

GAME INFORMATION

USING THIS BOOK WITH SHADOWRUN, FIFTH EDITION

The Game Information for *Sail Away Sweet Sister* is provided with stats for both *Shadowrun, Twentieth Anniversary Edition* and *Shadowrun, Fifth Edition*. Several of the qualities, metamagic techniques, spells, and weapon modifications listed here are not detailed in the *Shadowrun, Fifth Edition* core rulebook. Supplemental rulebooks such as *Run Faster* and *Street Grimoire*, which will provide more details about these items, are coming soon. Where necessary, though, interim rules are presented here. Any rules presented here will be superseded by later supplemental rulebooks.

CHARACTERS

THOMAS MCALLISTER

VITAL STATS

Date of Birth: 13 May 2024
Height: 1.78 m
Weight: 81.6 kg
Hair: Black
Eyes: Grey
Gender: Male
Metatype: Human
Awakened: Yes (Shaman)

SRS

B	A	R	S	W	L	I	C	M	Edg	Ess
3	4	4	3	5	5	5	4	9	4	6

Condition Monitor (P/S): 10/11

Armor: 9

Limits: Physical 5, Mental 7, Social 7

Physical Initiative: 9 + 1D6

Astral Initiative: 10 + 2D6

Active Skills: Arcana 7, Artificing 4, Assensing 9 (Astral Signatures +2) 9, Astral Combat 3, Banishing 4, Binding 3, Blades 3, Chemistry 7, Computer 5 (Data Search +2), Counterspelling 7, Exotic Ranged Weapon (Bracer) 1, First Aid 9, Instruction 8, Intimidation 1, Medicine 10 (Magical Health +2), Perception 7 (Visual +2), Pilot Ground Craft 3, Pistols 3, Ritual Spellcasting 3, Running 3, Spellcasting 10, Summoning 7, Swimming 3, Unarmed Combat 3

Knowledge Skills: Action Trids 7 (Neil the Ork Barbarian +2), Anatomy 9, Area Knowledge: Houston 5, Biology 9, Gaming 3, Goblin Rock Bands 4, Magical Theory 9, Magical Threats 7, Physiology 9, Sports 3 (Football +2), Vampire Lore 8, Virology 10 (HMHVV +2)

Languages: English N, Japanese 4, Spanish 5

Qualities: Analytical Mind, College Education, Day Job (10 hrs/wk), Mentor Spirit, Reduced Sense (Smell, Complete), Sensesense Vertigo, SINner (National, CAS)

Initiate Grade: 3

Metamagics: Centering, masking, psychometry

Spells: Alleviate Addiction, Alleviate Allergy, Antidote, Armor, Bind, Confusion, Cure Disease, Detect Individual, Detect Life (Extended), Detox, Diagnose, Fix, Fling, Foreboding, Heal, Healthy Glow, Increase Reflexes, Levitate, Light, Magic Fingers, Manabolt, Night Vision, Preserve, Prophylaxis, Resist Pain, Shatter, Slay Vampire, Stabilize, Sterilize, Stunball, Stunbolt
Mentor Spirit: Great Mother [+2 dice to Medicine tests, +2 dice to Health magic, -1 die for combat]

Gear: AR contacts [Rating 3 w/ image link, smartlink, thermographic vision], AR earbuds, AR wristbands, 2x clips of regular ammo, commlink [Hermes Ikon, Device Rating 5], license [legitimate, concealed carry], lined coat, medkit, Uncle Wayne's military dogtags [Sustaining focus 3 (Manipulation spells)], silver ring [Sustaining focus 2 (Health spells)], sister Lenore's high school class ring [Power focus 3]

Weapons:

Colt Government 2066 [Heavy Pistol, Acc 6 (8), DV 7P, AP -1, SA, RC —, 14 (c), w/ regular ammo, smartlink]

SR4A

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	4	4	3	4	5	5	5	9	4	6	9	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/4

