

BLACKJACKS

PEOPLE COMPENDIUM



VOLUME 1: A THRU M

INTRODUCTION

Blackjack's People Compendium consists of more than 500 NPCs divided into 100+ groups of varying personality, composition, purpose, and strength. These NPCs can be used as contacts, friends, or enemies of the Player Characters, and should be combined with additional, more anonymous NPCs in order to create a complete, fleshed out group.

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Blackjack's Shadowrun Page

<http://www.interware.it/users/blackjack/>

The Shadowrun Archive

<http://www.interware.it/shadowrun/>

SPECIAL THANKS

Paolo Marcucci, Tom Whitter, Drew Rader, Gillian Neff, my dog, Spock (who created the TOC for me), the guy who shouts 'Leather Coats! On SALE!' down on Chestnut street, and the crackhead who went psycho on the Broad Street Line and tried to kick out all the windows.

LEGAL STUFF

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CONTENTS

3	Action Video	59
4	Artists	60
5	Astral Addiction	61
6	Bad Move	62
7	Bedtime	64
8	Beneath	65
9	Better Than Life	65
10	Beware The Cleaning Lady	65
11	Bite	

12	Blind
13	Blue Movers
14	Booze
15	Brains
16	Brave New World
17	Change
18	Chauser Services
19	Chipping With The Band
20	Clowning Around
21	Corporate Truckers
22	Club Nine
23	Comics
23	Contestants
24	Cool
25	Damn Good
26	Damnit
27	Death And Hate
28	Decking For Drugs
29	Diamond Backs
30	Disciples
31	Drama
32	Eastern Path
34	Eastmen
35	Elven Art
36	Evil Children
37	Fallen Angels
38	Flyche Inc.
39	Free Spirits
40	The Gambler
40	Guns A La Zippy
41	Good Feelings
42	Good Ole' Folks
43	Groovy
44	Heavy Exposure
45	Helping Hand
46	Ice Cream
47	Innocents
48	Jetsam
49	Killer Image
50	Knowledge
52	King Of Fools
54	Knives And Lollipops
55	Leadership
56	Liquid Braino
57	Little Cage Of Fear
58	Little Politic
59	Lords Of The Matrix
60	Lost Light
61	Love
62	Mad Men
64	Man Above
65	Messed
65	Million Dollar Demon



Sick Rick

Archetype: Human Trideo Producer

Information: Sick Rick is in the business of producing underground action trideo movies which he claims are shot in a studio but which are in fact tapes of people he has set up getting their butts kicked. He'll simply have somebody hire a group of runners or gang members to take out another group of runners or gang members which he has also hired and then record the whole thing from hidden locations. He then sells them to underground stores and moves to another city before anybody can catch up with him. Rick looks and talks like a regular business man and actually has high level corporate contacts which allow him to get rooms in exclusive, and secure, hotels.

Bleep

Archetype: Human Trid Technician

Information: The remarkable thing about this whole operation is that it is essentially run by two people, Rick and Bleep. After selecting a location at which the "rumble" is going to take place, which is usually in the barrens, Bleep goes around and sets up remote cameras at various location around the area. He records from his van on another block and then simply drives off when shooting is complete, blowing up the cameras by remote control to lessen the amount of evidence. In addition to being a good technician Bleep is also good with disguise and street etiquette and he changes his appearance when setting up the "runs" which bring in his "talent" and when moving from town to town.

Cancer

Archetype: Ork Bodyguard

Information: Cancer is usually placed in charge of protecting Bleep, should trouble arise during shooting. A big, mean, cigar smoking ork, Cancer is also an accomplished conjuring adept, specializing in fire elementals. He usually keeps a few hanging around just in case. Cancer also owns a well armored van.

Detour

Archetype: Human Rigger

Information: Detour is in charge of watching over and transporting Rick from city to city. Also possessing corporate ties, Detour and Rick often party together at high class establishments. Detour owns some sort of land vehicle in every major North American city but uses a Plutocrat, actually owned by a corporate friend, when moving between cities.

Lauren Osmann**Archetype: Human Earth Elemental Adept**

Information: Currently enrolled in St. Lawrence liberal arts college in Quebec, Lauren left her small, backwoods home town with a vague perception as to what her art related skills were, or even if she had any true talent at all. But when she arrived at St. Lawrence she discovered that she actually did have decent artistic skills, unfortunately simultaneously discovering a million and a half ways to get out of working toward developing these skills into something even remotely useful. She didn't really get her act together until one morning, hung over after a wild night in the city, she asked a room mate for an aspirin and a glass of water. The roommate, ten times as hung over as Lauren, fulfilled the request without comment or complaint.

It was at this moment Lauren realized that no matter how ludicrous, irrational, or down right idiotic a request of hers may be just about everyone follows through with them. Just to test her theory she again asked a favor of her roommate, this time petitioning for a hot cup of coffee and the newspaper. Moments later they arrived at her side.

A rather imposing individual, Lauren stands six feet tall with short brown hair and gives off the unnerving impression that at any moment she'll spontaneously, and without explanation, either ask you to participate in a mundane activity such as going to a grocery store or make an attempt to beat the living hell out of you with whatever large, heavy object happens to be closest to her. You can never quite tell. Lauren rarely keeps her ego in check, an act which would normally earn her enemies but, perhaps because of her manipulative skills, rarely results in consistent animosity no matter how irritating somebody finds her to be. In addition to working on various artistic endeavors Lauren will occasionally work in the club and bar scene as an informant or courier.

Danielle Armstrong**Archetype: Human Terrorist**

Information: Small and visually docile, Danielle has inhaled so much marijuana that any verbal thought in her head takes a full five minutes to form and another ten to get from her brain to her mouth. To say she is mellow would be an incredible understatement, similar to stating that volcanic lava is "warm". Shortly after entering Seattle Art College, Danielle hooked up with a fairly radical division of Greenpeace where she utilized her painting and sculpting abilities, albeit slowly, to create advertisements for the organization. A few months after she joined she was approached by an extremely radical member and offered her an unending supply of weed if she would come to work for him.

What he meant by work was simple acts of terrorism, Danielle's seemingly harmless appearance and perpetually out of it appearance being the perfect cover. Primarily her jobs involve plodding up to a member of an environmentally destructive organization or corporation and simply slipping a small explosive into his or her pocket. These explosives are usually made of plastique molded by her into simple sculptures.

The Edge

so she will be able to witness all the glory he does.

Archetype: Human Mage

Information: The Edge is addicted to astral quests. He goes on one at every possible opportunity and offers his services to those who require information which can sometimes only be acquired on the metaplanes. He is almost friends with the Dweller and they often joke upon entrance. Nothing surprises The Edge anymore. He has lived a thousand lives in a thousand places on the metaplanes and sometimes appears to have lost his real existence in the shuffle. His sanity is slipping. It is just a matter of time before he leaves for the metaplanes and just never comes back.

Tubs**Archetype: Ork Mr. Johnson**

Information: The Edge's Mr. Johnson. A rather obnoxious individual who's holier than thou attitude has gotten him into trouble on more than one occasion and has generally left him shunned by the more professional Johnsons. Tubs is probably the only Mr. Johnson who drives a Jackrabbit. Tubs still hangs onto the Edge because every once in a while he is able to get him to do his bidding while on an astral quest. The Edge requests little or now pay for this.

Salish Quest**Archetype: Human Mage**

The Edge's old teacher, and good old fashion wise man. He still checks in on him every once in a while and although concerned about his well being he also respects an individuals right to go to hell in whatever way they may choose. He is also studying the causes and effects of this addiction so he can prevent it from every happening again to one of his students.

Sindy**Archetype: Human Pedestrian**

The Edge's old girlfriend. He chased her away after his addiction began. She still returns occasionally to check up on him and plead for him to stop the quests. Although The Edge appears to not want her around at all a large portion of his astral quests are to find a way to make a mundane magical

Malgini

Archetype: Human Former Mob Boss

Information: It seemed like a good idea at the time, a nice clean break from the rest of the Mafia for the purpose of running his own little operation in his own little section of town. The rest of the Mafia was quick to inform Malgini that such a thing simply does not happen. Over the course of the last year Malgini has lost half of his followers, his entire family, his turf, and much of his sanity. And it's far from over. During the mafia's attempt to eliminate Malgini his faction Malgini managed to kill a major boss's only son. Now the boss is no longer interested in merely chasing Malgini out of town. He wants him killed slowly and without mercy.

Meanwhile Malgini moves his rag tag group of followers around the city in an attempt to escape the mob's wrath and he's currently holed up in, remarkably, a Yakuza section of town. Nearly broke and almost insane, Malgini spends most of his time holed up in the back bedroom of his group's dingy, lower class, apartment, looking at pictures of his deceased family members and trying to figure a way out of the situation. More and more he is considering suicide, although the rest of his members do their best to keep firearms and sharp objects out of Malgini's possession.

Henley

Archetype: Human Former Mafia Soldier

Information: Henley lost his best friend in the initial onslaught and now devotes his efforts twenty four seven to finding an appropriate method of revenge. He has gotten himself addicted to a number of stimulants, enabling him to stay awake for weeks at a time fixing up his limited weapons supply and planning. The most progress he has made, however, is the assassination of a lone mobster and the rescue of one of their own members from interrogation. Henley is rapidly losing the bulk and strength he once possessed and will occasionally pass out from lack of food and sleep. He quickly recovers, however, and continues to push his body nearly to the breaking point.

Cappa

Archetype: Human Former Mafia Soldier

Information: Cappa was rescued from the

clutches of the regular mob by Henley but not before their torturous interrogation resulted in the loss of all of his fingers on one hand and the complete loss of the other hand. Unable to go to a hospital for treatment, Cappa's injuries have developed numerous infections and he is subject to blinding flashes of pain and intense fevers. Henley is currently attempting to acquire the cash, mainly through petty theft, to have Cappa's limbs replaced before they kill him. Cappa never leaves the apartment and is usually found huddling in a corner of a room whimpering in pain and hallucinating from intense fever.

Oblesk

Archetype: Human Former Mafia Soldier

Information: Oblesk wants out of the group but, realizing he has nowhere else to go, reluctantly sticks around. The bulky pistol expert has made a number of hospital robberies in order to acquire psychoactive drugs for the purpose of bringing Malgini out of his depression so he may lead the group once again. Oblesk himself is rather stupid and cannot think for himself, yet still possesses enough intelligence to know that if anybody should be in charge, Malgini should be it. Ninety percent of the time Oblesk can't think for himself at all, requiring intellectual support even when choosing between breakfast cereals.

Lolina

Archetype: Human Former Mafia Hit Woman

Information: Lolina is disgusted at the entire group's lack of concerted activity and is all for simply marching up to mafia central with bombs strapped to their backs. Usually on her way out to simply waste anybody mafia looking, however, she remembers that she is a BTL addict, chips up, and forgets about the whole thing. Lolina keeps her sniping rifle in excellent condition and despite her addiction and its degenerative effects on virtually every other skill she possesses, she can still shoot the lice of a windigo at five hundred meters.

Sweet Dreams**Archetype: Human Former Corporate Scientist**

Information: While working for a corporation in a remote section of Africa one of Dream's (he was then known as Dr, Kensington) viral experiments was accidentally released into the population of a local village. This resulted in four hundred and sixty people contracting the virus, known as Phys3, the effects of which are devastating. The virus eliminated their victim's ability to move any voluntary muscle but left their minds fully intact. Rather than research a cure or help the villagers in some other way the corporation, in the interest of suppressing the incident before the media heard of it, ordered the quiet elimination of all afflicted. This was to be carried out through a non painful lethal injection. Dreams carried out the order but soon afterwards experienced a mental breakdown. He was allowed to retire from the corporation with the understanding that he would spend the rest of his life on a remote corporate owned island. He remained there for two years during which he did a lot of soul searching, perhaps too much, and realized the ultimate insignificance of life and, more importantly, the burden those who can not contribute to this life places on the structure of society. He quickly forgot his hand in creating the initial crisis in Africa and came to the conclusion that his "mercy" killing were in the right. He escaped the island in 2051 and retreated into the urban maze.

Sweet Dreams is now in his early fifties, is short and is rapidly losing his remaining hair. Through the successful anonymous acquisition of his rather large amount of wealth he has established an underground organization devoted to putting the infirm and severely crippled out of their misery, whether they like it or not. Although he primarily uses good old Cyanide he has developed many less conspicuous concoctions, most of which kill the victim in their sleep. He rarely goes on the killings himself but always plans them and provides the instruments for the victim's destruction.

Kat**Archetype: Human Former Corporate Soldier**

Information: Kat was with Dreams during the village elimination in Africa and also left the corporation, although more violently. They hooked up soon after Dream's escape and now Kat, also mentally messed up by the incident, carries out a majority of the

killings. She shows very little emotion, to the point that she will even take on missions involving children, and grits her teeth so hard some often break off and have to be replaced. Clumsy with anything larger than a pistol, Kat prefers a tactic of stealth and quickness, slipping up walls and windows with tremendous agility. She still possesses an advanced form fitting combat suit with color changing fibers and thermo absorption as well a variety of high tech accessories geared towards climbing. Kat has extremely short hair and the nasty habit of chain smoking filterless cigarettes while working.

Manna**Archetype: Human Street Samurai**

Information: When Dreams went looking for additional support for his operations, Manna was eager to sign up. She hates just about everybody and was just looking for any reason at all to make people die. Although annoyed that Dream's techniques lack the degree of violence she would like she is still pleased as punch to carry out his vile whims. Heavily into body piercing and self mutilation it is nearly impossible to see the beauty Manna once possessed under the ugly shroud of hanging metal and scarring. Although still, technically, hired on a temporary basis the high pay will probably keep her around for a while.

Zynthium**Archetype: Human Decker**

Information: Although not especially pleased with Dream's activities, Zynthium still gathers information on potential victims from hospital and care home computer systems. Zynthium never comes in direct contact with the group, operating solely out of his luxury apartment and delivering the info via the matrix. Rather weak willed and frightened of losing his cushy life, Zynthium would probably cut himself off from Dreams if things got too rough.

Underground

Archetype: Elven Former Street Samurai

Information: Underground has thrown off the stereotypical image of the snobby, stuck up elf in exchange for an existence beneath the streets. He lives in the basement of an apartment building where he has a secret entrance to the sewers. His small dwelling is filled with hard back books and data chips and other scholarly things. Underground, first and foremost, is a philosopher and enjoys discussing anything of importance to himself or whom he is speaking with. When asked why he lives like this he responds, "sometimes we need to be humbled". Underground is also hiding from a vindictive street cop named Tyler, who's partner was killed in the crossfire between Underground and a gang member.

Tyler

Archetype: Street Cop

Information: Sworn enemy of Underground. The moment Tyler saw his partner's heart explode as it was punctured by a Predator round he has assigned the sole purpose of his most valued friend's death to Underground's very existence. He is a thread away from insanity and although he is still a member of the police department this preoccupation will soon cost him his job. Most of Tyler's waking hours are spent gathering information about Underground, tracking his movements, and waiting for exactly the right moment to pounce, and kill.

Mudpuddle

Archetype: Human Gang Member

Information: Mudpuddle is Underground's philosophical side kick and the two often entertain small crowds with their Abbot and Costello type bantering, which always seems to go nowhere but inevitably come to a wise, and very down to earth point. Mudpuddle is also the member of a small, nonviolent gang called the Pudgies, with which Underground has absolutely no association.

Zilez**Archetype: Human Rocker**

Description: Obviously on some hard drugs, Zilez doesn't really speak, he slurs. He is never very active and sits in a chair on stage. He has long black hair and green eyes and is missing one of his front teeth.

Information: Zilez has been addicted to BTLs for a long time and actually advocates the use of them in his music. Several times he has been arrested for popping one in during a concert and, sometimes, throwing them out to the crowd. His target audience is anyone who is messed up on the downer side of BTLs. He plays no instrument and sings in much the same way that he talks, with a slur.

Denise**Archetype: Human Rocker**

Description: Denise has half of her face covered with tattoos that say I love Zilez, without them she might be considered beautiful. She is tall, thin, and has straight blond hair to her shoulders. She also has green eyes.

Information: Denise plays her combination synth bass/guitar in the band and occasionally sings back up vocals. She also chips occasionally put tends to choose the happier kind. While on stage she is the only active member of the band and usually walks between and around the other members, occasionally kissing Zilez.

Slipcoat**Archetype: Troll Rocker**

Description: Also obviously on drugs, Slipcoat never talks and spends all of his time either on stage on in the van getting chipped. He is extremely muscular and has a perfect set of fangs which practically extend to his chin.

Information: Slipcoat plays drums for the band, occasionally punctuating the last song by slamming his sticks through the sensor pad. He sometimes gets caught up in his own little world and begins a solo which Denise has to talk to him to break.

Cuddles**Archetype: Human Rigger**

Description: Cuddles is torn between being a mage, a rigger, and a decker and it shows in his confused dress. He speaks quickly and is probably the only humor the band ever sees. He also is occasionally on drugs.

Information: Cuddles drives the band's van and basically keeps them out of big trouble when they really get messed up. He never goes to concerts and is the only thing which keeps Kessler from completely exploiting the band. He knows a couple of spells but his magical ability has been so badly damaged that he's not very good at it.

