

NPC Roster I

Initiates of the Hidden Fire

The Initiates of the Hidden Fire are a small, Seattle-based magical group led by a magician called Flame. There is an associated company with the group called the Alchemical Securities Group (ASG). This company supplies magical services to a wide range of clients both corporate and private. When the players work over a small corporation or a rich person's house, they may find that these are the people behind the wards. Equally, if the players are looking for information, foci or even to hire an enchanting shop or hermetic circle, the Initiates of the Hidden Fire can provide.

Initiates of the Hidden Fire

Strictures: *Limited Membership (Hermetics), Fraternity, Dues (300 ¥ p/m)*

Members: *4*

Resources: *Medium*

Patron: *Alchemical Securities Group (ASG)*

Flame, Hermetic Magician

Human, Initiate 2

Image: Tall, broad-shouldered man in early thirties, with a shock of unnatural red hair and an alchemical nano-tattoo that curves lazily around one of his piercing blue eyes. He is dressed in decorated robes that would be cliché except for their obvious cost – red sweeping things embroidered with gold and emerald threads. The nanimated material pulses slowly in a hypnotic fashion, like hot coals.

Role-Playing: Confident, slightly arrogant, and irritatingly mysterious. Of course he makes a good living being all three of these things, but still. Arrogance does not always accompany stupidity, however and Flame is both a very competent magician and a not bad combatant. He also takes great pride in his ally spirit. He also has quite a quick temper if he thinks he has the edge over some one.

Background: Flame, aka *Jonathan Cane*, was born to a corporate family and expressed his gifts in his early teens. Consequently, he has been well-educated and his parents were savvy enough to fund his arcane education without binding him to any corporate apprenticeship schemes. He was also brought up to be a “winner” and deals very badly with not being the top-dog. Consequently, now in his thirties, he is running a successful business and living the good life and quite happy about it, thank you very much. The hermetic circle which he founded substitutes for any really close friends.

Work: In addition to the common money-spinner of ward work, Flame is licensed for court and police work, interrogating defendants and suspects with mind probes. He is also a very accomplished summoner.

Crucible, Ally Spirit

Image: The word monster was never more appropriate. It seems to partly be, or once have been, a

wolf. Now whatever the coal dark, smoldering thing is, it's no natural animal. Lava-like seams of heat crack their way through its charcoal fur and its eyes burn with orange fire, as the thing crouches toward you.

Role-Playing: Guarded and dangerous. Crucible is not afraid of anything and has the predatory instincts of the wolf it once was. But though animal-like in personality and behaviour, it is nonetheless intelligent and will apply that intelligence well when it is hunting.

Background: Once a natural wolf, purchased by Flame at great expense, it is now the inhabited form of his ally fire elemental. It is intelligent, but fierce, and utterly loyal to its master. For sport, its master sometimes takes it out to a reservation in the NAAN where, for a fee, he is allowed to set Crucible hunting, which it loves.

Haze, Hermetic Magician

Human, Initiate 1

Image: A young woman of not quite determinable age with perfect, purchased beauty and cybered, amber eyes. She dresses in an soft, claret suit, perfectly tailored and which shimmers different shades from time to time.

Role-Playing: Mercurial and takes pleasure in keeping people off-balance. Incredibly intelligent and able to keep a straight face through even the most outrageous lies. Ostensibly friendly, however.

Background: Haze, aka *Jane Dupont*, has always been too clever for her own good. The arcane complexities of hermetic magic are her bread and butter, and although she has developed her power to only a limited degree, her grasp of theory and is superb. She graduated from MIT&T with a first class honours and has now moved to Seattle to pursue a career in the lucrative security market, there. Her life so far has been fairly studious and though she's well capable of being sociable, even pretty wild, the sad truth is that there are so very few people who can actually understand her.

Work: In addition to the routine work of setting up wards for various corporations and wealthy homeowners, Haze runs a very successful line in designing formulas, whether for spells, enchantments or very occasionally spirits. She also works part time as a tutor in spell craft and magical theory.

Isaac Oded, Hermetic Magician

Dwarf

Image: An immaculate little dwarf who looks like he's just rolled off the assembly line. From his shiney black shoes to his precisely back-combed, grey hair and his perfectly pressed blue suit in between – he couldn't be more spruce. Hypothetically, if there were dirt on him, it would be clean. A small AR monocle is clipped to his breast pocket, fitted with a flip-down jeweller's magnifier, no less. Probably for checking everything is straight.

Role-Playing: By the book. Can't hurry him. Can't distract him. He's methodical, precise, and when he makes a joke it's usually so subtle it's a day before anybody notices. His favourite saying is: "You rush a miracle man, you get rotten miracles."

Background: Isaac was born. He found he was a mage. So he studied and learnt how to be one. Then he worked as one. It all seems fairly straight-forward to Isaac and he's never really understood why other people find life so complicated. They're probably just not very clear thinkers.

Work: Isaac is an enchanter, and though capable of small magics, primarily focuses on producing formula, preparing tesmas, refining orichalcum, etc. He is perfectly competent at creating wards,

however.

Leo Mills, Hermetic Magician

Human, Initiate 1

Image: An unprepossessing, rather skinny, nebbishy man with little round AR spectacles and who looks ill at ease in his smart, grey suit. From stooped posture to the slightly pleading expression on his face, he looks like a walking apology. A commlink dangles on a chain around his neck and blips his social networking profile to others. It indicates that his name is Leo, he is coincidentally a Leo and is interested in magical theory, goblin rock concerts, ork culture and making new friends.

Role-Playing: Leo is awkward, bright and actually one of the nicest people you could hope to meet. He's well liked by his friends and frequently goes out of his way to help people. He's also quite bright and earning a good living as a mage. He's rather daunted by Flame and over-awed by Haze, but once he's comfortable in a group he can actually be quite talkative.

Background: Leo comes from a Puyullup barrens family that scrimped together just enough money to pay for their child to undergo magical testing. Their extreme good fortune that little Leo had magical potential got him a life he would never have had otherwise. Sadly his parents were killed when caught up in gang warfare in Leo's seventeenth year. He has vowed never to forget his origins, and a good portion of his income goes to various barrens social programs.

He is married to Catherine Mills, his childhood friend and sweetheart.

Work: Leo seems to have a natural gift for Cleansing and is the circle's specialist in dealing with harmful background counts.

Catherine Mills, Samurai

Ork

Image: A petite ork woman, about 5'10" (1.52m), with a strong, muscular build, light skin and soft dark hair, perhaps Japanese origin. She typically wears a vaguely military ensemble, including an armoured jacket and carries an SMG on her hip. She looks confident in her ability to use it, too.

Role-Playing: An honourable woman, but slow to trust. Until that point, she remains quite remote and intimidating. She doesn't take kindly to threats or violence.

Background: Catherine spent the early part of her life in the Puyallup barrens. It wasn't nice. To this day, she remains untrusting and suspicious of people. And she sees that as a good thing. It was only Leo's care and affection for her that gave her a bridge out of the barrens, though ironically she and Leo both see her as the strong protector of the couple. They're an odd couple, not least because of the gender-reversed roles of their physical power, but they owe each other a lot over the years and love each other deeply.