Active Skills: Arcana 4, Assensing 5 (Astral Signatures +2), Astral Combat 2, Banishing 3, Binding 2, Blades 2, Chemistry 4, Computer 3, Counterspelling 4, Data Search 3, Enchanting 3, Exotic Ranged Weapon (Bracer) 1, First Aid 5, Instruction 4, Intimidation 1, Medicine 6 (Magical Health +2), Perception 4 (Visual +2), Pilot Ground Craft 2, Pistols 2, Ritual Spellcasting 2, Running 2, Spellcasting 6, Summoning 4, Swimming 2, Unarmed Combat 2
Knowledge Skills: Action Trids 4 (Neil the Ork Barbarian +2), Anatomy 5, Area Knowledge: Houston 2, Biology 5, Gaming 2, Goblin Rock Bands 3, Magical Theory 5, Magical Threats 4, Physiology 5, Sports 2 (Football +2), Vampire Lore 4, Virology 6 (HMHVV +2)

Languages: English N, Japanese 3, Spanish 3

Qualities: Analytical Mind, College Education, Day Job (10 hrs/wk), Magician, Mentor Spirit, Reduced Sense (Smell, Complete), Sensesense Vertigo, SINner (CAS)

Initiate Grade: 3

Metamagics: Centering, masking, psychometry

Gear: AR contacts [Rating 3 w/ image link, smartlink, and thermographic vision], AR earbuds, AR wristbands, 2x clips of regular ammo, commlink [Hermes Ikon w/ Novatech Navi, Response 4, Signal 3, System 5, Firewall 5], license [legitimate, concealed carry], lined coat, medkit, Uncle Wayne's military dogtags [Sustaining focus 3 (Manipulation spells)], silver ring [Sustaining focus 2 (Health spells)], sister Lenore's high school class ring [Power focus 3]

Spells: Alleviate Addiction, Alleviate Allergy, Antidote, Armor, Bind, Confusion, Cure Disease, Detect Individual, Detect Life (Extended), Detox, Diagnose, Fix, Fling, Foreboding, Heal, Healthy Glow, Increase Reflexes, Levitate, Light, Magic Fingers, Manabolt, Night Vision, Preserve, Prophylaxis, Resist Pain, Shatter, Slay Vampire, Stabilize, Sterilize, Stunball, Stunbolt
Mentor Spirit: Great Mother [+2 dice to Health spells, +2 dice for earth spirits, -1 die for Combat spells]

Weapons:

Colt Government 2066 [Heavy Pistol, DV 5P, AP -1, SA, RC 1, 14 (c), w/ regular ammo, smartlink]



LYDIA BOWDEN

VITAL STATS

Date of Birth: 6 February 2029
Height: 1.63 m
Weight: 54.4 kg
Hair: Light brown
Eyes: Brown
Gender: Female
Metatype: Human
Awakened: No

SRS

B	A	R	S	W	L	I	C	Edg	Ess
4	5	5 (7)	4	4	4	5	3	4	1.6

Condition Monitor (P/S): 10/10

Armor: 9

Limits: Physical 6 (7), Mental 6, Social 4

Physical Initiative: 10 + 1D6 (12 + 3D6)

Active Skills: Archery 3, Automatics 8, Blades 4, Computer 9 (Data Search +2), Etiquette 4, First Aid 3, Gymnastics 5, Instruction 3, Intimidation 7, Leadership 7, Longarms 4, Negotiation 7, Perception 9 (Visual +2), Pilot Ground Craft 8 (Car +2), Pistols 10 (Ares Predator III +2), Running 4 (Urban +2), Sneaking 9, Swimming 3, Throwing Weapons 7, Tracking 4 (Urban+2), Unarmed Combat 9 (Counterstrike +2)

Knowledge Skills: Area Knowledge: Denver 8, Art (Impressionists) 5 (+2), Firearms 7, Forensics 9, Gangs 7, Literature 4, Police Procedure 10, Sci-Fi Trids 7, Security Companies (Knight Errant) 9 (+2), SWAT Tactics 9, Syndicates 7

Languages: English N, French 8, Japanese 4

Qualities: Ambidextrous, College Education, Day Job (40 hrs/wk), SINner (Full Corporate, Ares), Will to Live 2

Martial Arts: Karate [Counterstrike (allows for Unarmed Combat + Reaction Test versus melee attack to deliver damage to attacker), Kick (+1 Reach on Unarmed Combat attacks), Opposing Force (Block, +1 die to Block), Sweep (attacker may choose to deliver normal melee attack damage on successful Knockdown)]

