in Scene 4 (when she's talking Barnes into leaving).

SCENE 4

So long as Myth's keeping up appearances—and she should, she's a pro at fitting in in corp culture—her next big step is going to be buttering up Kevin Barnes for the transfer over to Saeder-Krupp. Barnes is a human researcher who's never quite had a big break, but who SK thinks is on the verge of something impressive. Myth has a month to talk him into coming on board.





Talking someone away from their long-time corporate job is no easy feat—if it were, anyone could do it! Ms. Myth will be rolling Charisma + Negotiation here, but will have a few modifiers. Start by giving her a -1 penalty for the NPC being suspicious, then tack on -3 for Myth's desired result being harmful/dangerous to the NPC. If she's succeeded in any of her Computer checks in Scene 3, give her a +2 bonus to help offset the negatives. If the player comes up with some particularly creative or clever arguments, the gamemaster should add a die or two to Ms. Myth's dice pool as a reward. Ms. Myth just has to beat Barnes in a series of rolls, Negotiation + Charisma versus his Negotiation 3 + Charisma 3 (6 dice). If she succeeds every week, great! She's getting Barnes completely on-board with this extraction, explaining that Saeder-Krupp is the place to take his valuable research to. If not, it's not the end of the job, but check out Scene 5, for some added heat, because Barnes had second thoughts, or a coworker saw Myth talking to him so much, and heavier security is involved.

SCENE 5

This is the catch-all scene to use if Myth drops the ball. Maybe Lumbergh gets suspicious because Ms. Myth hasn't been fitting in quite right, maybe she botches an attempt at talking Barnes into signing up with Saeder-Krupp, or maybe she gets caught snooping in the Evo Matrix.

Mr. O. C. Pritchett is the monkey on Myth's back. Pritchett's a hard-nosed, no-nonsense, field-security specialist for Evo, the type of go-getter who works special forces for national militaries or cutting-edge corporate kill teams like the Renraku Red Samurai or Ares Firewatch. Pritchett's a whole lot of trouble in a fight, but if it comes to that, Myth's hosed the job anyways. She shouldn't let it get to that point. Pritchett is not going to attack out of the gate; what he'll start doing is checking on Myth because someone has flagged her as being suspicious. If she responds correctly, she should be able to hold off any attack. If she messes it up—then she probably deserves the trouble coming her way ...

Whatever week it was that Pritchett was alerted (based on which roll the NPC won on, week by week), Myth's got some trouble. In the course of that week, and every week that's left of the five-week plan, she's got to convince Pritchett that she's

on the up-and-up. She needs to make an Etiquette + Charisma test against his Perception + Charisma, and he's no push-over like Lumbergh—with a Perception of 4 and a Charisma of 5, he'll give her a run for her money. She has to beat him on this roll once a week, starting with whatever week she first gets "tagged" for him to check out. If she succeeds every week, awesome! The troll has run mental circles around him, learned some security protocols in the meantime, and has a hard-earned +2 bonus on the last roll in Scene 6. If Pritchett is onto her, though, he'll get a +2 bonus instead in Scene 6's climactic check.

SCENE 6

Assuming all has gone well in earlier scenes—Myth has fit in, found some research, and talked Barnes into the extraction—all that's left is formulating a plan for a smooth extraction, and making sure Sledge, Gentry, Coydog, and Hardpoint are all ready to go. Myth's going to spend just another day on the job at Evo, wrapping up her temporary contract with them, which means she needs to totally trust her team to pull this off, without her even lifting a finger!

Have her make a Leadership + Charisma roll to work up a tactically sound plan based on what she's seen of corporate security over the last month (provide bonuses if the player comes up with a clever angle on the plan), and to showcase her ability to get Sledge's crew all on-board with it. Oppose that test with a Perception + Logic roll from O. C. Pritchett, head of Evo's on-site security (his Perception is 4, Logic is 6) to see what security protocols he's got in place, how sharp his response forces are, and that sort of thing. It's all an abstraction of a full shadowrun, but that's where Ms. Myth excels. For the purposes of this solo run, as long as she comes up with a good enough plan, the run is a success.

If Myth wins, Sledge and the crew get Barnes out in one piece, and Myth gets her 1,000¥ bonus. If Pritchett wins, something goes wrong, the extraction's messy and dangerous, and no bonus is forthcoming. If Myth critically glitches, Pritchett doesn't even let Barnes out of the building, and the whole job's a bust! Es Ex won't demand her money back, but Myth certainly owes the headhunter a favor, an apology, and a round of beers to Coydog and the boys for getting them all shot up on a sloppy job. Ms. Myth's street cred might even take a hit.



MS. MYTH

METATYPE: TROLL										
B	A	R	S	W	L	I	C	ESS	EDG	
5	2	2	5	4	4 (5)	5	5	5.4	1	
Condition Monitor (P/S)	11 / 10									
Armor	8 (Actioneer), 9 (chameleon)									
Limits	Physical 6, Mental 6 (7), Social 7									
Physical Init	7 + 1D6									
Active Skills	Automatics 4 [6], Computer 3 [7 (8)], Con 6 [11], First Aid 2 [6 (7)], Gymnastics 2 [4], Impersonation 3 [8], Influence skill group 6 [11], Intimidation 6 [11], Negotiation 6 [11], Perception 5 [10], Pistols 3 [5], Running 2 [7], Stealth skill group 4 [6], Unarmed Combat 4 [6]									
Knowledge Skills	Business 3, Corporate Policies 2 (Horizon +2), Fashion 2, Organized Crime 1, Psychology 3,									
Languages	English N, Cantonese 2, Japanese 2, Mandarin 1, Or'zet 2, Sperethiel 1									
Qualities	Combat Paralysis, Exceptional Attribute (Charisma), First Impression, SINner (Corporate Limited, Horizon)									
Aug.	Cerebral booster 1, commlink implant (Transys Avalon, Device Rating 6), datajack, image link									
Gear	Ammunition [100 regular rounds], Actioneer Business Clothes, chameleon suit, fake SIN (Rating 4), fake licenses [weapons permit and concealed carry, Rating 4], goggles [Rating 1, w/ smartlink], medkit (Rating 3)									
Weapons	Fichetti Security 600 [Light Pistol, Acc 6(7), AP —, DV 7P, 30 (c)] 2 x Ingram Smartgun X [Submachine Gun, Acc 5(7), AP —, DV 8P, 32 (c)]									
Lifestyle	Middle Lifestyle (1 month)									
Contacts	The Juggler (Elven fixer) [Connection 4, Loyalty 1] Frankie (Bartender) [Connection 1, Loyalty 1] Esmeralda Expertise (Talent broker) [Connection 4, Loyalty 1] Khayyim (Street doc) [Connection 2, Loyalty 1] Billy Shen (Triad red pole) [Connection 4, Loyalty 1] Mr. Satou (Renraku company man) [Connection 4, Loyalty 2] Kelly Quick (Cutters gangbanger) [Connection 2, Loyalty 1]									



Beginner Box Set characters by: Russell Zimmerman

