



DNA / DOA



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CONNECTING TO SHADOWLAND BBS...

...IDENTITY SPOOFED

...ENCRYPTION KEYS GENERATED

...

<ERROR>LOCATION NOT VERIFIED</ERROR>

>LOGIN: ADMIN

>PASSCODE: *****

...BIOMETRIC SCAN CONFIRMED

UPDATING...

> DNA/DOA

... ORIGINALLY PUBLISHED 1989 FASA CORPORATION

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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 December 2050 0000 hrs

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INTRODUCTION

“It began as a simple datasteal...
...a Shadowrun into the
Aztechnology database.
Somewhere, it went wrong and
now you've lost the good, lost your
contacts, and your only chance is
to get of Seattle—fast.

There's just one problem: the
only way out leads through the
heart of the deadly Ork
underworld, a dark labyrinth
beneath the city where your first
wrong move may be your last!”

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

DNA/DOA 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

DNA/DOA (Reprint) uses the Shadowrun, Sixth World Core Rulebook (*SR6*), the Sixth World Companion (*6WC*), Double Clutch (*DC*), Firing Squad (*FSQ*), Hack and Slash (*HACK*), and Street Wyrld (*WYRD*) in this adventure.



SHEEP'S CLOTHING

BEHIND THE SCENES

This chapter is only used one of the players is a traitor. Treat the "Ronnie Bean" as a Stealth RFID Tag (SR6, p. 269), that the Hands of Five use to track the runner (SR6, p. 184).

AT THE C.B.I.

BEHIND THE SCENES

The Eye of the Needle has Rating 8 MAD Sensors (SR6, p. 277) installed to check for weapons.

WHO'S WHO

EYE OF THE NEEDLE SECURITY TEAM

PROFESSIONAL RATING 4

SECURITY GUARD

Use Hard Corps Security (FSQ, p. 139), replace the armor jacket with security armor (FSQ, p. 50) and the Ares Predator VI with Uzi V.

LIEUTENANT (COMPANY MAN)

Use Street Veteran (FSQ, pp. 137-138).

WAGE MAGE

Use Detective Mage (FSQ, p. 138).

STREET MAGE

Use Mage Corps (FSQ, p. 136).

THE RUNDOWN

BEHIND THE SCENES

Negotiating with Walker requires an Opposed Influence + Charisma check, with Walker having 9 dice. Each net hit on the runner side increases the total payment by 6,000¥. Replace the gear in the van with the following:

- Four (4) AK-97 Assault Rifles w/ 10 clips of ammo (SR6, p. 256)
- Four (4) HK-227 SMGs w/ 10 clips of ammo (SR6, p. 254)
- Two (2) Ranger Arms M-1400 'Springfield' Assault Rifles w/ 10 magazines of ammo (FSQ, p. 25)

- Two (2) ArmTech MGL-6 Grenade Launchers w/ 5 clips of high-explosive grenades (SR6, p. 258)
- Four (4) each of stun, smoke, and flash-pak grenades (SR6, p. 263)
- Eight (8) Urban explorer jumpsuits with Rating 6 chemical protection (SR6, p. 266)
- Eight (8) Micro-transceivers (SR6, p. 270)
- Two (2) Maglock passkeys, Rating 6 (SR6, p. 278)
- Digging tools
- Eight packages of Foam Explosive, Rating 10 (SR6, pp. 117-118)
- Two (2) Medkits, Rating 6 (SR6, p. 281)
- Two (2) catalyst sprayers, 2 uses each.

SCOUTING AROUND

BEHIND THE SCENES

MATRIX SCOUTING

The facility is a secure site owned by Aztechnology. It's a Framework host (Rating 10; A/S/D/F 11/9/13/14).

ASTRAL SCOUTING

The facility is protected by a total of seven Force 8 guardian spirits (WYRD, p. 55) that patrol the area. Three patrol the above grounds, while two pairs of two patrol underground access. They appear as Aztlan warriors and have been conjured to use fire elemental attacks.

