

CAST OF SHADOWS

JANE “FROSTY” FOSTER

Jane “Frosty” Foster is an accomplished magician in her mid-forties, though she looks to be twenty years younger. She has long, curly, platinum blonde hair. Her eyes are a clear blue, and she has a stunning smile. At first glance, she may appear human, since she has rounded ears and lacks the typical almond-shaped eyes of elves, but she is taller and thinner than most human women. She has a very slight limp, which is only pronounced when she is deeply fatigued.

Frosty has a casual attitude and a very pragmatic outlook on life. She is very loyal and basically honest, despite her career as a shadowrunner. She has a well-developed sense of humor and enjoys a good joke. She doesn’t like surprises, however, and tends to lash out at unpleasant surprises with a hot temper—and significant amounts of mana.

Jane grew up in an orphanage, unaware of her parentage, although always slightly wistful and curious. Eventually, she went to the University of Missouri, then began working for a small corporation in Columbia, Missouri. When she was in her twenties, her magical abilities Awakened and she apprenticed to Harlequin, a powerful and eccentric magician. Her mentor encouraged her to run the shadows and put her abilities to practice, to develop skills, contacts, and resources of her own.

After twenty years in the shadows, she’s obtained some very well-placed contacts, in both low circles and high. She’s met Fastjack in person and is a member of his VPN, JackPoint. In addition, she’s connected through her mentor to some very powerful individuals. On occasion, she has even met dragons—indeed, she was bequeathed a ring from Dunkelzahn in his will, a power focus that she never removes. These contacts have allowed her occasional access to some of the most secretive circles at large in the Sixth World (and she even occasionally shares her opinions and theories with her associates on JackPoint).

Being taught by one of the most powerful metahuman magicians on the planet has some advantages. Jane knows several spells and metamagical techniques that aren’t common knowledge (or even believed possible) in the magical community of 2072. Jane uses an arcane language and symbols during her rituals that are not recognizable to any magicians who observe her. Her magical talents are also unique—or at least not known beyond a handful of other people, such as her mentor.

Stats: Frosty is a high-level initiate magician (at least grade 8) with some unique spells and magical abilities. Her magic follows a different paradigm than other magicians in the Sixth World, though it looks vaguely hermetic. Jane eschews cyberware. No stats are provided as Jane should be as powerful as the gamemaster needs her to be and balanced with the group. She is experienced at driving a motorcycle and should have a firearms dice pool comparable to that of the player characters. If deprived of her magical talents, she prefers using heavy pistols in a fight, but she is also an accomplished swordswoman.

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In this adventure, these characters don’t have much to do and don’t need stats to do it. The actions which led to this were performed behind the scenes, before the player characters entered the picture. Harlequin, Eهران the Scribe, and Sheila Blatavsky move the plot along by their very presence, and rarely engage the shadowrunners directly. In part this is because the shadowrunners are the hired help, but mostly it’s because of the rules of the game: if they meddle with Frosty’s champions, the contest is invalidated.

HARLEQUIN AND EHРАН THE SCRIBE

To hell with subtlety—Harlequin and Eهران the Scribe are effectively immortal. By quirk of birth or magic, both of them are immune to the ravages of age, toxins, and disease, and have been kicking around the planet for at least 7,000 years. They also happen to be the most accomplished metahuman magicians on the planet. Their tradition is very, very old and depends on an understanding of magic that died out with the last age of magic. As a rule of thumb, assume that if magic can do something, these two can do it (or fake it quickly). If the player characters do make a determined effort to kill one or both of them, give it a good show as if they succeeded and then have the supposedly “dead” character show up later not much the worse for wear.

Harlequin is a male elf with long red-brown hair, normally kept tied back in a pony tail. His eyes are usually green with gold flecks, though their color can change according to his moods, the weather, and the tightness of his underwear. Of average height and light build, Harlequin is in excellent physical shape. Harlequin will always appear in this adventure with his face painted according to the style of his namesake, in full whiteface with diamonds over each eye and a triangle over his mouth. He’s been having a very fun time playing around with altskin with the shade and shifter options. Harlequin is Frosty’s tutor in the ways of magic.

Eهران the Scribe is a male elf with shoulder-length blond hair, usually swept back. His eyes are always blue, though the exact shade depends on the light (and possibly other factors). Slightly taller and thinner than Harlequin, Eهران looks like the older of the pair, with a few more wrinkles around his mouth and hands. As his epithet suggests, Eهران likes to write, often copiously and by hand, and he is likely to be seen with ink-stained fingers as from an old-fashioned pen. For this occasion, Eهران wears a thin platinum torc in the shape of a two-headed dragon around his neck; it is obvious to anyone who sees it that the style is identical to Frosty’s ring. Eهران the Scribe is Frosty’s biological father, a fact she has only recently become aware of and started to come to terms with.

