



# DREAMCHIPPER



**HOLOSTREETS**  
THE SHADOWRUNNER COLLECTIVE



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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: 17 August 2050 0000 hrs

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## INTRODUCTION

“Ladies of the night are being murdered and butchered with the skill of a surgeon.

The Gaslight Ghoul has returned, and he stalks the streets of Seattle!

In SHADOWRUN, the rampant substance abuse of the 19<sup>th</sup> and 20<sup>th</sup> century is now as archaic as 8-track audio tapes. Now the escape of choice is the BTL, or Better Than Life chip.

Plug it in and all physical pleasures, desires, and hopes suddenly pale by comparison. Some 'experimental' chips are missing, and you've been hired to find them. But an investigation of simple theft is turning into a grisly trail that seems to have no rhyme or reason. Now, you are beginning to wonder ... can these chips program someone to be a serial killer?”

*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

*Dreamchipper* 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

*Dreamchipper (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.





## LET ME MAKE YOU AN OFFER

### BEHIND THE SCENES

Change the Intelligence Test to a Perception + Intuition test, with the number of hits determining the information from Pin The Tail. The logo can be determined with a Perception + Logic (6) Test. The small man in greasy leather is spotted with a Perception + Intuition (4) Test.

## SEWER RAT

### BEHIND THE SCENES

Characters approaching Ferret can make a Stealth + Agility vs Perception + Intuition test (Ferret has 8 dice), with 10 - net successes determining how many meters Ferret spots the runners at. When he does spot the characters, use the Chase Rules (*DC*, p. 173) to set up the pursuit.

The chase begins in Open Environment, and the beginning Range is Close to Near, depending on where Ferret spots the runners. Ferret will use any Edge actions to Focus (*DC*, p. 179) or, if he manages to increase the range to Medium, to Escape (*DC*, p. 179). He has 7 dice for these tests [Athletics (Sprinting) + Agility]. Glitches result in the runner or Ferret having to move at half speed, while critical glitches result in the character or Ferret slipping on the pavement and falling.

Change the Intimidation test to a Influence (Intimidation) + Charisma vs. Willpower + Intuition Opposed test. Ferret has 6 dice.

Junior's private commlink is the equivalent of a Transys Avalon (Rating 6, D/F 3/1) with a Rating 6 Personal Assistant, File Vault, and Nope! P-ICE constantly running. Any sign of attempted hacking, and the Nope! P-ICE is set to shut down the phone entirely.

## WHO'S WHO

### FERRET

(PROFESSIONAL RATING 2)

<b>B</b>	<b>A</b>	<b>R</b>	<b>S</b>	<b>W</b>	<b>L</b>	<b>I</b>	<b>C</b>	<b>ESS</b>
2	4	4	2	2	4	4	1	6
<b>DR</b>	<b>I/ID</b>	<b>AC</b>	<b>CM</b>	<b>MOVE</b>				
3	8/1	A1, I2	9	10/15/+1				

**Skills:** Athletics 1 (Sprinting +2), Close Combat 2, Firearms 2, Influence 2 (Etiquette +2), Perception 4, Stealth 4

**Gear:** Greasy black synth-leathers, low-light binoculars, commlink (DR 3)

**Weapons:**

Streetline Special [Hold-Out, DV 2P, SS, 8/8/-/-/-, 6(b)]  
Knife [Blade, DV 2P, 6/1\*-/-/-/]

## THE BANSHEE

### BEHIND THE SCENES

Change the Intelligence-6 Test to spot Ferret to a Perception + Intuition (3) Test. The White noise generators are Rating 5.

The second Intelligence-6 test is now a Perception + Logic (3) Test, that gives out the information listed.

## THE MANES MAN

### BEHIND THE SCENES

The offer starts at 30,000¥ per team member, adjusted as listed in the book. To negotiate a higher price, have a runner make an Opposed Influence (Negotiation) + Charisma Test (Urlan has 8 dice), with each net success adjusting the price by 500¥ (or decreasing it, if Urlan gets the net successes). The rest of the information remains unchanged from the original book.