Kessler**Archetype: Human Manager**

Description: Kessler is a short, balding man who talks in a rat-tat-tat manner and has a thick southern accent.

Information: Kessler basically has the band in the palm of his hand. Without him they could not gets gigs or drugs. While he takes most of the profits and buys himself expensive things he gives the band members very little and leaves them in near poverty. This contrast is obvious when Kessler's Saab is seen parked next to the band's damaged and rusting van.

Zumbo**Archetype: Troll Body Guard**

Description: Always well dressed, Zumbo is tall and black and speaks with a thick southern accent. It is obvious that he is good friends with Kessler.

Information: Although technically the band's body guard, Zumbo has been friends with Kessler for years and is more there to protect him then the band members. Zumbo is very loyal to Kessler, whom gives him a lot of money, money the band should be getting. In addition, Zumbo sometimes actually beats on the band members, and has sexually assaulted Denise on several occasions.

Sally Jane

Archetype: Human Maid

Information: Sally is somewhat “off”. She’s constantly bouncing between jobs as each of her employers discover her wide variety of odd behaviors, be it her tendency to sit around putting stables in her arm, walking naked into board meetings, or redirecting important calls to Guam. Her most recent job as a hotel maid allows her more privacy to stick her fingers into electrical sockets, relieve herself in decorative plants, and so forth without detection. Lately she has taken to carrying a gun to work. Have a nice stay.

Devon Alann

Archetype: Human Elevator Operator

Information: Tall, skinny, and in his late twenties, Devon was once a fairly normal individual until the day he was messing around in one of the elevator shafts and an elevator landed on his head. Since that time he’d developed idiosyncracies such as rewiring elevators so they fall on other peoples heads. He’s also developed an interest in explosives and already has figured what ten kilos of plastic can do to a building when placed in the elevator shaft.

Jessie McCormick

Archetype: Elf Janitor

Information: Jessie has the looks of an elven aristocrat. Unfortunately she also has the personality of one. After her family was disgraced and kicked out of Tir, Jessie, who had and has no marketable skills, was forced to find a job to prevent from starving. She is extremely bitter at the world for placing someone of her royal statue into the vat with the rest of the scum. She finally found a job as a janitor in a hotel she knows is frequented by Tir elves and waits, with concealed SMG, for the one who kicked her out of her homeland to stop by for a stay.

Emory Smith

Archetype: Ork Pool Cleaner

Information: Strongly biased against humans, all that has been holding Emory back from pumping cyanide into the pool at the snobby, luxury class hotel

he works at is too little a body count. He vows the day the pool contains fifty humans and no metahumans he’s going to do it, and then throw himself in as well. The only visible manifestation of his hatred is in the hundreds of newspaper clipping he has pinned up around his grubby apartment, each glorifying the death of a human at the hands of a metahuman.

Kennelman**Archetype: Human Dog Trainer**

Description: Now in his 80s, Kennelman has been training dogs to be mean for sixty five years. His outward appearance is gentle and non threatening and he speaks intelligently and rationally. It is difficult to see how someone like him can train animals to be so terrible.

Information: Kennelman provides animals for security services and also has his own personal security trained and on hand.

Bulldog**Archetype: Human Security Guard**

Description: Bulldog got his name because, well, he looks like a bull dog. He's fat, short, furry, has doggy looking teeth and doggy looking eyes. He tears at his food and snarls when upset. He also shits on the rug, but only when drunk.

Information: Bulldog is more animal than human. He only fights with his bare hands and has had his teeth reinforced and sharpened like razors. He is almost famous for his work with major celebrities, most well known for the time he tackled and chewed out the throat of a would be fusion rock player assassin.

Pit**Archetype: Human Security Guard**

Description: Pit doesn't like his name. He doesn't like his boss. He doesn't like anyone, really. He is miserable all the time because he can't find another job. Just can't. Nothing ever works out and he ends up back in a rent a cop uniform.

Information: Caught between wanting to die and wanting to run away to safety Pit has somehow made a good security guard. He's happy when someone attack him because of the possibility of death, but at the same time doesn't like pain so he draws his gun. Sometime he'll get lost in thought while someone is trying to pick a fight and not respond to taunting and threats, quietly pondering what he will do until his attacker either jumps him or walks away in boredom.

Mutt**Archetype: Human Security Guard**

Description: Mutt still believes he's in the military. He is medium sized and built and very serious about his job. Even when the rest of the employees laugh at his devotion to something so stupid.

Information: Mutt is very good with a military style M22A2 and dearly loves his own weapon. Sometimes he will get caught up in the action and believe he's back in the CAS, he'll then start calling all of his co workers (even the dogs) "Sarge" and his attacker "A goddamn Azzie."

The Pets**Archetypes: Dogs**

Information: Kennelman has dogs ranging from inbred Roatweilers to purebred poodles. And all are trained to kill. They can be around nobody but their master or they will attack and fight to the death. Before attacking they appear as docile, cuddly, and cute.

Devilfish

Archetype: Dwarf Rigger

Information: Devilfish's only eyes are those of his vehicle. He has had the others sewn shut. He only works on dark nights, using a black Riverine loaded with strange, almost magical weaponry, and the traditional jamming apparatus. When his job is over he simply sets off towards open sea to a location nobody knows. He rarely talks and requests that every detail about the mission be exposed to him before he continues. Unless the mission must take place during the day or has the potential of damaging the environment he will not refuse it. He never talks about his past and will only converse about the mission at hand. Nobody but himself is permitted in the cockpit of his craft and he controls all weaponry himself. The inside of the craft seems almost organic in nature, after blinking one can feel that something is different but can never really put their finger on just what it is..

Weep

Archetype: Free Water Elemental

Information: Devilfish was blinded in an oil rig explosion off the coast of England and would have died if it wasn't for Weep bringing him to the coast of the Scottish wild lands and nursing him back to health. Some time later Devilfish, along with five other survivors, with the help of Weep then mounted an attack on another platform owned by the same corporation, eventually taking it over and with magical assistance, cloaking it from the rest of the world. Two of the five (or six, including Devilfish) members of the group were later killed in similar offenses against other corporations. Now the operation is more low key, and less specific on targeting environmentally offensive groups. Weep is also allied with a variety of other free spirits and paranormal forces which allow it to maintain the magical shroud around the platform and occasionally fend off intruders.

Slider

Archetype: Human Mechanic

Information: Slider, along with Jello and Felecia, are the last survivors of the original rig explosion which brought them together. After losing one leg at the knee during a ecotage run against British

Petroleum slider took over the basic maintenance of the rig and repair of the boat which he still doesn't fully understand. Through Weep's magical assistance and Slider's mechanical expertise Devilfish's Riverine has become a marvel of technology and nature. A floating weapon, with an aura.

Jello

Archetype: Human Mechanic

Information: The idiot assistant of Slider. If the numerous bar fights didn't knock the intelligence out of him than the rig explosion did the trick because this is a very stupid individual. He is, however, skilled at repair and maintenance and tolerable if he keeps his mouth shut.

Felecia

Archetype: Human Armorer

Information: Keeps the mechanical aspects of Devilfish's weaponry in good repair. She works closely with Weep when in the design stages to make sure the weapon Felecia is building will be compatible with whatever magical plans the elemental might have for them. Her personality is somewhat closed and she makes every attempt to avoid discussing personal issues.

Slide**Archetype: Trid Producer**

Information: Not your traditional porn producing slime. Slide is a business man who manages to keep his ultra X rates materials legal by schmoozing with councils and agencies, not spitting on them. For this reason he has been able to market material that is down right sickening, including child pornography.

Choko**Archetype: Human Trid Cameraman**

Information: A piece of shit, child molesting, scum bucket. He'll dress up as a clown, or Barney, or do whatever it takes to get his photos and his sick fix. His outward appearance is that of the arch typical "boy next door". You know, the real sickos.

Steaff**Archetype: Human Trid Cameraman**

Information: Doesn't touch the illegal stuff and deals with your typical low budget porn. He doesn't especially care for Choko's activities but, at the same time, loves money. He allows Choko's actions to continue which makes him just as slimy as Choko himself.

Kleeth**Archetype: Ork Rigger**

Information: Also acts as the editor. He is in charge of all smuggling operations. He has a wide variety of vehicles at his disposal, all of which are dilapidated. He is new to his position and if is not supplied with decent transportation soon will probably get nabbed by border patrol when his porn mobile blows a tire at the gate. He is kind of sickened by what he sees on his monitors but continues to work because of the large amount of money he gets paid. If he gets caught he will most likely shoot himself before anybody else has the chance.

Nonferu**Archetype: Human Street Samurai**

Information: Slide keeps two samurai hired at

all times for many reasons. Mostly they deal with whatever officials did not cooperate with his proposals. They also sometimes ride along with Kleeth when he makes his deliveries. Nonferu doesn't even know exactly what he's protecting which says something for his intelligence. He might just be playing stupid and in a state of denial out of pure guilt. He is still a devout Catholic.

Pico**Archetype: Human Street Samurai**

Information: Also rather dull. He keeps all the chrome on the outside, and is very proud of his profession. He is an alcoholic and in his off hours can be found wasting away at the nearest seedy shadowrunner bar. His drinking has caused his skill level to slip drastically and he can hardly even shoot straight any more.

Shotglass

Archetype: Human Bartender

Information: Shotglass was born to bartend. He's been mixing drinks since early childhood, and hasn't met a person he didn't like. You can get right up in his face and he'll be as nice and cheery as ever, although he'll motion for the bouncer at the same time and have them gently, and nicely, toss your ass onto the street. If you come back in, Shotglass will leave you alone until you get in his or a customer's face again, and then it's on the street again. At the request of his parents, Shotglass did attend college, where he spent nearly ten years of his life, switching majors so he could stick around and gather more knowledge. Now in his forties, he still has his brain and his booze working for him, and has owned his own seedy bar for many years.

Lauger

Archetype: Ork Bartender

Information: Your typical seedy bar is heaven compared to where Lauger works. In addition to being the bartender and owner he also takes on the job of military commander from time to time, deploying his fleet of bouncers to the various hot spots located around his bar/nightclub. Since Lauger's bar is one of the few still standing in his crap section of the city he can afford to be mean to people because he knows they have no other place to go. He's not always nasty, mind you, but there is more that will piss him off than there is that won't. Occasionally he'll get so enraged by a customer's action that he'll heave his enormous bulk over the bar and come after them himself.

Thad

Archetype: Elf Bartender

Information: Thad's overflowing charisma and good looks made him the ideal bartender for a high class establishment. Having attended the Mixers Elite bartending school, Thad can perfectly mix any drink on the books, even going so far as to have headware installed which has on file every drink known to man. Thad is also skilled in many languages, and those he doesn't know he can chip if he needs too, making him popular with foreigners who want a drink like they get at the Yak shack in Japan. As far as personality goes, Thad has almost none because the upper

class come to discuss matters with other members of the upper class, not some bartender. It is his job to make the drink right, and that's it. If somebody came up and started droning on about their private life, Talimat would simply refer them to one of the many high priced shrinks dwelling the nightclub where he works.

Mixer

Archetype: Human Bartender

Information: Although Mixer is only in his late teens he runs a combination booze/chip/drug bar semi-legally in the barren fringes. The bar is immense, consisting of several levels each with its own mood, with each mood and level being associated with a particular drug. The alcohol floor, for example, is your typical rowdy good ole rock and roll type crowd sitting around and having shot contests. The LSD floor, however, plays complex trippy electronic music and contains such visual attractions as a pool room in which everything is florescent and a room devoted entirely to florescent Grateful Dead posters. The speed floor is nothing but continuous 200 BPM music and strobe lights. Even at his relatively young age, Mixer has established immense drug connections, hires high grade security, and makes enough money to pay the organized crime group of the day to keep off his back. He can usually be found mixing drinks on the alcohol floor where he is more than happy to hook you up with something more powerful if you have a solid reference and the right amount of nuyen.

Spawn**Archetype: Troll Street Samurai**

Information: The worst thing somebody can do is underestimate Spawn's intelligence. He has had enough cybernetic enhancements to place his level of thinking on the same level of most scientists. This enhanced thought has also driven him a little insane although the sane exterior he normally portrays would not reveal this. His dresses in all black and is muscular, possessing little fat like most troll. His main weapon is a chromed Panther cannon which uses special rounds. The rounds possess limited guidance capabilities, most of the electronics are built into the cannon. The rounds are also brightly chromed. He possesses no reflex enhancements and chooses to carefully pound his target from a distance, then approach with the rest of his team and rake through the aftermath.

Lovecraft**Archetype: Troll Cybertechnician**

Information: Lovecraft is Spawn's wimpier counterpart, both having identical headware, but Lovecraft lacking Spawn's mass. Before cyberware is implanted in Spawn by Lovecraft it is first implanted into Lovecraft by Klek. This odd hierarchy is designed primarily for safety, but also out of Lovecraft's need to have one more enhancement than Spawn, even if it is for an extremely small amount of time. If one spends enough time with Lovecraft they will notice many small neurotic behaviors like this which are basically what drives his personality.

Klek**Archetype: Human Cybertechnician**

Information: Lovecraft's gifted apprentice. Although he appears to be a drummer out of a Death Metal band, Klek is extremely skilled in cybertechnology, even at the age of 22. Unfortunately the complicated steps involved in implanting cyberware are just about all he knows as far as a medicine goes, and probably could not set a broken leg correctly without assistance. Since he currently only works for Lovecraft and Spawn he has a lot of spare time to spend at local bars babbling drunkenly about "neural receptor accelerator amplification nodes".

Nuno**Archetype: Ork Mercenary**

Information: One of Spawn's fellow runners and another scary customer. Nuno specializes in long range bombardment which fits in perfectly with Spawns hit from a distance tendencies. He possesses a wide variety of military equipment including a heavily armored military personnel transport with a variety of concealed long range cannonry. Since the group tends to operate in nearly desolate areas he is usually dressed in full combat gear with every weapon in his possession clearly exposed.

Clean Up**Archetype: Human Street Samurai**

Information: After the slaughtering from a distance is complete the group, led by Clean Up, moves in to look at what's left and see if they get the extra 2k for bringing the bad guy in alive. Clean Up is the only member of the group with reflex enhancements, although only minor, and is also much more skilled in hand to hand combat than the rest. Clean Up specializes in small arms, not owning anything larger than a SMG and is skilled in many forms of martial arts.

Trey**Archetype: Human Philosopher**

Information: Trey's philosophy is simple: Everybody's going to die anyway, so why not speed up the process? Actually, it's a bit more complicated than that. He believes in what is called Perpetual Suicide, a state of progressive self destruction. Since all actions eventually lead to an inevitable death every thing we do and every moment we exist is self destructive. Essentially, we are killing yourselves merely by existing.

Any attempt to confront Trey with the fact that, hey, since he's still alive he doesn't believe in his own philosophy is futile. He has a bewildering array of arguments backing his positing and even if these fail there's still the fact that he's a Psionic. Oh, didn't I mention that before? Well, he is, and his powers center around mental manipulation, giving him the ability to persuade most people into a virtually suicidal state.

Visually, Trey is in his late twenties, somewhat short and fairly ugly. He maintains a patchy beard and is already beginning to go bald. Although fairly reserved a majority of the time, Trey becomes furiously imposing during debate. If he begins to lose the upper hand in an argument you can almost visually perceive him engaging his psi powers as he calms and begins to stare down his opponent.

Costello**Archetype: Dwarf Chemist**

Information: Costello is in the process of attempting to convince Trey to form a clandestine organization devoted to, basically, killing everybody. They were old friends in college and continued to meet and debate until the day Costello inhaled a bit of Compound 32421 Zeta while working for Fuchi, a mixture which shorted out a majority of his brain functions and creating a personality which is now locked on the idea of ridding the world of everybody. Another side effect is the fact that he pisses himself when he's nervous. In any case, Costello needs the psychological support of Trey before he's willing to do anything drastic, like fill Seattle's water supply with a compound he developed during his final days at Fuchi, Compound 7261342 Krag, which causes the simultaneous hemorrhaging of every blood vessel in the brain. As Trey solidifies his philosophy, Costello's ideas are looking better and better.

Texas**Archetype: Human Street Samurai**

Information: Currently paid by Costello to sit around and wait for Trey to make up his mind, Texas and the rest of his team will be instrumental in the deployment of any chemicals Costello has concocted. Texas is somewhat spindly looking, which translates to "quick", and possesses a low level move by wire system which makes him as jumpy as a tick on cocaine. His specialty is ambush, and he'll wait, shaking with nervousness, until his target approaches and then pounce and tear it apart with a wide array of protruding cyber spurs.

Grenada**Archetype: Ork Street Samurai**

Information: Grenada isn't especially pleased with his current duty of sitting around watching the trid and is eager to get back to what he does best, namely, shooting people with machine guns. His tendency to light his cigars with his flame thrower of a Zippo mere inches from belts of exploding ammunition makes his colleagues a bit nervous but they usually get over it when they remember how well he utilizes that ammunition on the streets. Personalitywise, Grenada is cynical and complains a lot and, for some reason, has the inability to accurately construct metaphors resulting in drivel like the following: "My machine gun is my catapult, helping me succeed in missions during which I probably would have had to use explosives instead, or perhaps even a flash grenade."

