

SHADOWRUN

Contacts



Dream Chip Dealer

"People think I got life easy, only cops to worry about. I should be so lucky! If it isn't another dealer looking to take over my turf, then its muggers looking for a good score or desperate chip-heads trying to rip me off or vigilantes looking to clean up the streets. Cops are the easiest part of it."

Quotes

"No money, no Dream!"
 "Hey I don't make people buy the stuff I sell."
 "It's just business."

Commentary

Cool and street-smart and completely amoral, the Dreamchip dealer is well aware that in most people's opinion he ranks below Humanis Policlub Members and as long as he keeps making money, he couldn't give a damn.

Attributes

Body: 5
 Quickness: 6
 Strength: 4
 Charisma: 3
 Intelligence: 5
 Willpower: 4
 Essence: 5.1
 Reaction: 5 (+2D6)

Skills

Armed Combat: 5
 Unarmed Combat: 4
 Firearms: 3
 Street(Etiquette): 6
 Stealth: 4
 Bike: 4
 Psychology: 4

Cyberware

Low-Light Eyes
 Retractable Hand Razors
 Boosted Reflexes (Level 1)

Gear

Lined Coat
 Walther Palm Pistol
 Knife

Eight new "Chummers" for FASA's Shadowrun System
 By David Perry

Gambler

"All life's a game. Life, death, riches, poverty; all just chance. That's the kind of thing I'm meant to say, right?"

Drek! My games are as random as a military campaign. Like any good general, I consider all the factors before I start. How good are my opponents? Can I get out with my winnings? Are the cards fixed? You've got to consider everything and you've always got to know when to quit."

Quotes

"I thought this was a friendly game?"
 "Good hand! Not good enough. . . but good."
 "Why do I think I can walk out of here with my winnings? How about the pistol trained on your stomach under the table?"

Commentary

Cool and calculating. The gambler is good enough to win without cheating, smart enough to spot opponents cheating and tough enough to take his winnings off poor losers.

The gamblers field of expertise is the face and he can read people's emotions and thoughts like a book.



Attributes

Body: 4
 Quickness: 6
 Strength: 3
 Charisma: 4
 Intelligence: 6
 Willpower: 5
 Essence: 5.1
 Reaction: 6

Skills

Firearms: 5
 Hold-out pistol: 7
 Unarmed Combat: 5
 Psychology: 5
 Car: 4
 Athletics: 3
 Stealth: 5

Cyberware

Vision Magnification
 Boosted Reflexes (Level 1)
 Hearing Amplification

Gear

Lined Coat
 Hold-out pistol
 Westwind

Crooked Lawyer

"There's only one crime, getting caught! But of course even the best get caught sometimes and that's where I come in. There's no precedent I can't twist and no witness I can't discredit. Just wear a good suit, smile at the jury, and I'll have you back on the street before lunch."



Quotes

"Okay, so you killed ten people in cold blood in front of fifty witnesses. That's bad but nothing we can't work around."

"Would 10,000 NuYen affect your testimony?"

"Under Forbes Vs Seattle 2021 that evidence is inadmissible."

Commentary

The crooked lawyer doesn't care what you did or who you did it to. Just pay him his fee and he'll use every dirty trick in the book to get you out.

Attributes Skills

Body: 3 Firearms: 2

Quickness: 2 Psychology: 6

Strength: 3 Interrogation: 8

Charisma: 5 Negotiations: 6

Intelligence: 6 Computer: 4

Essence: 5.4 **SPECIAL SKILLS**

Reaction: 4

Criminal Law: 7

Cyberware

Datajack

Chipjack

200 MP memory

Eco-Activist

"Gaia is dying and we are witnesses to her murder. Toxic waste, strip mining, forest clearance; the Corporations are killing the planet by inches. As you stand and do nothing, the Corporations are destroying our future. We must act to save ourselves."



Quotes

"Corps. kill!"

"I'm not obstructing your truck. That's illegal. I'm merely choosing to stand where I wish on a public road."

"Why am I pouring sand into your petrol tank? Er.. I can explain.. I think."

Commentary

While the modern activist still uses the old ways of protest and focusing media attention he also realises new times call for new methods, such as blockades and sabotage.

Attributes

Body: 5

Quickness: 6

Strength: 4

Charisma: 4

Intelligence: 5

Willpower: 6

Essence: 6

Reaction: 5

Skills

Demolitions: 3

Stealth: 7

Athletics: 4

Firearms: 3

Unarmed Combat: 6

Electronics: 5

SPECIAL SKILLS

Ecology: 6

Gear

Plastic explosives

Timers

Vest with plates

Sensei

"A lot has changed in this world. Magic has returned and new races and beings walk the planet, but the Martial Arts remain the same and people still need them, so I still teach them."

Quotes

"You call *that* a kick?"