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MYSTIC CRUSADERS

The Mystic Crusaders are the player character's primary antagonists during *Harlequin's Gambit*. They are men and women from many walks of life that have been brought together by the Atlantean Foundation for the common purpose of securing—and if need be, destroying—dangerous magical artifacts.

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NAACAL

Through considerable study of the few extant examples of 'Atlantean' script in the Atlantean Foundation's archives, the Mystic Crusaders have derived (some say constructed) a unique and private spoken and written language, which for is informally referred to as Naacal by the Mystic Crusaders after the language of the precursor civilization of the lost continent of Mu in the works of James Churchward and Augustus Le Plongeon.

This language isn't actually the Naacal envisioned by those two authors—hell, most people would agree it probably isn't Atlantean either—but the original sources of it do come from the same culture that made the caches and artifacts in this adventure, and that makes it valuable.

The Mystic Crusaders use Naacal for secure personal communication among themselves; no linguasofts exist for the language outside the Atlantean Foundation (except Knight 3's personal belongings) and they don't teach it to outsiders. A large part of it seems based on Sperethiel; characters can make a Sperethiel Test (3) to get the gist of a Naacal inscription or speech, or an Or'zet Test (3) to pick out a few important words. Characters with the Linguistics adept power or the Linguist quality who hear a significant amount of Naacal—say by tapping the Mystic Crusader's commchatter—may be able to pick up a smattering of the language.

NAACALNET

The Mystic Crusaders keep in touch through a series of virtual private networks (p.94, *Unwired*). Each network is encrypted (Encrypt 3), and all audio and text chatter occurs in Naacal. A given network is generally used for three days, and then the Mystic Crusader team will switch to a new VPN with the same parameters according to a schedule they have memorized. If there are any concerns about the security of the network—one of the Mystic Crusader's commlinks gets stolen, or non-Naacal traffic is inserted into the network—one of the Mystic Crusaders will send out an alert and the whole team will switch to the next VPN on the schedule.

SHEILA BLATAVASKY

The founder of the Atlantean Foundation is a mysterious elf, and a magician of some considerable power and influence. Through her organization and personal researches, she has uncovered ancient, forgotten magical knowledge, layering techniques and disciplines from dozens of pre-Awakening magical cultures into her own unique tradition. While she doesn't appear to be quite on the same level of Harlequin and Ebran the Scribe, she is powerful enough to command a modicum of civil treatment from them.

Sheila Blatavasky is not given any stats. There are only two instances in this adventure where she is scripted to come within sniping distance of the player characters, and in both cases she cares far less for them than she does Frosty, Harlequin, and Ebran the Scribe. If the shadowrunners make a move directly against Blatavasky, she will defend herself with the Twist Fate power (p.304, *SR4A*); she has used a unique application of this power to "steal" Edge from any of her Mystic Crusaders, giving her an effective Edge score well into the double-digits.

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KNIGHT 1

A chain-smoking veteran field commander, Knight 1 is a relic of the darker part of the Euro Wars. Her association with the Mystic Crusaders started while working with tactical teams to take out former combat magicians that had gone toxic or corrupt after they left the military. When on assignment she is calculating and manipulative, assertive in command and protective of her people.

Fifty-ish human female, with classical Mediterranean features and close-cut black hair now shot through with grey.

B	A	R	S	C	I	L	W	EDG	Ess	M	Init	IP	CM
4	3	6	4	6	3	3	6	3	6	10	7	1	10

Active Skills: Close Combat Group 4, Conjuring Group 3, Counterspelling 6, Enchanting 5, Etiquette 4 (Military +2), Firearms Group 3, Perception 4, Ritual Spellcasting 6, Rum 4, Spellcasting 7 (Manipulation +2), Stealth Group 3,

Knowledge Skills: Atlantean Lore 5, Basque 5 (Insults +2), Catholic Theology 6, Cigarettes 4, English 5, Euro Wars 5 (Occult Operations +2), Latin 5, Magic Background 3, Magical Threats 5, Naacal 5, Psychology 4 (Profiling +2), Spanish N, Tactics 5

Qualities: Addiction (Cigarettes, Severe), Magician (Christian Theurgy, Drain: Willpower + Charisma), Martial Arts (Savate: +1 on Defense against unarmed attacks, +1 Full Parry)

Maneuvers: Focus Will, Off-Hand Training (Blades)

