

SHADOWRUN SUPPLEMENTAL

NON-RUNNING ARCHETYPES

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FROM THE EDITOR...

BY ADAM JURY [ADAMJ@DUMPSHOCK.COM]

Our first release under the new schedule is a simple set of four non-standard archetypes — The Party Wizard, The Simsense Star, The Troll Bodyguard, and the Reporter. Each archetype includes full character statistics, a basic description, and plot hooks for dropping each character in your game quickly.

NEW PEOPLE

David Buehrer, long-time friend and ShadowRN Mailing List “Assistant Fearless Leader” has come on board to help convert our articles to HTML format for the web.

NEW FEATURES

We have some other cool new stuff available on our site. The site is now powered by the Open Source Software Wordpress (<http://www.wordpress.org>), and we now have RSS feeds available so you can keep track of our news via your favourite RSS aggregator. If you use LiveJournal, you can read Shadowrun Supplemental news by subscribing to our LiveJournal feed, username “sr_supplemental”.

You can now leave comments about individual articles on our website, and you can also use our message boards.

If you haven't seen the new features yet, check them out at <http://tss.dumpshock.com>

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Without your support, The Shadowrun Supplemental is nothing. Here's the three easiest ways to support us:

Use It — Use our material in your games, and tell your friends and fellow gamers where to go to get it!

Donate to It — Money pays for caffeine, and caffeine creates gaming goodness. You can donate at <http://tss.dumpshock.com/donate.html>

Contribute to It — Our new publishing schedule is going to let us take chances on more articles and more oddball articles — and we'll still be publishing our Regular Features that are always open to contributions. Our submission guidelines are available at <http://tss.dumpshock.com/guidelines.html>

THE PARTY WIZARD



The party wizard is involved in the fashion and entertainment industries. He can be working in an exclusive salon, provide magical special effects for trideo, or be a magical artist offering unique experiences to his clients. Whatever he does, he moves among the beautiful people and is privy to their secrets. He can be a fun-loving artist who is the life of the party, or a sleazy, hustling, power broker. Either way, he knows more than he usually lets on, and that information could be yours... for a price.

ATTRIBUTES

B Q S C I W E M R
 3 3 2 6 6 6 6 6 4

Initiative: 4 + 1d6

Dice Pools: Combat Pool 7, Spell Pool 6,
 Karma Pool 1

RULES

The party wizard was created with BeCKS v.2, using the standard 425 karma. One of his spells (Makeover) is from *Magic in the Shadows*.

ALTERNATES

For an elf, reduce Body to 2, OR reduce Biotech/First Aid to 1/2 and add the Distinctive Style Flaw.

POINT COSTS

Human	0
Edges	20
Flaws	-20
Resources (40,000¥)	40
Attributes	144
Active Skills	113
Magic (Sorcerer)	60
Spell Points	50
Contacts	18
Total	425

NOTES

A Party Wizard may be either Hermetic or Shamanic.

Hermetic: Chaos Magic is most appropriate.

Shamanic: Bacchus, Lover, Trickster, Wild Huntsman, or Moon Maiden are appropriate.

ACTIVE SKILLS

Biotech/First Aid
 Car
 Computer
 Etiquette
 Negotiation
 Sorcery
 Stealth

KNOWLEDGE SKILLS

Corporate Politics
 French Cuisine
 Magical Background
 Modern Art
 Seattle Entertainment Industry
 Seattle Movers and Shakers
 Seattle Night Life
 Seattle Rumormill

LANGUAGE SKILLS

English 6 R/W 3
 Japanese 4 R/W 1
 Sperethiel 2 R/W 0

EDGES

Connected (3-point, Buy Drugs/BTLs),
 Friendly Face

FLAWS

Pacifist (-2), Sensitive System

CONTACTS

Bartender Level 1
 Caterer Level 1
 City Official Level 2
 Club Habitué Level 1
 Corporate Secretary Level 1
 Data Broker Level 1
 Drug/BTL Dealer Level 2
 Media Producer Level 2

SPELLS

1/3	Stun Bolt	5
3	Clairaudience	6
2	Mind Probe	6
6	Detox (E)	4(6)
6	Heal	6
6	Healthy Glow	1
3	Trid Entertainment	6
	Physical Mask	6
	Influence	6
1	Makeover(E)	4(6)