## WHO'S WHO

### URLAN MANES

(MALE HUMAN, PROFESSIONAL RATING 2)

<b>B</b>	<b>A</b>	<b>R</b>	<b>S</b>	<b>W</b>	<b>L</b>	<b>I</b>	<b>C</b>	<b>ESS</b>
4	2	2	4	3	4	4	3	5.9
<b>DR</b>	<b>I/ID</b>	<b>AC</b>	<b>CM</b>	<b>MOVE</b>				
7	4/1	A1, I2	10	10/15/+1				

**Skills:** Close Combat 2, Cracking 7, Electronics 7, Firearms 2, Influence 5 (Etiquette +2), Perception 5, Piloting 2

**Augmentations:** Datajack

**Gear:** Lined Coat, Erika Elite commlink (Personal Assistant, File Vault)

**Weapons:**

Ruger Super Warhawk w/ Explosive Ammunition [Heavy Pistol, DV 5P, SA, 8/11/8/-/-, 6(cyl)]

## PARTY CRASHER

### BEHIND THE SCENES

Change the Intelligence-7 test to a Perception + Logic (5) Test to recognize Junior's voice if they tried to call his phone.

## HEE WENT THATAWAY

### BEHIND THE SCENES

The Global Technologies Host is detailed later in this book.





Looking over the items in Tee Hee's storage box requires an Perception + Logic test with the following thresholds to gather the information listed:

Item	Threshold
Tool Kit	1
Holocube	3
Herbal Tea	1
Lighter	1

When Ferret (or his replacement) attempts to shadow the runners, have the runners make an opposed Perception + Intuition vs. Stealth Agility test, using Ferrets statistics (8 dice). Success allows them to pursue Ferret (or his replacement) as detailed in Sewer Rat.

## CASCADE ROAD

The test at the Breadboard is an Influence + Charisma (4) test, while Orion's is an Influence + Charisma (3) test. The 50¥ bribe lowers either threshold by 1.

Tailing Flair requires a Perception + Intuition (3) Test to maintain sight of Flair while tailing him and a Stealth + Agility vs. Perception + Intuition (4 dice) Test to keep from having Flair spot the shadow. Since Flair is not paranoid about being followed, the runners receive 1 Edge on the Stealth test.

When talking with Flair, use an Influence + Charisma vs Willpower + Intuition (8 dice) Opposed test to either befriend or intimidate Flair to gain his help. If Flair caught them shadowing him, he gains 1 Edge on this test.

## WHO'S WHO

### FLAIR

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
2	2	2	1	4	4	4	3	3.7
DR	I/ID	AC	CM	MOVE				
4	4/1 6/1 AR* 11+5d6 VR	A1, I2	10	10/15/+1				

**Skills:** Close Combat 2, Cracking 7 (Hacking + 2), Electronics 7, Firearms 2, Influence 3 (Etiquette +2)

**Augmentations:** Cyberjack, rating 4

**Gear:** Armored clothes; commlink (DR 3); Fuchi Cyber-7 cyberdeck [same statistics as Shiawase Cyber-6 (SR6, pp. 177, 267)] with 10 program slots and Response Increase (Rating 3)]

**Programs:** Baby Monitor, Browse, Encryption, Toolbox, Armor, Biofeedback, Decryption, Exploit, Overclock, Stealth

**Weapons:**

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

## ONE-ROOM FLAT

### BEHIND THE SCENES

To get the information from Tee Hee requires an Influence + Charisma vs Willpower + Intuition (6 dice) Opposed test. The number of net hits determines the amount of information from the Milkin' Tee table in the original book. If they are trying to contact Urlan to turn in Tee Hee, it requires an Influence + Charisma (4) test to get through his security.

## WHO'S WHO

### TEE HEE

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
2	3	3	2	2	4	4	3	3.4
DR	I/ID	AC	CM	MOVE				
5	4/1 7/1 AR* 12+4d6 VR	A1, I2	10	10/15/+1				

**Skills:** Close Combat 2, Cracking 9 (Hacking +2), Electronics 9, Firearms 2

**Augmentations:** Cyberjack, rating 5

**Gear:** Armored clothes; lined coat, commlink (DR 4); Fuchi Cyber-6 cyberdeck [same statistics as Renraku Kitsune (SR6, pp. 177, 267)] with 8 program slots and Response Increase (Rating 2)]

**Programs:** Baby Monitor, Browse, Encryption, Toolbox, Armor, Biofeedback, Decryption, Exploit, Overclock, Stealth

**Weapons:**

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

## MENDING THE SHADOWS

### BEHIND THE SCENES

To get the nurse to respond requires the bribe and an Influence + Charisma (3) test. Glitches on the test means they will wait 1D3 hours to see a doctor. Answers from the Doctor remain the same as in the original book.