Initiate Grade: 5

Metamagics: Extended Masking, Masking, Psychometry, Sensing, Sympathetic Linking

Spells: Alter Memory, Animal Sense, Area Thought Recognition, Borrow Sense, Calm Animal, Calm Pack, Compel Truth, Control Actions, Control Animal, Control Emotions, Control Packs, Control Thoughts, Eyes of the Pack, Influence, Mind Probe, Mindlink, Mindnet, Mob Control, Mob Mind, Mob Mood, Thought Recognition, Translate

Gear: Full suit of form-fitting body armor (6/2, Radiation Shielding 3, Thermal Dampening 6), contact lenses (3, w/flare compensation, image link, smartlink), earbud (3, select sound filter 3), gold-plated lighter (Force 5 sustaining spell focus), old Roman silver coin on a chain as a bracelet (Force 8 dowsing focus)

CommLink: Custom-built commlink (Firewall 6, Response 5, Signal 5, System 6, w/customized interface, sim module, biometric lock, self-destruct, trodes, AR gloves)

Programs: IC (Pilot 5 Agent, Blackhammer 5, Armor 5), Encrypt 5

Weapons:

HK Urban Combat [Automatics, DV5, AP 0, SA/BF/FA, RC 2, 36(c), w/caseless ammo]

SA Puzzler [Light Pistol, DV4, AP -4, SA, RC 0, 12(c), w/electronic firing, personalized grip, smartlink, trigger removal, APDS ammo]

Victorinox Memory Blade [Blade, DV4, AP -1, Reach 1, w/personalized grip]

KNIGHT 3

Knight 3 was born in the Ukraine after the Alliance for Allah's invasion was pushed back after the end of the Euro Wars, and spent most of his life helping his parents smuggle academics and old books across various borders in Eastern Europe and hacking university libraries. He drew the Mystic Crusaders' attention just last year when he attempted to sell them files from the Vatican Library; this is his first real mission with the team and he is working to prove himself.

Thirty-something, dark-skinned male ogre, whipcord-lean but musclebound. Bald except for a one-inch strip down the center of his scalp. Right ear almost completely missing except for the lobe, which is pierced.

B	A	R	S	C	I	L	W	EDG	Ess	Init	IP	CM
6	3	5	7	3	4	5	4	3	3.05	9	1	10S/11P

Active Skills: Close Combat Group 4, Cracking Group 6, Electronics Group 6, Firearms Group 3, Perception 4, Stealth Group 3

Knowledge Skills: Archaeology 3, Arcanaoarcheology 3, Armenian 2, Atlantean Lore 5, Bookbinding 4, English 3, European Universities 4, German 3, Grimoires 5, Library Science 6, Magic Background 3, Magical Threats 5, Research 4, Russian N, Skillsofts 4

Augmentations: 2 datajacks (base of skull), Reflex recorders (Athletics, Close Combat, Firearms, Outdoors, Stealth), simsense booster, skillwires (3), skillwire expert system

Gear: Full suit of form-fitting body armor (6/2, Radiation Shielding 3, Thermal Dampening 6), contact lenses (3, w/flare compensation, image link, smartlink), earbud (3, select sound filter 3), activesofts (Arcana 3, Automotive Mechanic 3, Dodge 3, First Aid 3, Intimidation 3, Medicine 3), knowsofts (Atlantean Foundation 3, Conspiracy Theories 3, Forensics 3, Modern European History 3, Runes 3), linguasofts (Esperanto 3, Greek 3, Naacal 3, Or'zet 3, Sperethiel 3)

CommLink: Custom-built commlink (Firewall 6, Response 6, Signal 5, System 6, w/customized interface, sim module modified for hot sim, simsense accelerator, hardening (3), PocketMage Library (3))

Programs: Analyze 6, Browse 6, Command 6, Decrypt 6, Edit 6, Encrypt 6, Purge 6, Reality Filter 6, Scan 6, Virtual Pet

Weapons:

HK Urban Combat [Automatics, DV5, AP 0, SA/BF/FA, RC 2, 36(c), w/caseless ammo]

SA Puzzler [Light Pistol, DV4, AP -4, SA, RC 0, 12(c), w/electronic firing, personalized grip, smartlink, trigger removal, APDS ammo]

Victorinox Memory Blade [Blade, DV6, AP -1, Reach 1, w/personalized grip]

KNIGHT 4

A native of Johannesburg in Azania, Knight 4 learned to read as a child by watching the Ancient Wisdom channel. She went to considerable lengths to escape that place and go to Atlanta just in order to join the Atlantean Foundation there, and she worked her way up from the very bottom to earn a place in the Mystic Crusaders. Knight 1 and her superiors consider her one of the most dependable members of the group; her loyalty to the mission is nearly fanatical.