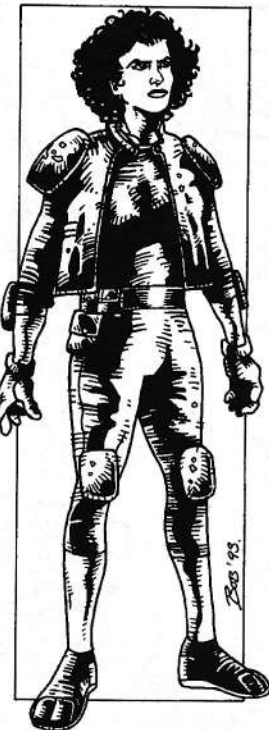
"You really don't want to pick a fight with me."

"Remember: eyes, throat, groin."

"A punch to the throat will crush the trachea resulting in death by suffocation."

Commentary

Even with modern weaponry and magic, it is a foolish Shadowrunner who neglects his Martial Arts training. The Sensei will teach Shadowrunners lessons that will save their lives.



Attributes

Body: 6

Strength: 6

Quickness: 6

Charisma: 2

Intelligence: 4

Willpower: 6

Essence: 6

Skills

Unarmed Combat: 9

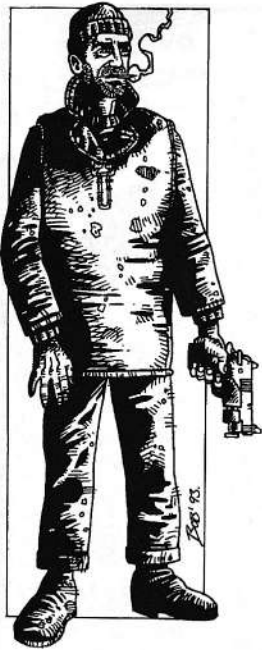
Armed Combat: 8

Firearms: 3

Athletics: 4

Stealth: 4

Street(Etiquette): 4



Petty Criminal

"Of course there were alternatives to my desperate life of crime. I could live as a crooks or live on the pittance they call benefit or . . . well, that's about it, actually.

Every time my probation officer asks me to reform I show him were I live in the Barrens. I tell you, prison is an improvement."

Quotes

"All your money and there'll be no trouble."
 "I lived here all my life. Mafia, Yaks, Triads; I know 'em all. You want to know who's who around here, just ask me."

Commentary

Burglary, pick-pocketing, armed robbery, dealing stolen goods; there is little the petty crook hasn't tried and less he won't

Swat Team Member

"It's tough being a cop nowadays. Not only are there Orks and Trolls who can pull your head off without breaking sweat, but the new crooks are cybernetically and magically enhanced. Wired reflexes, Elementals, Smartlinked automatic weapons, fireball spells; we go up against it all. Some cops complain about this, me, I think it make the job more fun."

Quotes

"I've got the skull cold, give the word and I'll drop him."
 "Access to heavy weapons and unlimited opportunities to use 'em, who could ask for more ?"
 "Twitch wrong and I'll put so much metal in you they'll put you in your grave with a magnet."

Commentary

What can you say about people who choose to go up against gangs and Shadowrunners for a living?



Attributes

Body: 6 (7)
 Quickness: 4 (5)
 Strength: 5 (6)
 Charisma: 2
 Intelligence: 4
 Willpower: 5
 Essence: 1.8
 Reaction: 4 (6)

Skills

Firearms: 7
 Gunnery: 4
 Unarmed Combat: 5
 Throwing: 4
 Demolitions: 3
 Athletics: 3

Cyberware

Smartgun Link
 Wired Reflexes (Level 1)
 Dermal Plating (Level 1)
 Muscle Replacement (Level 1)
 Eyes W/Low-Light and Flare
 Compensation

Gear

Partial Armour Suit
 M22A2 Assault Rifle
 Colt Manhunter
 2 Conc. Grenades
 2 Flash Grenades

Attributes

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

Skills

Armed Combat: 4
 Unarmed Combat: 3
 Street (Etiquette): 4
 Stealth: 4
 Bike: 3
 Electronics: 4
 Athletics: 2

SPECIAL SKILLS

Breaking and Entering: 6

Gear

Streetline Special
 Knife
 Burglary Tools

Up and Comer

"Am I ready for my first Shadowrun? You kidding me? I grew up in the Barrens, started running with a street-gang when I was eight, killed my first man when I was ten. By fourteen I was working as an enforcer for the local crimelord and I started to buy my enhancements.

I've been preparing for this for ten years, chummer. They don't come more ready."

Quotes

"Previous experience. . . er?"
 "I don't get older, just better."
 "Call me 'kid' again and I'll rip your heart out."

Commentary

Not quite a Street-Samurai but definitely more that a wannabe. The Up and Comer hasn't quite got the enhancements or the experience but he's getting there.



Attributes

Body: 5 (6)
 Quickness: 5
 Strength: 5
 Charisma: 2
 Intelligence: 5
 Willpower: 5
 Essence: 1.5
 Reaction: 5 (7)

Skills

Armed Combat: 3
 Bike: 2
 Street(Etiquette):3
 Firearms: 3
 Stealth: 4
 Unarmed Combat: 5

Cyberware

Wired Reflexes (Level 1)
 Retractable Spur
 Low-light Eyes
 Dermal Plating (Level 1)
 Smartgun Link

Gear

Armour Jacket
 Ingram Smartgun
 Ares Predator