

INGENTIS ATHLETES

POSTED BY: BIG LEAGUE BROKAW

Time for a deep dive into the darker side of sports! We fans howl in glory at the victories, and we wail and lament the losses. But the tears fall hardest at the injuries that end a glorious career. Sympathetic grunts of pain, followed by complaints of a doomed season—all wiped away after a trade and a new rising star on the roster.

But for the fallen star, the choices aren't abundant. Some fight their way back to the league, others take some time in the minors or a foreign league, but many are done. They fall from the spectacle, leaving a void that many of them try to fill with an alternate path to the spotlight, maybe as announcers, coaches, reporters, or scouts. Jobs are there, but none of them hold the rush of the crowd or thrill of the next hit.

Those places where the adrenaline surges but the rules of the games have changed is where this reporter looked!

Welcome to my latest exposé!

Where the Athletes Meet the Aether ... no!

Where the Stars Meet the Shadows ... no!

Where We Trade the Umpires for the Umbra! These might not be getting better.

First off, don't be a corp stooge and go telling your cronies at Aegis or something about all this. I'm dropping this to be friendly. These are hard workers. They need jobs, want help, and are trying to survive being corporate toss-offs, just like many of us.

So, with no further ado, here's your shadow lineup!

WELCOME TO SHADOW STOCK!

Shadow Stock is a new line of PDF products for *Shadowrun*, *Sixth World* that provides a group of NPCs built around a common theme as well as new character options connected to these characters. So whether you're a gamemaster looking for new NPCs to introduce to a campaign or a player exploring new options, this line has something for you!

OMAR 'UNSEEN' APAEZ

I will never get over how fast AzzieBall has taken off around the globe. If you don't know what I'm referring to, you may want to scan the Matrix for ullamalitzli or court ball after you climb out from under that rock you've been living under. Though the specific part I'm talking about is the violent spin-off game that all the leagues call AzzieBall, and none of them let Aztechnology or Aztlan affiliated teams play.

There's a bit of humor that will come attached to all this later about that point. Just you wait.

For now, let's talk Omar Apaez. He's a cyclops with a singular vision. Hee hee, I couldn't resist. Anyway, as we all know the single cyclopean eye comes with all sorts of distance struggles. That said, it also seems to make it a lot easier to play a nice close game of ullamalitzli, especially when you have arms as wide as the lanes. He has proven to be historically inept from the free throw line, but his defense in the lanes and brutal strength have made him a force to be reckoned with. I would like to make it clear that I understand he's not going toe-to-toe in the lane with Steger or Tullins—those brutes are doped or something—but for a decently agile troll, Omar is a very special tool to use in a playbook.

Now, for the humor. Omar is an AZT operative.

Yup.

He works off the books doing shadow jobs for the Azzies in various cities where the Golden Boys play. He did the same thing when he played for the RipTide and the Crimson Crushers. Everywhere he goes, he is either slipping his way onto a team to monitor things, gathering a team for some work, running some counter intel op, or touching base with the local loyal talent.

In the shadows he goes by the name "Unseen." He's a sweet source for intel on everyone but AZT and can often broker decent deals for selling intel on teams going after AZT or tertiary data on rivals that might help out the AZT bottom line.

INGENTIS ATHLETES

OMAR 'UNSEEN' APAEZ METATYPE: TROLL (CYCLOPS)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	5	5(8)	5	4	2	3	4	5	6	6

DR	I/ID	AC	CM	MOVE
10	11/4	A1/15	14/10	10/15/+1

Skills: Astral 2, Athletics 3, Close Combat 3 (Clubs +2), Con 3 (Acting +2), Perception 3

Qualities: Built Tough (2), Cyclopean Eye, Thermographic Vision

Adept Powers: Astral Perception, Combat Sense 2, Improved Reflexes 3, Kinesics, Pain Resistance 1, Vocal Control

Gear: Armor vest (w/electricity resistance 4), commlink (DR2)

Weapons:

Colt Government 2076 [Heavy Pistol, DV 3P, SA, 10/8/6/-/-, 14(C), w/ laser sight]

HARDEN 'HIKE' FINN

Beckson Strauss (BS): I'm still shocked at this pick. Choosing a troll out of Oklahoma seems perfectly fine to round out that O-line, but putting a troll in that pivotal QB role, in the big leagues, is way outside the playbook. Harden Finn has been that outside-the-playbook story since his youth league days. His pretty-boy fomorian looks have kept most coaches and other players from ever seeing him as that classic line-troll, and his arm and height have kept him breaking records and dominating defenses since he was knee-high to a wyrd mantis.