Work: Catherine works for the group as a physical security and bodyguard. In addition to being a skilled combatant, she makes use of various knowsofts in order to oversee some of the circles mundane security such as drones.

Game Statistics

Flame, Hermetic Magician

Human, Initiate 2

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
3	3	3	3	5	3	4	5	5	2	6	6	1	10

Movement: 10/25

Skills: Assensing 3, Astral Combat 4, Blades 2, Counterspelling 4, Conjuring Skill Group 4, Dodge 2, Etiquette (Corporate) 3, Leadership 4, Negotiation 2, Perception 1, Spellcasting 3, Unarmed Combat 5

Metamagic Techniques: Quickening, Ally Conjunction

Spells: Analyze Magic, Armour, Astral Armour, Compel Truth, Detect Magic (Extended), Fireball, Flamethrower, Ignite, Mind Link, Mindprobe, Offensive Mana Barrier, Stunball, Stunbolt.

Gear: Weapon Focus (Katana) 3, Sustaining Focus 5, Armour Clothing (4/0), Commlink (Transys Avalon, Iris Orb O/S), Image Link Contacts, Eurocar Westwind.

Language: English, Latin, Greek.

Crucible

Force 3 Ally Spirit, Inhabited Hybrid Merge Wolf

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
5(7)	6	6	5	3	3	3	3	3	4	3	9	2	11(12)

Movement: 10/50

Skills: Assensing 3, Astral Combat 3, Counterspelling 3, Dodge 3, Infiltration 3, Perception 3, Shadowing 3, Spellcasting 3, Tracking 3, Unarmed Combat 3

Powers: Banishing Resistance, Concealment, Dual Nature, Elemental Attack (Fire), Energy Aura (Fire), Immunity to Normal Weapons, Magician, Natural Weapon (Claws/Bite: 4P, AP0), Sapience, Sense Link.

Spells: Astral Armour, Detect Life, Magic Fingers, Mind Link, Ram (Door), Shadow, Stabilize.

Quickened Spells: Increase Body (Force 7)

Haze, Hermetic Magician

Human, Initiate 1

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
2	2	3	1	3	3	5(7)	4	3	3	5.6	6	1	9

Movement: 10/25

Skills: Arcana 6, Assensing 3, Athletics 1, Counterspelling 5, Con 4, Conjuring Skill Group 2, Dodge

1, Enchanting 2, Etiquette (Street) 3, Leadership 3, Negotiation 3, Perception 3, Spellcasting 4.

Metamagic Techniques: Quickening

Spells: Alter Memory, Analyze Device, Analyze Magic, Chaotic World, Confusion, Deflection, Fast, Heal, Influence, Invisibility, Levitate, Mask, Mob Mood, Orgasm, Phantasm, Physical Camouflage, Translate, Stunbolt.

Bioware: Betaware Cerebral Booster 2, Betaware Cybereyes (Image Link, Vision Enhancement 2, Vision Magnification)

Gear: Armour Clothing (4/0), Spellcasting Focus (Manipulation) 2, Commlink (Erika Elite, Iris Orb), Honda Spirit.

Language: English, Latin, Greek, Japanese, Hebrew.

Isaac Omed, Hermetic Magician

Dwarf

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
3	2	1	3	3	2	5	6	4	2	6	3	1	9

Movement: 8/20

Skills: Arcana 4, Assensing 3, Counterspelling 2, Enchanting 4, Etiquette 2, Negotiation 3, Perception 3, Spellcasting 3.

Negative Qualities: Enchanter Aspect (-4 dice conjuring, sorcery, assensing, astral combat).

Spells: Analyze Magic, Detect Magic.

Gear: Commlink (Transys Avalon, Iris Orb), Honda Civic

Language: English, Latin, Greek, Hebrew

Leo Mills, Hermetic Magician

Human, Initiate 1

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
1	1	2	1	4	4	5	5	3	6	6	5	1	9

Movement: 10/25

Skills: Arcana 3, Assensing 4, Astral Combat 4, Counterspelling 3, Conjuring Skill Group 3, Etiquette (Street) 3, Perception 4, Sorcery Skill Group 3.

Metamagic Techniques: Cleansing

Spells: Confusion, Cure Disease, Deflection, Heal, Healthy Glow, Invisibility, Shapechange, Stunbolt,

Gear: Armour Clothing That Wife Makes Him Wear (4/0), Commlink (Erika Elite, Iris Orb), Honda Spirit, Harley Scorpion

Language: English, Latin.

Catherine Mills, Samurai

Ork

B	A	R	S	C	I	L	W	E	ESS	Init	IP	CM
6	4(5)	4(7)	5(6)	2	3	2	2	2	0.68	7(10)	4	11

Movement: 10/25

Skills: Athletics Skill Group 3, Automatics 3, Blades 3, Cyber Implant Weaponry 3, Dodge 3, Etiquette (Street) 3, Infiltration 1, Negotiation 1, Pistols 3, Longarms 3, Unarmed Combat 3.

Qualities: High Pain Tolerance

Cyberware: Alpha Wired Reflexes 3, Alpha Muscle Replacement 1, Alpha Cybereyes (Imagelink, Smartlink, Vision Enhancement 2, Thermographic Vision), Alpha Datajack, Alpha Hand Razors

Gear: Ares Predator IV, Ingram Smartgun X, Armour Jacket, Knowsofts (Home and Small Office Security Procedures and Tactics 4), Knife. 2x Doberman Drones w/ Ingram White Knight LMG, Bulldog Step Van.

Language: English.

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NPC Roster II

Informants

The below is a selection of informants and contacts for the Shadowrun game. They are not intended to be connected in any way other than thematically. When a GM needs to feed some information to the players following some successful Charisma + Etiquette rolls, or a new characters wants to purchase a couple of low-influence contacts, the following should be able to be dropped into most games.

Eden, the dancer

Human, Snake Shaman

Image: A petite, snake-hipped femme with long curling dark hair, curves like a goddess, smile like a genie. She wears snake-skin (real?) pants and a black leather waistcoat that shows a soft slight belly and buttons tight across her chest. A small painting of an apple tree adorns the base of her spine.

Quote: *'I don't know all that fancy philosophy and theology and school stuff, but I figure if something feels right, then it must be... don't you think? Ain't nothin' complex 'bout that.'*

Role-Playing: Young, fun and possessed of a profoundly practical sort of wisdom. Kind and supportive, but sometimes a little difficult to prise away from (or off) the bar.

Background: Born and raised in Chicago at first, but since moved to Seattle for a better life, Eden knows one thing and one thing well – how to live and to party. Making her nuyen in the bars and strip clubs from Downtown to Tacoma to Bellevue, Eden has two things that set her apart from the other dancers... hips that move like a Latin American Dance Queen and the ability to cast spells. Eden first heard the call of Snake when she was sixteen, surviving in Chicago. Snake is Eden's dark side... not evil, just hedonistic. Snake is also a healer and a wise counsellor to her. Eden is not afraid to work her magic into her performances, and in exclusive showings, transforms herself into a snake and back as well as using her charmed pets in some of the shows. Eden has no problem with her sexuality and wouldn't do the job she did if she felt it was wrong. She attracts both men and women to watch her.

