



QUEEN EUPHORIA



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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: 15 January 2050 1400 hrs

INTRODUCTION	1
WAKE UP CALL	2
OFF AND RUNNING	2
ROYAL WHAT?	2
PACIFIC TOWERS	2
TO CATCH A STAR	2
HOLDING EUPHORIA	3
PAYDAY	3
I'VE GOT PRIDE	3
DÉJÀ VU	3
MEETIN CARRONE	3
MISSING AGAIN	4
HACKING STRICE	4
MISSING PERSONS	4
HEY, VINCE!	4
THE MAGIC SHOP	5
A MEGAMEDIA PRODUCTION	5
AUDIENCE WITH THE QUEEN	5
PICKING UP THE PIECES	7
INSECTS AMOUNG US	7
LEGWORK	7
CAST OF CHARACTERS	8



INTRODUCTION

“It was a simple job, and the pay was good. Snatch Euphoria, the simsense star, sit on her for a weekend, and let her go. Easy.

If you believe that, you've never run the shadows.

Because now she's been snatched for a second time ... and the corps think you did it.

What does all this have to do with - Ambergel, the most popular junk food in Seattle?

A former Coyote shaman?

An evil power so strong it threatens all mankind?

Find the Queen. Find the answers.

HURRY!”

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

Queen Euphoria 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

Queen Euphoria (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), and Street Wyrd (WYRD) in this adventure.



WAKE UP CALL

WHO'S WHO

ELLERY WHITECASTLE

Use Fixer (SR6, p. 212).

OFF AND RUNNING

BEHIND THE SCENES

To negotiate better pay, the runners need to make an Opposed Influence (Negotiation) + Charisma test against Whitecastle. He has 9 dice for this test. Each net hit by the runners adds 1,000¥, while net hits by Whitecastle subtracts 1,000¥.

WHO'S WHO

BODYGUARD

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
4	4	4 (5)	4	4	3	3	2	4
DR	I/ID	AC	CM	MOVE				
7	9/2	A1, I3	10	10/15/+1				

Skills: Close Combat 5, Firearms 5, Influence 1 (Etiquette + 2), Perception 1

Augmentations: Skilljack, rating 5; Skillwires, rating 5; Wired reflexes, rating 1

Gear: Lined coat

Weapons:

Browning Ultra Power w/ exp. ammo [Heavy Pistol, DV 4P, SA, 12/11/8/—/—, 15(c)]

JUAN DIABLO

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
4	3 (4)	3 (5)	4 (5)	4	4	4	2	2.15
DR	I/ID	AC	CM	MOVE				
9	9/3	A1, I4	10	10/15/+1				

Skills: Close Combat 4, Firearms 4, Influence 4 (Etiquette + 2), Perception 7, Piloting 2, Stealth 3

Augmentations: Cybereyes, rating 3 (flare compensation, low-light vision, smartlink, thermographic vision); Dermal plating, rating 2; Muscle replacement, rating 1; Retractable hand razors; Wired reflexes, rating 2

Gear: Armor vest, DocWagon contract (platinum), Harley Scorpion

Weapons:

Uzi V [SMG, DV 3P, SA/BF/FA, 10/10/9/—/—, 24(c)]

Yamaha Pulsar [Taser, DV 4S(e), SS, 9/9*/—/—/—, 4(m)]

Hand razors [Blades, DV 2P, 11/—/—/—/—]

ROYAL WHAT?

Unchanged from the original book.

PACIFIC TOWERS

BEHIND THE SCENES

If the PANICBUTTON is triggered, use the Lone Star Patrolman statistics (SR6, p. 206) for the arriving forces. Statistics for the Mitsubishi Nightsky, Ford Americar, and Northrup Wasp are available in the Core Rulebook (SR6, pp. 301, 302).

PACIFIC TOWERS HOST

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

Installed IC: Patrol, Binder

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

Host Personas: *Maybe* the manager, if he's checking on something.