Walter McKenna (WM): Dominating is an understatement, but none of it has been easy. He's struggled to be allowed in leagues based on his metatype, even though he is not the most massive of specimens. But his efforts have paid off today.

BS: That's right, Walter. Harden Finn is about to make history. With a twenty-one-point lead, thirty-six seconds left on the clock, and a fresh first down, those numbers are going to mean Harden Finn and his Red Wolves are about to set three records for this playoff series.

WM: I see the lead. I know the total points. But, what's the third record?

BS: Walter, you are forgetting that no one has ever had a perfect game in the World League Championships.

WM: That is true. Harden has gone twenty-four for twenty-four passing. Zero interceptions. There's definite thanks that need to be given to his receiving crew, but you can run back the highlights. He has been on fire!

BS: Here we go. The line is set. Harden will definitely be taking a knee.





INGENTIS ATHLETES

WM: Interesting that Delanté Tinch is still lining up like there's a play. He's up and looks ready to move.

BS: Tinch is a pro. He doesn't care if there's a half-second left, he's going to be on his game, ready to take advantage of any mistake.

WM: Can't agree more. And here we go ...

BS: There's the snap, and ... what is that ... Tinch is ...

WM: *Oh my ghost!* There's a fumble. No whistle. And a pile up! That was a big play, but nothing is breaking this shut out.

BS: Hold on Walter. Harden is down. Tinch came right over the top to break that. The timing was perfect and that ball came loose, but Harden is not getting up.

WM: I'm sure he'll be up in just a tick. We're taking a break to hear from one of our sponsors! Take a minute to visit your local Stuffer Shack.

We loved watching Harden Finn make the big plays, break those records, and then get his neck snapped by Tinch in that leap over the line. It may have been like watching a train wreck, but we watched. Best of all, we watched the next season roll in and saw Finn overcome that injury and bring the Red Wolves through another championship season. His perseverance was astounding.

And every bit of it slowly tore this man apart. Finn's neck repair was a quick vatjob, his recovery was pushed, and as Alev Martecion made sure everyone knew, Finn was doped up all season long. Luckily, the league isn't about to strip a championship on the word of an exposé reporter, but that retirement speech could not have been more troubling.

Post-retirement, Harden has since found a new line of work. Broadcasting! What did you think I was going to say? Running the shadows? Oh, wait! Yes, that too! He's got the right athletic skill to keep physical in the streets and the personality and presence of a man used to running a team on the gridiron.

You'll find him hiding behind the moniker "Hike" in the shadows up and down the NorthAm East Coast. Even though he played professional sports, he chose to play American football in an off-league, so his face isn't plastered all over the Matrix. His broadcast job is a bit more high-profile and puts his voice out there a lot further than his face.

What Hike's efforts and connections have done for him and the shadows is open up a pipeline for moving teams between cities, and Hike somehow got in with a hacker network of primo SIN-forgers. Alongside the SIN jobs, Finn likes to support small businesses and hires a lot of small-firm contract workers for crew and security.

HARDEN 'HIKE' FINN METATYPE: TROLL (FOMORIAN)

B	A	R	S	W	L	I	C	EDG	ESS
7	5(6)	5	7(8)	3	2	5	4	6	4.8

DR	I/ID	AC	CM	MOVE
11	10/1	A1/I2	14/10	10/15/+1

Skills: Athletics 7 (Throwing +3), Biotech 1, Close Combat 2, Influence 2 (Leadership +2), Perception 4, Stealth 3 (Palming +2)

Qualities: Addiction (2; bliss), Built Tough (2), Magic Resistance (1), Thermographic Vision

Augmentations: Cybereyes (rating 2, w/ flare compensation, thermographic), dermal plating 1, muscle replacement 1

Gear: Armor jacket (w/ electricity resistance 2, fire resistance 2), bliss (20 doses), commlink (DR 4),

Weapons:

10 x throwing ball [Throwing Weapon, DV 3S, 8/10/3/-/-, Avail 2, Cost 135\$]

YOU CALLED DOWN THE THUNDER!

Don't step away from that feed, because this is about to get maximum real! I'm dancing eighteen thousand meters up, looking down on the clouds. I am ready to slap on this mask, open that door, and see just how fast I can get down to that dirt.

