



MERCURIAL



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UPDATING...

> MERCURIAL

... ORIGINALLY PUBLISHED 1989 FASA CORPORATION

> CONCEPT

... TOM DOWD

... PAUL HUME

> DESIGN

... PAUL HUME

> EDITORIAL STAFF

... DONNA IPPOLITO (SENIOR EDITOR)

... JIM MUSSER (EDITOR)

... C. R. GREEN (EDITORIAL ASSISTANT)

... KENT STOLT(RESEARCH ASSISTANT)

> PRODUCTION STAFF

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... DANA KNUTSON (ART DIRECTOR)

... JEFF LAUBERSTEIN (COVER DESIGN)

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... JIM NELSON (ILLUSTRATION)

... TIM BRADSTREET (ILLUSTRATION)

... RICK HARRIS (ILLUSTRATION)

... BARRY CRAIN (ILLUSTRATION)

... EARLE GEIER (ILLUSTRATION)

... TAMMY DANIEL (ILLUSTRATION)

... JOEL BISKE (MAPS)

... TARA GALAGHER (LAYOUT)

Thank you to everyone that worked on the original book.
This is for the runners, both old and new.

Watch your back, shoot straight, conserve ammo, and
never, ever cut a deal with a dragon.

Current Time: 12 February 2050 0000 hrs

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INTRODUCTION

“A blast of light punches my eyes as I walk down the ramp from street level. The dance floor is an amorphous beast, writhing with a thousand limbs, and the beat of the music red-lines my pulse into overdrive. On the stage, a nova is dancing.

Searing beams of the spotlights catch the mirror-bright metal arms, legs, and face, reflecting them back in a dazzling cascade of color and light. The next thing you see is the hair flaring golden in the glare, surround her face like a solar corona around a silver moon. While Maria Mercurial dances, nothing else matters.

Of course, something does matter—biz. That’s why you’re here, chummer, to protect the silver lady with no past. The money’s good, the job’s easy; what could go wrong? Except maybe the lady’s past is catching up with her.”

Back cover of the original adventure

What you are currently reading is a reprint of a classic Shadowrun adventure updated to the Sixth World rules. In order to properly use this book, you need to have the original book for all the detailed descriptions and plots. This book only updates NPCs and rules to the sixth edition.

ADVENTURE BACKGROUND

Mercurial is set in 2050, back when the Matrix was wired, technomancers were a urban legend of the otaku, a dragon had yet to be elected president, and there wasn’t any magic bullets to geek the mages.

The statistics for NPCs and gear are using the default 2080 Sixth World rules. Setting rules such as technomancers, wireless Matrix, and metavariants like SURGE characters, MONADS, etc. should only be used if running the adventure in the current day of 2080s Sixth World.

PREPARING THE ADVENTURE

Mercurial (Reprint) uses the Shadowrun, Sixth World Core Rulebook (SR6), the Sixth World Companion (6WC), Body Shop (BS), Double Clutch (DC), Firing Squad (FSQ), Hack and Slash (HACK), Lifestyles of the Shadowy & Infamous (LIFE), and Street Wyrd (WYRD) in this adventure.



GETTING INTO IT

Unchanged from the original book.

UNDERWORLD 93

WHO'S WHO

NEWT THE BOUNCER

Use the Bartender statistics (SR6, p. 212) adjusted for Troll statistics (SR6, p. 211).

DIGGING THE UNDERWORLD

Unchanged from the original book.

TELLIN' TALES

Unchanged from the original book.

PLAY IT TO THE MAX

BEHIND THE SCENES

To negotiate a higher payout, have the runners make an Influence (Negotiation) + Charisma vs Willpower + Intuition Opposed test, with Max having 7 dice for the test.

QUICKSILVER QUEEN

Unchanged from the original book.

IT'S SHOOTOUT TIME

BEHIND THE SCENES

Have players who speak Aztlaner Spanish make a Perception (3) test, with modifiers based on their level of knowledge (SR6, p. 99).

Make a Surprise Test (Reaction + Intuition (3) test) to determine their level of surprise for the combat, replacing the table in the original book.

When assensing the samurai, make an Astral + Intuition test, with the hits determining the information gathered from the table in the original book.

Replace the Pugnacine-Beta drug with Kamikaze. (Samurai statistics have this calculated in).