DOWN UNDER

With every intersection in the sewer map in the original book (p. 18), roll a Stealth + Agility (4) Teamwork test. Anytime they do not succeed, roll 3D6 on the table below. Glitches add +1 to the roll, critical glitches add +3.

Result	Critter
3	Large Cat (SR6, p. 215)
4	Dog (SR6, p. 215)
5	Cockatrices (1d3) (SR6, p. 217)
6	Ghouls (1d2) (SR6, p. 218)
7-8	Street Gang ¹ (1d6)
9-10	Squatters ² (1d6)
11-12	Orks ² (1d6)
13-14	Dwarfs ² (1d6)
15	Hell Hound (SR6, p. 218)
16	Devil Rats (1d6) (SR6, p. 217)
17	Ghoul (1d6) (SR6, p. 218)
18+	Vampire (SR6, p. 218)

¹Street Gang: The leader uses the Mafia Debt Collector statistics (SR6, p. 205), while the rest use the Eye-Fiver Go-Ganger statistics (SR6, p. 204).

²Squatters: Use the Squatter statistics (6WC, p. 172), if the runners want them to use them for legwork, their



connection rating is 1 (2, if inquiring about sewer layout or inhabitants). Hits on a Legwork Test regarding layout gives the runners a point of Edge while they are in the sewer. For ork and dwarf squatters, modify their statistics by the Metahuman Adjustment Chart (SR6, p. 211).

VISIBILITY

The sewers are considered near darkness for determining visibility.

TOXINS

Contact with the environment in the sewers can lead to minor physical effects. If the runners have any chemical protection on their clothes/armor, they are safe.

SEWER FILTH

- Vector: Contact, Inhalation
- Speed: 1d6 days
- Duration: (6 – Body) x3 days, minimum 3 days
- Power: N/A
- Effect: Blotchy rashes

BARRIER

The wall that the runners have to get through is a Plascrete wall (SR6, p. 113), the catalyst sprayers change the barrier's structure rating to 1 for one hour.

INTO AZTECHNOLOGY

BETA SECTION

ENTRANCE HALL

No changes from the original book.

SMALL AUDITORIUM

See Giant Cockroach in Random Encounters.

LOUNGE

Maglock rating 5.

LARGE MEETING ROOM

See Tiger Sapiens in Random Encounters.

ANALYSIS ROOM

Maglock is rating 4.

VIRUS-INFECTED HUMANS

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

Defense Rating: 2

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

Powers: Enhanced Senses (Smell), Natural Weapon

Attack: Fist: DV 3S, Attack Ratings 5/-/-/-/-

HALLWAY A

The runners need to make a Surprise Test (Reaction + Intuition (3)) to be able to spend Edge in the first combat round.

Make an Perception + Intuition (5) check to spot a stun grenade in the debris.

See Flesh Worms in Random Encounters.

OBSERVATION AREA

VIRUS-INFECTED TROLL

B	A	R	S	W	L	I	C	ESS
3	1	3	5	1	1	1	1	6
I/ID		AC	CM	MOVE				
4/1		A1, I2	10	10/10/+1				

Defense Rating: 3

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

Powers: Enhanced Senses (Smell), Natural Weapon

Attack: Fist: DV 5S, Attack Ratings 5/-/-/-/-

A Perception + Intuition (3) Test spots the data chip on the desk with the contents of Metavirus Data File in the original book handouts.

LARGE OFFICE

Use the statistics of the Aztechnology Security Guards in Cast of Characters.

HALLWAY B

Roll twice on the Random Encounters table.

ANALYSIS/EXPERIMENTATION AREA

The Maglock is rating 4.

VIRUS-INFECTED ORKS

B	A	R	S	W	L	I	C	ESS
3	1	3	4	1	1	1	1	6
I/ID		AC	CM	MOVE				
4/1		A1, I2	11	10/10/+1				

Defense Rating: 4

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

Powers: Enhanced Senses (Smell), Natural Weapon

Attack: Fist: DV 4S, Attack Ratings 5/-/-/-/-

A Biotech (5) Test is required to recognize the equipment.