Ever wanted to see a giant make a leap out of the back of an antique Aérospatiale/BAC Concorde rocking along at mach two? Of course you do! That's why you're logged onto the ThunderCloud. This aircraft has been modified with a state-of-the-art autopilot system and slight tweak to the fuselage that I hope will hold up when I take a seat on this sled and roll out the custom rear ramp.

This could very well be the end of ol' Thor "Thunder" Fjeldstrom. No one has ever made a leap like this. I'll be hit with everything from sub-zero thin air to massive g-forces, and in order to keep alive on this tiny little tank of air before I freeze, I'll need to blaze along at a speed that will leave me right at the edge of consciousness.

So stay logged right here; I'm going to slide on and seal up the last bits of this suit while you catch a word from one of our favorite sponsors, Dragon Piss Energy Drink!

Take in a word from them and wait for the Thunder to come rockin' at you from the sky.

INGENTIS ATHLETES

THOR 'THUNDER' FJELDSTROM

I love Thunder. The guy is all sorts of energy, and he has yet to pull off a stunt that I didn't initially believe was completely impossible. Take the attached clip, for example. He made an impossible jump, but the jump wasn't the end of the stunt. He made his jump over Everest! He fell almost 10,000 meters before using a custom parachute and a vectored thrust system on the sled he dropped with. When he hit the mountain—almost at the peak—he then used the sled like a snowboard. When everyone thought the show was over, he spent another three hours coming down from the highest peak in the world in the flashiest ways he could imagine. He stopped for a couple breathers but kept it popping by not using his lungs to talk and broadcasting straight from his headware.

It was *awesome!*

Fanboy mode, deactivated! He does his show about once every two to six months, depending on how long it takes to set up the stunt. In between, he works as an announcer for other extreme sports events, picking his broadcast choices based on what kind of gigs he gets offered in the nearby sprawls. Thunder is a Matrix star for sure, but he also does a fair job running the shadows under his nickname—which happens to be a common street name. He tends to operate as quiet muscle, but he can offer quite a bit of insight when it comes to physics, structural integrity, and several engineering topics. It's surprised many runner teams he has joined.

If you don't need him as meat, he's still great to know, because he has connections across several corps and Matrix entertainment groups. On top of that, his fan base is huge, and he has very little problem hopping onto chat nodes and talking insider info as fans try to get Thunder to run his next stunt from their neck of the world.

ABIGAIL 'SILVER STREAK' HUNTER

Sterling Stackhouse (SS): The Silver Streak is on the move again! Hunter has found a sideline off the main strip. Her knowledge of the field is almost supernatural!

THOR 'THUNDER' FJELDSTROM METATYPE: TROLL (GIANT)

B	A	R	S	W	L	I	C	EDG	ESS
9(+2)	5	4	7	5	2	2	4	6	3.5
DR	I/ID	AC	CM	MOVE					
19	6/1	A1/I2	15/11	10/15/+1					

Skills: Athletics 5 (Flying +2), Biotech 1 (First Aid +2), Engineering 2, Influence 1 (Intimidation +2), Outdoors 1, Perception 3, Piloting 3 (Ground Craft +2)

Qualities: Built Tough (2), Dermal Alteration (Bark), Thermographic Vision

Augmentations: Bone lacing (titanium), dermal plating 2, headware commlink (DR 4), simrig

Gear: Armor jacket

Weapons:

FN P93 Praetor [Submachine Gun, DV 4P, SA/BF/FA, 9/12/7/-/-, 50(c), w/ rigid stock, laser sight, flashlight]

Donovan Graves (DG): We all know the strength she gets from that cloud of little friends she's got tracking and tallying targets. The break to the edge is always a dangerous move, but once again, Abigail "Silver Streak" Hunter is defying the odds.

SS: This young lady goes to show that a hundred eyes are better than two and being born with just one can't keep determination from making the big leagues.

DG: She's definitely taking a hot move, and it looks like only Pierce White has a shot at stopping her.

SS: And that's a long shot with that fifty-meter lead she's got.

DG: Oh my ghost! Check out that move! Silver Streak has shifted her swarm, and she's cutting through that warehouse! I don't think even Stuffer Shack has ever had something that spicy in their warehouse before.

SS: Don't get too excited. Looks like White is making a move for the pinch point. Silver Streak better keep the throttle slammed if she wants to beat him with that wide-open line.

DG: Yeah. It's a risky move, but I have a feeling Abigail has every confidence she's going to make that ring.

SS: Looks like her drones are clearing the frame, she should be right behind them ... oh yeah! There she is! Still a solid forty meters ahead of White. What kind of mag ...

DG: Holy drek! What kind of hit was that?