Security Procedures: When alerts are set off, the manager will log in to shut the system down.

Controlling and opening/closing elevators is a Spoof action (SR6, p. 184).

WHO'S WHO

PACIFIC TOWERS SECURITY GUARD

(PROFESSIONAL RATING 1)

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

Skills: Close Combat 2, Firearms 2, Influence 1 (Etiquette + 2), Perception 1

Gear: Armor vest

Weapons:

Ceska Black Scorpion [Heavy Pistol, DV 3P, SA/BF, 11/11/9/—/—, 15(c)]

KNIGHT ERRANT SECURITY GUARD

Use Knight Errant Street Veteran (FSQ, p. 137).

TO CATCH A STAR

BEHIND THE SCENES

The spirits bound by Stone are a Force 5 Spirit of Fire (SR6, p. 148), a Force 3 Spirit of Fire (SR6, p. 148), and a Force 4 Spirit of Earth (SR6, p. 148). The earth spirit is sustaining an Armor spell on Stone. The Force 5 Spirit of Fire aids in his Combat Sorcery tests (+2). The Force 3 Spirit of Fire has been assigned to Magically Guard (WYRD, p. 69) Euphoria in case of magical attacks.



WHO'S WHO

KNIGHT ERRANT SECURITY GUARD

Use Knight Errant Street Veteran (FSQ, p. 137).

MICHAEL ADAMS "OSPREY"

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
4	4	4 (6)	3	4	3	3	4	2.15
DR	I/ID	AC	CM	MOVE				
8	10/3	A1, 14	10	10/15/+1				

Skills: Close Combat 6*, Exotic Weapons 6*, Firearms 5, Influence 5 (Interrogation +2), Perception 4, Piloting 2, Stealth 5

Augmentations: Flare compensation; Retractable hand razors; Skilljack, rating 6; Skillwires, rating 6; Smartlink; Thermographic vision; Wired reflexes, rating 2

Gear: Armor jacket, commlink (DR 5)

Weapons:

Colt Manhunter [Heavy Pistol, DV 3P, SA, 12/10/8/-/-, 14(c)]
FN-HAR [Rifle, DV 5P, SA/BF/FA, 5/13/12/8/3, 35(c)]
Monofilament whip [Exotic, DV 6P, 14/-/-/-/-]
Hand razors [Blades, DV 2P, 9/-/-/-/-]

ALEXANDER CROSS "STONE"

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS	M
3	2	2	2	4	4	4	3	6	4
DR	I/ID	AC	CM	MOVE					
9	4/1	A1, 12	10	10/15/+1					
		8/2 Astral							

Skills: Close Combat 2, Conjuring 7, Firearms 2, Influence 2 (Etiquette +2), Perception 7, Sorcery 9, Stealth 2

Spells: Manabolt, Powerball, Stunball, Detect Enemies, Heal, Increase Attribute, Armor, Control Thoughts, Physical Barrier

Gear: Armor clothing, magical reagents

Weapons:

Browning Ultra Power [Heavy Pistol, DV 3P, SA, 10/9/6/-/-, 15(c)]
Staff [Club, DV 4S, 8/-/-/-/-]

HOLDING EUPHORIA

Unchanged from the original book.

PAYDAY

BEHIND THE SCENES

If needed, Vernon Gruder's statistics are a Corporate Wageslave (6WC, pp. 166-167). Vern will give up all the information he has on an Influence + Charisma vs. Willpower + Intuition Opposed Test. He has 5 dice.

I'VE GOT PRIDE

WHO'S WHO

THE STRICE BOYS

(PROFESSIONAL RATING 0)

B	A	R	S	W	L	I	C	ESS
4	2	2	3	2	2	2	2	6
DR	I/ID	AC	CM	MOVE				
7	4/1	A1, 12	9	10/15/+1				

Skills: Close Combat 2, Firearms 2, Influence 2 (Etiquette +2), Perception 3, Stealth 2

Gear: Armor vest

Weapons:

Ares Light Fire 70 [Light Pistol, DV 2P, SA, 10/7/6/-/-, 16(c)]
Uzi V [SMG, DV 5P, SA/BF/FA, 5/13/12/8/3, 35(c)]
Stun baton [Club, DV 4S, 6/-/-/-/-]

PRIDE

Change the Lion totem to Cat Mentor Spirit (SR6, p. 163).