EXAMINATION ROOM

The vault door has a structure rating 16 and a Maglock rating 6. The Metavirus Datafile can be downloaded from this equipment with an Electronics + Logic (5) Test.

THE VAULT

No changes from the original book.

WHO'S WHO

WILLIAM BLOUNT

(MALE HUMAN)

B	A	R	S	W	L	I	C	ESS
2	2	2	2	4	4	4	1	4
DR	I/ID	AC	CM	MOVE				
2	4/1	A1, I2	10	10/15/+1				
(8/2 Astral)								

Skills: Influence 1, Sorcery 3
Knowledge Skills: Psychology, Parazoology
Spells: Powerbolt, Detect Life, Stabilize, Invisibility, Physical Barrier

RANDOM ENCOUNTERS

Result	Critter
2-4	No Result
5	Giant Cockroach (1d6)
6	Flesh Worm (1d6)
7-8	Giant Millipede (1d6)
9	Tiger Sapiens
10	Wolf Sapiens
11	Dr. Peterhoff†
12+	Bear Sapiend

GIANT COCKROACH

B	A	R	S	W	L	I	C	ESS
5	2	3	2	2	2	3	3	6
I/ID	AC	CM	MOVE					
6/1	A1, I2	10	10/20/+1					

Defense Rating: 9 (Armor: 4)
Skills: Athletics 5, Close Combat 4, Outdoors 6, Perception 5 (Smell +2)
Powers: Armor 4, Enhanced Senses (Sight, Smell), Natural Weapon
Attack: Mandibles: DV 2P, Attack Ratings 5/-/-/-/-

FLESH WORM

B	A	R	S	W	L	I	C	ESS
3	2	3	2	2	2	3	3	6
I/ID	AC	CM	MOVE					
6/1	A1, I2	10	10/20/+1					

Defense Rating: 3
Skills: Close Combat 4, Perception 5
Powers: Natural Weapon, Venom
Attack: Barbs: DV 2P, Attack Ratings 5/-/-/-/-
Venom: Injection; 1 combat round; Corrosive 3

GIANT MILLIPEDE

B	A	R	S	W	L	I	C	ESS
3	2	3	2	2	2	3	3	6
I/ID	AC	CM	MOVE					
6/1	A1, I2	10	10/20/+1					

Defense Rating: 5 (Armor: 2)
Skills: Athletics 3, Close Combat 3, Outdoors 4, Perception 3

Powers: Armor 2, Natural Weapon
Attack: Mandibles: DV 2P, Attack Ratings 4/-/-/-/-

TIGER SAPIENS

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

Defense Rating: 3
Skills: Athletics 5, Close Combat 4, Perception 5 (Smell +2)
Powers: Enhanced Senses (Smell), Sapience, Natural Weapons
Attack: Claws: DV 4P, Attack Ratings 8/-/-/-/-

WOLF SAPIENS

B	A	R	S	W	L	I	C	ESS
3	2	2	2	2	2	2	2	6
I/ID	AC	CM	MOVE					
4/1	A1, I2	10	10/20/+1					

Defense Rating: 3
Skills: Athletics 5, Close Combat 4, Perception 5 (Smell +2)
Powers: Enhanced Senses (Smell), Sapience, Natural Weapons
Attack: Bite: DV 2P, Attack Ratings 6/-/-/-/-

BEAR SAPIENS

B	A	R	S	W	L	I	C	ESS
5	2	2	6	2	2	2	1	6
I/ID	AC	CM	MOVE					
6/1	A1, I2	11	10/15/+1					

Defense Rating: 7 (Armor: 2)
Skills: Athletics 5, Close Combat 4, Perception 5 (Smell +2)
Powers: Armor 2, Sapience, Natural Weapons
Attack: Claw: DV 6P, Attack Ratings 10/-/-/-/-