SS: I don't know, but it didn't look legal. Every one of Silver Streak's drones is down! It's a rain of silver shards.

DG: That's not the biggest trouble! Check out Abigail. Looks like that big BMW is getting away from her. That's going to be the end of that run!

SS: Oh drek, Donny! Check out this vector projection!



INGENTIS ATHLETES

DG: Is that? No? White is going to blindside her at the corner! He's got to see that, right?

SS: Oh no ...

DG: Oh ghost, no! Ugh. <sounds of vomiting>

SS: That hit. That jump. That was—oh no. They need to get the medic out there. Silver Streak is down and out. And it looks like White is just driving away! What kind of sportsmanship is that?

DG: It's not. <gagging cough> That was a hit! We've seen them before, and it's not just Abigail Hunter who will be down for a bit.

SS: I think you're right. White is going to go under investigation for that.

DG: Looks like medical teams are headed her way. Ghost speed, Silver Streak.

SS: Speedy recovery is all we can hope for that talented young cyclops!

DG: All right, now back to the action, where it looks like Corey "Da Chuck" Charles is making a move.

If you follow urban brawl at all, you caught wind of Abigail "Silver Streak" Hunter. She put in three seasons. She set rookie records, then set about setting some all-time marks. Then she broke her own records in her second year. In the third, she was on her way to another record-breaker when she took a nasty hit and faded into the oblivion of injured brawlers.

She was the first female cyclops in the league, and her drone swarm set the bar for future outriders, not to mention paving the way for a series of rules adjustments. She was a rapidly rising star that fell from the heavens and now graces the shadows of Denver as home.

Why Denver? Because it was the best sprawl to hide in with her famous face. She now covers that face with a deep crimson half-face mask that hides her identity, cyclopean ancestry, and scars from the accident. She runs as "The Phantom," but several runners in the community have begun to label her the "Crimson Crusader" in honor of her alliterative brawler name and her penchant for white-hat runs. She operates as a driver and rigger (natch) but prefers to be on the move rather than trying to dogfight.

For team transport, she typically runs one of those vans that looks all boring on the outside but has plenty of tricks under the paint. She's rarely in the van as she still likes to ride a tricked-

out BMW (though Denver winters aren't kind to that) and surround herself with a small swarm of drones. Since getting into Denver, she's expanded to the air, but she doesn't advertise it—it serves more as a "just in case" scenario.

Hopefully anyone who runs across her will keep her identity under wraps and respect the code. If you don't need to run with her, you can always reach into the shadows and get in touch with her as a source for insider info into the world of big-league sports. She made a lot of friends and contacts who don't mind a little kickback here and there for shelling out info that might make them some extra nuyen. You can also get her connections to work on your custom bike, as she loves a little competition.

ABIGAIL 'SILVER STREAK' HUNTER METATYPE: TROLL (CYCLOPS)

B	A	R	S	W	L	I	C	EDG	ESS
4(+2)	2	5(8)	3	3	3	4	2	5	0.4
DR	I/ID	AC	CM	MOVE					
14	12/1	A1/12	12/10	10/15/+1					

Skills: Biotech 1, Cracking 2 (Electronic Warfare +2), Engineering 1, Firearms 1, Perception 3, Piloting 6 (Aircraft +2)

Qualities: Built Tough 2, Honorbound (White Hat), Thermographic Vision

Augmentations: Bone lacing [titanium], control rig [rating 2], cybereyes [rating 3; thermographic vision, flare compensation, smartlink, vision enhancement], dermal plating 3, reaction enhancers 3

Gear: Armor jacket (w/electricity resistance 2, fire resistance 2), Az-technology Governor van, BMW Blitzen motorcycle, helmet, fake SIN [rating 4; w/ licenses (augmentation, pistols, RCC)], Transys Avalon commlink [Rating 6], Vulcan Liegelord rigger command console, S-B Microskimmer XXS (10), Horizon Flying Eye (5), Cyberspace Designs Quadrotor (2), MCT Gnat (10), Cyberspace Designs Dalmatian

Weapons:

Colt Manhunter [Heavy Pistol, DV 3P, SA, 10/8/6/-/-, 14(c), w/ laser sight, smartgun system]

JOLENE 'MS. CLEAN' KENNEDY

We have seen the basics of this tale a thousand times before. An athlete has just enough natural talent to reach the bottom of the big leagues. Problem is, their talent can't take them any further. In order to get to the next level and return to the spotlight they knew when they were minor-league stars, they need something else. They need to decide which devil they are willing to sell out to.