## WHO'S WHO

NPC	Use statistics from...
Dr. Wilmouth	Street Doc (SR6, p. 214)
Other doctors	Street Doc (SR6, p. 214), lower skill ratings by 1.
Nurses	Street Doc (SR6, p. 214), lower skill ratings by 2.
Nurses' Aide	Street Doc (SR6, p. 214), lower skill ratings by 3, remove Electronics and Perception.
Mercenary	Humanis Grunt (FSQ, p. 142)
Street Samurai	Street Samurai (SR6, p. 87)
Street Mage	Street Shaman (SR6, p. 88)





## FREYA GOLDENHAIR

### BEHIND THE SCENES

Everything remains the same as in the original book.

### WHO'S WHO

#### FREYA

##### (PROFESSIONAL RATING 6)

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

**Skills:** Close Combat 2, Conjuring 7, Firearms 2, Influence 4 (Etiquette + 2), Sorcery 7

**Gear:** Actioneer business cloathing, commlink (DR 3), DocWagon contract (Gold)

**Spells:** Powerbolt, Stunball, Clairvoyance, Heal, Invisibility, Mask, Control Thoughts, Physical Barrier

**Weapons:**

Colt America L36 [Light Pistol, DV 2P, SA, 8/8/6/---, 11(c)]

## JUNIOR SHOOTOUT

### BEHIND THE SCENES

Combat begins with the runners making a Reaction + Intuition (3) test to determine their surprise at the beginning of the fight.

Replace the Ares Predator II with a Predator VI in the Office (4), the Uzi III's are now Uzi V's in the Front Bar (5), and the Defiance T-250 remains the same in the Back Bar (9). The White Noise Generator is updated to Rating 6 in the Back Room (11), and the Hermetic Circle is a Force 5 Magic Lodge.

### WHO'S WHO

Roxanne and Junior's statistics are in the Cast of Characters.

#### JUNIOR'S BODYGUARDS

##### (PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
6	4	4	4	2	2	2	1	5.4
DR	I/ID	AC	CM	MOVE				
11	8/1	A1, I2	12	10/15/+1				

**Skills:** Close Combat 4, Firearms 2, Perception 3

**Augmentations:** Datajack; Dermal plating, Rating 1; Smartlink

**Gear:** Armored leather jacket

**Weapons:**

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

Combat Knife [Blades, DV 3P, 6/2\*/---/---]

#### GUS

##### (PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
5	3	3	5	2	2	2	1	5.85
DR	I/ID	AC	CM	MOVE				
7	6/1	A1, I2	10	10/15/+1				

**Skills:** Close Combat 2, Firearms 2, Influence 2 (Intimidation +2), Perception 3

**Augmentations:** Hand Razors

**Gear:** Armor Clothing

**Weapons:**

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

Defiance T-250 [Shotgun, DV 4P, SS/SA, 7/10/6/---, 5 (m)]

Hand Razors [Blades, DV 2P, 6/---/---/---]

#### ORK MERCENARIES

##### (PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
5	3	3	4	2	2	2	1	6
DR	I/ID	AC	CM	MOVE				
9	6/1	A1, I2	12	10/15/+1				

**Skills:** Close Combat 4, Firearms 4, Influence 3 (Intimidation +2), Perception 3, Piloting 2

**Gear:** Armor Jacket

**Weapons:**

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

Combat Knife [Blades, DV 3P, 8/2\*/---/---]

#### MACKIE, THE TROLL

##### (PROFESSIONAL RATING 1)

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

**Skills:** Close Combat 4, Firearms 2, Influence 2 (Intimidation +2), Perception 1

**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/---/---/---]

#### BOUNCERS & BARTENDERS

##### (PROFESSIONAL RATING 0)

B	A	R	S	W	L	I	C	ESS
4	3	3	4	2	2	2	1	5.85
DR	I/ID	AC	CM	MOVE				
6	6/1	A1, I2	10	10/15/+1				

**Skills:** Close Combat 2, Firearms 2, Influence 2 (Intimidation +2), Perception 3

**Augmentations:** Hand Razors

**Gear:** Armor Clothing

**Weapons:**

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

Hand Razors [Blades, DV 2P, 6/---/---/---]

#### WAITRESSES AND PATRONS

##### (PROFESSIONAL RATING 0)

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





**Skills:** Influence 2 (Etiquette +2), Perception 3

## IT'S A PARTY

### BEHIND THE SCENES

Everything remains the same as in the original book.