EYES OF THE PACK

(DETECTION)

RANGE	TYPE	DURATION	DV
LOS (A)	M	S	4

WHO'S WHO

STREET SAMURAI

(PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
3 (4)	3 (4)	3 (4)	3 (5)	2 (3)	2	2	2	4.45
DR	I/ID	AC	CM	MOVE				
8	8/4	A1, I3	10	10/15/+1				

Skills: Close Combat 4, Firearms 4, Perception 3

Augmentations: Dermal plating, rating 1; retractable hand razors; wired reflexes, rating 1

Gear: Lined coat, one stun grenade each

Notes: Kamikaze grants them High Pain Tolerance, reducing wound penalties by 1.

Weapons:

(All samurai)

Ares Predator VI w/ exp. ammo [Heavy Pistol, DV 4P, SA/BF, 10/10/8/-/-, 15(c)]

(Samurai #1)

Uzi V [SMG, DV 3P, SA/BF/FA, 9/9/8/-/-, 24(c)]

(Samurai #2)

Remington Roomsweeper [Shotgun, DV 5P, SA, 9/8/4/-/-, 8(m)]

(Samurai #3)

AK-97 w/ laser sight [Rifle, DV 5P, SA/BF/FA, 8/14/12/10/4, 38(c)]

Defiance Super Shock [Taser, DV 6S(e), SS, 10/6*/-/-/-, 4(m)]

THE STARS ARE SHINING

BEHIND THE SCENES

Tellin has a Medkit, rating 3 and a Biotech skill of 4 and a Logic attribute of 5. Any First Aid tests (SR6, p. 119) are made with 9 dice.

Renegotiating with Max now grants the runners Edge in the negotiation.

ON THE RUN

Unchanged from the original book.

GOING TO GROUND

BEHIND THE SCENES

The landlord has 6 dice to negotiate an Influence + Charisma vs. Willpower + Intuition Opposed Test. Each net hit reduces the 500¥ daily fee by 50¥.

Interrogating Max is an Influence + Charisma vs. Willpower + Intuition Opposed Test. Max has 7 dice, but does have Edge since the runners do not have any evidence. If the runners resort to more "physical" persuasion, he loses the Edge and the runners gain it.



RENT-A-HIDEOUT

The building is made of Plastiboard walls (SR 6), with Ballistic Glass windows (SR 9) and metal with wood veneer doors (SR 11). The Mitsubishi Jacklift Cargo Handler has the following statistics:

H	A	S	TS	B	A	P	SEN	SEAT
4/7	3	5	40	2	0	1	0	1

The unclaimed shipments weigh about 400 kg, requiring a minimum Strength of 7 to move them without making a Lift/Carry test (SR6, p. 67). If pushing them over on someone, they do 8S damage. Anyone hit with a Body of less than 5 will be automatically knocked down (SR6, p. 100) by the crate.

MARIA'S CONDO

Interior walls are all Plastiboard (SR 6). Change the Intelligence check to a Perception + Intuition (4) Test to notice that Maria never jacks into the controls.

THE PRICE IS RIGHT

BEHIND THE SCENES

Change the tests to Legwork tests. If using a Street contact, add +1 to their Connection Rating. If using a Corporate or Matrix contact, subtract -1 from their Connection Rating. Use the hits generated to determine the information from the Word on the Street table. Remember to take into account the contact's Loyalty ratings to determine if they may turn the runners in or not.

WHO'S WHO

Use the Sons of Sauron Brutes (SR6, p. 205) for gang member statistics.

LET'S TALK IT OVER

BEHIND THE SCENES

The test to notice Sumiko's jewelry is occult symbols is a Perception + Logic (5) Test. Mages gain 2 net hits on this test. The hits determine the information as presented in the original book.

FUN AT FEDERATED

BEHIND THE SCENES

FEDERATED HOST

Rating: 3; A/S/D/F 4/3/5/6

Installed IC: Scramble, Track

Sculpting: The host is Grade 2 Default (HACK, p. 51).

Host Personas: Mostly technicians logged in, with security spider during the day and two at night.

Security Procedures: When alerts are set off, the spiders and IC will focus on tracking the decker.

HASSLING HERNANDEZ

BEHIND THE SCENES

To find the clues on Hernandez's system, have the runners make a Electronics + Logic Test. The number of hits determines what they find per the Accessing the System table in the original book.