ARMOR/CLOTHING

4 Secure Ultra-Vest, Ordinary Clothing (x3), Fine
 5 Clothing (x5), Tres Chic Clothing (x5).

GEAR

4 DocWagon Contract Basic (1 Year).
 Shamanic Lodge Materials (Rating 6).
 Tote Bag, Medkit with Supplies (x1), Pocket Secretary, Pager, Vid Player with Vidscreen and 10 Vid Disks, Musical Playback Unit with Quad Speakers and 12 Music Disks, Telecom (10 Mp) with 1 disposable Printer.
 BTL-modified simdeck, 10 Dreamdeck Chips, 15 Doses of Bliss, 20 Doses of Novacoke, and 15 Doses of Zen.

1 Month High Lifestyle

Credstick Balance: 3D6 x 100 Nuyen.

VEHICLE

Volkswagen Elektro.

THE SIMSENSE STAR

The simsense star is like a vision stepping out of a dream. As vivid as her sims are, it is still overwhelming to actually meet her in person. She can open all kinds of doors for you if you get on her good side. Be careful, though. Her corporate masters are very jealous of their prized possession. Watch out for her, too. Her bubbly personality could be hiding a sharp and cunning mind. And if you ever get on her bad side, she can make your life a living hell, with just a few phone calls.



ATTRIBUTES

B Q S C I W E M R
4 4 2 8 6 4 3.1 05(6)

Initiative: 6 + 1d6

Dice Pools: Combat 7

Karma Pool/Professional Rating: 1/2

ACTIVE SKILLS

Athletics 4
Bike 4
Biotech/First Aid 2/4
Etiquette 6
Negotiation 4
Pistols 3
Stealth 4

KNOWLEDGE SKILLS

Acting 5
Celebrity Rumormill 3
Corporate Politics 2
Fashion 4
Media Savvy 4
Pop Culture 4
Seattle Entertainment Industry 4
Seattle Party Spots 3

LANGUAGE SKILLS

English 6 R/W 3
Japanese 4 R/W 0
Sperethiel 4 R/W 0

EDGES

Friendly Face, Friends in High Places, Good Looks/Knows It, Good Reputation (2)

FLAWS

Combat Paralysis, Dark Secret

CONTACTS

Armored Limo Driver Level 1
Bodyguard Level 1
City Official Level 2
Club Habitué Level 1
Concierge Level 1
Lone Star Investigator Level 2
Media Producer Level 2
Night Club Owner Level 1
Securitech Decker Level 2
Tir Tairngire Diplomat Level 2
Trid Newshound Level 1
Yamatetsu Division Head Level 2

CYBERWARE

Induction Datajack
Simrig (Full-X)
Simlink (Rating 6)
Voice Modulator with Tonal Shift
Note: has two induction datajack adaptors.

BIOWARE

Bio Index: 1.4
Essence Index: 6.1
Enhanced Articulation
Clean Metabolism
Dietware
Scent Glands (subtle musk perfume)
Sensitive Skin
Skin Pigmentation (golden tan)

WEAPONS AND ARMOR/CLOTHING

Tiffani Needler [SA, 5M(f)] with 40 rounds, concealable holster, permit
Range (TN): 0-5 (4) 6-15 (5) 16-30 (6) 31-50 (9)
2 Flash Paks
2 FFBA half-body Suits [3/1]
2 Futura Line Blazer/Skirt combos [3/2]
Rapid Transit Line Light Jumpsuit [1/2] and Helmet [0/+2]
2 Venetian Line Cocktail Dresses [1/0]
Fine Clothing (x20), Ordinary Clothing (x10), Real Leather Clothing (x10), Tres Chic Clothing (x20)

GEAR

Designer Tote Bag, Platinum DocWagon Contract (1 Year), Music Playback Unit with Quad Speakers and 40 Disks, Pocket Secretary, Pager, Telecom (100 Mp), Savior Advanced Medkit, 3 Stim Patches (Rating 3), Truman Paradiso Simdeck, Video Playback Unit with Ultra hi-res Screen (2000 Nuyen cost) and 50 Disks

6 Months High Lifestyle

VEHICLE

BMW Blitzen 2050 Bike (datajack port) with 4 AutoNav Chips (Seattle Areas)

RULES

The simsense star was created with BeCKS v2, using the standard 425 karma. This character uses non-cultured bioware with an Availability of 8 or less.