Contact Potential: Eden's skills and profession get her into the oddest of places. Her friendly demeanour and openness, lead a lot of people to confide in her. Potentially, Eden could have a line of access to anyone from the topmost politicians to the lowest of mafia bosses. Getting her to divulge the information to the players however, could be a whole different game, however.

Human, Magician (Shaman)

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
3	3	2	2	5	5	3	4	1	5	6	6	1	10

Movement: 10/25

Skills: Assensing 3, Con 2, Conjuring Skill Group 3, Counterspelling 3, Dance 4, Dodge 2, Escape

Artist 2, Etiquette (Street) 5, First Aid 1, Leadership 1, Negotiation 1, Perception 5, Spellcasting 3, Knowledge (Seattle Clubs and Bars) 3, Knowledge (Seattle Gangs) 2, Knowledge (Insect Spirits) 2, Knowledge (Popular Music) 3.

Language: English

Spells: Detect Magic, Critter Form (Snake), Borrow Sense, Mind Link, Mind Probe, Alleviate Addiction, Increase Charisma, Healthy Glow, Double Image, Control Animal

Gear: Metalink Comm (Vector Xim OS), Sustaining Focus (Force 1)

Six-Face Shihab, the Spirit

Free Spirit, Force 2

Image: An over-large head, about a foot wide with a face on every side. some moustached, some smooth, some fierce-browed, some fat jowled. The apparition bobs along, rotating sometimes as each face peers to look at whatever catches its interest. A low bub-bub of muttering filters through the air as the various faces constantly argue, complain or compliment each other.

Quote: *"Look at that... what? It's gone now. What was it? There's a rat over there. Is that what you saw? No. You keep out of it. You keep out of it. Let's eat the rat. It's not your turn. I don't mind. What did you see? But it's not his turn. No really it's okay. What did you see? He doesn't mind. I'm going to eat the rat. You're not going to eat the rat. WHAT DID YOU SEE? Hey, there's an ork over there looking at us. I just said that. No you didn't. I did – I said look at that! You're always letting him boss you around. I'm not hungry. He's not hungry! He's just saying that. Do we know the ork? No, no, no, don't think so, not seen him before myself, no. Oh, the rat's gone now. Let's go look at the ork."*

Role-Playing: Nosy, curious, sometimes playful, often rude. Imagine six slightly senile men glued together for all eternity. Which is not to say that Shihab is either slow or stupid, merely short on focus and sometimes difficult to talk to.

Background: As with many free spirits, nobody quite knows where this one came from. He seems to have emerged sometime in the last three years to float about the city, spying on people through windows or from the astral and to give the occasional child a fright of truly epic proportions. Each face can talk and observe independently, though he seems to have no problem deciding what he wants to do. If indeed it is a 'he' and not a 'they.' Incidentally, Shihab's faces are mainly middle eastern in appearance, and though they vary widely in appearance, they are all male and all just a little too big on his larger than human great cubic head. Aside from spying and nosing on people, Shihab's other two joys seem to be carrying on endlessly inane conversations with itself, like two old ladies in a nursing home, and secondly, eating rats whenever it can catch one. The sight of the spirit gleefully descending on a rat and chomping up the morsel (only to have the bones be spat out by a different face) is one that can disturb even the most hardened of shadowrunners.

Contact Potential: Shihab has few needs as a spirit and zero interest in money. If the players wish to bargain with the spirit for knowledge (and the spirit can take great, mean-spirited delight in being

suddenly cagey when it wants to be), they are going to have to pay it in kind. Fortunately, Shihab has some different ideas about what value to place on knowledge and may happily exchange valuable black mail material on the local Yakuza boss in exchange for juicy gossip about a neighbour he's become interested in.

Free Spirit, Force 2

(Materialised)

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
3	3	2	3	2	2	2	2	2	2	2	4	2	10

Movement: 15/40 (flight)

Skills: Assensing 3, Con 2, Counterspelling 2, Dodge 2, Flight 2, Infiltration 3, Negotiation 2, Perception 4, Spellcasting 2, Knowledge (Seattle Geography) 4, Knowledge (Seattle Gangs) 2, Knowledge (Seattle Criminal Organisations) 2.

Language: Arabic, English, Japanese, Cantonese, Sioux, Spanish.

Powers: Astral Form, Concealment, Materialisation, Search, Enhanced Senses (Low-Light), Sapience, Confusion, Magician.

Spells: Detect Individual, Analyse Truth

Hurtle Harry, the taxi-driver.

Dwarf, rigger.

Image: A fat little Chinese dwarf, with a range of nano-tattoos, black hair receding at the front, long and pony-tailed at the back, he's typically dressed in a grubby jumpsuit and boots. He looks a little shy of middle-age so for a dwarf, he must be hitting the lifestyle pretty hard.

Quote: *'If you go fast enough, nothing else will hit you... see – totally missed that drone – it's just common sense. What's easier to catch? A ball or a bullet? The faster you go, the safer you are.... What if I hit something? No sir, if you go fast enough, everyone will get out of your way. Take my advice and never drop below 100kph. It's the magic number.'*

Role-Playing: Friendly, gregarious, but nobody's fool. He's got the gift of the gab and can talk extensively on urban brawl, combat biking, politics, crime and racial equality. But he knows how to listen to the interesting fares, too, and Hurtle Harry certainly picks up some interesting people from time to time.

Background: A Seattle native, Harry Hong loves the city like nobody else ever could. He knows the high points and the low points (okay, maybe the low points) and cares passionately about the life of the regular Seattlite. Making his money racing people around the city, he works long hours to provide for his wife and kid, and if he can top up his kid's school fund by selling a little information on the

side, then that's all to the good.

Contact Potential: Quite naturally, Harry (the “Hurtle” to his friends) can provide good information on things that are going down in Seattle. If you need to know who's muscling in on who's turf and which politico was secretly ferried back from a bunraku parlour in the early hours of the morning, ask Harry. Just be prepared to feed his meter a little extra in return.

Dwarf

B	A	R	S	C	I	L	W	E	ESS	Init	IP	CM
3	2	3	3	3	3	2	3	3	5.1	6	1	10

Movement: 8/20

Skills: Pilot Aircraft (Air Taxi) 3, Pilot Groundcraft 3, Etiquette (Street) 3, Con 1, Negotiation 3, Pistols 1, Unarmed Combat 1, Knowledge (Seattle Geography) 3, Knowledge (Seattle Criminal Activity) 3, Knowledge (Seattle Politics) 3, Knowledge (Urban Brawl) 2, Knowledge (Combat Biking) 2,

Language: English

Gear: Air Taxi (awaiting Arsenal), Colt American Lt. Pistol. Mapsoft (rating 5), Fake Licences (rating 2-4), Fake SIMs (ratings 2 – 5). Commlink (Renraku Sensei, Renraku Ichi). IC loaded in Air Taxi node.

Cyberware: Datajack, SIM Module (Hot SIM Modified), Control Rig, Image Link,

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NPC Roster I II

Prime Runners

This collects a selection of advanced opposition for Shadowrun 4th edition. All of these characters are intended to be elite rivals, resistance or assassins for the PC party. They vary in power, and as always in Shadowrun, what one does is typically more important than what one is capable of. However, all of them, most especially Lucia, have the potential to seriously threaten the PCs.

Dulac, the Special Forces.