Augmentations: (all alphaware) Bone lacing (Kevlar), cybears [Rating 3, w/ audio enhancement 3, balance augments, damper, ear recording unit, and sound link], cybereyes [Rating 3, w/ eye recording unit, image link, low-light vision, thermographic vision, flare compensation, and protective covers (transparent)], datajack, smartlink [w/ off-hand induction pad], wired reflexes 2

Gear: Actioneer Business Clothes, 4x clips of standard ammo, commlink (Erika Elite, Device Rating 4), flashlight, Ford Americar (w/ engine customization [acceleration], engine customization [speed], improved suspension, and vehicle sensor), handcuffs, license (legitimate, concealed carry)

Weapons:

Ares Predator III [Heavy Pistol, Acc 6 (8), DV 8P, AP -1, SA, RC 1, 15 (c), w/ personalized grip and safe target system]

SR4A

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	5	5 (7)	4	3	5	4	4	4	1.6	10 (12)	1 (3)

Condition Monitor Boxes (P/S): 10/10

Armor (P/I): 6/3

Active Skills: Archery 2, Automatics 5, Blades 3, Climbing 3, Computer 5, Data Search 5, Dodge 4, Etiquette 3, First Aid 2, Infiltration 4, Instruction

2, Intimidation 3, Leadership 4, Longarms 3, Negotiation 4, Perception 5 (Visual +2), Pilot Ground Craft 5 (Car +2), Pistols 6 (Ares Predator III +2), Running 3 (Urban +2), Shadowing 4, Swimming 2, Throwing Weapons 4, Tracking 3 (Urban +2), Unarmed Combat 5 (Martial Arts +2)

Knowledge Skills: Area Knowledge: Denver 5, Art 3 (Impressionists +2), Firearms 4, Forensics 5, Gangs 4, Literature 3, Police Procedure 6, Sci-Fi Trids 4, Security Companies 5 (Knight Errant +2), SWAT Tactics 5, Syndicates 4

Languages: English N, French 4, Japanese 3

Qualities: Ambidextrous, College Education, Day Job (40 hrs/wk), Martial Arts 3 (Karate, +1 die for Full Parry, +1 die on melee block Defense Tests, +1 DV on Unarmed Combat attacks), SINner (Ares), Will to Live 2

Augmentations: (all alphaware) Bone Lacing (Kevlar), Cybears (Rating 3, w/ audio enhancement 3, balance augments, damper, ear recording unit, and sound link), Cybereyes (Rating 3, w/ eye recording unit, image link, low-light vision, thermographic vision, flare compensation, and protective covers (transparent)), Datajack, Smartlink (SR2050-style, w/ off-hand induction pad), Wired Reflexes 2

Gear: Actioneer Business Clothes, 4x clips of standard ammo, commlink (Erika Elite w/ Novatech Navi, Response 4, Signal 4, System 6, Firewall 5), flashlight, Ford Americar (w/ engine customization [acceleration], engine customization [speed], improved suspension, and vehicle sensor), handcuffs, license (legitimate, concealed carry)

Programs: Analyze 4, Browse 6, Command 3, Edit 4

Maneuvers: Disarm, Ground Fighting, Kick Attack

Weapons:

Ares Predator III [Heavy Pistol, DV 5P, AP -1, SA, RC 1, 15 (c), w/ personalized grip and safe target system]

LENORE MCALLISTER

VITAL STATS

Date of Birth: 12 February 2029

Height: 1.55 m

Weight: 47.2 kg

Hair: Dark blonde (dyed black)

Eyes: Blue

Gender: Female

Metatype: Human (Vampire)

Awakened: Yes (Shaman)

SRS

B	A	R	S	W	L	I	C	M	Edg	Ess
3	5	6	2	4	5	5	6	7	8	3

Condition Monitor (P/S): 10/10

Armor: 6

Limits: Physical 5, Mental 7, Social 8

Physical Initiative: 11 + 2D6

Astral Initiative: 10 + 3D6

Active Skills: Arcana 3, Artisan 10 (Writing +2), Assensing 6, Computer 5, Counterspelling 6, Diving 1, Etiquette 5, First Aid 4, Instruction 7, Perception 6, Pilot Ground Craft 4, Pistols 5, Spellcasting 9, Swimming 6, Unarmed Combat 6