ALTERNATES

For a human, raise Strength to 3, reduce Charisma to 6, raise Bike to 5, Negotiation to 6, and Pistols to 4, and add Computer skill of 1. The breakdown changes to Human: 0, Attributes: 144, and Skills: 127.

If bioware for starting characters is not allowed, reduce her Reaction to 5 and her Initiative to 5 + 1d6. Upgrade her DocWagon Contract to Super-Platinum, and change her High Lifestyle to 9 Months pre-paid.

POINT COSTS

Elf	20
Edges	30
Flaws	-30
Resources (1,000,000¥)	120
Attributes	154
Active Skills	97
Contacts	34
Total	425

THE SIMSENSE STAR



THE TROLL BODYGUARD

The troll bodyguard is the quintessential professional. He can handle obnoxious drunks and other troublemakers without making a scene, keep calm and poised when surrounded by clamoring newshounds, and still keep up with the latest news, fashions, and places to be seen. When the drek hits the fan, though, he shows a harder edge. You are safe in his hands — the same cannot be said about the opposition.

ATTRIBUTES

B 8(10) **Q** 5(8) **S** 8 **C** 4 **I** 4 **W** 4 **E** 1.6 **M** 0 **R** 4(7)
 Initiative: 7 + 2D6
 Dice Pools: Combat 8
 Karma Pool/Professional Rating: 1/2
 Bio Index: 4.6
 Essence Index: 3.8

RULES

The troll bodyguard was created with BeCKS v.2, using the standard 425 karma. This character uses non-cultured bioware with an Availability of 8 or less.

ALTERNATES

If your GM does not allow bioware for starting characters, reduce his Quickness to 5, reduce his Reaction to 4, reduce his Combat Pool to 6, and reduce his Initiative to 4 + 2D6. Reduce his Resources to 110 (800,000¥) and add 5 to Contacts, giving him an extra Contact of City Official (Level 2). Also add 14,000¥ to his starting cash.

POINT COST

Troll	40
Edges	10
Flaws	-10
Resources (900,000¥)	115
Attributes	154
Active Skills	112
Contacts	4
Total	425

NOTES

When layering the greatcoat, FFBA, and Sleeping Tiger suit and adding in cyber and bio, the troll bodyguard has armor ratings of Ballistic 9 / Impact 8.

ACTIVE SKILLS

Aikido	6
(Close Combat, Ground Fighting, Whirling)	
Athletics	3
Biotech/First Aid	1/3
Car	3
Computer	1
Etiquette	4
Negotiation	4
Pistols	5
Stealth/Alertness	2/4

KNOWLEDGE SKILLS

Bodyguarding	4
Classical Music	2
Corporate Politics	2
Current Events	3
Currently Hot Places	3
Fashion	3
Fine Wines	1
Media Savvy	3
Security Procedures	4

LANGUAGE SKILLS

English	4 R/W 2
Japanese	3 R/W 0
Sperethiel	2 R/W 0

EDGES

Bravery, Friendly Face

FLAWS

Distinctive Style, Weak Immune System

CONTACTS

Armored Limo Rigger	Level 1
Bodyguard Agency Rep	Level 1
Concierge	Level 1
Maitre d'	Level 1
Nightclub Owner	Level 1
Trid Newshound	Level 1

CYBERWARE [ALL ALPHAWARE] Blood Filtration (6), Boosted Reflexes (1), Ceramic Bone Lacing, Cyberears w/ Cosmetic Modification (to look

“Normal”), Balance Augmentation, and Dampener Cybereyes w/ Display Link, Flare Compensation, Retinal Clock, and Thermographic Vision, Datajack, Internal Air Tank, Radio (6, with ECCM [6], Commlink [4], and Transducer), Shock Hand

BIOWARE

Clean Metabolism, Enhanced Articulation, Muscle Toner (3), Orthoskin (3), Synthcardium (2)