## JULIUS, SEIZE 'ER

### BEHIND THE SCENES

Tailing Pengrave's Nightsky follows the rules for Shadowing (*DC*, p. 180). The beginning environment is Restricted, with the runners starting off in probably Near to Medium range, depending on where they left their vehicles. The first test for Pengrave, his driver, and Val (Cleo) is a Perception (3) Test. If they get a success, then they suspect they are being followed and will be rolling opposed tests against the runner's Stealth + Reaction (for Piloting) dice pool. Pengrave's Nightsky has 8 dice to roll against the runners. There are three checks to make for tailing the Nightsky: when first setting out (Restricted Environment); driving on the highway to the docks (Open Environment); and when they are near their destination (Tight Environment). If at any point the Nightsky gains net hits over the runners during an opposed test, the driver of the Nightsky will attempt to lose the runner and a Chase (*DC*, p. 174) begins, the driver has a 9 dice for piloting checks and will spend Edge on Bootleg Turns, Escape!, Evade Pursuit, and Redline actions when appropriate. If the driver manages to get away, the runners can use drones to look for the Nightsky, or cruise around to find it using Sensor/Perception + Intuition (4) Tests.

## WHO'S WHO

### NIGHTSKY DRIVER

Use the Smuggler statistics (*6WC*, p. 171) for the driver. He will not fight if the runners approach Pengrave and Val at the end, rather simply turn tail and run.

### VALERIE WESTFIELD

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
3	4	4 (5)	2	4	4	4	4	1.55
DR	I/ID	AC	CM	MOVE				
7	9/2	A1, I3	10	10/15/+1				

**Skills:** Close Combat 2, Cracking 3, Electronics 3, Firearms 2, Influence 2 (Negotiation +2), Perception 4, Piloting 5  
See Dream Analysis for the skills/softs installed in the Cleo chip.

**Augmentations:** Cybereyes, rating 1 (low-light); cyberears, rating 1 (high-frequency); datajack, rating 1; retractable hand razors; vehicle control rig, rating 3; wired reflexes, rating 1

## BOOKER PENGRAVE

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
4	2	2	2	2	3	3	4	3.3
DR	I/ID	AC	CM	MOVE				
7	4/1	A1, I2	10	10/15/+1				

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

**Augmentations:** Cyberarm (Armor 1, Retractable Hand Razors, Holster), Cyberears, Datajack, rating 1, Toxin Extractor, rating 3

**Gear:** Aztech Nightrunner, DocWagon Contract (Standard), Fine Clothing, Lined Coat, Commlink (DR 4)

**Weapons:**

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

Hand Razors [Blades, DV 2P, 6/-/-/-/-]

## KICK THE KHAN

### BEHIND THE SCENES

Use Eye-Fiver Go-Ganger (*SR6*, p. 204) for gang members.

The basic stealth check is a Stealth + Agility (4) Test, or Stealth + Agility (2) Test if wearing gang colors, or a Stealth + Agility (6) Test if the team is chased away and returning a second time.

To talk their way out of trouble requires an Influence + Charisma (5) Test, increase the threshold to 7 if it is their second attempt.

If Cooperman or any Gang Leader is taken out, have the remaining members and leaders make Composure tests (*SR6*, p. 67), thresholds are the NPCs Professional Rating + 1 (due to Cooperman's/Khan's inspiration).

## WHO'S WHO

### MARCUS "FACE" COOPERMAN

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
2	2	2 (3)	2	2	4	4	3	3.9
DR	I/ID	AC	CM	MOVE				
5	5/2	A1, I3	9	10/15/+1				

**Skills:** Cracking 4, Electronics 4, Firearms 2, Influence 4 (Etiquette + 2), Perception 7, Piloting 2

See Dream Analysis for the skills/softs installed in the Khan chip.