Tall, African human female, early twenties. Obvious cybereyes, datajacks on inside of both wrists, and base of skull; hair in cornrows hangs down over the neck and covers it.

B	A	R	S	C	I	L	W	EDG	Ess	Init	IP	CM
4	4	6	4	3	5	3	4	3	3.26	11	1	10S/10P

Active Skills: Close Combat Group 3, Cracking Group 4, Firearms Group 3, Gunnery 4 (Artillery +2), Mechanic Group 4, Navigation 5, Perception 4, Pilot Aircraft 3 (6) (Helicopters +2), Pilot Ground Craft 6 (9), Pilot Watercraft 6 (9), Stealth Group 3

Knowledge Skills: Afrikaans N, Atlantean Lore 6, Dirty Elf Jokes 5, GLBT Literature 3, English 4, History 6 (Fringe Theories +2), Magic Background 3, Magical Threats 5, Naacal 6

Augmentations: 4 datajacks (alphaware), control rig, math SPU, nanohive (1, w/control rig boosters (3)), modular synthetic lower cyberarm (alphaware, left), 5 modular plug-ins (built-in Aeronautics Mechanic utility kit, built-in Automotive Mechanic utility kit, built-in Hardware utility kit, built-in Industrial Mechanic utility kit, built-in Nautical Mechanic utility kit), cybereyes (alphaware, 1, w/smartlink and protective covers), simsense booster

Gear: Full suit of form-fitting body armor (6/2, Radiation Shielding 3, Thermal Dampening 6), contact lenses (3, w/flare compensation, image link, smartlink), earbud (3, select sound filter 3), 4 LoneStar iBalls, 2 micro-tapper bugs, S-B microskimmer

CommLink: Transys Avalon (running Iris Orb w/customized interface, hardening (3), optimization (Command), sim module modified for hot sim, simsense accelerator)

Programs: Attack 5, Blackout 5, Browse 3, Command 5, ECCM 5, Edit 3, Encrypt 3, Nuke 5, Scan 3, Sniffer 5

Weapons:

HK Urban Combat [Automatics, DV5, AP 0, SA/BF/FA, RC 2, 36(c), w/caseless ammo]

SA Puzzler [Light Pistol, DV4, AP -4, SA, RC 0, 12(c), w/electronic firing, personalized grip, smartlink, trigger removal, APDS ammo]

Victorinox Memory Blade [Blade, DV4, AP -1, Reach 1, w/personalized grip]

KNIGHT 5

Born and raised in Southern Georgia, Knight 5's parents were infected by HMMVV and transforming into goblins when he was five years old. He spent the next thirteen years under the care of his grandparents, won an Atlantean Foundation scholarship in 2051, and graduated with honors from Georgia Tech with a degree in Thaumaturgical Science in 2055. The week after graduation the goblin that had infected his parents was found dead. In the following months, a dozen more goblins in the state of Georgia died or disappeared under mysterious circumstances. Knight 5 was recruited by the Mystic Crusaders shortly before the state police found the last burnt, decapitated body. His imposing physical demeanor belies the parascientific expertise the team relies on him for—but none of them are stupid enough to get between Knight 5 and a goblin.

Tall male dwarf, early fifties, nearly as wide as he is tall. Beard is close-cropped, bald on top, with datajacks on his right and left temple. Extensive carapace symbiont, and leechband on his left wrist.

B	A	R	S	C	I	L	W	EDG	Ess	Init	IP	CM
5	3	3	5	3	6	6	5	3	5.5	9	1	11S/11P

Active Skills: Arcana 6 (Assaying +2), Armorer 5 (Blades +2), Close Combat Group 5, Data Search 5, Firearms Group 4, First Aid 3, Perception 5, Stealth Group 4

Knowledge Skills: Atlantean Lore 5, English N, Forensics 6, The Infected 5, Magic Background 6, Magical Threats 5, Manatech 5, Naacal 5, Or'zet 1, Parapsychology 5, Smithing 3, Sperethiel 1, Weird Fiction 4

Qualities: Magic Resistance (2), Martial Arts (Brazilian Jiu-Jitsu: +1 die on Attacks to Knock Down), Resistant to Pathogens

Maneuvers: Ground Fighting, Sweep

Augmentations: Carapace symbiont, 2 datajacks, low-light vision, Lucifer vision system

Gear: Full suit of form-fitting body armor (7/3, Radiation Shielding 3, Thermal Dampening 6), contact lenses (3, w/flare compensation, image link, smartlink), earbud (3, select sound filter 3), ambient magical potentiometer, armorer kit, forensic thaumaturgy kit, lucifer lamp (w/9 half-hour bulbs), PocketMage Library (3), Quicksilver camera (w/8 manasensitive film plates), leechband (left wrist), UV flashlight, whetstone, manacase (w/map fragment)