Knowledge Skills: American History 4, Area Knowledge: Houston 7, English Literature 9 (20th Century +2), French Literature 7, High Fashion 4, Monster Movies/Trids 6 (Kaiju +2), Religion 4 (Catholicism +2), Vampire Groups 9 (Fear the Dark +2)

Languages: English N, French 4, Spanish 3

Qualities: Ambidextrous, Bilingual, College Education, Inspired, Speed Reading, Will to Live 2

Initiate Grade: 1



Metamagics: Masking

Gear: AR contacts [Rating 3 w/ flare compensation, image link, and low-light vision], AR earbuds [Rating 1, w/ spatial recognizer], AR wristbands, armor clothing, commlink [Transys Avalon, Device Rating 6]

Spells: Detect Life (Extended), Fling, Levitate, Mana Barrier, Manabolt, Mask, Physical Barrier, Physical Mask, Stunbolt

Critter Powers: Dual Natured, Enhanced Senses (Hearing, Smell, Thermographic Vision), Essence Drain, Immunity (Age, Pathogens, Toxins), Infection, Mist Form, Regeneration, Sapience

Critter Weaknesses: Allergy (Sunlight, Severe), Allergy (Wood, Severe), Dietary Requirement (Metahuman Blood), Essence Loss, Induced Dormancy (Lack of Air)

Weapons/Attacks:

Natural Weapon [Bite: DV 3P, AP -1, -1 Reach]

SR4A

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	5	6	2	6	5	5	4	7	3	8	11	2

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 4/0

Active Skills: Arcana 2, Artisan 7, Assensing 3, Computer 2, Counterspelling 3, Diving 1, Etiquette 3, First Aid 2, Instruction 4, Perception 3, Pilot Ground Craft 2, Pistols 2, Spellcasting 5, Swimming 3, Unarmed Combat 3

Knowledge Skills: American History 2, Area Knowledge: Houston 3, English Literature 5 (20th Century +2), French Literature 4, High Fashion 2, Monster Movies/Trids 3 (Kaiju +2), Religion 2 (Catholicism +2), Vampire Groups 4 (Fear the Dark +2)

Languages: English N, French N, Spanish 3

Qualities: Ambidextrous, Bilingual, College Education, Inspired. Magician, Speed Reading, Will to Live

Initiate Grade: 1

Metamagics: Masking

Gear: AR contacts [Rating 3 w/ flare compensation, image link, and low-light vision], AR earbuds [Rating 1, w/ spatial recognizer], AR wristbands, armor clothing, commlink [Transys Avalon w/ Novatech Navi, Response 5, Signal 4, System 5, Firewall 3]

Programs: Analyze 4, Browse 4, Command 2, Edit 4 (Pro User Suite)

Spells: Camouflage, Detect Life (Extended), Fling, Levitate, Makeover, Mana Barrier, Manabolt, Mask, Physical Barrier, Stunbolt

Critter Powers: Dual Natured, Enhanced Senses (Hearing, Smell, Thermographic Vision), Essence Drain, Immunity (Age, Pathogens, Toxins), Infection, Mist Form, Regeneration, Sapience

Critter Weaknesses: Allergy (Sunlight, Severe), Allergy (Wood, Severe), Dietary Requirement (Metahuman Blood), Essence Loss, Induced Dormancy (Lack of Air)

Weapons/Attacks:

Natural Weapon [Bite: DV 2P, AP 0, -1 Reach]

KARLA MARSHALL

VITAL STATS

Date of Birth: 29 August 2026

Height: 1.31 m

Weight: 52.2 kg

Hair: Auburn

Eyes: Brown

Gender: Female

Metatype: Dwarf

Awakened: No

SRS

B	A	R	S	W	L	I	C	Edg	Ess
6	3	4	5	5	4	6	5	3	5.3

Condition Monitor (P/S): 11/11

Armor: 6

Limits: Physical 7, Mental 7, Social 7

Physical Initiative: 10 + 1D6

Active Skills: Artisan 4 (Writing +2), Blades 2, Computer 6 (Data Search +2), Con 7, Etiquette 5, First Aid 3, Forgery 3, Gymnastics 2, Negotiation 6, Palming 4, Perception 7 (Aural +2), Pilot Ground Craft 4, Pistols 3, Sneaking 5, Tracking 3