Elf, Samurai

Image: A little short for an elf, around 5'10" but slimly muscular and with a lean, Caucasian face, framed by simple dark hair. Nothing immediately stands out, except the somewhat pallid cast to his skin and his dark, slightly red-rimmed eyes. On a mission, he will likely be kitted out in a camouflage suit, mask and goggles.

Quote: *'You mind your own business. You tell me the job, I do the job. That's where it begins and that's where it ends. I don't need your curiosity and I certainly don't want your friendship.*

Role-Playing: Intense, self-absorbed, haunted. Driven is a word that comes easily to mind with Dulac. Unnerving is another. For the most part, Dulac will be completely efficient and businesslike. Sometimes he will appear very haggard and sleep deprived. Occasionally, he might break down into tears, wail and rant. He will become very passionate and pro-Tir if the subject of that neighbouring country comes up. He also leans toward elf supremism.

Background: Dulac, whose real name is Francis Pitou, was born in Bordeaux in 2032, to human parents, but in 2035, they emigrated to Tir Tairngire in hopes of a better, and prejudice free life for their special child. To some extent, they got what they wanted. Though eternally held-back by being human themselves, their child proved to be quite gifted and began to ascend the ranks. Raised in the culture of Tir Taingire and further conditioned by choosing to enter the Tir Peace Force, the young boy grew up with a deep, almost fanatical loyalty to the ideals of his country and the "elven ideal." It was a natural progression that he followed and by the age of thirty-two, he had made his way into the elite Tir Ghosts and a Paladin, swearing fealty to Prince Ebran "the Scribe." It was to be his undoing. Captured in a minor diplomatic incident with the Sioux, he was held captive for eight weeks, during which time he was brutally and repeatedly tortured. He broke under the treatment and gave up what minor information he had. Returned in a prisoner exchange, he was accepted back into the Tir without charges. Perhaps had he been in better shape on his return, there might have been further disciplinarys carried out, but he never recovered from what he endured. The confrontation with what he sees as his own cowardice and weakness (it is not), is one he has not been able to reconcile with his self-image. After eight months on leave undergoing therapy and treatment in the Tir, he one day simply disappeared, crossing two border and winding up in the Seattle underworld. His elite training and bioware make him a valuable resource and he knows it, hiring himself out almost indiscriminately. His

neighbours in Downtown apartment complex know him only as a quiet person who does not mix, But by in between runs and superficial socialising, he sits at home dwelling on his betrayal and slotting the rarest of BTL's – torture simulations from the victims, view point. Sometimes he will tie himself to a chair, gagged, with the restraints timed to release him after a set period, and he will run the SIMs. Each time he pushes himself until he breaks down and betrays his prince once more, and each time he blames himself. If he endures the treatment, then next time he simply sets it to run longer, or more intensely. The experience leaves him scarred and exhausted each time. He will, however, stop at nothing to get back to his lost state of faith in himself.

Role: Dulac can be used as a rival runner getting to the goal minutes before the players, an assassin targeting someone the PCs are guarding or a pawn of their enemy. Best is if he can be introduced as a character in his own right, before the players come up against him in a run, however.

Usage Suggestions: Running in parallel with the team and taking the prize from under their noses; infiltrating the players safe-house; interrogating a captive PC with the use of drugs and BTL torture simulations.

Elf, Samurai

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
4	5 (8)	5(7)	3	3	4	2	6	0	3	3.75	9(11)	1(3)	10

Movement: 10/25

Skills: Automatics 4, Blades 3, Climbing 4 (Buildings), Con 2, Dodge 4, Electronic Warfare 1, Etiquette 2, Infiltration 5 (urban), Intimidation 3 (Torture), Hardware 2 (Security Devices). Perception 4, Pistols 4, Longarms 4, Pilot Groundcraft 2, Running 3, Swimming 2, Negotiation 1, Disguise 2, Navigation 1, Shadowing 3 (Tailing), Unarmed Combat 3,

Languages: English, French, Speredheriel

Qualities: Guts, High Pain Tolerance III.

Gear: Commlink (Transys Avalon, Response Upgrade 6, Sim Module, Firewall 6, System 5, IC w/ Pilot 5, Black Hammer 5, Armour 5, Attack 5, Analyse 5), Trodes, Tag Eraser, Chameleon Suit, (Non-conductivity 5, Thermal Damping 5), Fake Licence 6, Fake SIN 5, Torture BTLs, Walther MA-2100 Sniper Rifle, w/ APDS (7P, -8AP, 10(m), smartlink), Uzi IV (smartlink), Gecko Tape Gloves, Hardware tools,

Cyber / Bioware (all betaware): Orthoskin III, Muscle Toner III, Bone Density Augmentation III, Synthacardium III, Cybereyes II (Image Link, Recording Unit, Low Light, Thermographic, Smartlink, Flare Compensation). Synaptic Booster II.

Buffalo, the Warrior.

Troll Samurai.

Image: A serious-looking amerind troll, standing a fraction under eight feet, with a squat, powerful frame, His straight black hair falls around two ebony-polished horns and frames a thick-boned, powerful face.

Quote: *'I wish you to understand that this is not personal. We all do what we have to do.'*

Role-Playing: The classic strong, silent type on the outside, masking a quiet rage and desperation underneath, an anger ever ready to erupt unexpectedly to the surface. Capable of acts of compassion where able to, however.

Background: Buffalo is a citizen of Salish-Shidhe and native american, born a troll. He served time in the Salish-Shidhe military and performed adequately. Lacking other options, he would probably have gone all the way. But a nasty fight left him near death. It wasn't even military action – just a bar fight that got out of hand when some of the participants turned out to be Syndicate men. Shot multiple times on leaving the place, Buffalo lost both arms and took severe damage to his chest and a fractured skull. Military health plan took care of the basics and pulled him through, but to pay for cyberware suitable for his troll body, Buffalo had to get loans from the one group that would lend money to a troll in his situation – the Yakuza. Now Buffalo's life is a spiralling nightmare of debt and repayments, working as muscle or a hitman for his Syndicate owners. He dreams of buying his way free, but every time he gets close, something seems to happen to make things worse. And the only collateral he has, is expensive chrome that makes up his own body.

Usage Suggestions: Any organised crime scenario where serious muscle needs to be deployed or they don't want to risk their own men.

Troll, Street Samurai.

B	S	A	R	C	I	L	W	E	ESS	Init	IP	CM
9	9	4	4 (6)	2	3	2	3	2	0.25	7 (9)	1 (2)	13 (17)

Movement: 25/40.

Skills: Athletics Group 3, Close Combat Group 3, Dodge 2 (+1 Dodge – Move By Wire), Firearms Group 4, Heavy Weapons 4 (Machine Guns), Etiquette 3, Leadership 2, Automotive Mechanic 2, Outdoors Group 2, Infiltration 2, Shadowing 2, Archery 1, Parachuting 1, Perception 3, Cybertechnology 1, First Aid 1

Language: English, Makah

Cyberware: Synthetic Cyber Skull (Armour 1), 2x Synthetic Full Arm (Str 9, Bod 9, Agi 4, Armour 4), Synthetic Cyber Torso (Str 9, Bod 9, Agi 4, Armour 2), Move By Wire I (Alpha).