CommLink: Novatech Airware (running Novatech Navi, w/hardening (3), PocketMage Library (3), optimization (Edit), hot-sim modified sim module, printer, simrig)

Programs: Edit 5, Encrypt 3, Scan 5

Weapons:

HK Urban Combat [Automatics, DV5, AP 0, SA/BF/FA, RC 2, 36(c), w/caseless ammo]

Combat Axe [Blade, DV6, Reach 2, AP -1, w/personalized grip, meteoric iron blade, thirteen notches on the handle]

SA Puzzler [Light Pistol, DV4, AP -4, SA, RC 0, 12(c), w/electronic firing, personalized grip, smartlink, trigger removal, APDS ammo]

Victorinox Memory Blade [Blade, DV4, AP -1, Reach 1, w/personalized grip]

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Lucifer Vision System

This implant is simply an eye light system (p.38, *Augmentation*) that uses miniature Lucifer lamp bulbs (p.66, *Arsenal*) instead of its regular light source. For the ease of the gamemaster, the game mechanics for both are reproduced below.

The Lucifer Vision System consists of tiny but high-powered low-heat lucifer lamps in the character's cybereyes that channel a tight, polarized beam of dual-natured light outward along a path parallel to the optical center of the eyes. The system illuminates a small area the character is looking at with a dim light (enough to illuminate about half a page of paper or to work within an electronic device or a control box). It also enables a character with low-light vision to see up to a distance of 25 meters even in total darkness. The tight beam and polarization minimize the beam's scatter, so the light can't be seen unless the user is staring directly at another person or this person is able to see the small spot illuminated by the eye light system. Because astral objects can scatter the light, users with low-light vision receive a +2 dice pool modifier to Perception Tests to notice magic (p.179, SR4A); unlike regular lucifer lamps the area illuminated is too small to effect astral visibility modifiers, though it may still attract Wild Spirits when activated. Lucifer lamps burn hot and have limited lifespans; replacing the bulbs requires a successful Cybertechnology + Logic (2) Test.

The bulbs Knight 5's eye light have twenty-four hours of use remaining before they need to be replaced.

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KNIGHT 7

A Seattle native, Knight 7 spent her early years surrounded by the love and affection of her multiethnic family. Her magical abilities manifested at puberty, during a botched extraction attempt on her mother; Knight 7 instinctively used her nascent abilities to heal the wound, and then immediately went berserk and ripped out the throat of the nearest assailant with her teeth. Knight 7 continues to feel guilty about the life she took, and works to control the temper that comes with Bear's gifts; she acts as the conscience of the team.

Female elf, mid-twenties, Asian physiology, small tattoo of a red cross in a box on the left cheek, ear tips pierced. Missing two fingers on the left hand. Bald, usually covered by a wig.

B	A	R	S	C	I	L	W	EDG	Ess	M	Init	IP	CM
6	5	6	3	5	6	3	5	3	6	12	12	1	11S/14P

Active Skills: Arcana 3, Artisan (Singing) 5, Biotech Group 6, Chemistry 3, Close Combat Group 3, Dodge 4, Exotic Ranged Weapon (Fichetti Pain Inducer) 6, Firearms Group 1, Perception 6, Stealth Group 3

Knowledge Skills: Alternative Medicine 6, Anarchist Black Cross 4, Atlantean Lore 5, English N, Healing Songs 6, Herblore 4, Korean 3, Korean Shamanic Practices 3, Magic Background 5, Magical Threats 5, Medical Drama Trideo Shows 5, Naacal 5, Native American Shamanic Practices 3, Salish 3

Qualities: Adept, Mentor Spirit (Bear), Pacifist (10 BP version)

Initiate Grade: 6

Metamagics: Adept Centering, Cognition, Extended Masking, Infusion, Masking, Somatic Control

Adept Powers: Astral Perception, Empathic Healing, Improved Ability (First Aid 3, Medicine 3), Metabolic Control, Pain Relief, Pain Resistance 12, Supernatural Toughness 3 (Physical)

Gear: Full suit of form-fitting body armor w/armor altskin (torso and legs) (8/2, Radiation Shielding 3, Thermal Dampening 6), contact lenses (3, w/flare compensation, image link, smartlink), earbud (3, select sound filter 3), bone necklace (Force 12 infusion focus, Rapid Healing 12), biomonitor, 10 applications of sealant altskin, Savior MedKit, 6 Savior MedKit supplies, 3 slap patches filled with dopadrine, 4 doses of NoPaint, 4 doses of artificial skin, mojo bag (1 dose of Immortal Flower)