Knowledge Skills: Combat Bikers 3, Criminal Psychology 5, Denver Streets 5, English Grammar 5, Infected Creatures 3, NewsNet Personnel 4, North American Media 4, Serial Killers 3

Languages: English N, Lakota 3, Spanish 4

Qualities: Analytical Mind

Augmentations: Cyberears [Rating 2, w/ audio enhancement 3, damper, select sound filter 4, sound link], cybereyes [Rating 2, w/ image link, low-light vision, vision enhancement 3, vision magnification], datajack

Gear: Armor clothing, bug scanner [Rating 3], commlink [Erika Elite, Device Rating 4], jammer (area, Rating 3), maglock passkey (Rating 3)

Weapons/Attacks:

Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, SS, RC —, 4(m)]

SR4A

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
6	3	4	5	5	4	6	5	3	5.3	8	1

Condition Monitor (P/S): 11/11

Armor: 4/0

Active Skills: Artisan 2 (Writing +2), Blades 1, Computer 3, Con 4, Data Search 2, Dodge 2, Infiltration 2, Etiquette 2, First Aid 2, Forgery 2, Negotiation 3, Palming 2, Perception 4 (Aural +2), Pilot Ground Craft 2, Pistols 2, Tracking 2

Knowledge Skills: Combat Bikers 2, Criminal Psychology 3, Denver Streets 3, English Grammar 3, Infected Creatures 2, NewsNet Personnel 2, North American Media 2, Serial Killers 2

Languages: English N, Lakota 2, Spanish 2

Qualities: Analytical Mind

Augmentations: Cyberears [Rating 2, w/ audio enhancement 3, damper, select sound filter 4, sound link], cybereyes [Rating 2, w/ image link, low-light vision, vision enhancement 3, vision magnification], datajack

Gear: Armor clothing, bug scanner [Rating 3], commlink [Erika Elite, Device Rating 4], jammer (area, Rating 3), maglock passkey (Rating 3)

Weapons/Attacks:

Defiance EX Shocker [Taser, DV 8S(e), AP -half, SS, RC —, 4(m)]



COLONEL ANNE RAVENHEART

VITAL STATS

Date of Birth: 17 August 2016
Height: 1.67 m
Weight: 65 kg
Hair: Black
Eyes: Brown
Gender: Female
Metatype: Human
Awakened: Yes (Shaman)

SRS

B	A	R	S	W	L	I	C	M	Edg	Ess
4	4	5	3	6	5	6	4	13	7	5.6

Condition Monitor (P/S): 10/11

Armor: 6

Limits: Physical 5, Mental 8, Social 7

Physical Initiative: 11 + 1D6

Astral Initiative: 12 + 2D6

Active Skills: Arcana 10, Assensing 11, Astral Combat 10, Athletics skill group 3, Banishing 4, Binding 7, Close Combat skill group 5, Computer 4 (Data Search +2), Counterspelling 9, Enchanting 7, Etiquette 9, Firearms skill group 9, First Aid 7, Free Fall 3, Heavy Weapons 7 (Machine Guns +2), Instruction 7, Leadership 8, Perception 10, Pilot Aircraft 4, Pilot Ground Craft 7, Ritual Spellcasting 7, Spellcasting 11 (Combat spells +2), Summoning 9 (Spirits of Man +2), Survival 4, Tracking 7 (Urban +2)

Knowledge Skills: Area Knowledge: Chicago 10 (Containment Zone +2), Criminal Groups 7, Firearms 8, Folk Music 7 (Native American +2), Magical Groups 7, Magical Theory 4, Magical Threats 10 (Insect Spirits +2), Police Procedure 5, Public Relations 4, Romantic Trids 3 (Magical +2), Security Companies 10 (Knight Errant +2), SWAT Tactics 9, UCAS Politics 7

Languages: English 10, Sioux N, Spanish 4

Qualities: SINner (Full Corporate, Ares), Spirit Affinity: Spirits of Man

Initiate Grade: 8

Metamagics: Absorption, centering, cleansing, divining, invoking, masking, quickening, shielding