DECKING FOLEY

BEHIND THE SCENES

FOLEY SYSTEM HOST

Rating: 2; A/S/D/F 4/3/2/5

Installed IC: Binder, Track, Black IC

Sculpting: The host is Grade 2 Default (HACK, p. 51).

Host Personas: This is Max's personal system. The only one logged in is Gum E. Bear.

Security Procedures: When an alert is triggered, Gum E. Bear goes on the offensive.

WHO'S WHO

GUM E. BEAR

(PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
2	3	3	2	2	3	3	2	3.7
DR	I/ID	AC	CM	MOVE				
2	6/1 6/1 AR 10/1 (2) VR	A1, I1	9	10/15/+1				

Skills: Cracking 6, Electronics 6, Perception 4

Augmentations: Cyberjack 4 (D 7, F 6, +2 IS, ID, 1)

Gear: Shiawase Cyber-6 cyberdeck (DR 5, A 8, S 7, program slots 10)



YAKKITY YAK

BEHIND THE SCENES

If using the Rent-A-Hideout statistics, the security rating is 2. If hiding out at Maria's Condo, the security rating is 5. If they are hiding out somewhere else, use the Lifestyle Category Ratings from *Lifestyles of the Shadowy & Infamous* (p. 2) to determine the security rating.

WHO'S WHO

SUMIKO HOTODA

(FEMALE HUMAN, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
2	2	2	2	4	4	4	4	6	6
DR	I/ID	AC	CM	MOVE					
6	3 (7)/ 1 (4)	A1, 15	10	10/15/+1					

Skills: Close Combat 4, Conjuring 4, Firearms 4, Perception 7, Sorcery 9

Martial Arts: (FSQ, pp. 100, 103) Karate (Dim Mak, Kick Attack, Tameshiwari)

Spells: Mana Bolt, Flamestrike, Stunball, Analyze Truth, Detect Enemies, Heal, Increase Reflexes (cast), Physical Barrier

Gear: Armor jacket, Staff (Power focus, rating 2)

Weapons:

Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 10/10/8/-/-, 15(c)]

Monofilament Whip [Exotic, DV 6P, 14/-/-/-/-]

YAKUZA SOLDIERS

(HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
3	3 (5)	3 (4)	4 (6)	2	2	2	2	3.6
DR	I/ID	AC	CM	MOVE				
7	9/2	A1, 13	9	10/15/+1				

Skills: Close Combat 4, Firearms 2, Perception 3, Stealth 5

Augmentations: Muscle replacement, rating 2; Wired Reflexes, rating 1

Gear: Armor jacket, 2 Stun grenades

Weapons:

HK-227 [SMG, DV 3P, SA/BF, 10/11/8/-/-, 28(c)]

Katana [Blade, DV 4P, 10/-/-/-/-]

DOWN TO THE WIRE

Unchanged from the original book.

BOY, I'M GLAD THAT'S OVER

Unchanged from the original book.

THE FRAGGIN' DRAGON

BEHIND THE SCENES

Avoiding the burning debris requires an Agility + Reaction (2) Test. If the character doesn't succeed, they gain the Burning 3 Status. A critical glitch means they are also Knocked Down. The smoke of the fire means everyone is Blinded I until they get out.

WHO'S WHO

DRAGON KNIGHT AGENTS

Use Lone Star Patrolman statistics (SR6, p. 206), swapping out the gear for the following:

WHERE TO, GUYS?

This chapter remains unchanged, except for the Doing Legwork rules presented. Instead, the legwork detailed in the other chapters has been updated.

SCANNING THE HORIZON

BEHIND THE SCENES

The information is found through Legwork. Corporate contacts (6WC, p. 161) gain a +1 to their Connection ratings, while Criminal and Magic contacts subtract a -1 from their Connection. Instead of the normal Connections test, to simulate the time nature of getting the information, change the normal test to a **Connection + Connection (8, 1 hour) Extended Test**. With each hour, compare the total hits to the table below, to determine the information found in the original book.