Commlink: Novatech Airwave (running Iris Orb, w/hardening (3), pocket mage library (3), trodes)

Programs: Browse 3, Encrypt 3, Scan 3

Weapons:

Fichetti Pain Inducer [Exotic Ranged Weapon, special, -half, SS, RC 0, special, w/personalized grip, smartlink]
SA Puzzler [Light Pistol, DV4, AP -4, SA, RC 0, 12(c), w/electronic firing, personalized grip, smartlink, trigger removal, APDS ammo]
Victorinox Memory Blade [Blade, DV3, AP -1, Reach 1, w/personalized grip]

KNIGHT 9

Nicknamed "Groatster" by Knight 3, Knight 9 is one of the team's heavies. He never had a talent for schooling or being a clever bastard and at his parent's urging joined the military right out of school. Life in the regiment suited him well, and as his skills improved he was selected for special assignments. On one such an assignment, he ended up the sole survivor of his team, fighting back-to-back with Knight 1 against a shedim-possessed dragon skeleton; he chose to go home with his new mate rather than face an arse-chewing by the British army.

Male giant, early thirties, lanky with a bit of a paunch; extensive tattoos (skulls, gothic lettering, Celtic knotwork). This guy *looms*. Constant 5 o'clock shadow, hair cut close but not a high-and-tight.

B	A	R	S	C	I	L	W	EDG	Ess	M	Init	IP	CM
10	5	6(9)	10 (15)	4	3	3	4	3	4.1	6	12	4	10S/13P

Active Skills: Armorer 4, Athletics Group 5, Close Combat Group 6, Diving 5, Firearms Group 2, Heavy Weapons 5, Intimidation 4 (Physical +2), Outdoors Group 5, Parachuting 5, Perception 4, Stealth Group 6

Knowledge Skills: Atlantean Lore 5, Beers of the World 4, English N, Gaelic 1, Magic Background 3, Magical Threats 5, Mixed Martial Arts 4, Naacal 5, Norwegian Troll Metal 3, Scottish Pubs 5

Qualities: Adept, Martial Arts (Kiai: +3 DV on Attacks of Will, +1 die on Intimidation Tests; Krav Maga: Take Aim and Ready Weapon are Free Actions), Will to Live (3)

Maneuvers: Blind-Fighting, Break Weapon, Clinch, Finishing Move, Full Offense

Initiate Grade: 2

Adept Powers: Improved Reflexes 3, Improved Physical Attribute (Strength 1), Killing Hands

Augmentations: Damage Compensators (12), Muscle Augmentation (deltaware, 4), Pain Editor

Gear: Full suit of form-fitting body armor (7/3, Radiation Shielding 3, Thermal Dampening 6), contact lenses (3, w/flare compensation, image link, smartlink), earbud (3, select sound filter 3), armorer kit, hologram of his mother, six pack of Orkstaff's XXX (6 doses of hurlg)

Commlink: Novatech Airwave (running Iris Orb, w/hardening (3), pocket mage library (3), trodes)

Weapons:

Stoner-Ares M107 Minigun [Heavy Weapon, DV7, AP -3, FA, RC 9, 40 (c), w/gyro stabilization]
Ares Thunderstruck Gauss Rifle [Heavy Weapon, DV10, AP -4, SA, RC 1, 10 (c) + energy, w/gyro stabilization, power backpack]

SA Puzzler [Light Pistol, DV4, AP -4, SA, RC 0, 12(c), w/electronic firing, personalized grip, smartlink, trigger removal, APDS ammo]

Victorinox Memory Blade [Blade, DV9, AP -1, Reach 2, w/personalized grip]

KNIGHT 12

Knight 12 was custom built to Sheila Blatavsky's orders by Aztechnology; his rescue by the Mystic Crusaders was staged for their benefit. Only Knight 1 has been briefed as to the full extent of his abilities and condition as a cyberzombie; the others are only aware that he is an infiltration specialist with magically-enhanced mental abilities. For his own part, Knight 12's memories have been substantially altered using magic and psychotropic programming; the Mystic Crusaders are all the friends and family he can recall.

Human male, appears to be in late forties, Hispanic. Bald, with a random pattern of scars as though from shrapnel. Mole on the left cheek.

