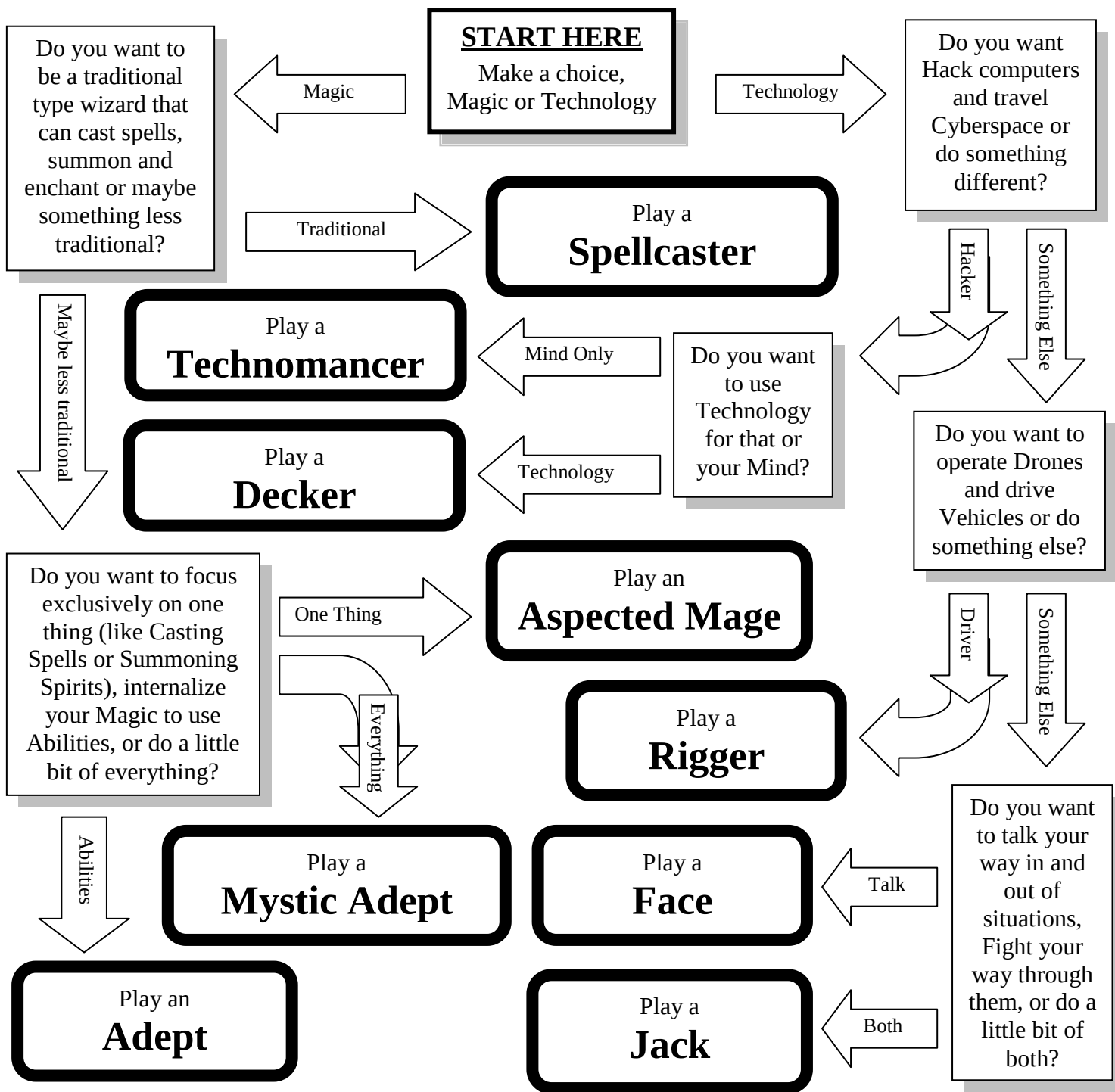




Street Samurai – Blade Master, Cyber Brawler, Gunfighter, Sniper, Super Soldier, Close Combat Specialist, Mercenary, Stealth Infiltrator, Tank, Weapon Specialist

Face – Con Man, Negotiator, Media Star, News Reporter, Rocker, Activist

Jack – Edgelord, Noir Private Investigator, Police Detective, Covert Ops Specialist, Bounty Hunter, Spy, Gang Member, Ex-cop, Dilettante / Playboy / Adventurer

Rigger – Drone Rigger, Racecar Driver, Smuggler, T-Bird Pilot, Military Rigger

Spellcasters – Combat Mage, Former Wage Mage, Occult Investigator, Street Shaman, Tribal Shaman, Wiz Ganger, Neo-Primitive, Security Mage / Bodyguard

Adepts – Blade Master, Martial Artist, Gun-Fu, Ninja, Social Adept, Sports Star or even a Skill Adept (you could be a “wizard” at Forgery or Animal Handling)

**Archetype Descriptions
are on the Back of this sheet**

Character Archetype Descriptions

While Shadowrun has a fluid character creation system and does not have “Character Classes,” it does have some sets of skills and equipment that fit together better than others. Here are some of the more common Character Archetypes.

