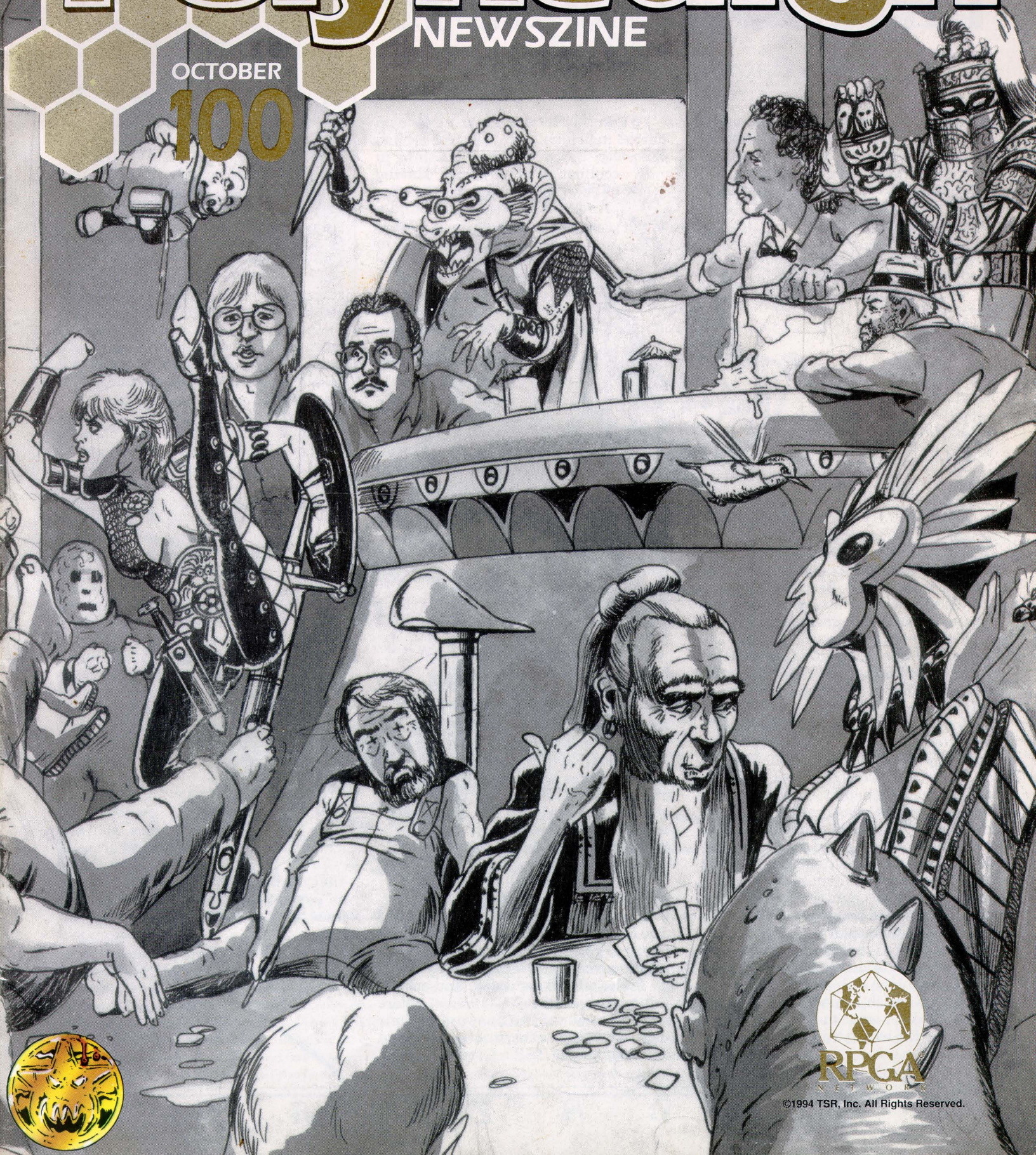


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Shadowrun Archetypes

Adding Characters To FASA's Cyber-Fantasy Game

by Tom Dowd

PHYSICAL ADEPT

"I know it's the image, but I wouldn't call myself a loner. Sure, I like a certain amount of time to myself, to meditate and focus myself, but the rhythm and bounce of the sprawl energizes me. I see chaos and unending flow in every motion, every noise, every act and reaction. But within the confusion there is a pattern, too, an order of sorts out of the chaos.

"Okay, okay; so I've contributed a little to that confusion myself on more than one occasion. I consider it my duty as a humanitarian to see that things don't get boring. I also consider it my duty to see that everybody plays fair. That's the big red button for me, chummers. Play nice, and I'll stay nice too. . . ."

Commentary: The Physical Adept is a limited magician—her power is focused inward improving, enhancing, and amplifying her own natural abilities. She's barely aware of the magic, except at certain times, usually when the adrenaline is pumping and everything is on the line. Then she feels it—the power of her own, unique, magic. Though the beginning Physical Adepts tend to focus on the martial arts, any physical ability will do.