Eclipse**Archetype: Human Rigger**

Information: For the most part, Eclipse thinks everybody in the entire world is a moron and thus wants very little to do with any of them. He spends his time encased in his mobil home of an Ares Dragon, communicating solely by radio transceiver unless it is absolutely essential that he speak with somebody face to face. And then he just opens the door a crack.

Maans Goodfellow

Archetype: Human Terrorist

Information: Maans is a six foot five, heavily built, middle aged, white hared male with several unfortunate psychological problems. He is a manic depressant schizophrenic who is also loaded with neuroses ranging from the inability to shower during a thunderstorm to the inability to drive into the sunset because he believes the sun will land on his car. Basically this guy is completely wacko. His philosophical beliefs change from day to day and whether he is supporting governmental bio testing or is against it he always backs up his current view with a large sniping rifle and an equally large amount of plastic explosives. His followers stay loyal simply out of the fear of what he might do to them if they try to leave.

Temple

Archetype: Human Terrorist

Information: Once simply a peaceful political activist Temple, a young, long hared, hippie looking individual, made the mistake of hooking up with Maans at a convention. Although his primary job is simply driving the getaway car Temple is occasionally forced by Maans to commit violent acts of terrorism through threats to his life. Due to this Temple has acquired a rather heavy drinking habit and although he has managed to stay sober during most of his operations, he is slipping deeper and deeper into the grip of alcoholism and a nearly suicidal guilt as a result of his actions.

Fist

Archetype: Ork Terrorist

Information: Fist almost resembles a human although genetically he is still ork. He has long black hair, green eyes, and speaks with a deep Irish accent. Fist hooked up with Maans after he was given a promise that the majority of their actions would be guided toward the removal of the elven aristocracy from his homeland. Maans never carried through with his promise and after Fist was severely injured shortly after they met, had him fixed up and installed with a cortex bomb. Fist is border line losing it and uses BTLs heavily to ease his anger and anxiety. It is only a matter of time before he cracks and either takes Maans out or is taken out himself.

Chumley

right poisoning of food.

Archetype: Human Butler

Description: Your archtypical looking butler. He never speaks while at work and never smiles.

Information: Chumley is a specialist in light weight pistols. He and the rest of Chauser services are actually former special operatives from the CAS who have found that crime turns a healthier profit. They masquerade as a services contractor and then, when the time is right, rip off their employers. Since most of their employers are high level company officials they are also able to gather enough information to sometimes make a run against the company itself.

Cheeves**Archetype: Human Driver**

Description: Your archtypical looking driver. He never speaks while working and never smiles.

Information: Cheeves has a military level control rig inside of him. He usually secretly alters the vehicles he is given to drive, therefore providing efficient get away vehicles. Occasionally he will hide a weapon within the vehicle as well.

Margot**Archetype: Elven Maid**

Description: Your archtypical looking maid. She never speaks while working and never smiles.

Information: Margot is a martial arts master. She has killed several people with a single punch. She is extremely fast and athletic and also skilled in repelling and other covert functions. She usually coordinates assaults against a corporation.

VerMort**Archetype: Human Cook**

Description: Your archtypical looking cook. He never speaks while working and never smiles.

Information: VerMort is proficient in the mixing and delivering of chemicals. He is not below out

Diamond

Archetype: Human Former Rocker

Information: Diamond and her band were big for a while but when her BTL and alcohol addictions finally got the best of her it was over. Now a complete mess at the age of 25 she has given up on her attempts to rejoin the music world and spends her time sitting around a nasty sewer hideout seething at the rest of the music industry. She would like to see the whole big machine go down but, being wrapped up in her addictions, has had little time to do anything to forward it's demise. Physically, Diamond is a mess of scarification procedures which were originally designed to create a new and nastier image for her band but instead turned her into an ugly ex rocker instead of an attractive one.

Grognol

Archetype: Troll Former Rocker

Information: Grognol is quite pissed at Diamond's apathy and wants her to straighten out her act so they can become a decent band again. A frightening display of bodypiercing and tatoos, Grognol has resorted to theft in order to feed himself and the rest of the failed band. Even though bitterness towards Diamond and her attitude are strong, Grognol, and the rest of the band, love her dearly and would like to see her get better.

Stripe

Archetype: Human Former Rocker

Information: Diamond's half sister, Stripe is also concerned over everybody's future but is getting close to losing her patience. She's a good foot taller than Diamond, standing six foot three. Her personality wasn't always a near insane web of anger and resentment until the band lost their status and their gigs. She and her husband, Detox, have been training with various weapons and are actually considering a stint in the shadowrunning world if the situation does not improve.

Detox

Archetype: Human Former Rocker

Information: Detox is terrified at what his wife, Stripe, has become as a result of the band's current state. Very little love passes between them and

the two try to avoid each other completely when not training. Detox isn't especially happy about this whole shadowrunning idea, but he's not happy about the prospect of starving to death either. Detox also possesses magic ability and has been secretly training as a sorcery adept with a local street mage.

Helmet

Archetype: Ork Former Rocker

Information: Helmet couldn't give less of a crap over what's going on, mainly because he has recently started chipping and drinking heavily. He thinks the whole shadowrunning idea is simply grand so long as he gets to use the light machine gun he found laying in the sewer muck one day while looking for a place to pee. Helmet's apathy can become annoying and, when asked for an opinion about something, he always just shrugs and goes "eh..".

Bunzo

Archetype: Human Clown

Information: Bunzo is your typical split identity clown; funny and ridiculous on stage, a heavy drinker and all around schmuck off stage. He speaks with a thick Yiddish accent and complains constantly about everything. His use of profanity tops all others. He was actually in the military at one point and is still mildly skilled in hand to hand combat. He is usually too drunk to fight effectively, however.

Slappy

Archetype: Human Bodyguard

Information : She is always chipping something which makes her laugh hysterically. And she'll keep laughing as she kicks your ass with her martial arts skills. Her and Bunzo spar occasionally. Slappy usually wipes the floor with him pretty good.

Henry Wrinklestein

Archetype: Dwarf Manager

Information: Also speaks with a Yiddish accent, he and Bunzo sometimes carry out entire arguments in Yiddish.

Tuck**Archetype: Elven Corporate Rigger**

Description: Tuck is six feet tall and rather thin. He rarely walks and when he does has a slight limp. He appears to be quite the wimp and does not how to operate very well in the world outside of his vehicle. His voice quivers when he speaks.

Information: Tuck is equipped with one of those little memory eraser things and after one of his high risk missions is over, he never remembers where he was. He is very good, though, and specializes in oversized ground vehicles, mainly semi's.

Jones, Ken**Archetype: Human Corporate Official**

Description: Jones is in his late twenties and constantly complains. He is also quite the kiss up and in not below begging. He has black hair and stands five feet ten inches tall.

Information: Ken Jones is in charge of the bureaucratic end of high risk deliveries, signing forms and exchanging cred when it reaches its final destination.

274**Archetype: Human Corporate Security Guard**

Information: Very loyal to his company and whatever he is defending. He is under the delusion that his company is doing great and wonderful things and is willing to die to defend them. He tends to fire too many rounds out of his assault rifle, thus missing most of his targets due to recoil.

675**Archetype: Human Corporate Security Guard**

Information: Professional, but less direct than most. When encountering an intruder he usually takes more of a gorilla approach to apprehending them, using stun weapons and silent techniques. Although he carries an SMG he would rather use a less lethal method when possible.

Upshire**Archetype: Human Corporate Rigger**

Description: Rather stuck up, he always dresses in fine clothing and is seen frequently talking on his wrist phone to his female companions. He is also quite a flirt.

Information: Upshire is a very good rigger and specializes in security vehicles and special maneuvers. His personal vehicle is heavily armored and turboed and if something is blocking his way, he is not afraid to simply run through it.

194**Archetype: Ork Corporate Security Guard**

Information: Quick, for an ork, 194 works closely with Upshire and will occasionally lean out the window and clear a path using his medium machine gun which can be placed on a special mount. When things get really rough, however, 194 usually digs himself in and waits for support.

Dolf, Marco

Archetype: Human Club Owner

Information: A pathetic little man who does what he can to cheat and use everyone he meets. Five foot two, somewhat over weight, and completely devoid of body hair, Marco is the definition of sleaze. His club, Club Nine, is a haven for upper class users and pushers of BTLs and more conventional mind altering substances. Although he has screwed over many, many people his elite force of body guards has prevented any harm to himself.

Tomorrow

Archetype: Human Bodyguard

Information: Not a whole lot to look at at five eight, one forty, with long messy hair, Tomorrow is still one of the fastest guards out there. Although he probably could not survive getting shot or even punched with any velocity, his speed usually allows him to plug an assailant with his custom, high powered, machine pistol before the thought of aggression even has the chance to completely form in their minds. He is addicted to caffeine and is always drinking coffee although his outward appearance is serene. But if there is so much as a quick movement in his vicinity he will lash out with unbelievable speed at whatever it was, be it an assassin or somebody dropping their drink.

Bones

Archetype: Human Bodyguard

Information: Bones is a master of disguise and it is doubtful if Marco himself has ever seen his true appearance. Bones is constantly monitoring the area with a variety of his heightened senses. He almost never gets into physical conflict and his primary job is to sit back and look for anything suspicious and then report it to his colleagues. Bones also acts as Marco's personal chauffeur, driving him around in a custom limousine, loaded with armor and weaponry.

Landing

Archetype: Dwarf Bodyguard

Information: When things start to go really bad,

Landing brings in the heavy artillery. Actually, he is the heavy artillery. Landing is equipped with four cyber limbs, each of which contains compartments filled with the broken down pieces of a variety of large weapons. He is able to assemble these into their useful form in a matter of seconds and is completely ruthless when using them. Marco has almost fired him due to a few occasions when his "protection" efforts resulted in a number of innocent casualties. Before Marco gets the chance, however, Landing usually ends up saving his life again.

Gold

Archetype: Troll Bodyguard

Information: Gold is not only one of Marco's bodyguards but is also a close personal friend. He is well trained in a variety of martial art skills and is in extremely good shape. On top of this he has had more than a few muscle enhancement procedures enabling him, as he has done on two occasions, to punch directly through the torso of an unarmored person. Gold is always with Marco, even during sensitive negotiations, and they share a high class apartment near the club.

Kenny**Archetype: Troll Store Owner**

Information: Kenny is very protective of his comic books. He has gone so far as to chase page folding children out of his store with a large automatic shotgun. He sleeps just in the back of the store and has it wired with all kinds of primitive alarms. He tends to fire off most of his ammunition just getting out of bed to go search for an intruder.

Ralphy**Archetype: Poodle**

A small white poodle. Kenny's pet and his only companion.

Fox**Archetype: Human Mage**

Information: Fox and Bleed have been engaged in a sorcery contest for more than five years now, neither willing to kill the other and neither willing to call off the contest either. Not that they've had all that much opportunity to finish each other off. Their more brutal battles last hours, each reducing the other to a blood stained mess of cracked flesh and burns. They'll probably be battling till the day they die of old age.

Bleed**Archetype: Human Mage**

Information: Unlike Fox, who has devoted almost all of his time to finding a way to defeat his enemy, Bleed still shadowruns, honing his combat skills on the street and not the library. Unfortunately on more than one occasion Bleed and Fox have encountered each other while Bleed was on a run, resulting in an odd and reputation lowering situation. Nobody wants personal business to interfere with the job of their runners.

Kewl

Archetype: Human Trid Producer

Information: Kewl is an air head artist who produces music trideos and always insists that they be shot in dangerous and remote locations. If Kewl directs your video odds are at least minor career success will follow, although sometimes post humorously. In other words, two out of three bands or singers don't make it back from a shoot with all of their members. Still many desperate and down and out bands are willing to take the risk involved to save or start their careers.

Lewie

Archetype: Troll Cameraperson

Information: Lewie is a flaming homosexual (bet you never thought you'd see a gay troll) with a personality which is generally warm and friendly, unless any of his camera equipment malfunctions, in which case he turns into a torrent of rage, being personally responsible for the "unexplained" destruction of some fifteen Sony HB500 portacams. He can usually get away with this, though because, above all, he's a damn good camera man.

Slammer

Archetype: Dwarf Cameraperson

Information: Slammer is extremely overweight to the point that he is as wide as he is tall, making him the ideal person to establish a stationary shot, but not much else. He's constantly pissed at something and shouts at anything he encounters be it the director, the talent, other crew people, rocks, deer, etc. In addition he constantly bashes Lewie's camera ability, once catching Lewie in the middle of one of his anger phases, and thus getting himself rolled down a hill. Not that this deterred him from making future remarks.

Dump

Archetype: Ork Crew Member

Information: Being a simple crew member is an extremely dangerous job and therefore pays very well. All crew members must follow Kewl's orders, no matter how insane "I, like, need that remote cam IN the volcano." and they usually only last a few

months before they're either killed or they quit.

Dump has been with the crew for about a year now and keeps trying to find a job somewhere else, but has an unfortunate body odor problem which keeps everybody from hiring him. He's very down about this and has turned to drinking and the occasional BTL.

Lit

Archetype: Human Crew Member

Information: A rookie of only a few weeks Lit took the job because she is absolutely obsessed with Kewl, constantly making advances and constantly getting dissed. She's peppy to the point of annoyance and the rest of the crew is always playing infantile pranks on her in an attempt to get her to leave. Even Kewl is on the verge of firing her.

Screamer

Archetype: Human Rigger

Information: Screamer has been Kewl's rigger since the beginning and, even though he is more than qualified to be a combat rigger and receive more pay, he sticks around because of all the neat toys Kewl gives him to drive. The vehicle used, usually rented, depends on the location of the particular shoot. Within a day it is usually filled with candy wrappings due to Screamer's addiction to sweets which also keeps him on a constant sugar high that keeps him up for all but two hours a night.

Derringer

Archetype: Human Street Samurai

Information: Friends since the age of five, Derringer and Capone have been running together since the advent of the profession. Both are now in their middle thirties and have made enough money to upgrade their cyberware again and again to the point that everything in them is top of the line Beta grade customized. Neither has been successfully shot or hit in five years and they are both a year away from the retirement date they established fifteen years earlier. The sight of Derringer and Capone fighting side by side is nothing short of spectacular. They operate in a blur of speed, some saying they have the ability to dodge a bullet fired from ten meters away AFTER it has left the chamber. When they finally get to their main target they almost always flip a coin (one flipping, the other catching) to see who gets to make the kill, although they're not so stupid as to preform this ritual if threat prevented it.

Derringer preformed as a non-magical magician as a youngster and still incorporates various aspects of slight of hand work into his running. He can pull a gun from nowhere, snatch your gun out of its holster before you knew what happened, and throw a seemingly endless stream of shurkins. Athletics is another strong point and he has the ability to fire and run and flip without losing accuracy. He rarely uses any firearm larger than an SMG, although he loves grenades and explosives.

Personality wise, Derringer is a complete smartass, mainly because he's able to get away with it. He'll also dress in a variety of wacked out arrangements, ranging from a polka dot long coat and a Dr. Suess "Cat In The Hat" hat to a pair of shorts and a "Welcome To Seattle" tourist shirt.

Capone

Archetype: Human Street Samurai

Capone is a bit more reserved, both visually and in his personality, choosing to use his extreme intelligence to make his target look like a fool, often times without the target even realizing this. His main weapon is a variety of custom assault rifles which can be disassembled into the smallest of pieces but which he can assemble and fire with lightening speed. He also possesses a very large sword which breaks down

into some seven or eight pieces and which he can assemble extremely quickly as well. Capone also carries a custom cyberdeck, the equivalent of an Excalibur but about 1/3 its normal size, and could have gotten away with simply being a decker if he wasn't so good and samurai related work as well.

Satan II

Archetype: Human Mage

Information: An idiot burn out, Satan II has had a variety of cyberware installed for the purpose of making him look more like the storybook image of the demon he's trying to portray. The attempt has been a miserable failure and now Satan II looks more like something you'd see at a fraternity Halloween party. He insists that he's scary, however, and tries to be all mysterious and evil thus making him look even more comical than he did before.

Grel

Archetype: Troll Follower

Information: Three times as idiotic as Satan II, Grel is an ardent follower in who he calls "The new and improved incarnation of the nasty dude down stairs." Grel's main purpose is to pass out poorly designed flyers in an attempt to bring in more followers. So far it has only worked on one person....

Lead

Archetype: Ork Follower

Information: Lead was wandering along when, out of the blue, somebody threw a brick out of a twenty story window and knocked him unconscious. Grel, who happened to pass by, dropped a flyer on his chest. When Lead awoke and found the flyer he came to the conclusion that he had been "smited by Satan" for not being mean enough. Lead has been with the group ever since.