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS	M
4	4	4	4	4	3	3	3	6	4
DR	I/ID		AC		CM		MOVE		
6	8/1		A1, I2		10		10/15/+1		
6/2 Astral									

Skills: Athletics 4, Close Combat 4, Firearms 2, Influence 3 (Etiquette +2), Perception 4, Sorcery 6, Stealth 5

Spells: Powerbolt, Fireball, Detect Enemies, Mind Probe, Antidote, Phantasm

Gear: RealLeather clothing, magic reagents, plastic restraints

Weapons:

Browning Ultra Power [Heavy Pistol, DV 3P, SA, 10/9/6/-/-, 15(c)]
Spear [Club, DV 4S, 8/-/-/-/-]
Survival Knife [Blade, DV 3P, 8/2*/-/-/-]

DÉJÀ VU

Unchanged from the original book.

MEETING CARRONE

BEHIND THE SCENES

The runners can negotiate with Carrone on their fee, but he has Edge and 9 dice on the Influence (Negotiation) + Charisma Opposed Test. Each net hit by the runners increases the pay by 1,000¥, while each by Carrone reduces it by 1,000¥.



MISSING AGAIN

BEHIND THE SCENES

LIVING ROOM

Change the Perception tests to the following:

- Perception + Logic (6) Test to notice the large holes in the ceiling.
- Perception + Logic (3) Test to notice the lump of brown slime.
- Perception + Logic (4) Test to recognized the smell
- Perception + Logic (2) Test to recognize the taste.

RECORDING STUDIO

Make an Electronics + Logic (5) Test to replay the recording.

PRIVATE SCREENING

To reinstall the inhibitors requires an Extended Electronics + Logic (4, 1 hour) Test. Copying the recording is an Electronics + Logic (4) Test.

HACKING STRICE

BEHIND THE SCENES

Finding the Strice Foods Host requires a Matrix Search [(Legal) Electronics + Intuition (1, 10 minutes) Extended Test].

STRICE FOODS HOST

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

Installed IC: Patrol, Blaster, Killer, Scramble, Track

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

Host Personas: Techs and analysts during the day, totally automated Patrol IC at night.

Security Procedures: When alerts are set off, the other IC will run, but no spiders log in.

Hash Checks (*SR6*, p. 182) are required to find any of the clues listed in the original book. To get any of the paydata requires a Spoof Command (*SR6*, p. 184) to copy the file and a Crack File (*SR6*, p. 180) with a threshold of 5 to gain access to information to sell.

MISSING PERSONS

BEHIND THE SCENES

Garrety used the Bartender Contact statistics (*SR6*, p. 212), serving staff use the Bartend statistics, but remove the Close Combat and Firearms skills. The nighttime Troll Bouncer uses the Bartender statistics, modified for a Troll (*SR6*, p. 211).

HEY, VINCE!

BEHIND THE SCENES

The first test is an Influence (Etiquette) + Charisma (4) Test. The personal secretary is an Influence (Etiquette) + Charisma (6, 1 hour) Extended Test. To pressure Burroughs is an Influence + Charisma vs. Willpower + Intuition Test, he has 5 dice. If the runners have a copy of the abduction, give them Edge on the test. Net hits equal the successes on the table in the original book.

When the Ant Spirit materializes, have the runners make a Surprise Test (*SR6*, p. 108) at the beginning of the combat.