DR. SIMON PETERHOFF

B	A	R	S	W	L	I	C	ESS
2	2	2	2	1	5	5	2	5
DR	I/ID	AC	CM	MOVE				
2	4/1	A1, I2	10	10/15/+1				

Skills: Athletics 1, Biotech 3 (Biotechnology +2)
Knowledge Skills: Biology, Genetic Engineering
Languages: English (N)
Augmentation: Datajack, Rating 1

ACCESSING BETA SYSTEM

The system has been crashed by physical destruction. The datafile needed is found in the Analysis/Experimentation Room.

ESCAPE

No changes from the original book.



OUT OF THE FRYING PAN

WHO'S WHO

ALAMOS 20.000 TEAM

PROFESSIONAL RATING 4

CLAUDE PIERCE

Use Humanis Paramilitary Sergeant (*FSQ*, p. 142), replacing Armor Vest with Armor Clothing, and weapons with an AK-97 and a Fichetti Security 600.

TERRY CAREY

Use Humanis Grunt (*FSQ*, p. 142), replacing the Armor Vest with Armor Clothing and the weapons with a Defiance T-250 shotgun and Beretta 101T light pistol.

DANIEL SINCLAIR

Use Humanis Grunt (*FSQ*, p. 142), replacing the Armor Vest with Armor Clothing and the weapons with an Uzi V and Ruger Super Warhawk.

HUMANIS POLICLUB MEMBER

Use Humanis Goon statistics (*SR6*, p. 204). Add Armor Clothing and a Remington 900 rifle to each.

AZTECHNOLOGY R&P TEAM

PROFESSIONAL RATING 4

CAPTAIN H.C. STRUM

Use Firewatch agent (*FSQ*, p. 137), replacing the Bug Stomper armor with Security Armor (*FSQ*, p. 50), and the weapons with FN HAR SMG and a Browning Ultra Power heavy pistol.

LIEUTENANT CARL HOLLIS

Use Street Veteran (*FSQ*, pp. 135-136), replacing the Armor Jacket with Security Armor (*FSQ*, p. 50), and the weapons with AK-97 rifle and HK-227.

Use the Aztechnology Security Guards in Cast of Characters, but replace the armor jacket with security armor (*FSQ*, p. 50) and weapons with an AK-97 rifle and a HK-227 SMG.

TROOPERS

Use the Aztechnology Security Guards in Cast of Characters.

FORGOTTEN TUNNELS

No changes from the original book.

WELCOME TO WILHEM PARK

ORK MALES

B	A	R	S	W	L	I	C	ESS
4	3	3	4	3	2	3	2	6
DR	I/ID	AC	CM	MOVE				
7	6/1	A1, I2	10	10/15/+1				

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

Gear: Armor clothing (+2), commlink (Device Rating 2), Goggles (Smartlink)

Weapons:
AK-97 [Rifle, DV 5P, SA/BF/FA, 7/13/11/9/3, 38(c)]

TO THE RESCUE

ALPHA SECTION

Alpha Section host (Rating 10; A/S/D/F 11/9/13/14). Cameras and Maglocks can be found using Matrix Perception, (Legal) Electronics (Computer) + Intuition vs. Willpower + Sleaze (Minor) to determine what it is. Users can look through cameras [Snoop (*SR6*, p. 184)], loop a camera's feed [Spoof (*SR6*, p. 184)], or alter the feed after the fact [Edit (*SR6*, p. 181)]. Maglocks can be opened with a Spoof (*SR6*, p. 184) command, or their logs Edited (*SR6*, p. 181). The Metavirus data file can be found using a Hash Check (*SR6*, p. 182), that is Encrypted 4.

HOST STRUCTURE

ALPHA SECTION HOST (RATING 10)

Installed IC: Blaster, Jammer, Track

Sculpting: The host appears as a nature preserve, with files, devices, and programs appearing as different wildlife.