Gear: Armour Jacket (8/6), contact lenses (image link, smart link and flare comp.), Fake Licence 4, (Firearms), Ares Predator (w/ APDS ammo), FN HAR (w/ Smart link, assorted regular, APDS and Ex- Ammo), Stoner Ares M202 MMG (w/ Smart Link, gyro-stabalisation, gas vent II). Respirator, combat knife, combat axe (not normally carried).

Total Natural Armour, incl. troll bonus: 12 / 12

Lucia, the Santera.

Elf, Voodoo Tradition.

Image: A disarmingly pretty young woman, supple-limbed and graceful. Long curling black hair doesn't conceal the delicate tip of an elven ear and the dark latin eyes and full lips are merely accentuated by the slim proportions of the elven face. She typically dresses simply, in a white dress and gold bangles that complement her dark skin.

Quotes: *'When the loa ride me, I warn you – I will be different.'*

Role-Playing: There are two sides to Lucia. In one aspect, she has a light, warm personality, sweet and strong. When ridden by her loa, however, she becomes wild, savage and revels in unleashing her primal instincts. That is not to say that the latter side is less intelligent or perceptive. Both aspects of Lucia are as competent as the other but they couldn't be more different. Both aspects understand themselves to be part of a whole, respecting each other and sharing goals. Their methodology and modes of expression are merely diametrically opposed.

Background: Lucia grew up poor in El Paso but her parents always taught her right from wrong and she kept herself respectable, charitable and hard-working. Nor did she ever capitalise on her beauty or become vain. She was an angel amidst devils. At sixteen, she met a man, a practitioner of Santeria, who led her to a celebration on the outskirts of town. And there, she was stunned and amazed to suddenly see the “Invisibles” for the first time, soaring around and amidst the people who partied unaware of their astral guests. Lucia called out to them and they heard her. Her first possession was that night.

From there, her power grew. She came to Seattle and lived amongst the poor, gathering followers and adherents, still spreading light in a dark world. Even the local gangs pay her a certain respect, allowing her a neutrality that they would never accept from anyone else. In return, she has helped many who suffered injury, addictions or even just fears and doubts.

But sometimes, other methods seem appropriate. It is not a conscious decision on Lucia's part – without thinking through the implications of what she is doing, she performs the rituals and invites her loa into her body or into the bodies of her adherents that volunteer. And then she will unleash Hell before returning to her other aspect without qualm or concern over what the other aspect has done. The two aspects of Lucia regard each other as completely distinct, accept no responsibility for each other, yet work together perfectly.

Role: Lucia is capable in combat, though is reasonably stealthy (particularly making use of levitation or wall crawling) and more likely to spring upon a lone team member by surprise than a direct attack. She is particularly adept in astral combat and cunning enough to trick a hapless mage into exposing himself to attack. She also has many loyal friends in her community who help to serve as eyes and ears and even allow themselves to be possessed by her loa when she asks. Both Lucia and Lucia are accepted as angels by those they help. Lucia should always be played intelligently. In the one aspect she is wise and thoughtful, in the other aspect she is cunning and feral – not stupidly violent or wanton.

Usage Suggestions: Lucia can make a terrifying adversary for the players to blunder into when they become involved in gang politics or work for a corp or Syndicate that threatens Lucia's people or interests. They could also run across her if they have someone or something that she wants. She is a power unto herself, however and should be treated as such. Even the Syndicates and Lonestar avoid crossing her or meddling on her turf. The counterbalance to her power is that she is mainly benign unless provoked, and that she could be vulnerable to a surprise attack if well planned. Note that Lucia normally has a few bound spirits ready to be summoned into her followers (mostly gangers) or to sustain spells for short periods.

Elf, Magician (Voodoo), Initiate 4

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
2	5	5	1	8	3	3	5	7	4	6	8	1	10

Movement: 10/25

Skills: Assensing 4, Astral Combat 6, Banishing 4, Binding 4, Blades 1, Dodge 5, First Aid 2, Perception 4, Shadowing 2, Summoning 6, Infiltration 1, Influence Group 4, Counterspelling 4, Ritual Spellcasting 4, Spellcasting 6.

Languages: Spanish (N), English

Drain Attribute: Charisma + Willpower.

Qualities: Spirit Pact (Formula).

Spells: Alleviate Addiction, Antidote, Area Thought Recognition, Deflection, Astral Armour, Cure Disease, Decrease Willpower, Detect Life, Detox, Heal, Increase Willpower, Manaball, Manabolt, Orgy, Mass Sense (Sight) Removal, Slay Spirit.

Metamagic: Ally Conjunction, Channelling, Centering (*Dancing*), Sympathetic Linking

Gear: Medicine Lodge 9.

Dark Lucia, Free Spirit, Former Ally

Force 7

Powers: Astral Form, Banishing Resistance, Realistic Form, Sapience, Sense Link, Fear, Magician, Elemental Attack (Air), Spirit Pact (Formula), Movement

Metamagics: Shielding, Absorption

Skills: Assensing, Astral Combat, Dodge, Perception, Unarmed Combat, Spell Casting, Exotic Weapon, Counterspelling.

Spells: Levitate, Magic Fingers, Fling, Elemental (Blast) Aura, Interference, Blast Ball (Ball Lightning w/ Blast Elemental Effect Substituted), Death Touch, Blast, Poltergeist

Possessed Lucia Statistics

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
9	12	12	8	7	3	3	5	7	7	7	15	2	12

Movement: 10/25

Immunity to Normal Weapons (14).

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NP C Rost er I V

The Bugs

This NPC collection details a complete group of Insect Spirit possessed individuals. They have yet to invoke a queen spirit and so are not yet a hive. There is potential however, and the group is moderately dangerous, though unlikely to pose a threat to experienced Shadowrunners. They are probably of most interest as components of a larger run, or even as two-edged allies for teams that wish to take the chance.

The Setup

In Downtown, Seattle, there's a little club called The Velvet Glove. It caters to those whose sexual tastes are a little less straight-forward than most. Sure, you can get a SIM chip and live out your fantasies, but it's not the same as being in a club of living, breathing comrades who share your fetishes. Or at least have compatible ones of their own. Behind the fairly nondescript yellow door, is a close set of rooms, bar and dance floor, where people can dance, and play, their night away. It is presided over, as it has been for the last two years, by an elven woman known as The Poison Maiden. She pays her small tithe to the local Yakuza syndicate and even does a little business with them when one of the clients wants to have the experience of being a bunraku slave. The Velvet Glove caters to all tastes, though it's mostly consensual (admittedly the lines get a little blurred some times) and it attracts people across the social strata.

There's only one thing wrong. A few months ago, a recently awakened shaman, besotted with the Poison Maiden, decided she would be the perfect host for a slightly more than perfect spirit. Once again, the bugs were rearing their ugly heads.

Louis Levitt, aka Gimp.

Elf, Insect Shaman (Wasp)

Image: A young, caucasian male elf, thin dark hair, a whitish pallor and intense, dark eyes. He has a way of staring that makes it seem as though he's not quite there... and yet there is a certain presence about him, a hint of power that suggests to people he could be dangerous if provoked. Typically, he wears tight, black synthleathers around his lean, stick-insect body and heeled boots.