B	A	R	S	C	I	L	W	EDG	Ess	M	Init	IP	CM
5	4	4(9)	4	4	4	4	5	3	0	1	13	4	11S/11P

Active Skills: Artisan (Acting) 6, Athletics Group 4, Close Combat Group 5, Cybertechnology 5, Disguise 6 (Mimic +2), Dodge 4 (6), Electronics Group 3, Firearms Group 5, Forgery 5, Infiltration 6, Influence Group 6, Palming 5, Perception 6, Shadowing 6, Tracking 6

Knowledge Skills: Accents 4, Atlantean Lore 6, English 6, Magic Background 3, Magical Threats 5, Naacal 6, Portuguese 6, Psychology 3 (Profiling +2), Spanish N, Transgender Literature 2, Transhuman Literature 2

Qualities: Adept, Amnesia (10 BP version), Delusion (believes he is a normal metahuman), Wild Card Nano Prototype

Augmentations (all deltaware): Attention coprocessor (3), blood circuit control system, data filter, datajack (base of spine), double elastin, dynamic handprints, false front (4, mimic), flashback system, gastric neurostimulator, invoked memory stimulator, move-by-wire (3), nano-biomonitor, nanohive (2, Wild Card Nano Prototype and Implant Medic (Invoked Memory Stimulator)), PuSHeD, qualia, reakt, retinal adjusters, smart articulation, synch, vasocon, vegsin, voice mimic

Initiate Grade: 1

Metamagics: Masking

Adept Powers: Eidetic Sense Memory, Enhanced Perception (1), Memory Displacement

Gear: Full suit of form-fitting body armor (6/3, Radiation Shielding 3, Thermal Dampening 6), contact lenses (3, w/flare compensation, image link, smartlink), earbud (3, select sound filter 3), 5 applications of body paint, 5 applications of olfactory camouflage, ruthenium polymer clothing, ¥: 1 dose of alkahest, appraisal kit, autopicker (6), cellular glove molder (3), flashlight, gecko tape gloves, glasscutter, grapple gun (w/1,000m of microwire), hand-held camera neutralizer (3), keycard copier (6), 10 latex face masks, lockpick set, MageSight goggles (w/15 meters of Mage Sight cable), maglock passkey (4), sequencer (4), wire clippers, medkit, 4 doses of mimic signal drug (Asian female), 3 wigs, 5 temporary nanomemory tattoos, 10 stealth tags, activesofts (Chemistry 4, Computer 4, Heavy Weapons 4), knowsofts (Awakened Guard Animals 4, Security Procedures 4), linguasofts (Dutch 4, French 4, Italian 4)

Commlink: Novatech Airwave (running Iris Orb, w/hardening (3), pocket mage library (3), trodes)

Programs: Browse 3, Encrypt 3, Scan 3

Weapons:

HK Urban Combat [Automatics, DV5, AP 0, SA/BF/FA, RC 2, 36(c), w/caseless ammo]

SA Puzzler [Light Pistol, DV4, AP -4, SA, RC 0, 12(c), w/electronic firing, personalized grip, smartlink, trigger removal, APDS ammo]

Victorinox Memory Blade [Blade, DV4, AP -1, Reach 1, w/personalized grip]

KNIGHT 13

Raised by progressive parents in Cairo, Knight 13's magical abilities attracted attention from several recruiters and she was sent abroad to Spain for her education, where she stayed with her uncle's family. Knight 13's uncle worked for the Atlantean Foundation, and arranged for the girl to receive specialized training. Since that time she has become a respected member of the team, though the others are often extremely protective of her.

Female human, late-teens, Arabic or Semitic features. Shoulder-length wavy dark-brown hair, a scar across her nose, and geometric tattoos on her face, particularly her chin, normally hidden behind a veil. More tattoos (mehendi) on her hands.

B	A	R	S	C	I	L	W	EDG	Ess	M	Init	IP	CM
2	3	3	2	6	5	5	6	3	6	8	8	1	12S/9P

Active Skills: Astral Combat 7 (Dual-Natured Entities +2), Banishing 6, Close Combat Group 2, Counterspelling (Combat Spells +2) 6, Electronics Group 2, Enchanting 3 (Magical Compounds +2), Firearms Group 2, Perception 4, Stealth Group 3

Knowledge Skills: The Arabian Knights 4, Arabic N, Atlantean Lore 5, Islamic Alchemy 5, Magic Background 5, Magical Threats 4 (Shedim +2), Naacal 3, The Qu'ran 4, Spanish 6

Qualities: Addiction (Cigarettes, mild), Aptitude (Astral Combat), Cursed (1), Magician (Islamic Tradition, Drain: Willpower + Logic), Martial Arts (Mahojutsu: +3 DV for Astral Combat attacks)