Host Personas: Technicians are logged in during the day, but at night it is only Security Deckers and automated programs.

Security Procedures: The Corporate Decker is logs in after security is alerted to the runners' presence, but tends to remain hands-off since the system can handle things much better without his interference.

GUARD QUARTERS

Runners must make a Stealth + Agility vs Perception + Intuition Opposed test against the guard (8 dice).

STOREROOM

The Stealth + Agility test is opposed by the Technician's Perception + Intuition (6 dice).



HALLWAY

Everytime the runners enter the hallway in Alpha section (p. 37), roll a Stealth + Agility (4) Teamwork test. Anytime they do not succeed, roll 1D6 on the table below. Glitches add +1 to the roll, critical glitches add +3.

Result	Critter
1	1 Aztechnology Guard (p. 7)
2	2 Aztechnology Guards (p. 7)
3	1 Technician
4	2 Technicians
5	Samuel Silver and Wage Mage
6+	Mr. Sanchez and Evelyn Franklin

WHO'S WHO

CORPORATE DECKER

Use Cutters Data Harvester (SR6, p. 205), removing all augmentations except cyberjack, removing gang leathers, and removing all weapons.

TECHNICIAN

Use Corporate Wageslave (6WC, p. 166), replacing Accounting with Biology.

WAGE MAGE

B	A	R	S	W	L	I	C	ESS	M
1	2	2	2	3	4	4	1	6	4
DR	I/ID	AC	CM	MOVE					
7	4/1 (6/2 Astral)	A1, 12	10	10/15/+1					

Skills: Conjuring 2, Firearms 2, Influence 2, Sorcery 2

Spells: Fireball, Heal, Manabolt, Powerball, Stunball

Gear: Security armor (FSQ, p. 50)

Weapons:

Uzi V [SMG, DV 3P, SA/BF/FA, 8/8/7/—/—, 24(c)]

Stun Baton [Club, DV 5Se, 6/—/—/—/—, 15(c)]

JORGE SANCHEZ

B	A	R	S	W	L	I	C	ESS
3	3	3 (5)	2	2	2	2	3	2.8
DR	I/ID	AC	CM	MOVE				
6	8/3	A1, 12	10	10/15/+1				

Skills: Close Combat 2, Cracking 2, Electronics 2, Firearms 2, Influence 2, Piloting 2

Augmentations: Datajack, Rating 1; Smartlink; Wired Reflexes 2

Gear: Armor vest, Trauma Patch (x2), White Noise Generator

Weapons:

Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 11/11/9/—/—, 15(c)]

EVELYN FRANKLIN

B	A	R	S	W	L	I	C	ESS	M
2	2	2	1	4	4	4	3	6	4 (7)
DR	I/ID	AC	CM	MOVE					
5	4/1 (8/2 Astral)	A1, 12	10	10/15/+1					

Skills: Conjuring 2, Firearms 1, Influence 2, Piloting 2, Sorcery 2

Spells: Powerbolt, Powerball, Analyze Truth, Antidote, Heal, Stabilize, Phantasm

Gear: Armor vest, bracelet (Power Focus 3)

Uzi V [SMG, DV 3P, SA/BF/FA, 8/8/7/—/—, 24(c)]

SAMUEL SILVER

B	A	R	S	W	L	I	C	ESS	M
2	3	3	2	3	4	4	2	6	4 (7)
DR	I/ID	AC	CM	MOVE					
5	6/1 (8/2 Astral)	A1, 12	10	10/15/+1					

Skills: Conjuring 2, Firearms 2, Influence 2, Sorcery 2

Spells: Manabolt, Powerbolt, Stunball, Heal, Chaos

Gear: Armor vest

Weapons:

Beretta 101T [Light Pistol, DV 2P, SA, 9/8/6/—/—, 21(c)]

RETURN TO WILHEM PARK

BEHIND THE SCENES

To convince Bronston, Dr. Owens needs to make an Influence + Charisma vs Bronston's Willpower + Intuition. If the runners want to help, they can roll their own Influence + Charisma (4) Test to add their hits to her dice pool.