HITS	ORIGINAL SUCCESSES
1	5 Successes
2	8 Successes
3	12 Successes
4	14 Successes
5	16 Successes
6	18 Successes
7	20 Successes
8	22 Successes

WHO'S WHO

YAKUZA GOONS

(HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
3	3(4)	3 (4)	5 (6)	2	2	2	2	4.6
DR	I/ID	AC	CM	MOVE				
6	8/2	A1, I3	9	10/15/+1				



Skills: Close Combat 4, Firearms 2, Perception 3, Stealth 3
Augmentations: Muscle replacement, rating 1; Wired Reflexes, rating 1
Gear: Lined coat
Weapons:
Fichetti Security 600 [Light Pistol, DV 2P, SA, 10/9/6/-/-, 30(c)]
Yamaha Pulsar I [Taser, DV 4S(e), SS, 9/9*/-/-/-, 4(m)]

MAID IN JAPAN

BEHIND THE SCENES

The legwork is a standard Legwork Test, with threshold 5. Corporate and Media contacts gain a +1 Connection rating, while Academic, Criminal, Magic and Street contacts all gain a -1 Connection. Transfer the results from the original book into hits as below:

HITS	ORIGINAL SUCCESSES
1	3 Successes
2	6 Successes
3	8 Successes
4	10 Successes

SORIYAMA SYSTEM HOST

Rating: 7 (Framework); A/S/D/F 10/6/7/11

Installed IC: Black IC, Crash, Jammer, Marker, Patrol, Tar Baby, Track

Sculpting: Grade 5 (Sculpted); As described in the original book. Soriyama and his yakuza deckers gain up to 2 Edge over any intruders.

Host Personas: This is the personal playground of the designer. No one is usually logged in except Soriyama himself.

Security Procedures: If the Patrol IC are alerted to the presence of intruders, they will notify the yakuza deckers. Use the Security Spider Statistics (*HACK*, p. 166), where their A/S/D/F mirrors the host.

Navigating the system requires Matrix Perception; (Legal) Electronics (Computer) + Intuition vs. Sleaze + Sleaze (12 Dice) to identify iconography. To find any information regarding Maria in the system, the decker needs to make a Hash Check (*SR6*, p. 182), with a threshold of 4. All files have an Encryption Rating of 6.

DIGGING FOR DIRT

BEHIND THE SCENES

Analyzing the chip requires a Biotech + Logic (4) Test.

KNOCK, KNOCK

BEHIND THE SCENES

The Dragon Knight Agents outnumber the runners by 150% (4 runners, 6 agents).

If the runners run, have the goons pursue them in the Ford Interceptor, using the Chase Rules (DC, p. 173). The beginning environment is Restricted, and they start at Near range.

DECKING THE KNIGHTS

BEHIND THE SCENES

TAETZEL BUILDING/DAGON KNIGHTS HOST

Rating: 5; A/S/D/F 8/6/5/7

Installed IC: Blaster, Killer IC, Patrol, Scramble, Track
Sculpting: Grade 3 (Standard).

Host Personas: No one will be logged on when the runners attempt to access the host.

Security Procedures: If the Patrol IC are alerted to the presence of intruders, they will notify Lin Hwang, who will go after the decker.

Cameras can be found with a Matrix Perception; (Legal) Electronics (Computer) + Intuition vs. Sleaze + Sleaze (12 Dice) test. Looking through cameras (to find Maria, or observe Kyle Morgan's phone conversation) requires a Snoop check (*SR6*, p. 184). Each file mentioned in the description requires a Hash Check (*SR6*, p. 182) with a threshold of 3. To transfer the Cash Box nuyen requires an (Illegal) Cracking + Logic vs ER 7 x 2 (Major) action.

INTO THE LAIR

BEHIND THE SCENES

TAETZEL BUILDING

BASIC PLAN

Use Structure Ratings (*SR6*, p. 113) to determine barrier resistance.

- Exterior Walls to floor 20 are reinforced concrete (SR 19)
- Glass walls above the 20th floor are ballistic glass (SR 9)
- Interior walls are plastiboard (SR 6)
- Interior doors are hollowed wood (SR 5)
- Servoguns are Mossberg CMDT shotguns (*SR6*, pp. 255-256). All occupants of the building have had IFF RFID tags implanted just under the skin, allowing the guns to fire automatically on any intruders if an alarm is raised. Deckers can use



Control Device (*SR6, p. 180*) to take control, or Format Device (*SR6, p. 181*) to flip a single servogun to aim at those with the IFF tags instead. When firing automatically, it has an AR of 10, and a DR 7, and a Condition Monitor of 9.