Guile**Archetype: Human Mage Night Club Owner**

Information: Guile runs an underground club known as Hate. It is not the type of club one would journey to if they wanted fun, it is a sadistic place where people torture themselves and each other with their greatest fears, hates, and lost desires. Although it is favored primarily by mages all types are welcome. Through the use of magic, drugs, and good old fashion pain one experiences hell in the cavernous warehouse filled with a maze of statues, coffins, nail beds, animatronic creatures, blood waterfalls, pulsating lights, and brutal pounding music. In the center, raised several meters above the floor, sits Guile. He has a look of pure hatred on his face, his throne of flesh and bone rotating so he can get a full view of everyone else's personal Hells. Occasionally one of the club goers is "graced" with the opportunity to join Guile on his throne and ascend into the Blood Chamber high above the floor and experience what pure Hell is. Some have emerged fulfilled, some have emerged insane, some have not emerged at all. With the assistance of his ally, Faith, he takes them on an astral quest to a metaplane only he knows about. Dark secrets are kept there, secrets which can give you a new life, or erase your very existence.

Faith**Archetype: Ally**

Information: Guile's ally. Is in the form of a spindly, metal robot with many sharp cutting utensils as appendages. When not acting as a torture device in the real world Faith is busy keeping a gateway to the Astral Planes open for Guile and his "adventurers". Is somebody ends up dying because of the quest the body is then given to Faith who cuts it into various pieces to be sent to a body shop. If anyone found out about this practice is would almost certainly cause major problems.

Dinea**Archetype: Human Mage**

Information: Dinea has complete control over Guile's every action. She has beaten him down to the point that he believes pain is all that exists, that pain truly is love. Guile is basically a figure head to

the operation Dinea runs, the dealing of body parts. If the operation is exposed it is clear who would fall and who wouldn't. Dinea's personality and actions are quick and brutal, she has custom designed her spells to do as much damage in as little time and with as much spectacle as possible. She specializes in a Death Touch spell which, when effective, blows the person's heart out their back.

Khrystal**Archetype: Human Club Habitué**

Information: The archtypical, messed up customer of the Hate club, with the exception that she has become psychotically obsessed with Guile. Although she has never made an actual attempt to get "to" or "at" him, she is constantly planning. She is just a Dinea mind probe away from death, however.

Devious**Archetype: Human Street Samurai**

Information: Dinea's primary "body part" contact. He is also one step away from death due to a single, but very unfortunate, incident when he threatened to expose the operation if he was not paid more. He got his raise, but he also got a third strike. Dinea is now just waiting for a convenient moment.

Volem**Archetype: Troll Bouncer**

Information: A bouncer at the club. He has limited magical ability and basically keeps at least one "sense adverse intentions" type spells running at all times.

Tithe**Archetype: Human Bouncer**

Information: A bouncer at the club, and not nearly as forgiving as Volem when it comes to violations. Although his right hand appears to be a hand it is actually a solid piece of iron shaped like a hand. Ouch.

Flagg**Archetype: Human Decker**

Information: Flagg's aggressive decking style gets him into trouble but it has also earned him a decent degree of success and respect in the matrix. Unfortunately almost all of the money he nets from corporate security jobs, shadowruns, or simple theft is blown on his heavy BTL habit. He is aggressive in person as well and becomes quickly annoyed with just about everybody. Flagg is also prone to sudden outbursts of violence due to a side effect of a BTL he once chipped.

Gimmix**Archetype: Human Decker**

Information: Naive and awkward in the real world, Gimmix (with the help of Flagg) also became addicted to BTLs and is now used simply as a source of cash to support both of their habits. Gimmix has no backbone and, although he really would like to get into some kind of rehab program, is scared to stop chipping because of what Flagg might do to him.

Carbine

Archetype: Human Mercenary

Description: Five foot ten, one forty pounds. He has military cropped hair and a patch over his right eye. When he is seen he is almost always in dress and carries a very visible (and very big) Savelette Guardian.

Information: Carbine is very calm and very professional in virtually all situations. Rumor has it that he lost his eye while giving orders via telecomm when a sniper shot him across the face. He did not so much as change pitch as he calmly finished the orders before lobbing a grenade at the attacker. He is a pistol and SMG expert, also specializing in electronic surveillance. He is the leader of the Diamond Backs.

He has dark skin and smokes expensive imported cigarettes. He never speaks except when absolutely necessary.

Information: While in the military Levell served as general infantry, got shot up, and was released due to a slight case of post war trauma. He is very good at taking orders and does whatever says. Contrary to stereotype, Levell is best at pistol and rifle combat and has not fired a heavy weapon since his time in the military. (He appears to have a psychological aversion to them.) Levell almost always accompanies Carbine during dress duty and his non imposing stature transforms into something down right scary looking when he straps on an SMG.

Slovak

Archetype: Dwarven Mercenary

Description: Gruff and rough, rarely clean and never shaven Slovak always says what's on his mind and never, ever plays dress up. He is rarely seen in public because, as he says, "I can't carry my big gun out there".

Information: Slovak is the loose cog in the otherwise smooth running machinery of the Diamond Back operation. Usually he just hangs out in the group's van, or "Slovak's cage" as they call it, and oils his medium machine gun. The only real duty he sees is grounds patrol or backup.

Devine

Archetype: Elven Mercenary

Description: Devine is a very "butch" looking female elf and at first sight is sometimes mistaken as a man. She hardly ever speaks but when she does it is in a low, reserved voice.

Information: Divine specializes in rifling and is also in charge of keeping the Diamond Back's electronic gadgetry in tact. She also drives the unit's vehicle.

Levell

Archetype: Troll Mercenary

Description: Rather gentle looking. For a Troll.

Hannahan God**Archetype: Ork Gang Leader**

Information: God's gang started as a fluke. This pathetic man become involved in a street fight during which he landed a single hard, and extremely lucky, punch in such a place that it decapitated his frail opponent. A few of the on lookers who were members of the fallen opponent's gang wanted to join up with God immediately, mesmerized by a false sense of power in their leader. The truth is, God can't fight worth a damn. And he never does. He explains it as a desire to "spare the world from his unending power." In addition to being an all around ass hole, God and his gang run a small BTL operation, dealing in a custom chip which is not only highly addictive but also convinces many of its users that God is truly one of the greatest people ever to walk the earth.

Miken**Archetype: Ork Gang Member**

Information: Miken is God's most devoted follower. Visually he is less than impressive, five foot six and extremely over weight. Once a sumo wrestler he has made many attempts to apply his skills in this area to regular street fighting and has been mildly successful on targets that make the mistake of getting too close. He once killed an opponent merely by suffocating him in his chest flab. Miken also deals BTLs, usually on low life inhabited street corners in the bad parts of town.

Soapy**Archetype: Elven Gang Member**

Information: Staying consistent with the gang image, Soapy isn't much of an elf. He is rather ugly, short, bald, and skinny as a twig. His personality isn't much more attractive and he's jumpy, annoying, and talks to fast (not that he ever says anything important anyway. Soapy is mainly a courier, running BTLs to any number of the low life individuals who deal for the gang. He is skilled with his heavy pistol, however, though the recoil tends to knock his frail body across the room when he fires it.

I Write The Songs**Archetype: Human Gang Member**

Information: I Write The Songs is almost completely useless and God keeps him around because he likes his music. Songs is a hippie; long hair, scraggly goatee, a quarter of synthetic weed in his pocket at all times. He is so burnt that he sometimes can't remember his own name, let alone where he is, or how to play his guitar which is always way out of tune. Occasionally when he is hard up on cash he'll push a BTL or two to help make ends meet.

Velina**Archetype: Human Actress**

Information: Once a pretty good actress, Velina has let her skills slide due to a mental preoccupation with getting rid of her ex-boyfriend and co star in the world renowned play "I Found Two Bucks Lying On The Ground And Don't Know What To Do With It". She believes that her co star, Guy Jenner, is A: trying to show her up and B: an idiot. She would like nothing more than for something bad to happen to him resulting in his removal from the play and perhaps a few broken bones.

Guy Jenner**Archetype: Human Actor**

Information: Once a pretty good actor, Guy has let his skills slide due to a mental preoccupation with getting rid of his ex-girlfriend and co star, Velina. He has hooked up with a small gang which he has paid to "take her out of the picture" in as non violently a way as possible. Ironically Velina has been in contact with the same gang and has given them the same orders, with less of an emphasis on the non violently part.

Mr. Shoop**Archetype: Elven Theatrical Director**

Information: Mr. Shoop is sick of both their crap and is a millimeter away from nixing them from the play.

Collar**Archetype: Human Gang Leader**

Information: Leader of the gang Collar's Crass Commandos, Collar leads with a fist of cotton and a brain of lead. He whimpers a lot, can't make a decision without consulting Beachnut, and likes flowers. At times he'll get absolutely obsessed with flowers. Once he was in the middle of a fire fight and ended up taking two bullets to the chest because he had caught view of some flowers out of the corner of his eye and couldn't stop staring at them. His gang has been hired by both Velina and Guy to take one another out and Collar has absolutely no idea what to do about it. He'll probably never take any action at all.

Beachnut**Archetype: Dwarf Gang Member**

Information: Just a rung and a half above Collar as far as intelligence goes, Beachnut also likes flowers but only as targets for his home made flamethrowers. He speaks with a squeaky, high pitched voice reminiscent of a balloon with a leak and tends to trip and fall a lot, which wouldn't be so bad if he wasn't always carrying around high explosive liquids.

Atari**Archetype: Elven Gang Member**

Information: Atari couldn't cut it as a shadowrunner decker and thus has ended up as part of Collar's gang. He has at his disposal the slowest deck ever build (an Allegiance Sub Alpha Low Issue Plus), a deck which you never see much anymore because the company itself destroyed the factory that produced it simply out of shame. Needless to say, Atari spends a majority of his time getting his butt kicked back and forth across the matrix, once getting defeated by a six year old running a Fisher Price Fun O' Cyber when he mistakenly entered an on line game of Mr. Crunchy's Puppy Blasters.

Sakka**Archetype: Human Former Yakuza Soldier**

Information: Yakuza defectors usually don't live very long. Sakka is a rare exception. After Sakka saved the life of his former boss he was given permission to form his own clan. Rather than stay in the Yakuza organization, Sakka used the information he gained while working as a guard during cross Atlantic drug runs to acquire (with the blessings of his former boss) some of the routes. After meeting up with his friend Dimka, a gifted planner, organizer, and warrior, he consolidated the best of those routes - the ones which ran only the finest and most expensive drugs and BTLs - into one weekly route known as the Eastern Path. While not technically with the Yakuza any longer, Sakka can still call in Yakuza support when needed and often brings along a Yak boat or two for protection during his journeys.

Sakka is a rather cold man, heavily build and rather tall, with buzzed cut hair. His combative skills far outweigh his skills of logic and planning and at times it appears that he is nothing more than a figure-head leader of his group. Sakka's real skills lie in his ability to hit opposing drug organizations right where it hurts, manipulating and hurting the right people in the chain of command necessary to bring the whole opposing group to their knees. He specializes in crossbows, swords, and other more primitive weaponry, though he's not afraid to pick up an assault rifle if need be.

Dimka**Archetype: Human Former Mercenary**

Information: Tall, black, with hair dyed red and white, Dimka is the brains behind Sakka's organization. She's an extremely imposing woman, both physically and intellectually, and she has the uncanny ability to gain - and hold - the upper hand in negotiations from the moment the first word is spoken. Her secret is to keep people constantly on the defensive, forcing them to address her words while preventing them from coming up with their own ideas. Her weapon of choice is Salvette Guardian, chromed and kept very visible in a hip holster. While negotiations and planning are her forte, she is also an accomplished fighter, having spent many years in a number African mercenary units. With the Eastern Path operation secured, she has recently begun planning a revised route that also includes

Africa and South America, her ultimate goal being that of creating a globe-circling route.

Takasume**Archetype: Dwarf Chemist**

Information: Takasume hooked up with Eastern Path as a way to get out of metahuman-oppressive Japan. His sole job in the organization is to make sure the drugs being run are 100% free of impurities. Essentially, he's the quality control guy.

Takasume never does drugs himself, generally keeps to himself, and usually hangs out below deck of Eastern Path's boat, the Tsunami. In his rather plush cabin he has a variety of complicated - and extremely expensive - drug analysis equipment. The only time Takasume leaves the ship or enters combat situations is when Sakka believes he may be needed to test goods before they're moved to the boat. Both Dimka and Sakka take great care to make sure nothing happens to Takasume, as it would be very expensive and risky to replace someone so reliable and experienced.

Tsunami**Archetype: Human Rigger**

Information: Tsunami keeps his main boat (also named 'Tsunami') in excellent condition and has mechanic and marine garage contacts throughout the world who provide him with a safe haven to make repairs. The boat itself is a heavily modified Harland & Wolff Classique which, counting all modifications, is worth over 35 million nuyen. Most of this money went towards military - sometimes even experimental - grade sensors, ECM, ECCM, and weapons gear. Four of the cabins have been replaced with state of the art extended range anti-air and anti-sea missile weapons, giving Tsunami the ability to blow most threats away before they have a chance to get even close to the ship. The only time the ship is really at threat is when it's at port, which is why the ship is usually kept out at sea and all coastal shipments are made by courier boats (closely monitored by the Tsunami's longer range sensors and weapons). Rumor has it you can fire a military grade AVM at the Tsunami from a meager 100 meters away and the missile will still miss the ship completely due to the abundance of electronic protection. Since, without this boat, Eastern Path wouldn't exist, a significant amount of the organization's profit goes towards upgrading

and maintaining it.

Salanis

Archetype: Elf (Night One) Mage

Information: Salanis is probably one of the most frightening magical oriented individuals most runners will ever encounter (not that they'll get close enough to actually see her). Her swirled black and white skin color and mystical eyes only add to the exotic and powerful aura that flows from Salanis's being. She has devoted every moment of her life to studying sorcery and spends weeks on end shut inside her unlit cabin playing blood curdling music and practicing her arts. Using a pair of fiber-optic goggles she has a spherical view around the Tsunami, giving her the ability to defend the ship as well as a small army of normal magicians. Her level of initiation is through the roof and she can cast even the most powerful spells with barely a thought. Scary girl.

Eastman**Archetype: Ork Bounty Hunter**

Description: Eastman is the cigar chewing antichrist of manners. He spits in public, doesn't use deodorant, and talks at an embarrassing volume. Visually he is damn ugly, resembling a cross between pit bull and a deflated basketball.

Information: Despite all of his social inadequacies, Eastman is a damn good tracker. While the rest of the team may be better at the technological aspects of finding someone Eastman is an organic homing device, using his cyber enhancements to sniff, hear, or see his way to his target. One he finds the target, however, he turns the dirty work of the capture over to the rest of his crew. Rumor has it he has never even fired a gun.

Jim**Archetype: Troll Rigger**

Description: Jim is about as nasty as Eastman and the two of them spend long hours drinking beer and telling bad jokes. Jim usually smells terrible and also has his spitting habit worked into a rhythm. Physically he is monstrous, although most of his bulk is just flab.

Information: Jim has had all of his vehicles custom modified to fit his exact size and it is very difficult for anyone else to use them. He and Eastman will sometimes head to Atzlan on vacations and get blitzed on the beach for weeks. While working, though, the two work like a well oiled machine and seem to have developed their own shorthand language which allows them to communicate extremely rapidly.

Logon**Archetype: Human Decker**

Description: Twig skinny, Logon spends virtually all of his time at home inside of his custom Reality chamber, usually forgetting to eat and sleep. When he actually has to leave the safety of his home he is timid and shuns the light. He almost never speaks.

Information: Logon is addicted big time to the matrix. Although he works primarily for Eastman, he will sometimes be tracking ten different targets for other trackers as well. He has blown virtually all of his essence on brain implants, all geared to make him think and feel much like the machines he so dearly loves.

HardOn**Archetype: Human Mercenary**

Description: Kind of wimpy for a merc, HardOn thinks he's bad and often does stupid things to try to prove it. He has gotten into many a fight and lost just about all of them, as one can see from his scars. He is always trying to get in good with Eastman and has changed some of his habits to correspond with theirs. Eastman, however, thinks he's an annoying little twit and continually brushes him aside.

Information: HardOn's redeeming trait is his skill with a LMG. Eastman keeps him around because he has a special LMG which fires custom made gel rounds which are extremely effective in helping to apprehend a target in one piece. He's also kind of fun to beat on when you're bored.

Two Click**Archetype: Human Mercenary**

Description: The one woman in the Eastmen conglomerate, Two Click appears to be a speck of sanity in an otherwise off the wall organization. Although well dressed and seemingly down to earth on first appearance the moment she opens her mouth to reveal her rotting teeth and diseased gums and speaks the first of her gruff and phlemy words the opinion is likely to change. And then wait till you get a whiff of her.

Information: Two Click is so nasty even Eastman doesn't want to be around her. She specializes in "Dead or Alive" missions when the group really doesn't feel they need the extra 5k. She drives her own vehicle and lives happily in a junk yard in the barrens.

Keller**Archetype: Mr. Johnson**

Description: A bit strung out, though he usually covers it up well. He looks and acts like your traditional business man.

Information: Keller is probably going to die from a heart attack brought on by the stress the Eastmen people give him. Although he has been given a wealthy lifestyle from his cuts of Eastmen's profits it comes with the price of the stress of having to work with a bunch of not so professional professionals.