WHO'S WHO

BURROUGHS

(PROFESSIONAL RATING 0)

B	A	R	S	W	L	I	C	ESS
2	2	2	2	2	3	3	3	5.9
DR	I/ID	AC	CM	MOVE				
2	4/1	A1, 12	9	10/15/+1				

Skills: Influence 2 (Etiquette + 2), Perception 4

TRUE FORM SOLDIER

Use the statistics for a Force 3 Soldier Spirit (*WYRD*, p. 165).



THE MAGIC SHOP

WHO'S WHO

VAN WILLIS

Note that since he is alone, he suffers -2 dice pool modifiers on all tests (*WYRD*, p. 162).

(FORCE 1 HYBRID FORM WORKER SPIRIT)

B	A	R	S	W	L	I	C	ESS
2	3	2	2	3	2	2	3	6
DR	I/ID	AC	CM	MOVE				
2	5/1	A1, I2	10	10/15/+1				
					2/3 (Astral)			

Skills: Astral 1, Athletics 1, Close Combat 1, Perception 1, Stealth 1

Powers: Animal Control, Astral Form, Enhanced Senses (smell, thermographic vision), Hive Mind, Natural Weapon

Weapons:

Bite [Brawl, DV 1P, 6/-/-/-/-]

A MEGAMEDIA PRODUCTION

BEHIND THE SCENES

The runners can negotiate with Carrone on their fee, he has 9 dice on the Influence (Negotiation) + Charisma Opposed Test. Each net hit by the runners increases the pay by 5,000¥, while each by Carrone reduces it by 5,000¥. For this test, give the runners Edge.

Have the runners make a Memory (4) Test (*SR6*, p. 67) to see if they have heard of Warden. Restrictions on gear are as follows:

- Exotic ranged weapons and launchers listed in *Shadowrun Sixth World Core* (*SR6*, pp. 258-259) or *Firing Squad* (*FSQ*, pp. 31-36) are not available to the runners.
- They will be provided with Mil-Spec (Heavy) (*FSQ*, p. 47) armor with Chemical Protection Rating 6 (*SR6*, p. 266), Chemical Seal Rating 5 (*SR6*, p. 266), Gear Access installed (*FSQ*, p. 53).
- They will also be provided with Mil-Spec Helmets (*FSQ*, p. 47) with flare compensation (*SR6*, p. 275), low-light vision (*SR6*, p. 275), smartlink (*SR6*, p. 275), rolling video recorder (*BS*, p. 37), simrig (*SR6*, p. 268), thermographic vision (*SR6*, p. 275), and built-in Commlink (DR2) (*SR6*, p. 284) installed. It takes an Electronics + Logic (6, 10 minutes) Test to discover the simrig equipment.
- In addition to the primary, secondary, and back-up weapon of choice, the runners will each be given 2 each fragmentation and stun grenades (*SR6*, p. 263), 6 Rating 3 stim patches and 6 trauma patch (*SR6*, p. 282).

AUDIENCE WITH THE QUEEN

BEHIND THE SCENES

The layout is unchanged from the original book. Interior walls are made of Plastiboard (SR 6). Craft will bolt if he does not succeed a Composure (3) Test. If he critically glitches the composure test, he bolts for the nearest exit, heedless of any danger.

OUTSIDE

FLESH FORM SOLDIER

(FORCE 3)

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

Sources: *Squatter* (6WC, p. 172), *Flesh Form Inhabitation* (*WYRD*, pp. 67-68), *Soldier Spirit* (*WYRD*, p. 165)

Skills: Astral 3, Athletics 3, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Fear, Hive Mind, Natural Weapon

Weapons:

Bite [Brawl, DV 2P, 7/-/-/-/-]

UPPER LEVEL

FLESH FORM WORKERS

(FORCE 1)

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

Sources: *Squatter* (6WC, p. 172), *Flesh Form Inhabitation* (*WYRD*, pp. 67-68), *Soldier Spirit* (*WYRD*, p. 165)

Skills: Astral 1, Athletics 1, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Enhanced Senses (smell, thermographic vision), Hive Mind, Natural Weapon