Spells: Acid Stream, Analyze Truth, Antidote, Armor, Astral Armor, Blast, Combat Sense, Detox, Fix, Flamethrower, Heal, Healthy Glow, Increase Reflexes, Makeover, Mana Barrier, Manaball, Manabolt, Mass Confusion, Phantasm, Powerbolt, Prophylaxis, Shattershield, Silence, Spirit Barrier, Stabilize, Stunball, Stunbolt, Toxic Wave

Spirits: 1 x spirit of man (Force 8, 3 services; manifests as an old Lakota woman), 1 x spirit of air (Force 8, 2 services), 4 x watcher spirits

Augmentations: Cybereyes [Rating 2, w/ eye recording unit, flare compensation, image link, low-light vision, thermographic vision], datajack

Gear: AR Gloves, area jammer (Rating 7), armor clothing, earbuds [Rating 3, w/ audio enhancement 3, select sound filter 3, spatial recognizer], commlink (Erika Elite, Device Rating 4), holo projector, mage sight goggles, medkit (Rating 3), plasteel restraints, power focus (beaded necklace, Rating 4), 20 x RFID Tags

Weapons:

Fichetti Security 600 [Light Pistol, Acc 6 (7), DV 8P, AP -1, SA, RC (1), 30 (c), w/ folding stock, laser sight, explosive ammo]

Stoner-Ares M202 [Medium Machine Gun, Acc 5 (6), DV 10P, AP -3, FA, RC —, 50 (c) or 100 (belt), w/ laser sight]

Vibro blade knife [Blade, Reach —, Acc 5, DV 5P, AP -2]

SR4A

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	4	5	3	4	6	5	6	13	7	5.6	11	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 4/0

Active Skills: Arcana 6, Assensing 6, Astral Combat 6, Athletics skill group 2, Banishing 3, Binding 4, Close Combat skill group 3, Computer 2, Counterspelling 5, Data Search 1, Enchanting 4, Etiquette 5, Firearms skill group 5, First Aid 4, Heavy Weapons 4 (Machine Guns +2), Instruction 4, Leadership 4, Parachuting 2, Perception 6, Pilot Aircraft 3, Pilot Ground Craft 4, Ritual Spellcasting 4, Spellcasting 10 (Combat Spells +2), Summoning 5 (Spirits of Man +2), Survival 3, Tracking 4 (Urban +2)

Knowledge Skills: Area Knowledge: Chicago 5 (Containment Zone +2), Criminal Groups 4, Firearms 4, Folk Music 4 (Native American +2), Magical Groups 4, Magical Theory 3, Magical Threats 5 (Insect Spirits +2), Police Procedure 3, Public Relations 3, Romantic Trids 2 (Magical +2), Security Companies 5 (Knight Errant +2), SWAT Tactics 5, UCAS Politics 4

Languages: English 6, Sioux N, Spanish 2

Qualities: Magician, SINner (Ares), Spirit Affinity: Spirits of Man

Initiate Grade: 8

Metamagics: Absorption, centering, cleansing, divining, invoking, masking, quickening, shielding

Spells: Acid Stream, Analyze Truth, Antidote, Armor, Astral Armor, Blast, Combat Sense, Detox, Fix, Flamethrower, Heal, Healthy Glow, Increase Reflexes, Makeover, Mana Barrier, Manaball, Manabolt, Mass Confusion, Phantasm, Powerbolt, Prophylaxis, Shattershield, Silence, Spirit Barrier, Stabilize, Stunball, Stunbolt, Toxic Wave

Spirits: 1 x spirit of man (Force 8, 3 services; manifests as an old Lakota woman), 1 x spirit of air (Force 8, 2 services), 4 x watcher spirits

Augmentations: Cybereyes [Rating 2, w/ eye recording unit, flare compensation, image link, low-light vision, thermographic vision], datajack

Gear: AR Gloves, area jammer (Rating 7), armor clothing, earbuds [Rating 3, w/ audio enhancement 3, select sound filter 3, spatial recognizer], Erika Elite commlink [Response 3, Signal 4, Firewall 3, System 4], holo projector, mage sight goggles, medkit (Rating 3), plasteel restraints, power focus (beaded necklace, Rating 4), 20 x RFID Tags