Schatten**Archetype: Elven Artist**

Description: Tall and spindly looking, his lips are in a perpetual snobbish pucker and his nose points toward the sky. He wears a monocle and has a mohawk of white hair which drapes over his eyes. He speaks slowly, never really saying much that anyone but a true "artist" would understand.

Information: Schatten defected from the service of a high level Tir Nan Og official and moved to Seattle several months ago. He gained immediate notoriety for his vivid and colorful portrayals of the Eire countryside. After an attempted kidnapping he hired on a group of mercenaries to protect himself while at shows, and his compound around the clock.

Spunknick, Gerry**Archetype: Human Manager**

Description: Short and annoying. Gerry runs around like he just drank fifteen cups of coffee and talks at lightening speed. During exhibits he stands around nervously and cringes at the sight of children in a gallery.

Information: Gerry is in charge of getting Schatten all of his artistic "gigs". He also lives at Schatten's compound where he does not sleep for more than an hour and a half each night. He is usually found in the kitchen pouring himself a cup of coffee.

Margareet**Archetype: Elven Maid**

Description: Margareet is French and knows very little English. She is very attractive and Schatten has her in one of those traditional maid uniforms, with a very short skirt.

Information: Margareet performs all inside cleaning duties and also has loads of sex with her boss, sometimes in broad daylight in the middle of the yard.

Spoffer Muffet**Archetype: Troll Butler**

Description: Appears quite old, his skin is pale and he is rather thin. His hair is white and he has no horns.

Information: Spoffer Muffet was raised to be a butler and also performs yard maintenance duties. He has a rare disorder which causes him to age at an increased rate. Although thinner than most troll, he still possesses a lot of strength.

IMPORTANT NOTE: Please do not put your players in a position where they would have to kill any of the following NPCs. Any run involving these personalities should involved their capture, rescue, treatment, etc. and NOT their elimination. I don't find the idea of murdering children at all appealing. Certain consequences should be installed into any run involving children to insure no harm comes to them and these consequences should involve much more than a simple loss of payment or reputation.

Billy

Archetype: Human Mage

Information: Unlike most magical children Billy developed the ability to use his latent magical skills at a frighteningly early age, that of three. The first spell he ever cast was a low level acid manipulation used to melt away the bars of his crib. His parents decided to keep his ability secret and to not seek counseling, a decision which ultimately cost them their lives when Billy, at the age of five, and, astonishingly, with the aid of a fire elemental, incinerated his parents with a fireball after they scolded him for not taking his bath. He was taken into police custody and, with very little they could do with a five year old, placed him in the custody of a foster family who also ended up dead within a week, this time the result of an acid blast. Now aged seven years, and extremely intelligent for his age, Billy has taken to living in the Barrens, surviving by putting on a little lost boy act, getting taken in and fed by sympathetic families, and killing them on the way out. He is currently being sought after by several corporations who would love to get their hands on him for research purposes.

Jan

Archetype: Elven Street Kid

Information: Trained since damn near birth to steal, Jan has broken from her family at the age of eight and gone freelance. But not before robbing them blind and killing them. The reasons behind her theft can be explained as bad upbringing, but her new found love of killing is a little foggier. All anybody knows, and there are very few anybodys, is that she was installed with a datajack at age five and around about the time she murdered her family she popped a BTL known as "black death", a chip that was in circulation for only a day before it was discovered that many of them

caused a psychotic reaction. All other users who popped the bad BTLs are either dead or in prison. Except Jan. Jan rarely talks and lures her victims by playing a lost little girl looking for her mommy.

Glen

Archetype: Human Gang Member

Information: Glen began firearms "training" the first time he went to the range with his father at age six. Since then he has run away, hooked up with a gang, acquired proficiency in a variety of semi and fully automatic weapons, and lost much of his compassion for the rest of humanity. He is now ten years old. His usual activities involve the infiltration of a gang, again through the use of the long faced little boy act, and wiping them out with an SMG while they sleep. He has also been known to commit murders on his own, much to the dismay of his gang, the Rangers. His parents have recently begun an effort to find their lost son.

Gabriel

Archetype: Human Street Samurai

Information: The Angels were once a shadowrunning group dedicated to righting the wrongs done by various corporations. During one of their runs to free captive test subjects, many of which were children, they were captured themselves and subjected to an experiment which resulted in the complete reversal of their personalities. Now known as the Fallen Angels, this shadowrunning group works for the corps and only for the corps.

Gabriel is the leader of this demented collection who engage primarily in kidnapping and the disposal of test subjects who have "failed". All wear leather clothing with a burning inverted cross depicted in full color on the back of their jackets. Gabriel is psychotically intelligent and plans every run with unparalleled attention to detail. He is always armed with nothing more than a silenced Manhunter which he has specialized in using for many, many years. To say he is deadlier than Satan with it would be an incredible understatement.

Angela

Archetype: Human Street Samurai

Information: Angela was given the highest dose of the psychosis inducing chemical the group was administered which not only eliminated virtually all of her emotions, other than hate, but also destroyed most of ability to feel physical pain. Her face and hands are a web of cuts and scars resulting from the times she has injured herself with her own weapons. Her specialty is bladed weaponry, particularly the sword, and she is also proficient in the arena of throwing weapons. She speaks in seething, lithiomic monotone through her teeth which are constantly gritted and grinding.

Apocrypha

Archetype: Elven Mage

Information: Apocrypha's magical ability was all but destroyed due to the experiment's effects and she has now concentrated in the use of a single, custom made spell she calls Plague. If effective the spell results in the creation of a fast acting disease in the target, similar to the Bubonic Plague, for which a cure is unknown. The casting of this spell usually brings

Apocrypha to the brink of death, however, and is rarely used. She is also skilled in the area of poison and the delivery of such poisons through the use of projectile weapons.

Soul

Archetype: Dwarf Street Samurai

Information: Soul dealt with the experiments better than the rest and has remained fairly sane. He continues to work with the Fallen Angels because of constant threats against his life if he decided to leave. Angela seems especially determined to keep him as part of the group for some unknown reason and has tortured him on a few occasions to emphasize this desire. Soul is in almost constant pain as the result of ulcers and other stress related illnesses. He is skilled in explosives and small arms fire.

Srg. Cooper

Archetype: Human Mercenary

Description: Very professional, he does not think or act in any other way than the military way. He is always in camo and will wear his dress uniform whenever possible.

Information: Flyche is the leader of his three man mercenary outfit known as "Flyche Inc.", which includes members Owen and Van Mons. The reason his outfit is currently stuck with such stupid duty is a streak of four fuckups within the last year. Although he thinks he knows what he's doing he tends to use outdated ideas and has not updated his equipment in years.

Kooler

Archetype: Human Mercenary

Description: Small and puny looking for a mercenary. He does not know how to act in public and often says inappropriate things at the most in appropriate times.

Information: Owen would love to be a great mercenary but with his current role model, Flyche, he's going down the wrong road. But he keeps at it and follows Flyche's every command, even going so far as to use a semi-automatic assault rifle because Flyche says it will make a man of him.

Bait

Archetype: Troll Mercenary

Description: Big and black. He is always chewing on a cigar and is draped with various voodoo artifacts. He speaks with a thick Jamaican accent.

Information: Van Mons has smoked so much weed all he can really do is shoot a gun and take orders. He is often exhausted and sometimes will leave his big gun behind because he is just too tired to carry it.

Thicket**Archetype: Free Forest Spirit (Guardian)**

Information: Thicket has placed a city based park under her watchful eye and becomes extremely irritated if anyone so much as litters in it. Her primary response usually involves the use of fear, usually by making park statues yell or manifesting out of the water in a fountain. Protection of the park is also necessary for Thicket's survival. She is unable to escape from her small domain of forest into another area because of the wall of city surrounding her. If her little patch of forest vanishes, so will she.

Saber**Archetype: Free City Spirit (Shadow)**

Information: Saber likes to see people get hurt, but refuses hurt them independently. He manifests as a variety of melee weaponry which the individual under his influence at that time uses in combat. He usually obtains his "associates" by simply taking a weapon form and waiting for somebody to pick him up. If this individual appears to be sufficiently weak willed Saber will eventually interact with the person and attempt to talk them into using him. In combat Saber refuses to let the user "pull punches" and, if abandoned, will attempt to convince his next user to come after the old.

Sydney**Archetype: Free Fire Elemental (Anima)**

Information: Appearing almost solely in the form of a female human in her early twenties with long blonde hair and pale skin, Sydney became fascinated with the world of the Shadowrunner while observing them from astral space. She eventually decided to take on a human form and join a group. Unfortunately the group she hooked up with were mainly into wetwork and operated in a brutal fashion. Sydney became convinced early on that this was the way she would have to operate in order to fit into this sector of humanity.

Sydney has since left the group and is now a free lance wetwork artist willing to work for anyone requiring action in her area of expertise. She has slowly lost compassion for life in general, although she is still slightly visibly disturbed when she kills somebody. The only trait which gives her away as a spirit in the

physical world is her skin which is hot to the touch and which she covers by wearing a full leather thermo insulated body suit. She never lets anyone come into physical contact with her and never, ever shakes hands.

Joe**Archetype: Free Earth Elemental (Player)**

Information: Joe has chosen an interesting area of humanity to become a player in: The world of the squatter. He's nothing more than a pan handler, taking on a vaguely humanoid shaped mound of dirt which is concealed under a large hat and oversized long coat. He is a very well informed squatter, however, having the advantage of ears and eyes in the physical world as well as the astral. His goals are odd at best; he wishes to become the king of the squatters....whatever that entails.

Talamat**Archetype: Free City Spirit (Shadow)**

Information: Talamat's existence revolves around a set of rules he has established for himself for reasons unknown. He requires the street gang he has associated with, the Nightmares, to sacrifice one of their members to him on the night of every new moon. He also requires a festival, hosted by his gang, be held in his honor on the night of every full moon. If either of these rituals is not carried out he will voluntarily "banish" himself.

In return for these favors the Nightmares receive his assistance in the form of magical support during fights and the protection of their hide out. Talamat primarily manifests in the form of a puddle of oil or a cloud of smog.

Moogie**Archetype: Free City Spirit (Trickster)**

Information: Moogie has the personality similar to that of a human child. He takes the form of a late 20th century mailbox, manifesting mostly on street corners with the aim of disrupting the conversations of those near by. His powers don't extend much past mimicry and the ability to create minor illusions, such as a red stoplight appearing green.

Mr. Sampson**Archetype: Human Poker Player**

Description: Mr. Sampson is wheeled around by his support staff and looks as if he is about to completely fall apart. Conservative estimates place his age at one hundred five. When he deals, though, he is lightning quick. He is also very talkative, and continuously flirts with the ladies.

Information: Mr. Sampson has been playing poker for many, many generations now and is beginning to have trouble finding people to play against. Many consider it an honor to play against him and lose, which is now his only source of income. He lives in a Highway master with his support people, Solomon and Kay, and travels from city to city looking for someone better at the game than he is.

Solomon**Archetype: Ork Bodyguard**

Description: Solomon keeps completely silent at all times and watched every move his employer makes, apparently in the hopes that someday he will be able to play as well. He never responds to questions and will simply grunt when someone persistently bothers him.

Information: Mr. Sampson picked Solomon up as he was running from a group of individuals he had played poker against and failed to pay. Solomon immediately signed on as an understudy and also had the skills to serve as a body guard. He drives the "Gambler Mobile".

Kay**Archetype: Human Nurse**

Description: Petite, dumb, and pretty. She occasionally cracks a dumb joke while around her employer, to which he responds by slapping her on the bum and telling her just to stand and be pretty. She also giggles a lot.

Information: Mr. Sampson is in constant need of various medications and Kay is the individual who gives them to him. She also bothers him with occasional questions about a game she's been around for years, but has yet to understand how to play.

Zippy The Pinhead**Archetype: Dwarf Armorer**

Information: Zippy is not only a dwarf, he is a midget dwarf. He looks a lot like a munchkin and does not take kindly to references of that type. His specialty is, unsurprisingly, micro weapons and is the inventor of the Bic Zip Pen, a fully functional pen which has the ability to fire a single hold out pistol round. He constantly talks to himself, drives a custom ultra small run-about, and smokes disproportionately sized cigars.

Stub**Archetype: Dwarf Armorer**

Information: Stub is Zippy's even smaller assistant. The two work together with extreme efficiency and assemble weapons at a blur while arguing about the stupidest and most mundane items. A few years back they had a legendary argument lasting over two weeks about why the green light is at the bottom of stoplights.

Lum**Archetype: Dwarf Security Guard**

Information: Lum basically guards the door to Zippy's "store" by sitting in front of it. He doesn't use a firearm and is basically there for decoration, the store's primary security being the seven machine guns mounted on pop up turrets.

Jan**Archetype: Elven Drug Smuggler**

Description: Jan is as arrogant as they come. She knows many, many people depend upon her for drugs which places her in a position of power. She speaks with a high and mighty tone of voice. She is very attractive and has long, black hair down to her ankles. She flirts with any man around her.

Information: Jan has a lot of cash, although she doesn't appear to. She spends most of it establishing different hide outs all over the world to which she can escape to when things get rough. She rules her dealers lives with an iron fist and has killed two in the past who went against her wishes. When she meets someone the first thing she tries to do is get them addicted to some substance. The only time she can be intimidated is when someone addresses the fact that without her drugs she would be nothing.

Pip**Archetype: Human Body Guard**

Description: Constantly at Jan's beck and call, Pip is addicted to her and her drugs. He is constantly shaking and nervous and goes for his gun at the slightest hint of trouble. He is medium sized and wears a reverse mohawk. He is not what one would normally consider bodyguard looking.

Information: Pip is quickly beginning to die from his life long addictions to various substances. He is addicted beyond all hope. He knows it. Jan knows it. They both are simply waiting for the day when his body simply gives out.

Stel**Archetype: Ork Body Guard**

Description: Stel has nerves of steel and is very professional. She never lets anything distract her and her eyes dart around nervously while "on duty".

Information: Stel has never touched a drug in her life. She believes it would dull her outstanding senses, all of which are natural. Stel occasionally gets over protective when her employer is in a rough area and will vehemently advise against entering high risk situations. But in Jan's profession it is almost certain these situations will arise, situations which could get them all killed even if Stel does her very best to pro-

tect. This keeps her up at night often.

Lansing**Archetype: Human Body Guard**

Description: Lansing works closely with Stel and strictly obeys her orders. He is small, but quick. He has also taken many bullets, the wounds of which scar various visible parts of his body.

Information: Lansing might as well be tied to Stel by remote control. They have been working so long together that they rarely have to talk to know what the other needs. In their spare time both rehearse what they would do in adverse situations.

Devon**Archetype: Human Drug Dealer**

Description: Devon is your typical drug dealing street slime. He deals in the shittiest sections of town, one of which he lives in. He has greasy black hair and wears the same stained, white (now more beige colored) sweat suit every day. His small stature sometimes leads people to believe that he is weak. Those people usually receive a Warhawk slug to the head.

Ophelia**Archetype: Human Drug Dealer**

Description: Ophelia dresses like a shaman, although she has no magical powers. She knows many languages and therefore usually sells in more ethnic areas of the city. She has long black hair and looks to be of Arabian decent.

List**Archetype: Human Drug Dealer**

Description: A suave, intelligent twenty one year old, List deals the higher end stuff to more "professional" clientele. Most of her income comes from sales to movie producers, directors, and actors. She drives an expensive car and rarely hangs around the rest of the group, out of pure disgust for their life style. She has short blond hair and many reflex enhancements which she only uses in an emergency.

Strawdog**Archetype: Human Farmer**

Information: The "Pa" of the family, he gets to drive the big tractor and is the smartest of the bunch. But he is getting old and occasionally runs into trouble with his memory and his body functions.

Gumper**Archetype: Human Farmer**

Information: Gumper is the oldest son and is in charge of the farm's finances, often screwing them up resulting in an audit. He spends his spare time strumming a one string banjo and making up songs about raccoons and salamanders.

Hilliebob**Archetype: Human Farmer**

Information: Hilliebob showed up one day, completely mute, with a big sign that said "hire me". He has been milking cows ever since.

Darrel**Archetype: Human Farmer**

Information: Darrel also drives a tractor and occasionally goes hunting, usually getting chased back by a paranormal of some kind screaming "Monster! Monster!".

Sharline**Archetype: Human Farmer**

Information: Sharline is actually perfectly normal. She is of average intelligence and has chosen to remain on the farm because she likes it there. She has her own little house a mile away from the main building and spends most of her time reading and practicing archery. She constantly argues with Delkono and is apparently able to get away with it. It almost appears as if Delkono has a crush on her.

Lupis**Archetype: Human Farmer**

Information: Lupis drives the farm's pickup truck into town when necessary and usually ends up getting into a fight of some kind, kicking everybody's ass. He's a big guy. He usually isn't allowed to go into town for at least a month after such an event.

Delkono Matsenu**Archetype: Eastern Dragon**

Information: Delkono is probably the laziest dragon alive. Too lethargic to go and hunt, he has paid the farmers to raise cattle and other animals on which he can nourish. He lives in a barn where he is usually sleeping soundly on his back, paws in the air.