NOT-SO-SAFE HOUSE

WHO'S WHO

ALAMOS 20,000

PROFESSIONAL RATING 3

MARTIN HONNICKER

Use Humanis General (FSQ, p. 144), replacing Armor Vest with Lined Coat, and weapons with an AK-97 rifle.

The two others with Honnicker can be picked from Johnny Clean, Louise Frost, and Andrew Shalene.

HUMANIS POLICLUB MEMBER

Use Humanis Goon statistics (SR6, p. 204). Add Armor Clothing and a Remington 900 rifle to each.

AZTECHNOLOGY TEAM

PROFESSIONAL RATING 4

EDUARDO EMAN & JACOB BARRE

Use Wolverine Security (FSQ, pp. 138-139). Eduardo replaces the security armor with armor clothing and the weapons with an Uzi V SMG. Jacob replaces the weapons with an FN HAR rifle and Ruger Super Warhawk heavy pistol, and also a Panther XXL assault cannon if things get really bad.

AZTECHNOLOGY SECURITY GUARDS

Use the guards from Cast of Characters.



LEGWORK

Legwork checks follow all the rules presented in the Sixth World Core Rulebook (p. 50) and using Types (6WC, pp. 161-162). The number of net hits from the connection test needed for the information in the tables remains the same.

AZTECHNOLOGY FACILITY

If the contact is Corporate or Academic, add 1 to their connection rating. If the contact is Street or Criminal, subtract 1.

CAST OF CHARACTERS

ALLAN BRONSTON

(MALE ORK, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
5	4	4	5	4	2	2	2	5
DR	I/ID	AC	CM	MOVE				
10	8/1	A1, I2	10	10/15/+1				

Skills: Athletics 4, Biotech 4, Close Combat 2, Firearms 2, Influence 2

Knowledge Skills: Biology, Genetic Engineering

Augmentations: Datajack, Rating 1

Gear: Commlink

Weapons:

Beretta 101T [Light Pistol, DV 2P, SA, 9/8/6/-/-, 21(c)]

Throwing Knives [Throwing, DV 2P, 10/9/3/-/-]

WENDELL HOLMES

(MALE HUMAN, PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
2	2	2	3	1	2	2	2	5
DR	I/ID	AC	CM	MOVE				
5	4/1	A1, I2	9	10/15/+1				

Skills: Cracking 3, Electronics 3, Influence 2

Knowledge Skills: Lone Star Procedures

Augmentations: Datajack, Rating 1

Languages: English (N), Japanese (S)

Gear: Armor vest

DR. CAROL OWENS

(FEMALE HUMAN, PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
2	2	2	2	4	4	4	3	5
DR	I/ID	AC	CM	MOVE				
2	4/1	A1, I2	10	10/15/+1				

Skills: Biotech 4 (Biotechnology +2), Close Combat 1, Cracking 3, Electronics 3, Influence 2, Piloting 2

Knowledge Skills: Biology, Genetic Engineering

Augmentations: Datajack, Rating 1

JOHN WALKER

(MALE HUMAN, PROFESSIONAL RATING 2)

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	10	10/15/+1				

Skills: Cracking 4, Electronics 4, Firearms 2, Influence 4 (Negotiation +2)

Augmentations: Datajack, Rating 1

Gear: Armor vest

Weapons:

Beretta 101T [Light Pistol, DV 2P, SA, 9/8/6/-/-, 21(c)]

AZTECHNOLOGY SECURITY GUARD

(HUMAN, PROFESSIONAL RATING 2)

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

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

Gear: Armor jacket, Helmet (Meta Link, Audio Enhancement, Flare Compensation, Vision Enhancement)

Weapons:

AK-97 [Rifle, DV 5P, SA/BF/FA, 4/11/9/7/1, 38(c)]

PICKING UP THE PIECES

AWARDING KARMA

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

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