

# CASTING A LONG SHADOW

At the end of a run, you've either got a good story to tell or you're dead. Live long enough, and you'll get enough stories to fill a book, and some of them will be killer. There is a certain class of people out on the streets that runners love to talk about. The people at the center of the stories swapped late at night over a round of wiper-fluid hooch. Some of them are good, some of them are lucky, and some of them are among the most powerful creatures of the Sixth World. All of them, in their own way, are legends.

*Street Legends* profiles more than thirty renowned figures in the Sixth World, including JackPoint stalwarts such as Haze, Rigger X, and Puck; classic runners like Serrin Shamander and Tommy Talon; and powerful behind-the-scenes figures including Lugh Surehand, Nadja Daviar, and the great dragon Lofwyr. Learn about hunting vampires with Martin de Vries, running guns in a war zone with Marcos, and trying to put a face to the elusive Hans Brackhaus.

*Street Legends* contains short fiction bringing these characters to life, as well as text describing each person and what makes them a legend. Also, each and every person profiled has complete game stats. *Even the dragons.*

*Street Legends* is for use with *Shadowrun, Twentieth Anniversary Edition*.



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Sample file

# STREET LEGENDS



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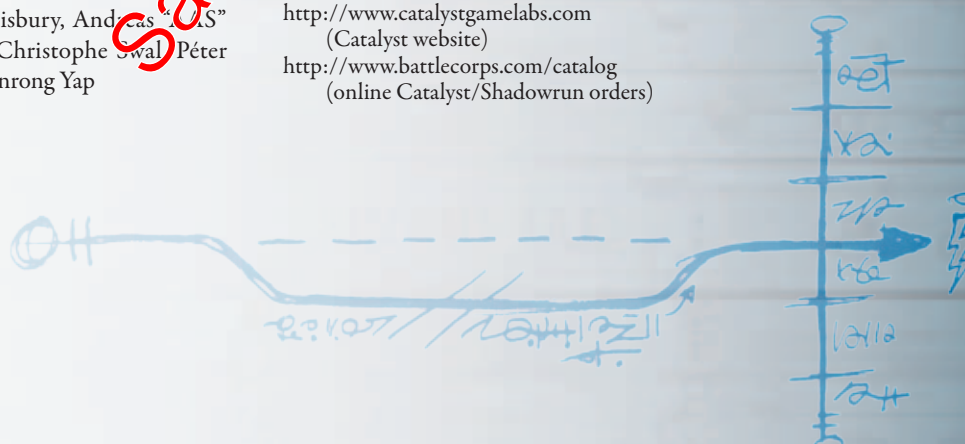
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# INTRODUCTION

POSTED BY: FASTJACK



I've had a few different conversations with myself where I explained the reasons for assembling this collection. First explanation: We've all been there, in that place where we hate everybody. Where we think that people who don't need people are the luckiest goddamned people in the whole goddamned world. Where we see just how much pain, misery, and overall nonsense is inflicted by people being people. In a world like that, you'd better know who's out there, who's powerful, and what they're doing, because they're the people who are going to screw you. You may want to keep away from them, you may want to take them on to get them out of your way, but either way you better know what they're capable of.

On better days, though, I'm more accepting of people who aren't me. I can see uses for them. I've got my own talents, sure, but there are plenty of other people who can add what they've got to what I'm doing. Or failing that, they can pay me to do the things that aren't right for their talents, or that they don't have the time to do themselves. If I'm going to work with these people, it helps to know what their talents are, what their style is, and how I can fit in with their *modus operandi*. It's just good business to check out what they're doing.

But let's leave both of those arguments aside for a minute and stop thinking about business. Let's not deal with people in terms of who can help us or who can hurt us—instead, let's think of people who are just plain interesting. I've met a lot of people in my time, and some of them are boring enough to make you beg for them to turn on the All Paint Drying channel so you can watch that instead of dealing with them. But then there are the people who are so terrifically interesting that whenever a group of their peers gets together to chat about work and the things they've been up to, their names come up, and everybody's got something to say. There are so many good stories about these people—along with questions about mysterious things in their past and present—that you can't help talking about them.