**Augmentations:** Cyberears, rating 1 (sound filter, rating 1); cybereyes, rating 1 (rolling video recorder); datajack; toxin extractor, rating 4; wired reflexes, rating 1

**Gear:** Synergist Business Line, Lined coat, 2 smoke grenades, Commlink (DR 2)

**Weapons:**

Fichetti Security 600 [Light Pistol, DV 2P, SA, 10/9/6/-/-, 30(c)]

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

## GANG LEADERS

(PROFESSIONAL RATING 4)

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





4	3	3 (4)	4	3	3	3	2	4.2
DR	I/ID	AC	CM	MOVE				
9	7/2	A1, 13	10	10/15/+1				

**Skills:** Close Combat 2, Firearms 2, Influence 4 (Leadership +2), Perception 4, Piloting 2, Stealth 2  
**Augmentations:** Cybereyes, rating 3 (flare compensation, low-light vision, thermographic vision, smartlink); dermal plating, rating 1; commlink, DR 3; wired reflexes, rating 1  
**Gear:** Armor jacket, DocWagon contract (Standard)  
**Weapons:**  
Ares Predator VI [Heavy Pistol, DV 3P, SA/BF, 12/12/10/-/-, 15(c)]  
FN-HAR, w/smartgun adaptation [Rifle, DV 5P, SA/BF/FA, 6/14/13/9/4, 35(c)]  
Combat Knife [Blades, DV 3P, 8/2\*/-/-/-]

## STRANGER IN THE NIGHT

### BEHIND THE SCENES

Story-wise, everything remains the same as in the original book.

## WHO'S WHO

### GRIFFIN

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	4 (6)	4 (7)	4 (6)	3	4	4	1	0.55
DR	I/ID	AC	CM	MOVE				
6	13/4	A1, 15	10	10/15/+1				

**Skills:** Close Combat 4, Firearms 2, Influence 2 (Etiquette +2), Perception 7, Stealth 5  
See Dream Analysis for the skills/softs installed in the Ripper chip.  
**Augmentations:** Cybereyes, Rating 3 (Flare Compensation, Low-Light Vision, Smartlink, Thermographic Vision); muscle replacement, rating 2; retractable hand razors; skilljack, rating 3; skillwires, rating 3; wired reflexes, rating 3  
**Gear:** Stylish armor clothing (other gear is in the car)  
**Weapons:**  
Hand Razors [Blades, DV 2P, 6/-/-/-/-]

## CONTACTS AND GENERAL INFO

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.

## REDMOND BARRENS

Most of the encounters are unchanged from the original book. For the 2<sup>nd</sup> encounter, use an Influence + Charisma (4) test to determine success. The 5<sup>th</sup> encounter can be investigated using normal contacts.

## CORPORATIONS

### GLOBAL TECHNOLOGIES, INC.

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If

using a Corporate contact, add +1 to the contact's Connection, if using a Street or Criminal contact, subtract -1 from their Connection.

## GLOBAL TECHNOLOGIES HOST

**RATING 8; A/S/D/F 10/9/8/11**

**Installed IC:** Black IC, Blaster, Marker, Patrol, Scramble, Tar Baby, Track.

**Sculpting:** The host is Grade 4 Custom (*HACK*, p. 51), with unique iconography and environment.

**Host Personas:** Technicians and security spiders patrol the system regularly, backing up the Patrol IC installed.

**Security Procedures:** When alerts are set off, the spiders and IC will focus on targeting the decker, using lethal force as needed.

## HOLLYWOOD SIMSENSE ENTERTAINMENT

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Media contact, add +1 to the contact's Connection, if using a Street or Criminal contact, subtract -1 from their Connection.

## PEOPLE

### MARCUS "FACE" COOPERMAN

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Street contact, add +1 to the contact's Connection, if using a Government or Media contact, subtract -1 from their Connection.

### FREYA GOLDENHAIR

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Magic contact, add +1 to the contact's Connection, if using a Corporate or Media contact, subtract -1 from their Connection.

### GRIFFIN

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Criminal contact, add +1 to the contact's Connection, if using a Magic or Media contact, subtract -1 from their Connection.

### TEE HEE

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Matrix contact, add +1 to the contact's Connection, if using a Magic or Media contact, subtract -1 from their Connection.