Attributes

Body: 6
Quickness: 6
Strength: 6
Charisma: 3
Intelligence: 4
Willpower: 6
Essence: 6
Magic: 6
Reaction: 5 (6)

Initiative: 6 +2D6

Dice Pools:

Combat: 8

Cyberware: None

Skills

Armed Combat: 4
Etiquette (Street): 4
Stealth: 4 (6)
Throwing: 6
Unarmed Combat: 6 (8)

Physical Adept's Abilities:

Improved Ability (Stealth +2 dice)
Improved Ability (Unarmed Combat +2 dice)
Improved Physical Senses (Low-Light vision, Acute Hearing)
Increased Reaction (+1)
Increased Reflexes (1) (+1D6 Initiative)
Killing Hands (6S Physical Damage (unarmed))

Contacts: Choose (2) Contacts

Gear:

Knife (Concealability= 8; 6L Physical damage)
Lined Coat (Concealability= 8; 4/2 armor rating)
Medkit
Portable Phone (Handset-style, Concealability= 3)
(10) Shuriken (Concealability= 8; 6L Physical damage)
Simsense Player (w/4 program chips)

Starting Cash: 11,134Y

Starting Karma Pool: 1

Starting Lifestyle: Low



Note: This is an Archetype, a sample character, created using the standard Shadowrun, Second Edition character creation rules and represents one possible way in which a Physical Adept could be created (including gender, attitude, Attributes, Skills, Adept Abilities, and Gear.) Though players are encouraged to create their own characters, the Physical Adept can be used as a starting character (with the gamemaster's permission.) Alternately, she can be used by the gamemaster as a non-player-character.

JOHN "PICASSO" GANNET
(Ork Decker-Adept)
(NPC/Contact)

BACKGROUND: Born in 2036 to ork parents, John was raised in the street-tough Barrens of Seattle, pushed by his parents to become more than what Goblinization had forced upon them. Though larger and tougher than human boys his age, he was scrawny compared to the other orks, and the monstrous trolls, in the neighborhoods. (Even now, John doesn't fully recognize, let alone understand, the presence of his physical adept abilities. He can see little direct effect from them, other than better reflexes and reaction, but those he attributes to his smaller size rather than magic. He's been told he has a mystic gift, but isn't sure what to make of it.)

Unable to fit into any social group, he withdrew inside himself and found solace and empowerment both in postmodern industrial sculpting and assembly, and in cyberspace, the Matrix, as well. There he could be anything he wanted, appear in any form he choose, and no one. John started out as a "turtle," a Matrix slow-poke able to log-on with a cheap, discarded personal computer. But even so, as time passed, his skills and talent became evident. Coaxed by others in the Matrix, including a handful of renowned hackers he'd met, John began to build his cyberdeck (which resembles art more than electronics.) With it, he finally blossomed into a full-fledged decker, one with an edge few realize.

When John is in the Matrix, which is to say most of the time, his persona

Gear:

(2) Air Filter Masks (reduces effect of pollutants, no game effect)
Armor Jacket (5/3 armor rating)
Doc Wagon™ Basic (Green) Service
Medkit

Ruger Super-Warhawk (Heavy Pistol, 6 (cylinder), SS, 10M Physical, with Laser Sight and 24 rounds of explosive ammo)
Sony CTY-360 Cyberdeck (with Response Increase (1) (+2 Reaction, +1D6 Initiative, only when in the Matrix))

Programs: Persona: Bod 4, Evasion 4, Masking 5, Sensors 5,
Utilities: Analyze 3, Attack 4, Browse 6, Decrypt 3, Medic 3, Sleaze 5

Yamaha Rapier motorcycle

Special Abilities/Notes: Allergy (Pollutants, Mild), Natural Low-Light vision.

*Physical Initiative of 6 + 2D6 and Matrix Initiative of 8 + 2D6.

Cash: 11,134Y

Lifestyle: Low

appears as a slight-of-build ork gentleman with black smock and black beret. Sculpting is his symbolism in the Matrix; he fabricates his programs with random parts pulled from under his smock, and so on. His creations are whirring, grinding, mechanistic conglomerations of industrial, mechanical, and electronic parts. Each creation, each new use of a program, results in a unique expression of his art. "Picasso" Gannet is an artist of the Matrix.

Note: Though well respected, Picasso is still a minor-leaguer in the Seattle shadow-world. He's tagged as an up-and-comer since his decking certainly seems more effective than his raw knowledge indicates. All who encounter him are startled by the

emotional power of the Matrix-sculptures he creates, and are often surprised by their effectiveness as well.

John "Picasso" Gannet makes an excellent decking Contact, as well as nonplayer character than can be called upon to assist the shadowrunning team in a pinch. Remember, for a decker, he can handle himself surprisingly well in the real world.

John "Picasso" Gannet was initially created using the Shadowrun, Second Edition character creation rules, but was then enhanced to create the character here by applying advanced rules from the Grimoire, Second Edition as well. No particular rhyme or reason was used to increase or round-out his Attributes, Skills, Abilities, or Gear.

□

Attributes

Body: 7
Quickness: 6
Strength: 5
Computer Theory: 2
Charisma: 3
Intelligence: 5
Willpower: 3
Essence: 5
Magic: 8
Reaction: 5 (6)

Initiative*: 6 (8)* +2d6 (+2d6)*

Threat Ratings:

Combat Threat: (7)
Hacking Threat: (5)

Professional Rating: 3 Grade of Initiation: 3

Skills

Bike: 3
Computer: 6
Electronics: 5
Etiquette (street): 2
Firearms: 4
Unarmed Combat: 6
Negotiation: 3
Sculpture Centering: 5

Cyberware:

Datajack
Datasoft Link
Display Link

Headware Memory (60 Mp) Pain Resistance (6)

Physical Adept Abilities:

Enhanced Centering (Matrix)
Increased Reaction (+1)
Increased Reflexes (1) (+1d6 Initiative)
Improved Ability (Stealth +2 dice)
Improved Ability (Unarmed Combat +2 dice)
Improved Physical Senses (Low-Light vision, Acute Hearing)
Increased Reaction (+1)
Increased Reflexes (1) (+1D6 Initiative)
Killing Hands (6S Physical Damage (unarmed))

Contacts: Choose (2) Contacts