Quote: "Better to serve in paradise than to reign in Hell."

Role-Playing: Emotionally withdrawn, as if everything lacks intensity, much like a typical BTL addict needing another high. Yet quite intense at the same time and highly intelligent. A little sociopathic too and somewhat alien in his thinking, liable to come up with off-the-wall, highly lateral ideas.

Goals: To do everything he can to preserve the secrecy of his true calling and his insect spirits, whilst gathering the power to invoke Simone into a true Queen that he can serve.

Background: Louis Levitt comes from an upper-middle class corporate family in Bellevue. He's had a good education and a financial start in life, but his parents have more or less given up on him by this point. He has not talked to them or his younger sister in several months. He ran with small time thrill gangs growing up and maintains a few criminal contacts. His chief driving force in young adulthood was his sexual fetish for being dominated by powerful women. Nothing really seemed to satisfy his need for complete submission of the self, until one night, the whispering began. Now he is a fully fledged insect shaman, in willing thrall to an alien mistress. Daily, he becomes more removed from his own humanity and his most desperate desire is to bring his mistress through to the real world. For now he slates his fantasies in mock servitude to the Nymph spirit that he summoned, but in his heart he knows she is bound to him and not the other way around. Soon though, he hopes to set her free of such restraint, so that she can rule him completely.

Simone Derringer, aka the Poison Maiden.

Wasp Nymph Spirit, Flesh Form Elf

Image: A beautiful elven woman, full-figured, wasp-waist, ice blonde with cold, grey-iris eyes. She dresses in faux-military gear – form fitting black body armour – and carries a visible taser weapon on her belt. Two tiny silver datajack ports on her left temple are the only thing that mar her perfect complexion.

Quote: "You can be trained."

Role-playing: Ruthless, dominant, predatory. Also intelligent and socially adept. Sexuality is very much a part of her demeanor, but so is sadism.

Background: Simone was a rich brat from an abusive family. Her teenage years were filled with BTL and drug fuelled rebellion. Testament to her strong will however, she pulled through and put herself back together again. She still had a strong streak of revenge-driven sadism in her sexual make-up, however, exulting in her power over others. Happily, UCAS in the 2070's provided a lucrative market for such tastes. Simone worked first privately, then branched out into running her own club, tailoring for more jaded tastes. Her clients ranged from the almost vanilla submissive business men to those who wanted to be made (temporarily) into bunraku slaves and experience full abuse. Life was going well for Simone until it ended. Regrettably she almost perfectly filled Louis Levitt's fantasies... but not quite. She fought against the transformation into a wasp spirit host with everything she had, but the result was her emergence as a near perfect flesh form. Now she continues to manage her small business, whilst the group bide their time, planning great things when Simone can finally grow to become a true queen.

Boston John.

Wasp Soldier Spirit, Hybrid Troll

Image: A true monster from a horror SIM, eight or nine feet of mutated insect-humanoid. The heavy, long-armed frame of a troll, but chitinous plates of armour adorn its body, antennae project from its head and its eyes are bulging, segmented things, like compound eyes but gristly, with little tiny pupils. Stubby, useless wings buzz and whine furiously as it lumbers forwards.

Quote: "..."

Role-Playing: Smash, kill, rend.

Background: Boston John was one of the bouncers at The Velvet Glove before it became something more than a 2-bit fetish club. In fact, he worked a number of clubs and bars around the area but has now vanished. The reality is that the attempted inhabitation of his body by a wasp spirit did not go as well as hoped and he's now unable to pass in public for anything other than what he is. Louis and Simone keep him hidden in the club most of the time and plan to use him as an emergency rearguard if they need to make a fast retreat. He has (or had) two children and a wife (all trolls) who believe that he is now probably dead. The most accepted story is that he had unsuspected debts with a syndicate and has made the ultimate repayment.

Donna Levitt, aka Sting.

Wasp Scout Spirit, True Form Human

Image: It's a wasp. But it's a wasp that's over three long. The magnification of its segmented body and compound eyes show the insect hideousness of the thing in a way that couldn't be guessed at on a naturally sized creature. It's plated thorax swells and collapses as it breathes and is tipped with a curving, injecting stinger. And it's fast.

Quote: "Buzz, buzz."

Role-Playing: Spy, seek, sneak. If there's a need to kill, do some from a careful ambush.

Background: Donna is, or was, Louis's illegitimate eight-year old daughter. She sometimes lived with him, sometimes with her ex-ganger mother. Life wasn't great in either case, choosing between one-level above a squat or seeing the lifestyle of her degenerate father. It would have been difficult for life to get much harder, but it managed it anyway. Donna was Louis' first attempt to impregnate someone with a wasp spirit. If it's any consolation, Donna's transition was a peaceful one. The inhabitation was an outstanding success and she now exists as a loyal scout for the group.

Salman, aka Cannibal

Wasp Soldier Spirit, Flesh Form Ork

Image: An athletic looking ork of Indian origin. He has a serious look to him, wearing simple clothing and no ornamentation. Even his head is clean shaven and lacking in stylistic preference. His sole distinguishing feature is his pronounced set of tusks, which are large even for an ork, and appear to have been sharpened with tools.

Quote: "Pay me enough and I'll do the job."

Role-Playing: Dispassionate in any circumstance but violence or its anticipation. Only then does his face light up in real emotion. Show as little empathy for common human affection or need to socialise as possible.

Background: Salman was an average ork ganger, pulling in a bit of legit security work on the side. A little bigger and stronger and more skilled than most, but nothing truly exceptional. That changed when he took a job working security for The Velvet Glove nightclub. The story he's told his old gang mates is that he has discovered his adept powers. It's a good cover story for his new-found abilities. As far as his former friends are concerned, it also accounts for his recent aloofness, as they

see him as thinking himself too good to associate with his old gangers. Salman now brings in money for Louis working as a heavy hitter for local petty criminals. His ferocity and rumours that he eats people he kills have made him hot property. There is a risk that he has gone too far, however. His inhumanity has severed a lot of useful ties to his former community and those threatened by him now see their only hope to be striking back with lethal force.

Game Statistics

Louis Levitt, aka Gimp.

Elf, Magician (Shaman)

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
2	3	3	1	4	3	4	4	3	2	6	6	1	9

Movement: 10/25

Skills: Arcana 2, Assensing 2, Con 3, Conjuring Skill Group 3, Counterspelling 3, Dodge 3, Etiquette (Street) 4, Leadership 2, Negotiation 3, Perception 3, Pistols 1, Spellcasting 3, Summoning 3, Knowledge (Seattle Clubs and Bars) 3, Knowledge (Seattle Gangs) 2.

Language: English

Spells: Alter Memory, Armour, Bugs, Heal, Invisibility, Mana bolt, Powerbolt,

Gear: Eurocar Westwind, Colt American Light Pistol, Erika Elite w/ Mangadyne Deva (Response 3, Signal 4, Firewall 2, System 3), Contacts w/ Image Link, Armour Clothing (4/0), Assorted cred-sticks and such-like.

Simone Derringer, aka Poison Maiden.