Maneuvers: Blind Fighting, Focus Will

Initiate Grade: 4

Metamagics: Cleansing, Masking, Reflecting, Shielding

Gear: Full suit of form-fitting body armor (6/2, Radiation Shielding 3, Thermal Dampening 6), contact lenses (3, w/flare compensation, image link, smartlink), earbud (3, select sound filter 3), assaying kit, hand of Fatima amulet (Force 6 masking focus), tobacco purse (3 doses of Witch's Moss, 1 dose of Spirit Strength), carton of Turkish cigarettes

CommLink: Novatech Airwave (running Iris Orb, w/hardening (3), pocket mage library (3), trodes)

Programs: Browse 3, Encrypt 3, Scan 3

Weapons:

Garotte Weapon Focus [Blade, DV2, Reach 0, w/personalized grip] (Physical)

[Astral Combat, DV7, Reach 0, w/personalized grip] (Astral)

SA Puzzler [Light Pistol, DV4, AP -4, SA, RC 0, 12(c), w/electronic firing, personalized grip, smartlink, trigger removal, APDS ammo]

Victorinox Memory Blade [Blade, DV3, AP -1, Reach 1, w/personalized grip]

JOHN DEE

The mysterious John Dee is a high-ranking member of the Black Lodge, a quasi-masonic secret magical society whose topmost levels of leadership assume the names and sometimes guises of famous pre-Awakening magicians and occultists—in his case John Dee, court astrologer to Elizabeth I. In an effort to avoid the attention of Frosty, Harlequin, Ebran the Scribe, and Sheila Blatavsky, the human mage will only interact with the player characters, and only in astral form. On the astral, the Black Lodge magician bears a distinct resemblance to portraits of the historical Dee (if they care to do a Data Search for an image of the old wizard), but he also carries with him the impression of a slight miasma, like a hardcopy book whose presence is impregnated with the smell of ancient cigarettes.

B	A	R	S	C	I	L	W	EDG	Ess	M	Init	IP	CM
3	3	4	3	6	5	6	6	1	5	13	8	1	12S/9P

Active Skills: Arcana 6 (Unique Enchantments +2), Artisan (Ritual) 6, Assensing 6 (Penetrating Masking +2), Astral Combat 6, Blades 4, Conjuring Group 6, Enchanting 6, Etiquette 5 (Magicians +2), Influence Group 5, Medicine 2 (Magical Healing +2), Sorcery Group 6

Knowledge Skills: Astrology 5, British Daytime Soap Operas 2, Dragon Conspiracies 2, Elf Conspiracies 4, English N, Enochian 3, Goetia 4, Hermetic Lore 6, John Dee 6, Law 5, Magic Background 6, Magical Threats 5, Mathematics 4

Qualities: Astral Chameleon, Geas (See *Natural Spellcasting* sidebar), Magician (Hermetic Tradition), Murky Link

Initiate Grade: 13

Metamagics: Absorption, Centering, Cleansing, Extended Masking, Filtering, Flexible Signature, Flux, Great Ritual, Invoking, Masking, Natural Spellcasting (See *Natural Spellcasting* sidebar), Shielding

Spells: See *Natural Spellcasting* sidebar

Gear: *The Key of Enoch* (grimoire, talisman)

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NATURAL SPELLCASTING

Prerequisite: Centering

An initiate with the Natural Spellcasting metamagic has learned how to forego their normal methods of spellcasting in favor of shaping the substance of astral space directly, using their will to impose whatever spell effect they choose without having to bother with formulae or memorizing spells. As a Free Action, a magician with Natural Spellcasting may temporarily generate a temporary spell formula in their mind (this includes all spells in *SR4A*, *Street Magic*, and *Digital Grimoire*) with a successful Arcana + Willpower Test; the number of hits on the Test is equal to the maximum Force the spell may be cast at, though the magician may choose to cast it at a lower Force. The magician may add their initiate grade as a dice pool bonus to this test. Generating a temporary spell formula causes Drain equal to the number of hits scored on the Test.

Temporary spell formulas generated must be sustained (-2 dice pool modifier to all actions while sustained) or the magician forgets them; the modifier for sustaining a temporary spell formula does not apply when casting said spell. A temporary spell formula is not forgotten if the spell is cast. Temporary spell formulae cannot be recorded, as they are highly dependent on the local magical conditions.

Natural Spellcasting is a unique metamagic to the Black Lodge, couched in their obscure traditions, and may not be learned by other means. Members of the Black Lodge who are taught this metamagic are commonly forced to assume two geasa when taught this magic: that they shall not use their own memorized spells, and they must cast spells only from certain consecrated books of magic (effectively, the grimoires are talismans, see p.28, *Street Magic*). John Dee will not break either of these geasa except in the most dire emergency.

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