Moonflower

Archetype: Elven Street Samurai

Information: Despite what the name might imply, Moonflower was never a spectacularly big fan of peace and love. Her motto is: Make love...then war. She leads what might be described as an "undercover" samurai group, a bunch of people who appear (except for Tidepuppy) to be your general, everyday peace loving hippy freaks but in reality use this impression to get their enemies in close so they can tear them apart using the method they're all quite good at: Hand to hand combat. Moonflower, herself, prefers swords and tends to have seven or eight of them concealed inside her shamanic looking outfit. While lacking in the strength department, Moonflower is extremely quick and is rumored to possess some kind of military grade hand to hand fighting cyber computer.

Peace

Archetype: Human Rigger

Information: Peace drives the group's heavily armed and armored VW Microbus which has been converted over to multifuel, and sports mucho armor and a concealed heavy machine gun in a pop up turret. Peace has also installed a variety of hydraulic mechanisms which allow him to completely overturn the vehicle and then prop it upright again. Peace has also developed a special cigarette which smells like, but does not have the same effects as, marijuana. So people see an apparently stoned Peace stagger into his microbus and not give him a second thought until the HMG pops up and an ominous Jimmy Hendrix tune erupts from a PA system signaling the fact that he is about to open fire.

Dandelion

Archetype: Human Mage

Information: Although Dandelion is a mage, she dresses and has the same attitudes as a shaman. She's also a bit burnt out but keeps her datajacks concealed behind her long, straight, brown hair. She's a bit loony, although this usually only manifests in the form of sudden outbreaks of uncontrollable laughter and her odd tendency to create illusions of teddy bears engaging in sexual activities. When in combat, however, she becomes cool and calculated, although she has the odd habit of shedding her shamanic garbs and fighting in

a rather lurid leather outfit the sorts of which would probably not be permitted on prime time trideo even in the 2050s.

Tidepuppy

Archetype: Troll Street Samurai

Information: Tidepuppy was never especially pleased with his name but decided to keep it because just thinking about it elevates his emotions of hatred to just the level he prefers. More than one person has gotten their face smashed by this heavily wired troll when then cracked even the slightest smile in response to his name. In fact all Tidepuppy really does wherever he goes is wait for somebody to ask him his name just so he'll have an excuse to punch them in the face. The fact that his right hand is constructed entirely of iron makes such an experience even less enjoyable than it would normally be.

Mac JayBird

Archetype: Human Reporter

Information: Mac is a very uncharismatic individual in both the physical and social sense. His face is hideously ugly, almost deformed and he is handicapped by an obvious hunch. These conditions ruined his chances at becoming the reporter he always wanted to be and Mac has since become cynical and bitter at pretty much anybody. He is constantly out to show the world that he is a better reporter than everybody else by taking incredible risks to get the story. Although he has managed to sell his material to a number of trid stations they always end up using his story and his footage, but never him, in the broadcast. This has only elevated his anger and motivated him to take even more risks, hoping that maybe some day he'll get a story he can use to get a contract.

Martha Mays

Archetype: Human Trid Camera Person

Information: Martha, a young, red headed former socialite, was once a camera person at her father's station. Finally her snobbish and spoiled demands for an anchor position pushed him to the point that he fired her. Now she goes on high risk shoots with Mac, not for the reason of earning a reputation and getting back into the business, but for the purpose of causing her father an extremely high degree of anxiety.

Elliot Roper

Archetype: Human Trid Editor

Information: Roper, an over weight and odor enhanced male in his early twenties, was kicked out of broadcasting school due to an unfortunate tendency of altering footage and time codes in order to make the story appear better than it really was. Mac and Martha have also forbidden him from doing this and for the most part Roper just hangs out in the group's van, drinking beer, committing acts of flatulence, and slapping together the footage they hand him.

Kendra Jackson**Archetype: Elven Johnson**

Information: Tough as nails, Kendra doesn't take crap from anybody but also knows when respect should be given and when it should be received. She's been known to be tough on new runners, but is also the first to give them a chance. Many runners have succeeded under her wing, and just as many have been dropped. She is both loved and hated on the streets, a friend to many, and enemy to many more.

When a runner encounters Kendra for the first time the meeting is likely to last only a few seconds. She presents a run, gives them some data, and asks them if they want it. If the runner refuses she will never offer her assistance again. If they accept it it is insignificant whether they succeed or fail. She will always return with another run, the value of which depends on how well the runners did. Only after several screw ups will she drop them. Those who succeed are given better and better runs and she offers more conversation with them extending her interaction from having the runners glance at a lap top screen to actually talking over the possibilities the run presents and the future of the runners themselves. Kendra is tall, has long white hair, and usually dresses in black leather although she will dress up more formally if the occasion calls for it.

Grunger**Archetype: Troll Fixer**

Information: Loosely allied with Kendra, Grunger provides her and her runners with weaponry, decks, and other materials at decent, even low, prices for the first few runs. He is very reserved yet very temperamental, negotiating in a whisper until he gets pissed and begins shouting and breaking things. A request for a price lower than his already rock bottom prices is usually the first thing that will set him off. Grunger also has a nervous twitch which begins to act up right before he gets pissed, giving those annoying him a few seconds to back off.

Bob**Archetype: Various**

Information: Bob is gifted in virtually every non magical field imaginable and possesses an enor-

mous I.Q. Unfortunately this intellectual diversity has left him with a rather fragmented personality which, fortunately, he can pick and choose from. The result

Knuctson, Kippy**Archetype: Corporate Executive**

Information: Very serious for a man who's in the business of making Kippy Kream ice cream. He is constantly worried about the bottom line, often throwing safety procedures and regulations out the window in order to produce a tastier, almost addictive, product. In his spare time all he does is review his finances. He is almost perpetually angry. His personal appearance on one of his own commercials shows him with an obviously false smile cracked across his face as he speaks through grinding teeth. He is more worried about his business, which really isn't all that big, than his life. It shows. He's already had five heart attacks.

Kleinkurdt, Barbara**Archetype: Corporate Executive**

Information: The female incarnation of Kippy, only twice as violent. When a heated argument breaks out between the two of them fists and furniture flies. They occasionally try to run each other over with their Westwinds.

Moe**Archetype: Human Security Guard**

Information: Likes baseball. Would probably be a better guard without his portable trid.

Jan**Archetype: Human Security Guard**

Information: Hates baseball. Would probably be a better guard if she wasn't always arguing with Moe.

Cherridy**Archetype: Human Security Guard**

Information: Professional. Militant. Has threatened to shoot both Moe and Jan.

Farrel**Archetype: Human Mage Security Guard**

Information: Just keeps a loose eye on his water elemental. Usually found sleeping in his guard booth.

Slip**Archetype: Human Corporate Decker**

Information: Doesn't even stay in the building, works from his apartment across town. Half the time he won't even be guarding the system, a construct made to look like him will.

Letherford, Chelsea**Archetype: Human Mage**

Description: Pretty and preppy. She has had the same high class boyfriend for five years and is a member of a sorority. She goes to church every Sunday and carries a bible on her at all times. She won the Little Miss Perfect contest as a child. She has brown hair, a perfect complexion, and a perfect smile.

Information: Chelsea specializes in damaging manipulation spells, and has a specific taste for those which have something to do with acid. She is also an initiate and her centering skill involves reading passages out of the bible. Her primary hobbies include cheating on her boyfriend and then killing whomever she cheated on him with. At night she sneaks out of her high class house and travels to the seediest bars around, primarily those which have a mostly magic clientele.

Ridgefield, Emily**Archetype: Human Mage**

Description: Very petite, she is the picture of innocence. She never swears or raises her voice. At her high school she gets straight A's and she drives a BMW her parents bought her for her sixteenth birthday.

Information: Emily loves to see things explode. She has specialized in combat spells which target inanimate objects. In her spare time she likes to find a nice view of the highway and randomly blow up motorcycles. She has a specialized spell which seals a vehicles doors and another which sets the vehicle on fire.

Rockefeller, Kimberly**Archetype: Human Mage**

Description: Kimberly finished high school at an early age and now, at the age of 17, she is a Junior in college. She rarely goes out into public and spends a lot of time in her dorm room studying.

Information: Usually what she is studying are new and powerful spells. She is fascinated with the idea of the curse and uses the anchoring of spells in a unique way which ends up portrays them as curses.

Torpedo

Archetype: Human Scavenger

Information: Tall and lanky, in his early 30s, with long dirty blond hair, Torpedo is the unofficial leader of a small unnamed gang which roams local beaches looking for, as Torpedo says, "The Lost Treasure". He and his dismal, ragged group have been searching for this treasure, whatever it may be, for over twelve years and have allowed the rest of their lives completely fall apart. Oddly enough the metal detector each possesses and the weapons owned by a few of their members appear to be in excellent shape. Despite their rather docile appearance the group is fiercely territorial, the territory they protect being wherever they happen to be searching at the moment. Even after twelve years all of the group's members have an unfaltering look of determination in their sunken, malnourished eyes. They will never give up the search.

Salma

Archetype: Human Scavenger

Information: While Salma's body may just be a nearly skeletal shell of what it once was her mind is as keen as ever and if the group ever needs a spokes person, she is it. She will not, however, make any decisions without checking with her big brother, Torpedo. Salma is in her mid twenties, stands a bit shorter than her brother and possesses the dirty blond hair to her waist. She has been searching for the treasure since she was 13. As with the rest of the members Salma shows no sign of frustration over the length of their quest but will become extremely aggravated if somebody tries to interfere. Despite her rather docile appearance, Salma would rather fight than negotiate with "trespassers" as she calls them. Having a flair for classical weaponry Salma carries a Warhawk, Remington shotgun and a Remington sporting rifle in her bag. She knows how to use all three with deadly accuracy.

Nolan

Archetype: Human Scavenger

Information: Nolan never speaks to anybody and is constantly listening to his portable radio. Somewhere along the line Nolan had his body structure modified so it would be more conducive to the conceivability of weapons. Nolan has some twelve pistols and SMGs hidden on him in various arm compartments and bodily indentations plus a special jacket which simply resembles a beat up elongated flight jacket but which allows his fast access to most of the weapons located on his upper torso. While Nolan, along with the

rest of the group, is useless in hand to hand combat his light frame and cyberware allow him to quickly circumvent HTH situations.

Deaet

Archetype: Human Scavenger

Information: More of a guard than a scavenger, Deaet has modified his metal detector into a clever disguise for an assault type rifle with grenade launcher. As the group searches Deaet nervously darts around, using his array of detection cyberware in an attempt to detect any possible ambushes.

Beachcomber

Archetype: Human Rigger

Information: Beachcomber's sole job is to drive the Ford Canada Bison the group uses to get around when simply walking down the beach won't get them there. Now in his late thirties Beachcomber had problems with psychedelic drugs as a youth, the after effects leaving him not so much burnt out as unable to verbally communicate with the rest of the world. His mind works perfectly, but his lips spout gibberish. Normally, if something he has to say is really important, he'll simply write it down on a piece of paper. Beachcomber is the only member of the group who appears to get food on a regular basis.

Neatha

Archetype: Human Shaman

Information: Without Neatha the group would have died a thousand times over. She is a very powerful Shark Shaman in her late forties, an initiate, and extremely brutal when it comes to combat. So far, anything which has tried to harm the group has ended up dead, 90 percent of them by Neatha's hand.

Great White

Archetype: Troll Scavenger

Information: Even Great White shows signs of malnourishment, his enormous bone structure clearly visible as it sits wrapped in pale white skin. Great White's sole purpose in the group is to carry the treasure once it is found and rest of the group's members will fiercely defend Great White should violence erupt. Great White only walks with the group at night, disappearing by simply walking into the ocean when dawn arrives.

Olney**Archetype: Human Photographer**

Information: There are two essential things to keep in mind when dealing with Olney. Number 1: She likes to get her picture, and Number 2: When she doesn't get her picture she gets a bit annoyed. Perhaps annoyed is a bit of an understatement. Olney totes around a custom Ceska Black Scorpion with a custom grip, micro laser sight, integral sound suppresser, and special ammunition which belies the underpowered image of this weapon and she is prepared to use it if, as she says, adherence to aesthetic quality warrants violence.

Now this is not to say shell blow you away if you didnt want her to get a snap shot of you, but she will take a pot shot at you if you happen to screw up the photo she was taking of somebody or something else. Olney is a traditionalist, preferring to use conventional film as opposed to digital imaging, a philosophy which has saved her images from destruction on more than one occasion when a security agent, unfamiliar with what a film camera looks like, attempted to demagnetize her nonexistent digital data. Olneys nonthreatening appearance has also worked in her favor, allowing her to enter sites or buildings which would boot typical cybermedia types.

Cutt**Archetype: Human Photographer**

Information: The perfect manifestation of a self destructive personality, Cutt always takes the most dangerous assignments, placing herself in the grasp of the most insanely unsurvivable situations but, miraculously, always coming out alive. Her strange and complicated set of morals and beliefs prevents her from simply committing suicide but, for some reason, they do not prevent her from allowing an Aztechnology military convoy to practically run over her so she can get a shot of the companys new Bergen nitrogen cooled, high efficiency transmissions.

Cutt has had a majority of her body replaced with cyberware and is already beginning to push into negative essence territory, a fact that wont at all help her manic depressive, illogically spontaneous, and insanely erratic personality. When not capturing award winning digital images she spends her time as a alcoholic, speed, and BTL addict and having people bail

her out of jail. If anything kills her it will probably be the combined effects of drugs and stress finally pushing her body to the point of shutdown.

Hawk**Archetype: Elven Photographer**

Information: What Hawk lacks in strength, he makes up for in quickness, darting in to get his precious images and then disappearing as fast as he arrived. Hawk is a mysterious man, shunning direct contact with people in general and preferring to submit his work and receive payment anonymously. Hawk generally lives out of hotel rooms, usually the seediest available, and appears to have a nearly endless variety of vehicles at his disposal leading some people to believe he has other people working with him in the background. It is a know fact that he has some kind of a contact, usually known indirectly, in just about every city institution, service, corporation, and organization allowing him to gain a frightening amount of access to even the most sensitive of buildings. Hawk doesn't believe in cyberware but, for some reason, he's all for bioware and has had numerous biogenetic muscle enhancements increasing his speed and agility. He also appears to have color sensing fibers embedded in his actual skin and micro sensors not available on the general market.

The Librarian**Archetype: Human Former Street Samurai**

Information: Having grown up in a low class neighborhood, The Librarian had a thirst for knowledge which was only stunted by the dilapidated schools in his area. He dropped out at an early age and spent many years researching everything from history to chemical engineering in what was left of his district's library. When his family was accidentally killed during a botched shadowrun the runners responsible took him in and, at the age of 18, began training him in the arts of running. He wasn't too pleased about this but, with no other place to go, he stuck with the group. At the age of thirty his group scored big time in the money department, giving him more than enough money to retire for life. Also, during his years as a runner, he learned of all the wonderful information nobody gets to see because it's always kept locked away in some corporate data node. A strong, almost radical believer in freedom of information, The Librarian set up a secret organization to archive as much data as humanly possible. He and some former associates and new hirees constructed a secret mainframe located deep beneath the city in the most god forsaken of the barren districts. To gather information for it they conduct highly skilled data steals from corporations, governments, etc. In order to fund their actions they also sell off this information, at a relatively modest price, to whoever needs it.

Getting hold of one of The Librarian's data files can be quite difficult. You have to know all the right people who know all the right people who know all the right people. It is impossible to break into the mainframe because it isn't attached to the normal grid. All data is transferred to and from its secret location by devoted couriers and almost never is somebody invited to see the mainframe itself. Rumors say that it is so large that it covers the underground area of several city blocks.

You will also probably never see the Librarian, either. Although he once participated in every aspect of the gathering and selling of data he now spends his days hardwired to the mainframe, constantly organizing, reviewing, and reorganizing his archives.

Datarunner**Archetype: Human Courier**

Information: Datarunner is the prime runner of

information between the mainframe and clients. Also a rigger, he possesses many high speed vehicles for this purpose, vehicles which are equipped with the latest in sensory and jamming gear to insure that he's not being followed. Personality wise, Datarunner has almost none. His mind is constantly devoted to the job at hand and he's not the kind to make meaningless chit-chat when he can be delivering another bit of data.

Batch Capture**Archetype: Human Decker**

Information: Batch Capture is one of The Librarian's team of deckers charged with gathering information from corporate and government datasystems. She's extremely quick, darting in and out of a system before they usually knew what hit them, having the icon of a slender Lynx. Like all of The Librarian's deckers she is very transient, operating from remote locations and then moving on before anybody can find her and then giving the data to Datarunner or another courier for transfer to the mainframe. She is also a good athlete, being a physical adept as well as a decker, albeit a rather "burnt out" adept.

Fetch**Archetype: Elven Decker**

Information: Another of The Librarian's deckers, Fetch has developed a number of program frames which can be sent on simultaneous remote missions allowing him to gather information from several sources at once and risking only the detection of the frames themselves. His icon is that of a large mixed breed dog and the frames take the form of numerous puppies who dash in, grab the data in their mouths, and scamper off. In person Fetch is quite a character, making a joke of everything which often results in him getting punched in the mouth.

