

Sample Characters

Introduction

This document contains write-ups for four sample Shadowrun characters (each on a separate page). These write-ups have been provided to demonstrate character background and personality design. We have not included the stat sheets or equipment lists for these characters, since most people have no problem with those aspects of character creation. For more information, be sure to listen to Episode 3 on FearTheBoot.com.

Sample Characters

Concept

Bonnie Greenwich. Troll, slum-dweller, very well connected.

Background

Having played right alongside the rowdy boys of her neighborhood, Bonnie learned to be quick with her fists and wits at a young age. Being rather tall and brawny for a girl, she had little trouble standing up for herself. Though not the most popular person at school or around the block, she was always liked well enough. All of that changed when her goblinization began.

The painful and disfiguring process of goblinization started when Bonnie was in the seventh grade. Her parents and friends watched helplessly as her features distorted and body changed into that of a troll. Though no one outright turned against Bonnie, she found herself with less and less friends as the months went by, greeted with awkward glances and hushed whispers rather than the camaraderie she was used to. Her parents still loved her, but were so embarrassed by her condition that they were unwilling to move anywhere else, even when the neighborhood began its moral and economic decline.

Deeply depressed, Bonnie eventually dropped out of school to take a job with the local grocer, Vladimir Grozy. Mr. Grozy was one of the few people that could truly look past her oafish appearance and dimming intellect, loving Bonnie for who she was. Though hardly the model for success, Bonnie's life was relatively peaceful and happy until a local street gang decided to claim Mr. Grozy's store as part of their turf. Unsure where else to turn, Bonnie called up her old friends.

Personality

Bonnie has a great fondness for her companions, especially those that never walked away from her during her goblinization. However, the shame and rejection she felt from society has left her depressed, timid, and afraid to travel away from familiar streets. She's hesitant around new people and just a few harsh words can crush her spirit for days.

Despite her social weaknesses, Bonnie is well aware of her impressive physical strength. She tends to be overconfident in fights, sometimes making foolish choices about who she'll take on.

Since goblinizing, Bonnie has given up all of her life ambitions, living forever in the present. She shrugs off any thought of the future, content just to make it to bed every night. The only dream she still harbors is one of moving far away from crowded cities, living alone in the countryside.

Sample Characters

Concept

Lyle "Jack" Dupair. Human, former company man, security expert.

Background

Lyle always hated his first name, so he insisted everyone call him by his middle name, Jack. Before he was very old at all, few around the neighborhood even remembered his actual name.

Despite his towering physique, Jack was a bookworm, far more interested in intellectual pursuits than physical ones. Unfortunately, because of his slow speech and hulking appearance, not many people took him seriously in his studies. Most thought he was just trying to compete with his older brother, Travis.

When the neighborhood began its steady decline, Jack's parents moved away to a wealthier part of town. Jack tried to remain in contact with his old friends, but gradually lost track of them all. Distance is very hard to overcome at a young age when one has no money or transportation.

After completing his high school education, Jack enrolled in a four-year college and graduated with a degree in criminal justice. He took up a job in the security arm of Ares, though he was terminated a short time later for allowing a burglar to escape unharmed when his conscience wouldn't let him fire. As fate would have it, just a few days later Jack received a call from Bonnie, asking for his help.

Personality

Jack is passive and quiet, a wallflower who has trouble figuring out just what to say. However, he's a brilliant observer who can intuit a great deal about people and situations from afar. Unfortunately, he's so unsure of himself he's hesitant to share that information when it's needed most.

With a background in security, Jack knows it's sometimes necessary to draw blood in the name of order and justice, but he struggles with his conscience. He'd rather not hurt anyone, and will certainly never take a life unless he has no choice. This internal conflict has caused him to hesitate on the trigger at critical points before and he may do so again.

Jack is an avid consumer of fine art and very well versed in it. He's also fond of animals, particularly his own house cat, Tabitha.

Sample Characters

Concept

Travis Dupair. Human, company man, investigator and technician.

Background

The eldest of the Dupair brothers, Travis has always lived up to his title of "older brother", and not just in his family. He was a ringleader of every mischievous plot the neighborhood kids got caught up in. He also knew just what to do when anything went wrong, whether it was a skinned knee or bad report card someone would prefer their parents didn't see.

As he grew older, Travis became more responsible, but he never slowed down. He was a natural leader wherever he went. When his parents moved to escape the neighborhood's decay, they enrolled him into a college prep school. From there he became a consultant, specializing in engineering. As he moved from company to company, he accumulated an impressive list of skills, though his strong personality won him as many enemies as it did friends. His notoriety within the corporate world may come to haunt him in the future.

Despite his relatively young age, Travis has already been married and divorced. His wife, Jennifer, left him because he always seemed to love his work before her. Though he'll never admit it, Travis still longs for her. From time to time, he'll still drive by her apartment, just to see if she's alright.

Personality

Travis is a well spoken man with a powerful voice and no shortage of opinions. Most of them are well-informed, but he'll happily share them even if they aren't. He's deeply concerned about those around them, sometimes crossing the line from fatherly to overbearing and bossy.

A dedicated worker, Travis is well versed in many technical fields and capable of researching anything he doesn't already know. Unfortunately, this focused zeal has left him with little time for the social aspects of life, and Travis seems increasingly out-of-touch as the years go by.

Sample Characters

Concept

Porter Hallister. Human, street shaman, gator totem.

Background

From a young age, Porter had a strange intuition and interest in the spiritual side of life. Most people just considered him "odd", though a neighborhood boy, Travis, declared him "psychic" after a careful examination. The real source of Porter's gifts was put to rest when Gator first appeared to him in a vision. Unsure how to handle their boy anymore, his parents contacted a local shaman, Jagged Tooth, to help the boy with his blossoming second-nature.

It is hard to say whether a shaman is drawn to a totem or the totem is drawn to him. Regardless, the similarity between the two was hard to deny. As time drew on, Porter became increasingly distant and sleepy, though he pursued his few remaining passions with a newfound vigor.

Porter still lives in his birth neighborhood, not because he lacks the means to leave, but rather because he lacks the energy to do so. He's content with his current circumstances, spending most of his time whiling away the days watching trideo feeds and napping on his couch. He pays his rent by providing magical services every so often, exacting a high price from any client that can afford it. The only thing to stir him from his sleep recently was a call from Bonnie, telling him she and Mr. Grozy were in grave danger from local hoodlums.

Porter lost contact with Jagged Tooth almost a year ago. He's concerned about what may have happened to his friend and teacher, but since no obvious clues have presented themselves, he has yet to start a search.

Personality

True to Gator, Porter is lethargic and irritable. It is very hard to put him in motion, but once started, it is equally difficult to stop him. His lackadaisical nature can quickly morph into a raging sea of emotion and action if the motivation is right.

When Porter does not feel threatened, he can be a bit mercenary, and he's been known to shrug off pleas for assistance outside of his sphere of interest, simply because it wasn't convenient. Fortunately for the local residents, Porter feels deeply connected to his neighborhood and his protective streak is just as powerful as his greed.

After spending so many afternoons laying in front of his trideo set, Porter has become a connoisseur of popular entertainment. His knowledge of shows and stars is encyclopedic, and while he lacks the determination to ever pursue it, he secretly harbors the dream of being a famous trid personality some day. The few times he's been on the street while a news reporter was doing a story, he wasn't above sticking his head into the shot just for the thrill of seeing himself on the broadcast later. He, of course, adamantly denies this.