INGENTIS ATHLETES

Jolene Kennedy made that choice and almost fell from the spotlight altogether. She went in for a little cyber enhancement only to discover that she is one of those rare few who doesn't take well to implants. In her case, the immune response was so strong she almost died. Despite the setback, she wasn't ready to give up her dreams of being a brawl-star.

With a healthy stack of nuyen spread around to her doctors and their staff, she started out the first of a string of lies. She covered up the surgery failure by claiming that the hospitalization was for an infection. That kept her rep good and let her slide back into the league. The problem was, she needed a way to look like she had the speed her wires would have provided.

It doesn't take a genius to guess what decision she made. She just needed to hide her boosts and come through clean. That is not an easy task when you play a sport with cameras at every corner and constantly buzzing overhead. With her skills, the boost of the drugs, and some great PR, she kept herself in the ranks and even featured in a few highlight reels. Kennedy managed to hold on to stardom for almost three full seasons before the drones of Abigail "Silver Streak" Hunter caught her in the act of dropping a jazz popper. The popper would have been seen as just a leftover on the brawl sprawl, but the drone caught it being popped and dropped. The footage set in mo-

tion a series of investigations, and Ms. Clean was done for.

She fell from grace and straight into the shadows. Her sponsors and team both dumped her, but a creative fixer in Chicago saw a great opportunity. He reached out, offered a little upfront nuyen, and brought Ms. Clean into Chicago's former CZ to work as muscle. Her time in urban brawl set her up well to operate in what is basically a massive brawl sprawl, and she's been making a great name for herself in the Chicago shadows.

If you need muscle or a guide, she should be near the top of your list. She still takes straight runner gigs, but her time inside the former Bug City makes her knowledge just as valuable as her muscles.

SHAUN 'TYSON' LANE

When Shaun Lane first set foot in the UnderGround Combat Authority ring, he was laughed at. His boyish good looks on a thick-muscled fomorian frame made everyone think he was just another bodybuilder looking to take his sculpted muscles into the fighting ring to be torn apart. His opponent, Gregg "Da Gunns" Galloway, was a former champion, still in his prime and on his way back from letting his rank go to his head. It was meant to be just a little practice before "Da Gunns" was once again aimed at the new champ.

The first round revealed an intimidated Lane. He had been known for speed and power but spent most of his time backing off and side-stepping his larger opponent.

The second round ended in nineteen seconds, ten of them during the ref's count on an unconscious Galloway. Lane came to the center of the ring, let Galloway feed a single distancing jab, ducked the jab, rose high up on the outside of that outstretched arm and swung a left hook that sent Galloway's mouthpiece flying. Galloway was sprawled on the canvas a second later, and replays since have shown the mouthpiece landing and bouncing in the corner in rhythm with Da Gunns' bouncing head.

Announcers compared the hit to those delivered by a young Mike Tyson, and Lane has followed a similar path. He tore through the UGCA ranks using that left hook for anyone who wanted to go toe to toe and joining it with skilled footwork that left his next few

JOLENE 'MS. CLEAN' KENNEDY METATYPE: TROLL (FOMORIAN)

B	A	R	S	W	L	I	C	EDG	ESS
7	5	5(6)	8	4	2	4	2	5	5.4

DR	I/ID	AC	CM	MOVE
11	10/1	A1/12	14/10	10/15/+1

Skills: Athletics 5 (Sprinting +2), Biotech 1 (First Aid +2), Close Combat 3 (Clubs +2), Con 1, Electronics 1, Firearms 3 (Heavy Pistols +2), Perception 3, Piloting 1 (Ground Craft +2), Stealth 2 (Palming +2)

Qualities: Built Tough (2), Magic Resistance (1), Sensitive System, Thermographic Vision

Augmentations: Reaction enhancers 1

Gear: Armor jacket (w/ cold resistance 2, electricity resistance 2, fire resistance 2), commlink (DR 4), fake SIN [Rating 4; licenses: pistols], jazz (10 doses), kamikaze (5 doses)

Weapons:

Colt M23 [Rifle, DV 4P, SA/BF/FA, 5/8/8/8/4, 40(c)]

Colt Manhunter [Heavy Pistol, DV 3P, SA, 10/8/6/-/-, 14(c), w/ laser sight, smartgun system]

Mossberg CMDT [Shotgun, DV 4P, SA/BF, 4/11/7/-/-, 10(c), w/ laser sight]

Stun baton [Club, DV 55(e), 6/-/-/-/-]