WEAPONS AND ARMOR/CLOTHING

Morrissey Alta [troll-adjusted] with permit, Concealable Quick-draw Holster [troll-adjusted], 120 Normal and 120 Gel Rounds of Ammo, and 4 spare Clips. Defiance Super-Shock [troll-adjusted] with permit, Concealable Quick-draw Holster [troll-adjusted], and 40 Taser Darts. Ordinary Clothing (x10), Fine Clothing (x20), Tres Chic Clothing (x10), Mortimer Greatcoat (x2), FFBA full-body Suit with Chem Seal 4 (x2), Sleeping Tiger Line (Shirt, Vest, Jacket, and Slacks) (x2) [All troll-adjusted]]

GEAR

DocWagon Contract: Super-Platinum (1 Year). 3 Months High Lifestyle, Type II/Rating 6 MagLock on door, PANICBUTTON hook-up. Telecom (100 Mp), Music Playback Unit with Quad Speakers and 420 Disks, Video Playback Unit with Huge Screen and 30 Disks, Novatech Sandman Simdeck with 12 (8 baseline and 4 full-X) 2 POV 60 minute Recordings. Stylish matching duffel bag and travel suitcase, Pocket Secretary [troll-adjusted], Pager, Savior Advanced Medkit with 2 Refills, 1 Trauma and 4 Antidote (Rating 6) Slap Patches, 2 sets of Containment Manacles.

VEHICLE

Toyota Elite [troll-adjusted] with Datajack Port, 8 AutoNav Chips (Seattle Areas).

THE REPORTER

The reporter lurks on the edge of high society, waiting for an opportunity to scoop his competition on the latest dirt or gossip. He blends into the crowd, then fades back into the shadows. Capable of schmoozing with corporate drones or lowlife thugs, he is a social chameleon who can cajole the darkest secrets out of people. If you help him get his scoop, he can help you in turn. Just watch what you say — it could wind up in a newsfax 15 minutes later.

ATTRIBUTES

B 3 **Q** 4 **S** 2 **C** 6 **I** 6 **W** 4 **E** 3.44 **M** 0 **R** 5

Initiative: 5 + 1D6

Dice Pools: Combat Pool 7

Karma Pool: 1

Bio Index: 0.6

Essence Index 6.44



ACTIVE SKILLS

Athletics
Biotech/First Aid
Brawling
(with Evasion)
Car
Computer/Search Ops
Electr/Control Sys
Electronics B/R
Etiquette
Interrogation/Verbal
Negotiation
Pistols
Stealth

KNOWLEDGE SKILLS

Conspiracy Theories
Corporate Politics
Seamy Side of Seattle
Seattle Rumormill
Underworld Politics

LANGUAGE SKILLS

English/Cityspeak 6/7 R/W 3
Japanese 4 R/W 2
Spanish 4 R/W 2

EDGES

Friendly Face, Perceptive

FLAWS

Compulsive, Snoop (-2), Pacifist (-2)

CONTACTS

Bartender Level 2
City Official Level 2
Club Habitué Level 1
Corporate Secretary Level 2
Cutter Gang Lieutenant Level 1
Data Broker Level 1
Lone Star Beat Cop Level 2
Media Producer Level 2
Seoulpa Ring Stringer Level 1
Snitch Level 1

CYBERWARE [ALL ALPHAWARE]

3 Cyberears with Cosmetic Modification (to look "normal"), Hearing Amplification, Sound Dampening,
1/3 Select Sound Filter (Rating 5), and Recorder
2 Cybereyes with Opticam, Image Link, Flare
5 Compensation, Low-Light Vision, Eye Light System,
3/5 Optical Magnification (Level 3), and Retinal Clock
3/5 Datajack
4 Headware Memory (90Mp)
6 Jolt Alert
4/6 Radio (6) with ECCM (6), Commlink (3), and
6 Transducer

BIOWARE

3 Nephritic Screen
4 Clean Metabolism

WEAPONS AND ARMOR/CLOTHING

4 Colt America L36 with permit, concealable holster,
4 110 Rounds of Ammo, and 2 spare Clips.
6 Mortimer Crimson Sky Jacket, Secure Ultra-vest,
4 Hardliner Gloves, Ordinary Clothing (x5), Fine
Clothing (x5), and Tres Chic Clothing (x3).

