

(Professional Knowledge) 4, Leadership 2, Perception 3, Pistols 4, Unarmed Combat 4

Cyberware: Reaction Enhancers 2, Cyberarm, Smartlink

Gear: Armor Jacket, Browning Max-Power with Smartlink, Defiance Super Shock, Stun Baton

Triad Posse (Professional Rating 4)

Of all the organized crime syndicates in the world, the Chinese Triad mobs have adapted best to the Sixth World, employing magic frequently in their criminal operations. Shadowrunners may cross paths with posses of Triad soldiers if their runs step into the worlds of organized crime or magic. The Triads are big believers in numerology, and posses of Triad soldiers that shadowrunners encounter in the street will number in groups of two, three, eight, or nine. Likewise, Triad posses will studiously avoid congregating in groups of four and five, as these are considered unlucky numbers in Triad numerology.

| B | A | R | S | C | I | L | W | ESS | Init | IP | CM |
|---|---|---|---|---|---|---|---|-----|------|----|----|
| 3 | 5 | 4 | 3 | 3 | 4 | 3 | 4 | 6 | 8 | 1 | 10 |

Skills: Blades 3, Dodge 3, Intimidation 3, Pistols 3, Shortarms 3, Unarmed Combat 3

Gear: Ceska Black Scorpion, Lined Coat, Knife or Sword

Triad Lieutenant: Many Triads count adepts among their ranks. Magic is an integral part of Triad operations and practices, whereas cyberware is shunned. Triad adepts fill the role that street samurai filled in other syndicates, exercising their well-honed martial arts skills and magically-enhanced abilities.

| B | A | R | S | C | I | L | W | ESS | M | Init | IP | CM | | |
|---|---|---|-----|---|---|---|---|-----|---|------|----|------|---|----|
| 4 | 6 | 5 | (6) | 5 | 3 | 4 | 3 | 3 | 6 | 4 | 9 | (10) | 2 | 10 |

Skills: Athletics group 3, Close Combat group 5, Con 3, Dodge 4, Feng Shui (Academic Knowledge) 4, Infiltration 3, Perception 3, Pistols 2

Gear: Remington Roomsweeper, Weapon Focus 1, Lined Coat

Adept Powers: Astral Perception, Critical Strike 2, Great Leap 2, Improved Reflexes 1

Red Samurai Detachment (Professional Rating 5)

The Red Samurai are the elite paramilitary forces belonging to the megacorporation Renraku. They have a fearsome reputation, every shred of which they have earned. If a shadowrunner finds himself facing the Red Samurai, then he knows he is in deep, deep trouble.

| B | A | R | S | C | I | L | W | ESS | Init | IP | CM | | |
|---|---|---|-----|---|---|---|---|-----|------|----|------|---|----|
| 4 | 5 | 5 | (6) | 4 | 3 | 4 | 3 | 4 | 3.8 | 9 | (10) | 2 | 10 |

Skills: Athletics group 2, Blades 3, Dodge 4, Etiquette (Corporate) 3, Firearms group 5, Infiltration 3, Perception 3, Unarmed Combat 4

Cyberware: Cybereyes with Flare Compensation, Smartlink, Wired Reflexes 1

Gear: Assault Rifle, Katana, Medium Security Armor

Red Samurai Lieutenant: Like many megacorporations, Renraku employs company men, professional troubleshooters, and field agents who lead special missions for the megacorp. In some ways, company men are corporate shadowrunners, except they are too valuable to be wasted as a deniable asset.

| B | A | R | S | C | I | L | W | ESS | Init | IP | CM | | |
|---|---|---|-----|---|---|---|---|-----|------|----|------|---|----|
| 4 | 6 | 5 | (7) | 4 | 4 | 5 | 4 | 5 | 2.7 | 10 | (12) | 3 | 11 |

Matrix Initiative: 10

Skills: Athletics group 2, Data Search 2, Electronics group 3, Demolitions 3, Dodge 5, Etiquette (Corporate) 4, Firearms group 5, Infiltration 3, Perception 3, Unarmed Combat 4

Cyberware: Datajack, Image Link (Retinal Modification), Smartlink, Wired Reflexes 2

Gear: Armor Vest, Commlink (System 4, Response 5, Signal 4), Fichetti Security 500

Programs: Analyze 4, Attack 3, Browse 3, Exploit 3, Scan 3, Stealth 4

Tir Ghosts (Professional Rating 6)

There's a reason the special forces of the elven nation of Tir Tairngire are called Ghosts: they are the masters of covert operations and have broken into some of the most secure areas on the planet undetected. Most of the time their targets won't know what hit them until it's too late, but in a fair fight they aren't always that much better than most seasoned combat veterans.

| B | A | R | S | C | I | L | W | ESS | Init | IP | CM | | |
|---|---|---|-----|---|---|---|---|-----|------|----|------|---|----|
| 4 | 6 | 5 | (7) | 4 | 5 | 6 | 4 | 5 | 2.6 | 11 | (13) | 3 | 11 |

Skills: Athletics group 3, Demolitions 3, Dodge 4, Firearms group 5, Perception 4, Stealth group 6, Unarmed Combat 5

Cyberware: Flare Compensation (Retinal Modification), Commlink (Response 6, System 5, Signal 3), Smartlink, Wired Reflexes 2

Gear: Form-fitting Body Armor, Grapple Gun, H&K 227-S, Smoke Grenades (2), Thermographic Smoke Grenades (2).

Notes: Tir Ghosts are all elves and have the racial Low-Light Vision ability.

Tir Ghost Lieutenant: No commando team in the world of augmented reality would be complete without a combat hacker. Just as Ghosts are adept in infiltrating physically secure facilities, combat hackers are experts at breaking into secure computer networks. Nevertheless, combat hackers are equally skilled in fighting in the real world, so as not to be a liability to the team.

| B | A | R | S | C | I | L | W | ESS | Init | IP | CM | | |
|---|---|---|-----|---|---|---|---|-----|------|----|------|---|----|
| 4 | 6 | 5 | (7) | 4 | 5 | 6 | 5 | 6 | 2.6 | 11 | (13) | 3 | 11 |

Matrix Initiative: 12

Skills: Athletics group 3, Dodge 4, Electronics group 6, Firearms group 5, Perception 5, Stealth group 6, Unarmed Combat 4

Cyberware: Flare Compensation (Retinal Modification), Commlink (Response 6, System 5, Signal 3), Smartlink, Wired Reflexes 2

Gear: Form-Fitting Body Armor, H&K 227-S

Programs: Analyze 4, Armor 5, Blackout 4, Browse 3, Exploit 5, Scan 3, Stealth 4, Track 4

PRIME RUNNERS

Every once in a while, player characters will encounter a memorable NPC who is their match, or better. These individuals may also reappear now and again over the course of several adventures. These special characters are called *prime runners*.