Weapons:

Fichetti Security 600 [Light Pistol, DV 5P, AP —, SA, RC (1), 30(c), w/ folding stock, laser sight, explosive ammo]

Stoner-Ares M202 [Medium Machine Gun, DV 6P, AP -2, FA, RC —, 50(c) or 100 (belt), w/ laser sight]

Vibro blade knife [Blade, Reach —, DV 4P, AP -2]



QUALITIES

POSITIVE QUALITIES

COLLEGE EDUCATION

Cost: 2 Karma

A character with the College Education quality has not only attended an institution of higher education but has made the most out of her stay and knows a substantial amount about a diverse group of academic subjects. The College Education quality modifies the Mental limit by +1 for any Academic Knowledge skill tests made by the character.

WEAPONS & GEAR

FIREARMS

ARES PREDATOR III

A favorite of law enforcement in the 2060s, the Predator III combines a rugged frame with a menacing appearance. Its integrated smartlink system is incompatible with modern wireless protocols and requires a translator program and either a fiber optic cable or skinlink to interact with modern PANs. Older, pre-Crash 2.0 smartlink systems (such as the one possessed by Lieutenant Lydia Bowden) require no such adaptations to function properly with the pistol.

SRS

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5 (7)	7P	-1	SA	—	15 (c)	6R	600¥

SR4A

DAM	AP	MODE	RC	AMMO	AVAIL	COST
5P	-1	SA	—	15 (c)	6R	600¥

INSPIRED

Cost: 4 Karma

That chorus with the earworm hook. The story that grabs you by the throat and won't let you go. The painting whose colors seem to move and dance as you stare at them. That's what an Inspired character can pull off. They have a reputation for being able to pull off miracles in their chosen field, and for having the muses whisper regularly in their ear. Choosing this quality provides an Artisan specialization for the character of their choice; unlike normal specializations, this one gives +3 dice to the Artisan test. The character also receives a +2 bonus in Street Cred (p. 372, SR5) among anyone who has knowledge of the area in which the character has their specialization.

MELEE WEAPONS

Vibro Blade: The blades of these weapons are serrated, and they vibrate at more than twenty times per second; they saw their way through their target, as well as slicing. This feature causes the weapon to hum audibly, making the weapon useless in situations requiring stealth.

The weapon's battery lasts for two hours, and it takes one hour to recharge. Additional batteries can be purchased for 25 nuyen each. Removing or inserting a battery into a vibro blade requires a Complex Action. If using the weapon unpowered, reduce the DV by 1 and ignore the AP modifier.

VIBRO KNIFE (SR5)

ACC	REACH	DAM	AP	AVAIL	COST
5	—	(STR+2)P	-2	6R	1,000¥

VIBRO SWORD (SR5)

ACC	REACH	DAM	AP	AVAIL	COST
6	1	(STR+4)P	-2	8F	2,000¥

WEAPON MODIFICATIONS

Personalized Grip: This modification is available for both ranged and melee weapons that include a handle or grip. It customizes the grip to a specific person's hand. When using this weapon, this person receives a +1 bonus to the weapon's Accuracy. This is cumulative with any other Accuracy modifiers used with the weapon.



RENFIELD & VAMPIRIC PAWNS

Sometimes, a vampire needs to get things done during daylight hours, or with a certain degree of circumspection. Often he can simply hire someone to do these things, but some things require more trust and discretion than the simple bonds of an employer/employee relationship can provide. A vampire often needs someone he can control completely.

He needs a pawn. A vampiric pawn, to be precise.

In the late 2040s and early 2050s, it was believed that the ability to create vampiric pawns was limited to a small subset of vampires and nosferatu. It has since come to light that nearly anybody Infected with HMMHVV-I can do it, provided they have the proper tools and training. Vampiric pawns used to be created by feeding the victim the vampire's blood, though this method was hit or miss at best. Now, in the 2070s, it's done through a drug called known on the streets as Renfield.

Renfield, while not an alchemical preparation in the strictest sense of the word, is a magically produced drug used by vampires (and other HMMHVV-I Infected) to create vampiric pawns. Creating the drug requires the vampire to draw approximately 250 ml of his own blood and then combine it with certain exotic (and potentially toxic) reagents and other ingredients; these ingredients can vary wildly, depending on which vampire is making the drug and how he was taught to make it.