GEAR

1 External Transducer, Sony CB5000 Cybercam
with Tridlink Adaptor, Vidlink Transmitter (Rating
6), Signal Amplifier (Rating 6), and Repeater
(Rating 4).
Maglock Passkey (Rating 4), Lockpick Gun
(Rating 6), Wire Clippers, Ultrasound Detector,
Pocket Flashlight, Electronics Toolkit.
2 large duffel bags, Wrist Phone with Flip-up Screen,
Pocket Secretary, Pager, Medkit with 1 Refill, 1
Trauma and 1 Antidote (Rating 6) Slap Patches,
Ration Bars (10 Days), and Telecom (10 MP).
Level 2 DocWagon Basic Contract (1 Year).
Level 1 Fake ID — Standard Credstick (Rating 3).
Level 1 1 Month High Lifestyle and 1 Month Low Lifestyle
Level 2 Credstick Balance: 3d6 x 100¥.

VEHICLES

Mitsubishi Runabout.

RULES

The reporter was created with BeCKS v.2, using the standard 425 karma. This character uses non-cultured bioware with an Availability of 8 or less.

ALTERNATES

If your GM does not allow bioware for starting characters, then change the vehicle from a Mitsubishi Runabout to a C-N Jackrabbit (M), change both Lifestyles from 1 month to 3 months pre-paid, and add a tooth compartment (storage) to cyberware (this does not affect Essence).

POINT COST

Edges	20
Flaws	-20
Resources: (450,000¥)	90
Attributes	130
Active Skills	177
Contacts	28
Total	425

THE REPORTER



THE PARTY WIZARD

1. The party wizard desperately needs help. It seems that one of his “party favors” didn’t agree with a partygoer, who is now in a BTL-induced coma, and his Mafia buddies are none too pleased with that. If the runners can find out who supplied the wizard with the bad batch of Kong chips, or somehow appease the local capo, the party wizard will owe them more than a few chips.

2. The party wizard is throwing a huge party to celebrate the prestigious Merlin Award that he recently won for his artistic achievements. All ... most ... of the movers and shakers in the magical and entertainment industries will be there — it seems the party wizard snubbed a few colleagues (wizards being petty at times), and they decided that the gesture merited retribution. Will the party-crashers turn the biggest party of the year into a magical disaster?

THE SIMSENSE STAR

1. She was hot beyond your wildest dreams, and for some reason this goddess picked you up at a singles bar. It seemed too good to be true... and it was. Seems this goddess is a sim star of the X-rated variety. And her simrig was on. You always wanted to be famous, but not like this! If you don’t track down those recordings quickly, you’ll never live it down.

2. The sim star is missing! Not that this is the first time. He has a knack for giving media producers headaches. He might be slumming in a hellhole bar near the Redmond Barrens, or racing go-gangers along I-5, or shacked up in a motel with a newfound friend or two. If the runners could find this bratty runaway star, the producer would be very grateful; and he has lots of connections.



THE TROLL BODYGUARD

1. The troll bodyguard is recruiting. There is a big meeting between Ares and Novatech big-wigs set to take place at the top of the Space Needle, and they need extra security. Since the runners have mingled with high society before, they would be perfect for this job. If they accept and do a good job, they might be considered for similar jobs in the future, and they could make a few corporate contacts.

2. One of the megacorps needs to talk to Quince, a snake shaman and local fixer, about a few of his indiscretions. Quince is a partygoer who’s well known at many of the local night spots, so it should be easy to find him. And even better, he only has one bodyguard, some nattily dressed troll with a cultured accent. Sounds like easy pickings.

THE REPORTER

1. The reporter needs some help. He really needs to talk to a certain high society girl who might have the straight dope on some of her dad’s illicit dealings. The trouble is, she has a really possessive boyfriend. The little creep seems to always be attached to her elbow at every party and function. If the runners can find a way to distract the boyfriend and his buddies, the reporter will owe them — big time.

2. The reporter needs to crash at your place tonight. You see, some people seem to be trying to kill him. And the frustrating thing is that he’s not working on any hot stories right now. So why do they want to shut him up so badly? Keep him safe and maybe you’ll be able to get to the bottom of this odd situation.