Nadia**Archetype: Human Fence**

Information: Usually when a runner needs data and manages to set up a deal with The Librarian, Nadia is the one they end up meeting face to face. A hardened ex-runner, Nadia is a tough negotiator and often times gets offended if somebody tries to negotiate down her already rock bottom prices, sometimes

spitting right in their face. She speaks with a French accent and dresses in the latest european fashions, preferring to meet in higher class clubs as opposed to seedy bars. Often times runners may have obtained information hey want to sell TO The Librarian. Nadia also handles these transactions but usually offers a minimal price for the data. After all, they'll eventually get it themselves.

PC

Archetype: Dwarf Technician

Information: PC is the individual primarily responsible with the mainframe's smooth operation. He's in his late fifties and probably hasn't seen the light of day in years. He also smells rather foul, rarely stopping his work to take a shower or even sleep. When he does get tired he simply plops down wherever he is and takes a nap, continuing his work where ever he left off when reawakens.

Girard

Archetype: Ork Former Street Samurai

Information: Girard worked with The Librarian back in his early running days and is now in charge of security around the mainframe. Using a large team of former runners and mercenaries as well as cameras and various "traps" he has established a fairly secure environment, although it is extremely difficult to defend the dizzying maze of tunnels and computers completely. At the perimeter he has armed his men and women with the heaviest weapons they can carry. Around the mainframe itself, however, the guards almost exclusively use MP lasers due to the devastation explosive weapons would cause to the hardware. All surfaces of the mainframes are coated with highly reflective paints to reduce the amount of damage a laser hit would do to them. The security forces are even trained in how to use these surfaces to angle their weapon's beam around corners and away from themselves.

Fool**Archetype: Human Street Mage**

Description: Five foot eight with green hair and a permanent silly looking grin on his face. He often interrupts his sentences with intense fits of laughter.

Information: Fool was always the class clown. At least until one of his "jokes" exploded, taking out a class room full of students. He went to jail but escaped three days later onto the streets of Seattle. He was taken in by an old magic shop owner who discovered Fool's capabilities and trained him in the hermetic tradition. At age twenty two the old man died and Fool took over running the business, Cheap Tricks. Previously he had a limited amount of cosmetic surgery to conceal his identity.

Fool specializes in illusion and combat spells and carries with him several "jokes" which act as foci or fetishes. Only recently he has gotten into the assassination business, once again using his tricks in a deadly manner.

Jack Of Spades/Clubs/Hearts/Diamonds**Archetype: Human Gang Members**

Description: Quadruplets, the Jacks are little runts of men who lack even an elementary school education. They stand five foot five and all are bald. Each has their specific suit tattooed on their heads.

Information: The Jack's are nothing more than Fool's living "toys". He will often try out some of his low level pranks on them, none of which are deadly, but some which have caused permanent disfiguring, making the Jacks even uglier than they already were. They are almost always found with him, bumping and tripping over each other like a bunch of children. They know nothing of Fool's assassination operations and are simply around for comical decoration.

The Clap (Hellen)**Archetype: Troll Prostitute**

Description: I guess in a troll's eyes The Clap may appear attractive, six foot four with blond hair and blue eyes and several horns. She is also somewhat articulate for a troll, speaking with plain, unbro-

ken English.

Information: Hellen, or The Clap as everyone teasingly calls her, is married to Fool. She also is a prostitute on the side, which doesn't seem to bother Fool at all. He actually thinks its hilarious.

Inside Hellen is screaming. She somehow caught herself up in this fucked up life of hers and is too mentally weak to find a way out. If anyone bothers talking with her she will slowly reveal information about her dilemma as trust between her and the other person builds. Although she lives with Fool she spends a lot of time with her customers and her nearly futile quest to escape the prejudice against her race.

Lumpy**Archetype: Troll Security Guard**

Description: Lumpy is huge and has a seemingly immortal booger hanging from his nose. He is always seen eating some kind of snack, usually getting more of it on himself than in his mouth.

Information: Lumpy wandered into Fool's shop several years ago thinking it was a Stuffer Shack and, being the nice guy that he was, Fool provided him with a munchy wired with an extremely small amount of plastic. The explosion was larger than expected, taking out a small portion of Lumpy's brain when it vented through the roof of his mouth and out his eyes. Feeling mildly guilty over the mess he had created Fool brought him to a local cyber shop, had him patched up and replaced his eyes. Still unable to function in normal society, Lumpy was kept on as security and provided with a small living space in the storage room.

Mr. Joke**Archetype: Stuffed Dead Guy**

Description: The previous store owner. Died in his late seventies.

Information: In his will, Mr. Joke asked to be stuffed and turned into a waving mannequin for the front of the store. Fool complied and the man had remained there to this very day. Fool dresses him up special for holidays.

Loop

and vacuum packing before being placed in the cellar.

Archetype: Gargoyle

Description: A male gargoyle who, by day, sits atop Cheap Tricks.

Information: Loop, as he has been named, crashed through the ceiling of Cheap Tricks after being shot by a police helicopter. Fool hauled him to a healer and after Loop returned to health, released him in Salish. Loop returned and during the day now sits atop the store. At night he cruises around doing whatever gargoyles do at night. He will defend the store if he happens to be around during that time period. Fool has convinced locals that it is simply a really life like inflatable and that he pulls it down at night.

Team Happy (Current): Handbuzzer, Springysnake, Dribbleglass, Squirtingflower, Rabbitouttadahat**Archetypes: Amateur Assassins**

Description: Fool's assassin's are never really around long enough for people to get to know them. He's already gone through fourteen. Racially in order they are; human, elf, ork, human, and troll.

Information: Team Happy is the group of incredibly down on their luck, and very often suicidal, mundane magicians who Fool cons, using both spells and good ole' fast talk, into working for him as entertainers. When needed they are sent out to perform simple street shows who's grand finale occurs with the C.E.O. or government agent is walking by and usually involves a large amount of explosives.

Nobody has caught on due to the fact that only one attack has been on a Seattle resident. The rest have been fanned out around the continent, and only one out of four actually works as planned. He always gives them an electrocar of some kind to get them to their target and has heavily shielded the trunk in order to prevent detection of explosives. Only one member has ever been caught when his vehicle was pulled over while he had the "trick" on his lap. When the package was searched, however, it went off killing the assassin and the border guard.

Those who manage to return after an unsuccessful attack are dealt with by summary execution

The Baby Taker**Archetype: Elven Mage Kidnapper**

Information: The Baby Taker uses his various powers of illusion and manipulation to either trick a parent into giving him their child or simply confuse them while he grabs it. He stands six feet three, is extremely skinny, and has greasy straight hair that hangs to his waste. His voice is eerie, sounding like that of a child, and his eyes appear to change colors, cycling from dark blue to green to red and back. After taking the child he sells it to any one of a number of underground adoption agencies and even the occasional blood magic group in need of a child sacrifice. The Baby Taker lives by himself in a slimy, low class basement apartment.

Burn**Archetype: Ork Arsonist**

Information: Burn not only likes to see buildings burn, he likes to see people burn as well. His methods involve entering a dwelling, usually when a party is taking place, and using a small flame thrower to hose down the people with fire. Burn actually appears more human than ork, having undergone cosmetic surgery to change his appearance. He hardly ever speaks and is constantly migrating from squatter neighborhood to squatter neighborhood. Various organizations will occasionally hire him to perform burnings, although Burn usually ignores their request to not harm innocents.

Chester**Archetype: Human Child Molester**

Information: Chester is a skinny white haired man in his late fifties who drives a really keen car and buys candy and lollipops in bulk. He has a taste for the very young and rarely picks up a child over the age of six. His apartment is like a prison. He has it heavily secured and has a personal back door he can use to enter. Although the main rooms appear normal he has a secret entrance to a labyrinth of cells and hideous torture devices. If a child is still alive by the time he is done he usually dumps them at a junk yard in some other section of town.

Todd Sane**Archetype: Human Rapist**

Information: Todd has many friends in high places and although he has been arrested more than ten times on charges of sexual assault he always manages to get off the hook. Physically Todd may be considered rather attractive, standing six feet tall with a strong build and Hollywood hair. He uses his looks and manipulative personality to lure women to his luxury class apartment. He is also a free lance photographer and will occasionally use this to entrap as well.

Martin Samuel Dennison**Archetype: Human Mayoral Candidate**

Information: Martin has everything it takes to be a mayor: Experience, charisma, intelligence, and a payroll list as long as the Mississippi River. Behind Martin's boyish, friendly, and likable appearance is a madman who will stop at nothing to achieve his goal of being elected. He carefully targets each opposing candidate and then proceeds to systematically destroy their lives. Or simply kill them. It depends on what kind of mood he's in at the time.

Kimberly Alexis**Archetype: Elven Campaign Manager**

Information: Since Martin can't really dirty his hands by directly supervising his vile operations he has placed young Kimberly Alexis in charge of such things. Kimberly was Martin's mistress while his wife was still alive (the causes behind Mary Dennison's death are still a mystery), during which time he destroyed her personality and ability to express anything resembling free will in addition to hiring a former Johnson to train her in the art of street negotiations. She never leaves her secret office located in a slimy hotel room in the barrens and or accepts no information as being true unless it comes from Martin's own mouth. Also, just in case, Martin had her installed with a cortex bomb so powerful that a portion of her brain was removed in order to make room for it. Kimberly is only 21.

McGreeze**Archetype: Human Terrorist Physical Adept**

Information: McGreeze would have become an old fashion mass murderer if Martin hadn't taken him in and given him some direction in which he could expel his unexplained rage. He is a master of disguise and brutality and can use virtually any object given to him as an incredibly lethal weapon. McGreeze has also undergone various degrees of initiation, pushing his Adept powers, which solely revolve around quickness and stealth, to an insane level. In one instance he was assigned to take out an opposing candidate located in a hospital. He entered the room, and tore the woman apart with a scalpel with such speed that, as he exited, he was able to catch the room door which had not yet had a chance to fully swing closed.

Blue Chip**Archetype: Human Assassin**

Information: Blue Chip formerly worked for a special forces unit in the Aztlan military until he got into an argument with his commanding officer and, to make a long story short, shot him in the face with a automatic pistol. Blue Chip, a tall hispanic man in his early forties, is easily irritated and tends to lock onto his given mission, often ignoring orders to abort. If there is any weak link in Martin Dennison's chain, Blue Chip is it. Also working against him is the fact that he has a death warrant issued against him by Aztlan, and if a bounty hunter doesn't get him the special undercover unit dispatched from his home country probably will.

Hamlet**Archetype: Elven Street Samurai**

Information: Not your stereotypical elf, Hamlet has shaved off all of his hair and taken to dressing like a jungle oriented gorilla freedom fighter. He specializes in SMGs, having at least one of every one available, and customizes them to the point that they often end up resembling assault rifles because of all the crap he stacks on the barrel. Hamlet, and whoever he can pay to run with him, handles the lower end operations involving simple annihilation and general havoc. He appears to have no morals what so ever, which is incredibly frightening when you consider the fact that he has an eight year old son.

Gol**Archetype: Human Decker**

Information: Working out of various hotel rooms he never spends more than one night at, Gol is a master at file manipulation, his activities being isolated to destroying people's backgrounds or creating new ones. Visually he looks like a wage slave dweeb, possessing little height or weight and wearing geeky horn rimmed glasses. He has no weapons skills whatsoever and if confronted physically will simply whimper and try to run away. He will not, however, reveal any information unless subjected to extreme torture.

Hershey

Archetype: Ork Drug Smuggler

Information: Hershey got his name as a result of his tendency to smuggle drugs concealed within chocolate products. His primary mode of transport is a large tanker truck which is usually filled with a chocolate drug mixture called Liquid Braino, sort of a hallucinogenic alcohol with a chocolate flavoring and no hangover. It is very cheap and is popular within squatter communities who's residents eagerly await the trucks arrival, cups and their scarce money in hand. Hershey feels no guilt over the hardships his drug can cause, although he is quite friendly and enjoyable to be around.

Tonfa

Archetype: Troll Guard

Information: Tonfa secretly hates Hershey but is still fairly loyal because the pay is good. Of both African and Asian background, Tonfa's dress is an odd mixture of various ethnic clothing. When not guarding or bitching about Hershey, Tonfa is usually playing cards with Liar, losing quite badly most of the time.

Liar

Archetype: Troll Guard

Information: The closest a troll can get to looking like Elvis, Liar is a pretty big sleaze ball, cheating in everything he does and lying about everything he doesn't. Liar is fairly brutal as a guard, knocking around squatters like they were nothing when they get too close to the truck, even going so far as to apathetically shoot a few of them when they get out of hand.

Desmona**Archetype: Human Gang Leader**

Description: Quite ugly. Hideously ugly. Most of her teeth are missing, the rest are twisted and chipped. Her hair only grows from a few spots on her greasy scalp. She cackles, not laughs, and spits when she talks. She gives the impression of being completely irrational and insane. Probably because that's what she is.

Information: Desmona hates people in general. She hates herself even more. She "gets off" by scaring the shit out of people. She will go berserk if she sees a pretty girl and immediately try to mess her up. For this reason she is usually kept in the hide out by her fellow gang members.

Fear**Archetype: Human Gang Member**

Description: Attractive yet frightening. He has a knack for doing unexpected and drastic things that freak people out. He has long black hair and completely black cybereyes. He has cyberware in his face that allows him to make grotesque expressions. His psychotic laugh is not one easily forgotten.

Information: Very good with fear inducing chemicals and special effects. He has cyberware which can pump fear inducing substances directly through his skin. His favorite tactic is the "kiss of fear", during which he pumps an extremely large amount of chemicals directly into the victim's mouth. Usually within ten minutes the victim commits some auto lethal action.

Sleepain**Archetype: Human Gang Member**

Description: A magical burn out. He is missing his right arm and has had it replaced with a wirery device which resembles a untwisted hanger only seems to be able to move all by itself. He is skinny and tall and often has broken a bone. His face is skinny, long, and hollow. His eyes sunken in.

Information: Sleepain never sleeps. And he is dying from it. He has nearly lost his mind and has found a way to enter a person's dreams through astral form, usually for the reason of giving them horrid astral nightmares. Through this action he has created Slash and Slach, two others who also cannot sleep

anymore and whom he has recruited into the gang.

Slash**Archetype: Human Gang Member**

Information: Basically a street kid. He is five foot ten yet only weighs about eighty five pounds. He is also dying from lack of sleep. He has found that his appearance can cause terrible fear in others and, like a pair of spindly specters, he and Slach stalk at night looking for people to frighten.

Slach**Archetype: Human Gang Member**

Information: Slach still looks mildly healthy, even though his skin has almost lost all its color. He likes to play with guns and has blown three holes in his own body in non lethal places which were hap hazardly patched up and which still leak blood from time to time.

Dark**Archetype: Troll Gang Member**

Description: A very big and very black man. He wears a long coat covered with the bones of animals, some still with flesh rotting on them. He wears mirrored sunglasses all the time. His voice is deep and menacing and can be boosted by his cybernetics to thunder at a deafening tone.

Information: Dark likes to scare people with guns, even though he'd still be terrifying if all he held was a feather duster. He's a crack shot with low caliber pistols, usually holding one in both hands and laughing loudly while he picks away at his target at non lethal locations. When he's done playing he simply rips off the person's head.

Dream Defiled**Archetype: Elven Gang Member**

Information: Very beautiful and gentle looking, she doesn't seem like she would be part of this type of gang. Basically, she's the bait. And a measure for contrast. Through the use of low level manipulation spells she gets the victim into such a calm and non fearful state that when the rest of the group steps in a not uncommon effect is a heart attack.

DeAgistino, Kimberly**Archetype: Dwarf City Official**

Description: Four foot eight, and rather thin. She has long blond hair and blue eyes as speaks with a southern accent. She jokes often when mingling with the crown but is frighteningly serious when it comes down to hard negotiation or debate.

Information: Kimberly was one of the first of her race to gain a seat in the city council and she is determined to keep it, sometimes using brutal means. Also, due to her outspoken nature, she has been the target of many assassination attempts, one of which blew off her right hand. She still continues to mingle among the people despite the ever present danger.

Comb, Kenny**Archetype: Human Bodyguard**

Description: Pleasant and open except when on duty. He stutters occasionally, however, a condition which increases in severity when he's under stress.

Information: Kenny has been with Kimberly from the beginning and the two of them have been lovers for the last three years. He has taken eight bullets for her in the past and is willing to take eighty more if need be. He is still riddle with guilt from the time he let a bullet take Kimberly's hand. Rumor has it that he also lost someone he was protecting many, many years ago.

Lasner**Archetype: Human Mage**

Description: Lasner is an albino and his sensitive skin keeps him in the shadows a majority of the time. He speaks with a soft voice and seems very skittish.

Information: Lasner is, essentially, another bodyguard for Kimberly and provides magical support and astral security when needed. He has, on occasion, been the source of minor embarrassment due to his tendency to anchor spells on Kimberly for defensive purposes, some of which are triggered at inopportune times. There has also been at least three occasions when one of Lasner's spells has saved Kimberly's life.