Once the ingredients are combined, the vampire performs certain incantations over it. This is an extensive process, which costs the vampire 1 point of Essence when it is completed. In *SR4A* terms, this is an extended Enchanting + Magic (18, 12 hours) Test. In *SR5* terms, it is an extended Alchemy + Magic [Astral] (18, 12 hours) Test. Any glitches during this test cause the drug to impart one less point of Essence per glitch to the recipient when it is taken. A critical glitch means the enchantment fails, and the vampire loses the point of Essence for nothing. Edge may be spent on this test.

Once the drug is complete, it's time to administer it to

the (prospective) vampiric pawn. Ideally, the potion is ingested, but it can be injected if needed; after all, the chosen pawn may not be a willing volunteer.

Renfield is both physiologically and psychologically addictive. Once the pawn has become addicted to the drug, he gains the Immunity (Age) critter power (p. 295, *SR4A*; p. 397, *SR5*) and the Essence Loss weakness (p. 298, *SR4A*; p. 401, *SR5*). Immunity (Age) remains in effect as long as the pawn receives a regular dose of the drug. What constitutes "regular" is left to the gamemaster's discretion, but most vampires won't give a dose more frequently than once a quarter, due to the great personal expense involved in creating it.

Once transformed, the pawn is dependent upon the drug to maintain his Essence; even if he breaks the habit, he'll still have the Essence Loss weakness. Each dose gives him 1D6 points of Essence; he can carry up to twice his natural Essence, just like a vampire.

RENFIELD (SR5)

Vector: Ingestion, Injection

Speed: 1 Combat Turn

Duration: 7 days

Addiction Type: Both

Effect: Agility +1, Intuition +1, Strength +1, +1 Physical Limit, Euphoria (8 - Body hours, minimum 1 hour), +1D6 Initiative

Addiction Rating: 8

Addiction Threshold: 3

RENFIELD (SR4)

Duration: 7 days

Effect: Agility +1, Intuition +1, Strength +1, Euphoria (8 - Body hours, minimum 1 hour), +1 Initiative Pass

Addiction Type: Both

Addiction Threshold: 3



SPELLS

COMBAT SPELLS

ONE LESS [METATYPE/SPECIES] (DIRECT, TOUCH)

Type: M **Range:** T **Damage:** P
Duration: I **DV:** F-7

SLAY [METATYPE/SPECIES] (DIRECT)

Type: M **Range:** LOS **Damage:** P
Duration: I **DV:** F-4

SLAUGHTER [METATYPE/SPECIES] (DIRECT, AREA)

Type: M **Range:** LOS (A) **Damage:** P
Duration: I **DV:** F-1

These are variations of the Death Touch, Manabolt, and Manaball spells (p. 284, SR5). They're specialized, designed to target a particular species or metatype: One Less Naga, Slay Ork, Slaughter Vampires, and so on. The target of each spell is designated by the spell formula. These spells only discriminate based on biological species, not social status or any other quality.

One Less requires the caster to touch the target. Slay affects a single target. Slaughter is an area effect spell.

MENTOR SPIRIT ARCHETYPES

GREAT MOTHER

The Great Mother embodies nature, and supports all living things. She also embodies fertility; her bounty is great, even in the Sixth World, and she gives of it generously to anyone who needs it. She will fight to the death to protect her children. Her followers are healers of both body and soul, and cannot refuse aid to those who need it.

ADVANTAGES

All: +2 dice pool modifier to either First Aid or Medicine Tests (choose one)

Magicians: +2 dice for spells, preparations, and rituals in the Health category

Adepts: 1 free level of Rapid Healing

DISADVANTAGES

Followers of the Great Mother are lovers and healers, not fighters. As a result, they suffer a -1 dice pool modifier for any combat-related actions (using a combat skill, or casting a spell from the Combat category).

Similar Archetypes: Fertility, Healing

CREDITS

Dedicated, with love and respect, to Dan Johnson, who taught me the beauty of the English language, and his wife Laura, who taught me how to type. Thanks, both of you; I couldn't have done it without you. -Patrick

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