Wasp Nymph Spirit, Flesh Form Elf, Force 5

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
2	5	3	1	4	4	2	4	5	5	5	7	2	9

Movement: 10/25

Skills: Assensing 5, Astral Combat 5, Con 3, Dodge 5, Negotiation 3, Perception 5, Spellcasting 5, Knowledge (Seattle Business Community) 1, Knowledge (Seattle Gangs) 2, Knowledge (Seattle Criminal Organisations) 2, Unarmed Combat 5.

Language: English, Sperethiel.

Powers: Animal Control (Wasp), Compulsion (Mating), Enhanced Senses (Smell, Thermographic), Hive Mind, Immunity to Normal Weapons, Realistic Form, Aura Masking, Innate Spell

(Invisibility), Sapience, Venom

Weaknesses: Allergy (Insecticides, Severe).

Gear: Datajack, Form-Fitting Body Armour (5/1), Fichetti Pain Inducer, Erika Elite w/ Mangadyne Deva (Response 3, Signal 4, Firewall 2, System 3)

Boston John.

Wasp Soldier Spirit, Hybrid Troll, Force 4

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
12	7	7	13	4	4	4	4	4	4	4	11	2	12

Movement: 15/35

Skills: Assensing 4, Astral Combat 4, Counterspelling 4, Dodge 4, Perception 4, Unarmed Combat 4.

Language: English

Powers: Animal Control (Wasp), Fear,, Hive Mind, Immunity to Normal Weapons, Magical Guard, Natural Weapon (6P, -1AP), Sapience.

Weaknesses: Allergy (Insecticides, Severe).

Gear: Dermal Plating III (+3/+3), Troll natural armour (+1/+1).

Donna Levitt

Wasp Scout Spirit, Human True Form, Force 3

Materialised

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
3	5	5	3	3	3	3	3	3	3	3	8	2	9

Movement: 10/45 (Flying)

Skills: Assensing 3, Astral Combat 3, Dodge 3, Infiltration 3, Perception 3, Shadowing 3, Unarmed Combat 3.

Powers: Animal Control (Wasp), Astral Form, Concealment, Confusion, Enhanced Senses (Smell, Thermographic Vision), Materialisation, Hive Mind, Sapience, Venom.

Weaknesses: Allergy (Insecticides, Severe).

Salma n, aka Cannibal.

Wasp Soldier Spirit, Flesh Form Ork, Force 3

B	A	R	S	C	I	L	W	M	E	ESS	Init	IP	CM
7	4	3	6	3	3	3	3	3	3	3	6	2	9

Movement: 10/25

Skills: Assensing 3, Astral Combat 3, Automatics 2, Blades 2, Dodge 2, Perception 2, Pistols 3, Unarmed Combat 3.

Language: English

Powers: Animal Control (Wasp), Concealment, Fear, Hive Mind, Immunity to Normal Weapons, Magical Guard, Natural Weapon (6P, -1AP), Sapience, Venom.

Weaknesses: Allergy (Insecticides, Severe).

Gear: Armour Jacket, AK97 Carbine SMG, Colt America L36 Lt. Pistol, Metalink w. Vector Sim (Response 1, Signal 2, System 1, Firewall 1).

Usag e Hints

The group as written are low in power. Most particularly, the two main players are quite vulnerable to physical assault. However, this is true of most NPCs in Shadowrun when players have sufficient time to plot and plan. The critical thing is to keep information from the players so that they are unaware that these characters actually are ones that they may choose to confront. Louis, and especially Simone, can be presented as contacts and informants. She has excellent reason to know things from a variety of clients and club frequenters. Likewise, Louis has some reasonable gang and petty organised crime contacts. The thing that is interesting is that the group is on the cusp of being genuinely dangerous. Louis needs to initiate. Once he does so, his immediate aim will be to invoke Simone into her Queen form. At this point, she will become considerably more powerful, even as a flesh form, and will be able to start building a powerbase in earnest.

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NPC Roster VI

The Free

This roster contains a list of Free or Wild spirits. They range in power from the mediocre (Slink) to the utterly deadly (Medusa), but should all be able to add a bit of colour to a game. They need not be treated as opponents though they can be.

Slink, Wild Spirit.

Image: Crouched in the shadows, a glittering blue form, a spirit in the shape a slender girl or young elf. There's something aquatic about her, in the fluid way she moves, the subtle ridges of bone that grow from her flesh like some strange fish creature and the soft-looking spines that hang from her slender neck and arms. Mostly all you ever see are two great lambent green eyes in the dark.

Quote: 'Boo!'

Role-Playing: Lurk in the shadows and the dark waters, be secret, be silent, watch, listen and occasionally play little tricks.

Background: Slink dwells under the City, swimming through the sewers and sometimes the outlets in the harbour and the Puget Sound. She listens and she lurks and finds a lot of things that people think they've flushed away. She has never been known to appear on the surface, though it's possible that she has wriggled up people's waste-pipes from time to time – as a water spirit, she is inhumanly flexible and can squeeze through incredibly small openings.

Free Spirit (Wild), Force 3, Materialised.

B	S	A	R	C	I	L	W	E	ESS	M	Init	IP	CM
5	3	3	5	3	3	3	3	3	3	3	8	2	

Movement: 10/25 (30/75 swimming)

Powers: Astral Form, Banishing Resistance, Concealment, Confusion, Magician, Materialisation, Movement, Sapience, Search, Accident, Venom

Skills: Assensing 4, Astral Combat 2, Counterspelling 2, Dodge (Whilst Swimming) 3, Etiquette 2, Exotic Weapon (Poisonous Spines) 2, Infiltration (Subterranean) 4, Swimming (Underwater) 5, Navigation (Subterranean) 1, Perception 4, Shadowing (Subterranean) 3, Spellcasting 2.

Languages: English 3, Japanese 3, Spanish 3, Cantonese 3, Korean 3, Merrow 3, Sperethiel 3

Spells: Oxygenate.

Colha, Free Toxic Spirit of Man.

Image: A thousand slim little razor blades, ten thousand, it's impossible to count. They coalesce from the air to take the rough shape of a human being with distorted, elongated proportions - a man-shaped cyclone of edges; the face is not a face, but a hollow mask of steel with nothing but gaping, serrated holes where the eyes and mouth would be. A scalpel-fingered hand flicks toward you, the arm extending across space grotesquely to cut at your eyes.

Background: Whatever Colha once was, it is now nothing more than a spirit of murder and an embodiment of the alienation of modern urban life at its darkest. Flitting from city to city across the UCAS and CAS, Colha haunts the urban blights, sating himself with the murder of those he finds alone. But Colha needs more than that. To gain energy [karma], Colha must be granted it by a living being, typically through a ritual involving his formula, though a spirit pact would be conceivable if a sufficiently depraved (meta-)human could ever be found. The ritual of energy transfer [karma] is normally a two stage process. Firstly, Colha secretes a victim somewhere he hopes the two of them wont be disturbed and begins a process of excruciatingly careful dissection, ensuring that the victim is not killed. Medical technology is sometimes used for this. At the same time parts and fluids of the victim's body are used to decorate the room with the pattern of Colha's formula. At this point, it is highly unlikely that the victim will survive for much longer, but the agony is unimaginable. Colha demands the victim cede their energy to him for the simple favour of ending their pain. A few hardy souls refuse him until the end, and as often, they slip away into unconsciousness and death before anything can be done, despite everything the spirit can do to hold them there. But when Colha finds someone strong of body, will and soul, then he will do anything he can to retain them and feed from them.