## DR. NORRIS "FLAIR" HENDRIX

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Academic contact, add +1 to the contact's Connection, if using a Criminal or Street contact, subtract -1 from their Connection.

## URLAN MANES

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Corporate contact, add +1 to the contact's Connection, if using a Criminal or Street contact, subtract -1 from their Connection.

## THOMAS "JUNIOR" MARTELLI

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Street contact, add +1 to the contact's Connection, if using a Government or Media contact, subtract -1 from their Connection.

## BOOKER PENGRAVE

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Corporate contact, add +1 to the contact's Connection, if using a Criminal or Street contact, subtract -1 from their Connection.

## VALERIE "VAL" WESTERFIELD

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Street contact, add +1 to the contact's Connection, if using a Government or Media contact, subtract -1 from their Connection.

## ROXANNE WUNTER

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Corporate contact, add +1 to the contact's Connection, if using a Criminal or Matrix contact, subtract -1 from their Connection.

## NEWS

### CHANGING COLORS

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Criminal contact, add +1 to the contact's Connection, if using a Corporate or Academic contact, subtract -1 from their Connection.

## JOYLESS MURDERS

The successes listed are the number of hits needed from Legwork Results with a Contact's Connection test. If using a Street, Government, or Media contact, add +1 to the contact's Connection, if using a any other type of contact, subtract -1 from their Connection.

## DREAM ANALYSIS

### OFF THE NEW BLOCK

If a runner uses one of the chips, have them make a Willpower + Willpower (6) Test, or the personality on the chip begins to take over and the runner cannot remove the chip themselves. Each time a chip is removed from a character, it deals 8Se damage and they are Confused 3 for 2d6 days. All the chips are skillsofts, rating 6.

### CLEOPATRA

The Cleo chip has the following:

- **Activesofts:** Close Combat, Firearms, Influence
- **Knowsofts:** Military Theory, Psychology

### GENGHIS KHAN

The Khan chip has the following:

- **Activesofts:** Close Combat, Firearms, Influence
- **Knowsofts:** Military Theory, Sociology

### ROMAN JACK THE RIPPER

The Jack chip has the following:

- **Activesofts:** Close Combat, Firearms, Influence, Stealth
- **Knowsofts:** Anatomy, Psychology

## CAST OF CHARACTERS

### THOMAS "JUNIOR" MARTELLI

(ORK, PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS
4	3	3 (5)	6 (8)	2	2	2	1	2.35
DR	I/ID	AC	CM	MOVE				
10	7/3	A1, 14	11	10/15/+1				

**Skills:** Close Combat 4 (Blades +2), Firearms 2, Influence 1, Perception 3

**Augmentations:** Datajack; Cyberforearm (right, retractable spur, Strength + 2); Dermal Plating, Rating 3, Smartlink, Wired Reflexes, Rating 2

**Gear:** Armor Vest, DocWagon contract (Gold), Eurocar Westwind 2000, Harley Scorpion, 2 fragmentation grenades

**Weapons:**

Browning Ultra Power [Heavy Pistol, DV 3P, SA, 12/11/8/-/-, 10(c)]

Defiance T-250 [Shotgun, DV 4P, SS/SA, 9/12/8/-/-, 5(m)]

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

Spur [Blades, DV 3P, 7/-/-/-/-]





## ROXANNE WUNTER

(HUMAN, PROFESSIONAL RATING 4)

<b>B</b>	<b>A</b>	<b>R</b>	<b>S</b>	<b>W</b>	<b>L</b>	<b>I</b>	<b>C</b>	<b>ESS</b>
2	4	4	2	4	4	4	4	5.65
<b>DR</b>	<b>I/ID</b>	<b>AC</b>	<b>CM</b>	<b>MOVE</b>				
4	8/1	A1, I2	10	10/15/+1				

**Skills:** Close Combat 2, Cracking 3, Electronics 3, Firearms 2, Influence 3 (Etiquette + 2), Perception 7, Piloting 2

**Augmentations:** Datajack; Retractable Hand Razors

**Gear:** Armor Clothing, Commlink (DR 5 with personal assistant)

**Weapons:**

Colt America L36 [Light Pistol, DV 2P, SA, 8/8/6/—/—, 11(c)]

Razors [Blades, DV 2P, 6/—/—/—/—]

## PICKING UP THE PIECES

### AWARDING KARMA

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

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