Davenro, Umber**Archetype: Human Rigger**

Description: Umber is big fan of music from the 1970s and seems to be trapped in that era as far as clothing goes. He is black and has a large "fro" and keeps a pet rock on the dash board.

Information: Kimberly often times uses Umber as a symbol for her liberal and free thinking policies. Many say that if he ran for a council seat against Kimberly, he'd beat her hands down. In general he's a harmless wacko.

Sgt. Night

Archetype: Government Decker

Information: Many believe seventy year old Sgt. Night is too out of date to be running the matrix. All of these people have never seen him in combat. Night has been decking since the beginning, worked closely with Echo Mirage during the crash, and has had access to or participated in developing virtually all of the UCAS government's matrix technology. He can move freely through any of his native governmental machines and has at his disposal a variety of software allowing him a frightening amount of unrestricted access into even the most secure UCAS nodes. His primary function is to protect governmental interests and does not bother to waste time exposing systems as petty as those maintained by runners and criminals. His persona appears as a camo clad World War II soldier ready for battle. His methods are succinct and brutal.

Terra

Archetype: Former Shadowrunner Decker

Information: Terra rarely decks anymore because she has not found a system which can challenge her abilities. A techno-nerd in high school and college, Terra's brain seemed to be pre wired for matrix activity and she obtained skills within a year that most individuals would take a lifetime to accumulate. After running for a number of years and acquiring great wealth during that time she retired, at the age of twenty five, to a remote Salish location. Although she tends to stay underground it is a well known fact that she is willing to run for free of an individual presents her with an all but impossible target. Her persona appears as a massive ball of white heat and energy which constantly changes forms and patterns and which is an amazing feat of technology and concentration itself. In combat she tends to portray an image of egotism and over confidence while in reality she is constantly on guard and ready to react with swiftness and graceful fury.

Joe Flash

Archetype: Former Corporate Decker

Information: Joe's so good his own corp tried to have him killed. As they watched this hyperactive, semi psychotic effortlessly tear through competitor's systems they figured his skills and unpredictability

were as much a threat to themselves as they were to others. After a violent escape which cost him both of his legs Joe went into hiding. Now he just pops up long enough to wreak havoc in a random corporation. His icon is a rabid, diseased, drooling hellhound with two metal back legs.

The Anarchist

Archetype: Decker

Information: The Anarchist appears seemingly out of nowhere because no one has ever been able to trace his signal's point of origin, and simply does his best to make every body's life in the matrix miserable. Nobody knows his background, the origin of his skills, or why he is so ticked off at the technology he knows so well. Some believe the anarchist is actually a group of individuals who share the same deck and icon, a simple black marble, a belief which is supported by subtle differences in The Anarchist's fighting style noticeable from fight to fight. It is believed he (or she) was responsible for destroying Matrix Alpha, a government satellite which would have linked all UCAS nodes through one junction and which would have increased the grid's overall speed tenfold.

Mulker, Dirk**Archetype: Human Corporate Mail Boy**

Description: Can't be more than seventeen and your poster boy for the executive wanna be. He is nice, courteous, and smart. Very smart.

Information: Although Dirk can play the pretty boy, his life outside the corporate building is much different. He spends most of his time running the sewers, looking for new shortcuts and new adventure underneath the city. When he isn't doing that he's raging away at some underground club or drowning his drone sorrows in BTLs. But Dirk is far from messed up. He knows exactly what he's doing.

Dirk contains vast amounts of information concerning goings on within his corporation and the building itself. He is also familiar with the surrounding area and knows of many secret ways to get close to the building's basement, perhaps even into it. He also has a small group of friends he runs and clubs with and whom, together, can provide quite a detailed map of that part of the city's underground. Dirk lives with his parents.

Koler, Chan**Archetype: Human Street Kid**

Description: Chan, sixteen, never leaves the sewer which has drained his skin of virtually all of its color as with his eyes. He always carries his sub machine gun and pistol in full view and has two grenades on his belt. He smokes heavily.

Information: Chan and Dirk are as close to brothers as you can get without a blood tie. They would die for each other. When the two talk they always do it in secrecy. The pistol Chan carries is actually Dirk's and he hands it over to him when they meet underground. One of the grenades is also Dirk's.

Chan always mysteriously shows up when Dirk meets with Danielle and Mank, seemingly appearing out of the black, and disappears when he leaves. Where he lives nobody but Dirk knows.

Farnek, Mank**Archetype: Human Street Kid**

Description: Rather chubby, he is always eating something. When in a hurry, though, he is unbelievable quick. He is attempting to grow scruff but at twelve, the odds are unlikely.

Information: Mank is the brains of the operation, mechanically at least. His hobby was electronics before he was abandoned several months ago and after Dirk met up with him, he quickly became skilled in the art of lock picking. He can also Jerry rig small devices and is a non-cyber computer nerd.

Coby, Danielle**Archetype: Elven Street Shaman Adept**

Description: Danielle has a steel plate covering the left side of her face, minus the eye and the right side of her face is scarred and burnt. She wears shamanic clothing, walks with a skip, and plays a small, very old flute. She is thirteen.

Information: Danielle was found abandoned in an alley by some runners, badly mauled, when she was ten. The delivered her to a low quality cyber shop and continued on with their run, never to appear again. The cyber technician did the best he could with the materials he had to reconstruct her badly mauled face, eventually being forced to cover half. He then dropped her off at a mage friend's house.

As Danielle healed her memory of her past remained lost and she was bounced from location until finally she found herself on the streets at age twelve. Only recently she has discovered her magical gift and has cultivated it to the point that she can cast a couple of small, low level, and harmless spells. The damage to her body has permanently lowered her magic rating and it is unlikely she will ever achieve her full spell casting potential. She and Mank live in a small chamber off of a small sewer line.

Day, Chelsea**Archetype: Human Store Owner**

Information: The owner of "Loves", a boutique specializing in mushy lovey dovey stuff. She and her husband are in love. Very in love. In fact, that's all they talk about is how in love they are.

Day, Mark**Archetype: Human Store Owner**

Information: The reason could be the Dwarfs in the basement who have given them a life time supply of love drugs and BTLs in exchange for the use of their basement for dealing operations.

Cupid**Archetype: Human Street Samurai**

Description: Lean and mean. Most expect a runner by the name of Cupid to show up and be tiny and chubby. Cupid is a full fledged runner and no little Cherub. He dresses in all black leather, layered over his muscles until he appears as a virtual god. He wears a silver chain around his neck with a heart on it and a button that declares "love the world" on his chest. He is witty, smokes good cigarettes, and knows the line between business and pleasure.

Information: Cupid is completely clean of drugs, but works for the dealers as muscle from time to time. He also just likes to stop by and hang out at the store and watch Chelsea and Mark love each other and laugh. His primary weapon is the submachine gun but will occasionally pull the Ranger-X off his back when he wants to get creative. The tips of his arrows are razor sharp hearts.

Heart**Archetype: Dwarf Drug Dealer**

Information: A cigar smoker who hacks up a bucket of phlegm an hour. Other than that nasty habit, Heart is generally a fun person to be around. Until he gets mad. Then he can weave a tapestry of profanity which stretches to China.

Heartache**Archetype: Dwarf Drug Dealer**

Information: Chubby and in love with the world. He some times gets so messed up on his own stuff that he gives it away for free. You can usually tell he has done then when, late at night, he returns slapping his forehead muttering "Stupid. Stupid. Stupid." over and over.

Lust**Archetype: Dwarf Drug Dealer**

Information: Occasionally deals but usually just keeps track of financial activity. He is also in charge of getting the goods from the distributor and cutting it down or dividing it up. He deals in both chips and drugs. He hardly ever talks and can usually be heard mumbling about how idiotic Heart and Heartache are.

Cocknocker, Rippy**Archetype: Human Mercenary**

Description: Rippy dresses and looks like George Patton and is always chewing on a big cigar. He speaks in a commanding voice, occasionally to "Simpy", his imaginary parrot. He wears a pearl handled revolver on his belt.

Information: Rippy is actually a pretty good leader. Although his orders seem irrational and idiotic his track record of never losing a team member in combat shows that something is going right. He very often goes into combat himself and occasionally finds good use for the old fashion charge.

Falooop**Archetype: Troll Mercenary**

Description: Falooop is Rippy's second in command. He also dresses in authentic WW2 attire, most of which was not designed for someone his size and thus fits rather tightly. He carries a very expensive sword on his belt which he uses only to cut up fruit.

Information: When Falooop relays Rippy's orders they sometimes get jumbled, sometimes for the better. He also fills in whatever blanks Rippy might have left. Falooop moves very slowly because he is perpetually in a slow march. He usually remains behind the front, specializing in the mortar and other heavy weapons.

Different Pokes**Archetype: Human Mercenary**

Description: Pokes likes bayonets and has them hanging all over his uniform. He loves to talk about their history and, if you let him, will sit for hours explaining the history of just one. The problem is, that's all he can talk about. It can get annoying after a while.

Information: Different Pokes knows how to use virtually every type of light and heavy weapon, though none of them extremely well. He has rocket launchers, mortars, machine guns....tons of stuff, all of which have bayonets on them.

Thumpity-Thump-Tha-Thump**Archetype: Ork Mercenary**

Description: Four-T, as he is called, loves grenades in the same way Pokes loves bayonets. Unfortunately he also loves to hang them from his uniform and armor. About fifty of them. Four-T is the only member of the group who has his own car.

Information: Grenades don't really stick around that long so none really has to worry about their history. But they do have to worry about Four-T's grotesque grenade stories, only a few of which are true. He has been known to make even the most seasoned mercenary vomit from the vivid descriptions.

Stoop Butt**Archetype: Human Mercenary**

Description: Stoop Butt has that strange Tortoise disorder which makes him move and talk incredibly slowly. God only knows why they made him a rigger.

Information: The Mad Men are notorious for being late for a battle. You'll never see them hired as reinforcements. Sometimes there doesn't even need to be a battle because the target gets so bored waiting for the fight they just leave. The final entrances have, at times, generated so much humor that the two sides just decide not to fight. It usually involves Stoop Butt's vehicle plowing onto the battlefield and the members stumbling out with their hands in the air yelling "Sorry we're late. Give us a sec' to get our stuff."

Company Wiener**Archetype: Human Mercenary**

Description: Dresses in a suit even for combat. He looks and acts like a corporate official. He believes the mercenary unit is a corporation and that Rippy is his C.E.O. He is always concerned with finances and will throw in an out of the blue piece of accountant terminology at every possible opportunity.

Information: Company Wiener was subject to an extraction by the Mad Men and during transit the group accidentally messed him up so badly that their employers no longer wanted him. The shock from the incident has launched him into a permanent

psychosis. He is terrible with weapons and will try to charge into combat with a Tiffini if you let him. Usually he just hangs back and works on the groups finances, which are probably the most organized of all mercenary groups.

Miss. Fragem'all

Archetype: Human Mercenary

Description: Tall and spindly, she has black hair down to her ankles which is perpetually tangled up in something. She dresses like a combat biker and never goes out into public because she never allows her grenade launcher to leave her side. She is extremely paranoid and will whip out her weapon if a cricket so much as chirps wrong.

Information: Miss Fragem'all doesn't really care what she shoots at while in a heated combat situation. Someone is usually assigned to keep her pointed in the right direction so she doesn't end up blowing up their transportation. She and Four-T hang out a lot trading grenades and swapping grotesque stories.

Aieeeeeee!

Archetype: Dwarf Mercenary

Description: Almost perfectly round, he looks like Santa Clause's head attached to a beach ball with arms and legs.

Information: Aieeeeeee! is one of the last true mercenary paratroopers. He has rejected virtually all forms of modern technology and uses the same chute his great-great grandfather used in World War One. He carries a broken down M14 and an ancient grenade launcher. He also carries a tommy gun as backup.

Weeintheclouds

Archetype: Human Rigger

Description: A really small guy, about four foot eight and eighty pounds. He resembles a cartoon character in the way he walks and talks and speaks with a munchkin voice.

Information: Weeintheclouds can do amazing things with his aircraft, some of them resulting in an amazing crash. He wears a parachute at all times

(even while on the ground) and so does everyone who rides with him if they're smart. His favorite weapon is a special twenty four shot rocket launcher and he has designed a maneuver called the "around the word party" which involves spinning the copter so fast that it fires a complete 360 degree arc of rockets.

Lookenpeeper

Archetype: Human Rigger

Description: Big round glasses which magnify the size of his eyes two times. He has datajacks lining his forehead and laughs to himself for no apparent reason a lot.

Information: Lookenpeeper's Ares Master is a dump. He controls the vehicle from a unit in the back of the truck and has the vehicle loaded down with sensors. He also watches too much trid. The stupidest trid. The world's stupidest trid. He thinks it's funny, though, and sometimes starts laughing so hard while driving that the vehicle will jerk all over the road until he controls himself. He also possesses a large number of drones.

Mystic**Archetype: Human Burnt Out Mage**

Information: Mystic is fascinated with the idea of combining magic and cyberware. Although this has turned into somewhat of a burn out he doesn't really mind. The limited number of spells he knows are all used to facilitate the use of his new cyberware. The most apparent piece of technology he possesses is a pair of metallic wings implanted in his back. Although alone these do not provide enough lift to get him off of the ground, combined with a modified levitation spell they function much like a dragon's wings would. He also possesses an implanted power focus which emerges from the palms of both hands as a small metallic bump. Through these he conducts a large amount of both magical and natural electricity, allowing him to project a powerful lightening bolt several meters. Physically he is of extremely light build. He has long white hair, rarely wears a shirt, and has an apparent immunity to most of the acids which fall during hard rains.

Farrel**Archetype: Human Cybertechnician**

Information: Put together most of Mystic's cyberware. Some of Farrel's implantations have been such a success that he has the strong desire to approach some large cybertechnology firms and offer his discoveries and advances to them. The only thing stopping this is Mystic. Mystic wants to be the only one with implantations like his own and has even resorted to violence (he's blasted Farrel across the room with his lightening bolts a few times) to keep him from going to the corps. Needless to say Mystic doesn't actually let Farrel implant the devices any more.

Dr. Dime**Archetype: Human Cybertechnician**

Information: This is Mystic's "backup" cyber technician to whom he has been turning more frequently due to the tensions with Farrel. Dr. Dime doesn't give a rat's ass about either of them and is sticking around because in addition to installing some of Farrel's devices he is also learning how to make them via reverse engineering and, eventually, will probably try to sell them himself. Neither Farrel or Mystic know about his plans.

Glass**Archetype: Human Mage**

Information: Glass is a close, personal friend of Mystic who doesn't really care about his possessive attitude toward his implants or how he treats Farrel. In addition to providing much needed magical healing and support before and after surgery. The two occasionally run with various groups but usually go out by themselves on low level missions.

Thrice**Archetype: Human Gang Leader**

Information: His bald head is still scarred and scabbed over from the day he suddenly went berserk and ripped out all of his hair. He has also managed to bite his tongue and a few of his fingers off. He never talks but makes all kinds of strange squeaking noises when excited. Thrice actually demands to be put in a straight jacket from time to time to keep from fatally injuring himself.

Dya**Archetype: Elven Gang Member**

Information: Dya's primary occupation is keeping Thrice from killing himself or anybody else. She has a very dominating personality and it is sometimes ambiguous who is in charge, her or Thrice. She is deadly at hand to hand combat and is a crack shot with a heavy pistol. All of her moves are somewhat sudden, from fighting to drinking coffee. Although perfectly in control of herself (and most everybody else) she does not give off that appearance.

Bramble**Archetype: Human Gang Member**

Information: Bramble is a Thrice wanna be and although medically he is perfectly sane he will occasionally go into a berserk state just for the hell of it. Dya can usually bring him down by whacking him in the face. Bramble is clumsy, horrible in social situations (even those found in gang environments) and is careless with the large amounts of explosives he has in his possession. Most expect that someday he will simply end up blowing himself up.

Quince**Archetype: Human Gang Member**

Information: Thrice's twin brother, the are nearly opposite as far as personalities go. Quince wants out of the gang but is both concerned for his brother and terrified at what his brother might do if he departs. Quince is heavily into BTLs, coming out of his oblivion only when he needs to fight. During combat he is still a little out there and is easily confused by too much action.

Sutherland, Francis**Archetype: Human Corporate Executive**

Description: Small, old and frail. He is confined to a wheel chair and has nearly lost his voice. He constantly smokes a pipe and only gets a few hours of sleep a week.

Information: Francis was the head of a major corporation who's main item of business revolved around the burning of rain forests before the Awakening. He still possesses millions but is trapped in his mansion which a free toxic spirit has made its domain. It does not allow the man to leave and he is forced to eat whatever he can grow in his green house to survive. The outside of the mansion looks quite beautiful, the lawn still cut by contractors. Inside it is a murky hell, reeking of decay and toxins. In the middle is a beautiful greenhouse which the spirit has helped make flourish.

Mead**Archetype: Free Toxic Spirit**

Description: Mead takes on the form of a toxic shadow which occasionally materializes into something half plant, half human looking and charred. He feels it is his duty to make this destroyer of the land's life a living hell. He will keep Francis alive as long as possible just so he can kill him more slowly.