Colha is always careful to disturb the arcane arrangements of organs and viscera when done, lest some magician see it and perceive the meaning behind the intricate configurations and bind him.

Free Toxic Spirit of Man, Force 5, Materialised.

B	S	A	R	C	I	L	W	E	ESS	M	Init	IP	CM
5	3	7	8	5	5	5	5	5	5	5	13	2	

Movement: 10/25.

Powers: Astral Form, Banishing Resistance, Concealment, Elemental Attack (Metal), Elemental Aura (Metal), Enhanced Senses (Low-Light), Fear, Magician, Materialisation, Sapience, Search, Regeneration.

Skills: Assensing 5, Astral Combat 5, Climbing 5, Counterspelling 5, Dodge 5, Exotic Weapon (Elemental Strike) 5, First Aid 5, Infiltration (Urban) 5, Knowledge (Torture) 5, Medicine (Surgery) 5, Spellcasting 5, Perception 5, Shadowing 5, Unarmed Combat 5.

Spells: Hibernate, Magic Fingers, Oxygenate, Stabilise.

Notes: The Elemental Aura (Metal) represents the unusual composition of the spirit, this power adds +6 DV to the spirits unarmed strikes and changes the damage type to Physical (7P total), but gains +2 to half impact armour resistance. On any successful Melee attack, the attacker must also resist 7P damage but gains +2 to half impact armour resistance.

The Elemental Strike (Metal) represents the ability of the spirit to project parts of its body at opponents (like a Slinky, but less fun), and is treated as a ranged attack using Agility + Exotic Weapon, inflicting a base 7P damage, but +2 to resist with half impact armour.

Medusa, Free Earth Spirit.

Image:(Flesh Form) A truly beautiful woman and not merely the fashionable pouting beauty that can be purchased from a cosmetic surgeon, but a natural seeming face full of interest and a figure

full of grace. She moves like a goddess, possessed of the most extraordinary charisma – a confidence and majesty that takes the breath away.

(Hybrid) It is the woman you once knew, but changed hideously. Lumps of stone grow from her flesh, whilst her eyes have become hard, grey orbs lacking life of any sort. Even the hair seems to have petrified somehow, thin brittle lines of stone, breaking off in pieces. One hand is entirely transformed into a heavy-fingered, stone fist that flexes as if trying to remember what it feels like to be flesh.

(True) The astral or True form of Medusa is hideous. A creature made of living stone, with a distorted visage that might once have been truly beautiful but is now twisted like clay. Feather like patterns grace broken, calcified stubs as if the malformed creature was once an ariel spirit. The air / astral space around it is almost palpable with emotions of loss and desperation and a terrible, blistering hatred.

Quote: *'Tell me I'm beautiful.'*

Background: Whether or not this spirit is the original inspiration for the myths of ancient Greece, or if those myths actually explain in some way the origins of this spirit... that may never be known. But the parallels between this spirit and the myths are beyond dispute.

Medusa seems to care for one thing – beauty. But she can only acquire this by inhabiting the bodies of beautiful women. So powerful is the spirit however, that only with the most strong-willed of individuals can she achieve what she desperately wants – a perfect *Flesh Form* merge. Most of the time, some semblance of Medusa's true appearance breaks through the victim's original form, disfiguring and destroying her hopes, or worse, the vessel is destroyed entirely and Medusa manifests as the fallen, mishapen creature that she so despises. In the former case, Medusa may pitifully try to salvage the remnants of the vessel's destroyed beauty for a time, before seeking out a new vessel, and in the latter case will likely try to find some way to kill herself in despair more immediately. The 21 days it takes her to recover from disruption and return from the metaplanes is one of her few weaknesses. As her true form is a creature of stone itself, the partially petrified remains of her hybrid forms after her death can be greatly puzzling.

When Medusa does achieve a full, *Flesh Form* merge with a vessel, she enters a period of elation and satisfaction with herself. Even though her spirit nature is concealed, her charisma and will are overpowering to those around her. In the past, she has been a powerful fashionista, a talented sculptress, a media executive. The role varies, but what she inevitably wants in some form or other, is to be the centre of influence, attention and to be adored and envied by everyone. This, however, is something she is able to acquire with devastating speed.

Plot Ideas: #1. A number of models and minor Trid and SIM actresses disappeared over the last year. Some, but not all, of the bodies were later found, each of which was hideously disfigured to some degree, their bodies partially or wholly petrified into stone. Some of these bodies, naturally, remain preserved, their faces displaying expressions of terrible anguish. Now it's been over two months since the last disappearance but the husband of one of the victims suspects that a rapidly rising media executive and former-model, a friend of his late wife, may have some involvement. With no-one willing to investigate the popular executive, he has to turn to Shadowrunners to help him.

#2. A local hermetic mage of considerable power has had a slow-burning rivalry with a western dragon for some time now. His spies have recently witnessed the dragon meeting with the head of a fashion agency late at night, and he suspects that this woman is serving the dragon in some way. In fact, it is the other way around. Shadowrunners are hired to remove another of the dragon's allies and get in over their heads.

#3. Karl Brackhaven has acquired a new endorsement to his campaign. The mayorial candidate's chances seem to be inexplicably rising through the agency of a talented and very beautiful young sculptress who doubles as one of Seattle's newest and most dazzling socialites.

Free Earth Spirit, Force 9, Inhabited Vessel, Human Flesh Form.

B	S	A	R	C	I	L	W	E	ESS	M	Init	IP	CM
1	1	3	2	9	9	9	9	9	9	9	11	1	9

Movement: 10/25

Free Earth Spirit, Force 9, Inhabited Vessel, Human Hybrid Form.

B	S	A	R	C	I	L	W	E	ESS	M	Init	IP	CM
10	10	12	11	9	9	9	9	9	9	9	20	2	13

Movement: 10/25

Free Earth Spirit, Force 9, Inhabited Vessel, True Form.

B	S	A	R	C	I	L	W	E	ESS	M	Init	IP	CM
13	13	7	11	9	9	9	9	9	9	9	20	1	8

Movement: 10/25

Powers: Astral Form, Aura Masking*, Banishing Resistance, Binding, Fear, Guard, Inhabitation, Movement, Possession, Realistic Form*, Sapience, Search.

* With Flesh Form only

Skills: Artisan (Sculpture) 9, Assensing 9, Astral Combat 9, Con 9, Counterspelling 9, Disguise 9, Dodge 9, Etiquette 9, Gymnastics 9, Intimidation 9, Leadership 9, Negotiation 9, Perception 9, Spellcasting 9, Unarmed Combat 9,

Languages: Greek, English, Hebrew, Arabic, Perisan, Mandarin, Cantonese, Ancient Egyptian, Japanese, Spanish, French, Russian, Italian, Sumerian.

Spells: Animate, Armour, Astral Armour, Control Emotions, Death Touch, Decrease Reflexes, Detect Life (Extended), Earth Wall, Fashion, Fix, Healthy Glow, Increase Willpower, Influence, Knockout, Makeover, Mana Barrier, Mass Animate, Mob Mind, Mind Probe, Orgasm, Petrify, Shatter

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