Weapons:

Claw [Brawl, DV 1P, 6/-/-/-/-]

LOWER LEVEL

ROOM 3

FLESH FORM WORKERS

(FORCE 1)

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



Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 1, Athletics 1, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Enhanced Senses (smell, thermographic vision), Hive Mind, Natural Weapon

Weapons:

Claw [Brawl, DV 1P, 6/-/-/-/-]

FLESH FORM SOLDIERS

(FORCE 3)

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 3, Athletics 3, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Fear, Hive Mind, Natural Weapon

Weapons:

Bite [Brawl, DV 2P, 7/-/-/-/-]

ROOM 8

FLESH FORM WORKERS

(FORCE 1)

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 1, Athletics 1, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Enhanced Senses (smell, thermographic vision), Hive Mind, Natural Weapon

Weapons:

Claw [Brawl, DV 1P, 6/-/-/-/-]

ROOM 14

FLESH FORM WORKERS

(FORCE 1)

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 1, Athletics 1, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Enhanced Senses (smell, thermographic vision), Hive Mind, Natural Weapon

Weapons:

Claw [Brawl, DV 1P, 6/-/-/-/-]

FLESH FORM SOLDIERS

(FORCE 3)

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

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 3, Athletics 3, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Fear, Hive Mind, Natural Weapon

Weapons:

Bite [Brawl, DV 2P, 7/-/-/-/-]

ROOM 15

FLESH FORM WORKERS

(FORCE 1)

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 1, Athletics 1, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Enhanced Senses (smell, thermographic vision), Hive Mind, Natural Weapon

Weapons:

Claw [Brawl, DV 1P, 6/-/-/-/-]

FLESH FORM SOLDIER

(FORCE 5)

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 3, Athletics 3, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Fear, Hive Mind, Natural Weapon

Weapons:

Bite [Brawl, DV 2P, 7/-/-/-/-]

THE HIVE ROOM

FLESH FORM WORKERS

(FORCE 1)

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 1, Athletics 1, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Enhanced Senses (smell, thermographic vision), Hive Mind, Natural Weapon

Weapons:

Claw [Brawl, DV 1P, 6/-/-/-/-]



TRUE FORM WORKERS

(FORCE 1)

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 1, Athletics 1, Close Combat 1, Perception 1, Stealth 1

Powers: Animal Control, Astral Form, Fear, Hive Mind, Inhabitation (Living Vessels), Natural Weapon, Sapience

Weapons:

Claw [Brawl, DV 1P, 6/-/-/-/-]

FLESH FORM SOLDIERS

(FORCE 3)

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 3, Athletics 3, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Fear, Hive Mind, Natural Weapon

Weapons:

Bite [Brawl, DV 2P, 7/-/-/-/-]

TRUE FORM SOLDIERS

(FORCE 3)

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

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 3, Athletics 3, Close Combat 3, Con 3, Perception 3, Stealth 3

Powers: Animal Control, Astral Form, Fear, Hive Mind, Natural Weapon

Weapons:

Claw [Brawl, DV 2P, 7/-/-/-/-]

Bite [Brawl, DV 2P, 7/-/-/-/-]

FLESH FORM SOLDIERS

(FORCE 5)

B	A	R	S	W	L	I	C	ESS
5	4	4	4	3	2	2	2	6
DR	I/ID	AC	CM	MOVE				
5	8/1 10/3 (Astral)	A1, I2 (4)	10	10/15/+1				

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 5, Athletics 5, Close Combat 2, Con 2, Firearms 2, Outdoors 4, Perception 3, Stealth 2

Powers: Animal Control, Astral Form, Fear, Hive Mind, Inhabitation (Living Vessels), Natural Weapon, Sapience

Weapons:

Bite [Brawl, DV 3P, 11/-/-/-/-]

TRUE FORM SOLDIERS

(FORCE 5)