EXTERIOR GROUNDS

To spot the sensors requires a Perception + Intuition (6) Test. To disable them requires an Electronics + Logic vs Rating x 2 Opposed Test. All the sensors are Rating 6.

THE ROOF

Unchanged from the original book.

GROUND FLOOR

If the guard triggers the servogun in the lobby remotely, use Firearms + Logic (6 dice) to determine success.

The loading dock has two Ford Interceptors parked, and a pair of Aztechnology Striker launcher with 8 total missiles.

The elevators are constructed of plastiboard (SR 6). Forcing open the doors requires an Athletics + Strength (5) Test, using a tool like a crowbar lowers the threshold by -2. The ceiling hatch is SR 4 to break through. To climb through requires an Athletics + Agility (4) Test. Helping a teammate lowers the threshold by -1. If they don't succeed at escaping the elevator, the fall does 10P damage at the bottom of the shaft from the 11th floor.

28TH FLOOR

To gain access to Kyle Morgan's cyberterminal, a decker can try to use the Probe Action (*SR6, p. 183*) or Brute Force (*SR6, p. 180*) to gain access. The cyberterminal uses the Host's Firewall x 2 for both actions, granting it 14 dice to resist.

The maglock on the armory is rating 6.

WHO'S WHO

Patrolling guards use the Lone Star Patrolman statistics (*SR6, p. 206*), but equipped with an FN HAR rifle, Fichetti Security 600 light pistol, Security Armor and a helmet (flare compensation, low-light vision, smartlink installed). Basilisks and cockatrices appear in the Core rulebook (*pp. 216, 217*).

GRIFFIN

B	A	R	S	W	L	I	C	ESS
8	6	4	8	4	3	5	1	6
I/ID		AC	CM	MOVE				
10/1		A1, 12	12	10/15/+1				
				25/40/+5 (flying)				

Defense Rating: 8

Skills: Athletics 4 (Flying +2), Close Combat 4, Perception 5

Powers: Enhanced Senses (Vision), Natural Weapon

Attack: Claw: DV 4P, Attack Range 9/-/-/-

THE LONG FALL

WHO'S WHO

KYLE MORGAN

(MALE HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	4	4 (6)	4	3	3	3	4	3.7
DR	I/ID	AC	CM	MOVE				
8	10/3	A1, 14	10	10/15/+1				

Skills: Close Combat 4, Firearms 5, Influence 5 (Leadership +2), Perception 4

Languages: English (N), French (E), Spanish (E), Welsh (S)

Augmentations: Datajack; smartlink; wired reflexes, rating 2

Gear: Armor jacket, Commlink (DR 6)

Weapons:

Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 12/12/10/-/-, 15(c)]

Ares Viper Slivergun [Heavy Pistol, DV 4P(f), SA/BF, 12/8/6/-/-, 30(c)]

Ranger Arms SM-5 [Rifle, DV 5P, SA, 5/8/11/13/14, 15(c)]

PERIANWYR

Use the statistics for a Western Dragon (*SR6, p. 220*), with all the common skills and powers detailed (*SR6, p. 219*). He also has the Animal Control power (*SR6, p. 221*).

JORGE MIXACOPOTEC

(MALE HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	4 (5)	4 (5)	5 (6)	2	2	2	2	4
DR	I/ID	AC	CM	MOVE				
15	10/2	A1, 13	9	8/13/+1				

Skills: Athletics 2, Close Combat 5, Firearms 4, Influence 2 (Interrogation +2), Perception 3, Stealth 5

Augmentations: Cybereyes, rating 3 (flare compensation, low-light vision, smartlink, thermographic); Muscle Replacement, rating 1; Wired reflexes, rating 1

Gear: Mil-spec Armor (medium); Mil-spec helmet (commlink DR 3 installed); 2 fragmentation grenades

Weapons:

Ingram Valiant [Machine Gun, DV 4P, SA/BF/FA, 2/11/12/7/3, 100(belt)]

Browning Ultra Power [Heavy Pistol, DV 3P, SA, 10/9/6/-/-, 10(c)]

BLACKSTONE

(MALE DWARF, PROFESSIONAL RATING 0)