I like good bar talk as much as the next guy, so in that spirit I put together the following compilation, with contributions from a lot of friends, both old and new. This isn't an exhaustive collection of the most interesting people in the Sixth World, or a listing of the people who are at the top of their respective fields. This is a collection of individuals who, for better or for worse, get people talking. Some of them have broad ambitions and will inevitably seek to have an impact on a worldwide stage (or are already at that level); others are content to slink into the background and do their thing. In this collection, we have a famous author with a secret life, a legend who fell into some dark days but seems to have found a way back to the light, a trick-shot artist, a motorcycle-riding daredevil, and several people with secrets that they'd like to keep covered up. They might not be happy about having their dirty laundry aired here, but I suggest they get over it. After all, who doesn't like to be the centerpiece in a story that people are so interested in that they can't help but pass it on?

Take a look at this info, and use the information it contains to make some contacts, get an edge on the competition, or just listen to a hell of a story. I figure all of those are worthy purposes.



## RUNNING LEGENDS

In this book, the statistics given for the characters generally reflect their legendary status. There are, however, some characters that are legendary not because they are overwhelmingly powerful, but because their nerve, guts, luck, or other intangible qualities help them to stand out more than their attributes would alone. To reflect this, gamemasters may wish to apply some of the “Cinematic Gameplay” rules (see p. 75, *SR4A*) to all characters when using these characters in a game.

If gamemasters wish to apply these rules in a more systematic fashion, characters who have achieved 500 Karma can spend 100 Karma to obtain Legendary status, which means they roll successes on 4s, 5s, and 6s.

## A NOTE ON SPELLS

Each magic-using character has a particular list of spells listed for them, but gamemasters need not feel bound by this. They can swap out spells for these individuals as situations and preferences warrant.



Connecting Jackpoint VPN ...  
... Matrix Access ID Spoofed.  
... Encryption Keys Generated.  
... Connected to Onion Routers.  
> Login  
\*\*\*\*\*  
> Enter Passcode  
\*\*\*\*\*  
... Biometric Scan Confirmed.  
Connected to <ERROR: NODE UNKNOWN>  
"Every legend contains its residuum of truth."

## JackPoint Stats

81 users currently active  
in the network

### Latest News

\* <081473> If you hear anything  
definitive about Puck, I'd really like  
you to pass it on to me. -FastJack

### Personal Alerts

\* You have 4 new [private messages](#).  
\* You have 2 [messages](#) queued for  
anonymous re-routing.

\* You have received no new [Metalink  
Friends](#) add requests.

\* You have 18 new [responses](#) to your  
JackPoint posts.

\* PDA: Drinks with mates at ten. Or  
alone if mates don't show.

\* PDA: Find a basement to crash in  
until this heat wave lets up.

### First Degree

You are hidden from all contacts.

**Your Current Rep Score:** 67

(87% positive)

**Current Time:** 14 Aug 2073, 01:12

Welcome back to JackPoint, chummer;  
your last connection was severed:  
18 hours, 55 minutes, 26 seconds ago

## Today's Heads Up

- \* Be smooth and be subtle if you  
want to be safe. [Tag: [Spy Games](#)]
- \* You can't own all the toys in the  
world, but you can enjoy thinking  
about and looking at 'em. [Tag: [Runner's  
Black Book](#)]

## Incoming

- \* All that chasing after artifacts is going to add up to something, and that "something" may go boom.  
[Tag: [Artifacts Unbound](#)]
- \* Most of them are insane, but even if one's true it's bad news for all of us. [Tag: [Conspiracy Theories](#)]
- \* The ocean: It's like a big, wide, traffic-free getaway lane. Use it. [Tag: [Deadly Waves](#)]

## Top News Items

- \* Lofwyr refuses all press interviews, does not comment on happenings at Mount Shasta. [Link](#)
- \* Seattle ADA Dana Oaks accused of targeting orks and trolls in law enforcement efforts. [Link](#)
- \* Denver Treaty negotiations take a violent turn in fight over borders. [Link](#)



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## STREET LEGENDS

### Invited Guests

Jonathan Blake Lothan  
Wyrn Watcher Quillon  
Jane in the Box Neurosis

Aracos  
Boom  
[\[More\]](#)

### Posts/Files tagged with "Street Legends":

\* "Agent"  
\* Elijah

\* Akuchi  
[\[More\]](#)

\* Cayman

CONTINUE

ADVANCED  
SEARCH

SAVE