B	A	R	S	W	L	I	C	ESS
5	4	4	4	3	1	2	1	6
DR	I/ID	AC	CM	MOVE				
8	12/2 10/3 (Astral)	A1, I3 (4)	10	10/15/+1				

Sources: Squatter (6WC, p. 172), Flesh Form Inhabitation (WYRD, pp. 67-68), Soldier Spirit (WYRD, p. 165)

Skills: Astral 5, Athletics 5, Close Combat 5, Con 5, Perception 5, Stealth 5

Powers: Animal Control, Astral Form, Fear, Hive Mind, Natural Weapon

Weapons:

Claw [Brawl, DV 3P, 11/-/-/-/-]

Bite [Brawl, DV 3P, 11/-/-/-/-]

PICKING UP THE PIECES

The queen is a Force 5 Queen Spirit (WYRD, p. 165). The rest of Picking Up The Pieces is unchanged from the original book. Karma awards are the same (hey, it's fraggin' BUGS).

INSECTS AMONG US

For more information on Insect Spirits and Magicians, pick up *Street Wyrd* (WYRD, p. 161).

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.

VINCENT BURROUGHS

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

ROBERT CARRONE

If the contact is Media, add 1 to their connection rating. If the contact is Street, subtract 1.

CRAFT/THOMAS DORIN

If the contact is Magic, add 1 to their connection rating. If the contact is Matrix, subtract 1.

MAGIC CRAFTS

If the contact is Magic, add 1 to their connection rating. If the contact is Corporate, subtract 1.



EUPHORIA

If the contact is Media, add 1 to their connection rating. If the contact is Criminal, subtract 1.

OSPREY

If the contact is Street, add 1 to their connection rating. If the contact is Matrix, subtract 1.

STONE

If the contact is Magic, add 1 to their connection rating. If the contact is Matrix, subtract 1.

LUDIVENKO

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

STRICE FOODS

STRICE INFORMATION

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

STRICE COMPUTER SYSTEM

This is covered in Hacking Strice.

MEGAMEDIA ENTERTAINMENT, INC.

The Strice Rumors section in the original book should be Megamedia rumors. If the contact is Media, add 1 to their connection rating. If the contact is Criminal, subtract 1.

CAST OF CHARACTERS

CRAFT

(MALE HUMAN, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
3	2	2	2	4	4	4	4	6
DR	I/ID	AC	CM	MOVE				
5	4/1	A1, I2	10	10/15/+1				
					8/2 (Astral)			

Skills: Close Combat 2, Conjuring 7, Firearms 2, Influence 3 (Etiquette +2), Perception 7, Sorcery 7, Stealth 3

Knowledge Skills: Alchemy, Metalworking, Woodworking

Spells: Manabolt, Stunball, Clairvoyance, Confusion, Mask, Phantasm, Armor, Levitate

Gear: Real leather Jacket, magical reagents

Weapons:

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

EUPHORIA

(FEMALE HUMAN, PROFESSIONAL RATING 0)

B	A	R	S	W	L	I	C	ESS
2	3	3	2	2	3	3	4	5.7
DR	I/ID	AC	CM	MOVE				
5	6/1	A1, I2	9	10/15/+1				

Skills: Influence 5 (Negotiation +2), Con 5 (Acting +2), Athletics 3, Perception 4

Knowledge Skills: Acting, Dance, Senses Acting

Augmentations: Datajack; Simrig

Gear: Long coat

ROBERT CARRONE

(MALE HUMAN, PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
2	3	3	2	2	3	3	2	5.7
DR	I/ID	AC	CM	MOVE				
4	4/1	A1, I2	10	10/15/+1				

Skills: Firearms 2, Influence 4 (Negotiation +3), Perception 4

Knowledge Skills: Biology, Genetic Engineering

Augmentations: Datajack; Commlink (DR 5)

Gear: Tres Chic Armor Clothing

Weapons:

Ceska Black Scorpion [Machine Pistol, DV 2P, SA/BF, 10/9/8/-/-, 35(c)]

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