B	A	R	S	W	L	I	C	ESS
4	2	2	2	3	4	4	2	5.9
DR	I/ID	AC	CM	MOVE				
4	4/1	A1, 12	10	10/15/+1				

Skills: Cracking 7, Electronics 7, Influence 5 (Etiquette +2), Perception 7

Knowledge Skills: Synthlink music

Augmentations: Datajack

Gear: Commlink (DR 3)

LIN HWANG

(FEMALE HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
---	---	---	---	---	---	---	---	-----



2	3	3	2	3	3	3	2	3
DR	I/ID	AC	CM	MOVE				
2	6/1 6/1 AR 12/3 (4) VR	A1, I2	10	10/15/+1				

Skills: Close Combat 2, Cracking 7, Electronics 7, Firearms 2, Perception 4
Augmentations: Cyberjack, rating 6 (D/F, 9/8)
Gear: Commlink (DR 6), Fairlight Excalibur (DR 6, A/S, 9/8, Program slots 12)
Programs: Armor, Biofeedback, Biofeedback Filter, Configurator, Decryption, Edit, Exploit, Encryption, Lockdown, Overclock, Toolbox, Trace

DRAGON KNIGHTS AGENT

(HUMAN, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
3	2	2	2	2	2	2	2	6
DR	I/ID	AC	CM	MOVE				
13	4/1	A1, I2	9	10/15/+1				

Skills: Close Combat 2, Firearms 2, Influence 2 (Interrogation +2), Perception 3
Gear: Mil-spec Armor (light); Mil-spec helmet (commlink DR 3 installed)
Weapons:
FN-HAR [Rifle, DV 5P, SA/BF/FA, 3/11/10/6/1, 35(c)]
Fichetti Security 600 [Light pistol, DV 2P, SA, 10/9/6/---, 30(c)]
Aztechnology Striker [Launcher, SS, -/4/10/9/6, 1(ml)]
w/ Anti-vehicle rockets [GZ/Close/Near/Blast, 12P/8P/4P/10m]

CAST OF CHARACTERS

MARIA MERCURIAL

(FEMALE HUMAN, PROFESSIONAL RATING 5)

B	A	R	S	W	L	I	C	ESS
3 (5)	4 (6)	4 (6)	3 (5)	4	3	3	4	1.52
DR	I/ID	AC	CM	MOVE				
11	12/3	A1, I4	10	10/15/+1				

Skills: Athletics 6, Close Combat 4, Firearms 4, Perception 4, Stealth 5
Knowledge Skills: Synthlink music
Augmentations: (all alphaware) Cyberears, rating 1 (increased spectrum hearing); datajack; dermal plating, rating 4; muscle replacement, rating 2; wired reflexes, rating 2; bone lacing, titanium
Gear: Commlink (DR 6)
Weapons:
Browning Ultra Power [Heavy Pistol, DV 3P, SA, 10/9/6/---, 10(c)]
Unarmed [Brawling, DV 4P, 14/---/---]

MAX FOLEY

(MALE HUMAN, PROFESSIONAL RATING 0)

B	A	R	S	W	L	I	C	ESS
2	2	2	2	4	3	3	4	6
DR	I/ID	AC	CM	MOVE				
2	4/1	A1, I2	10	10/15/+1				

Skills: Firearms 2, Influence 5 (Negotiation +7), Perception 4
Knowledge Skills: Music Promotion
Gear: Commlink (DR 4)
Weapons:
Streetline Special [Hold-Out, DV 2P, SS, 8/8/---/---, 6(c)]

ARMANDO HERNANDEZ

(MALE HUMAN, PROFESSIONAL RATING 0)

B	A	R	S	W	L	I	C	ESS
2	2	2	2	4	4	4	3	5
DR	I/ID	AC	CM	MOVE				

5	4/1	A1, I2	9	10/15/+1
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Skills: Close Combat 2, Cracking 3, Electronics 3, Firearms 2, Influence (Etiquette +2), Perception 4
Knowledge Skills: Music Promotion
Gear: Lined coat, commlink (DR 5)
Weapons:
Beretta 101T [Light Pistol, DV 2P, SA, 9/8/6/---, 21(c)]
Defiance T-250 [Shotgun, DV 4P, SS/SA, 7/10/6/---, 5(m)]

PICKING UP THE PIECES

AWARDING KARMA

Karma awards are the same as listed in the original book.

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