Street Samurai – Probably the most straightforward character to create and play, Street Samurai are fighters that focus on combat skills and weapons. They typically have cyberware and bioware to boost their Reflexes, Agility, Strength, and Body. Many Street Samurai specialize in one type of combat to excel in, Brawling, Blades, Pistols, or Rifles are typical. Characters with mercenary and military backgrounds (Heavy Weapons and Explosives) also fall under this Archetype.

Face – Another straightforward character is the one who’s the direct opposite of the Street Samurai. The roguish Face takes care of the groups non-combat interactions like negotiating contracts with the Mr. Johnson or squeezing contacts for information on the next run. His “weapons” are a high Charisma and high skill ratings at Etiquette, Negotiation, Con, Intimidation and Leadership. The background for a Face can range as wide as a Corporate Negotiator to a Streetwise Hustler.

Jack – Somewhere between the Face and the Street Samurai is the Jack. Superior to the face at combat and better with social tasks than a Street Samurai a Jack-of-all-Trades is a generalist. This character operates just fine as a solo operator, she doesn’t need to be part of a team but still makes a valuable member of one. The Jack gets the job done with high Attributes, a wide range of Skills and a lot of luck (Edge) without using magic or relying on a lot of expensive cyberware.

Rigger – Every team needs a few drones; they make great scouts and extra fire support. Every team also needs a great getaway driver, and the Rigger fills both these roles. He is a machine operator second to none, able to actually “become” the machine with a special piece of cyberware called a Vehicle Control Rig that lets him mentally “Jump In” to whatever he’s rigging. As far as playing a Rigger goes you have a lot of gear and a few extra rules to get a handle on so you’ll have some more reading to do than someone playing a simpler character like a Street Samurai or a Face.

Decker – A specialist at hacking into computers, commlinks, hosts and even weapons carried by the opposition, the Decker is who you call if you need to get into the Matrix. Her job often involves stealing, altering, and manipulating data as well as taking control of security systems in the buildings the team has to hit. Cyberdecks are some of the most expensive items in the game and so Resources are a concern, Skills are also a priority because hardware is only as good as the operator using it. Like a Rigger get ready to do some reading because Deckers have a lot of rules to learn to use the Matrix.

Technomancer – Like the Decker, the Technomancer is a master of the Matrix, but he manipulates these systems using nothing more than his mind. He has access to all the tricks that a Decker can do with a cyberdeck but lacks the raw power that Cyberdeck technology can grant. A Technomancer’s true power is his special connection to the Matrix or “Resonance.” This allows him break the normal rules of the Matrix and even create (summon?) simple AI helper programs (creatures?) called Sprites. Cyberware reduces his connection to the Resonance so Technomancers tend to start with low resources. They are also a bit stretched thin on skills and attributes so it’s hard for Technomancers to do much outside the Matrix at first. Be prepared for a lot of rule reading too, players using this Character Type need to learn all the Matrix rules used by Deckers plus all the rules about Sprites and Resonance unique to Technomancers.

Spellcaster – Magic is a real source of power in the world and Spellcasters are the top of the heap when it comes to using that power. Magic is not exactly the same for everyone, different traditions may all cast spells, summon spirits and make alchemical preps but use different techniques. Logic based Hermitic Mages and Shamans that rely on their Charisma are the two most common traditions. The ability to use astral projection, leaving the body behind, is a talent of Spellcasters that lesser practitioners do not have access to. Cyberware reduces the connection to magic so Spellcasters tend to start with little resources. Like Riggers and Deckers get ready to do some extra reading to use Magic.

Adept – Unlike the Mage or Shaman an Adept can’t cast spells or summon spirits. Instead he focuses his magic on improving physical Attributes, Skills and abilities. Depending on exactly what magic abilities an Adept takes he may fill the same role on a team as a Jack, the Face or a Street Samurai. Magic fills the same function as cyberware but it tends to be more flexible, able to duplicate many abilities of tech augmentation but having many unique options not otherwise available.

Mystic Adept – Somewhere between the Spellcaster and the Adept, the Mystic Adept can (almost) do it all. She has the ability to learn how to cast spells, summon spirits and make alchemical preps while also having the option to gain mystical abilities like an Adept. Astral projection being the one magical ability that they don’t have access to. As you can imagine all of these choices tends to spread things a little thin. Mystic Adepts tend to lean towards the same roles as a Jack or Face.

Aspected Magician – Aspected Magic means that you have access to one “aspect” of magic, specifically one of the three Skill Groups: Sorcery, Conjuring and Enchanting. This allows for players to combine a little bit of magic with other skillsets to create unique characters. Examples could be a Spell slinging Wiz Gang Face, a Spirit summoning Sioux Wildcat Street Samurai, or a Jack Police Detective that uses Alchemy, Astral Perception and the Assensing Skill to read auras and solve mysteries that a mundane Detective could never even attempt. Aspected Magicians can fill a wide variety of roles, augmenting their abilities with a particular aspect of Magic or maybe even blending Magic with a little cybertechnology.