

ABOUT THIS DECK

Welcome to the *Johnson 'Dex*, your handy rolodex of some of the brightest Mr. Johnsons in the biz! In this deck, you'll find a brief bio and image of each Johnson, some plot hooks for missions they might send you on, and some basic character stats.

One of those stats is a guide for the type of gear they might have (besides the items listed with the character). It's called the **Gear Level**, and it abstracts the type of thing that Mr. Johnson would commonly use. Here is how it guides you:

- > **WEAPONS:** The Mr. Johnson uses a weapon appropriate to their skills that costs no more than their Gear Level x 150¥
 - > **ARMOR:** The Mr. Johnson wears armor with a Defense Rating equal to their Gear Level (the gamemaster can adjust plus or minus one based on their preferences and game needs).
 - > **SIN:** Mr. Johnson has a real SIN and a rating-6 fake SIN.
 - > **ELECTRONICS:** When gear has a device rating, the Gear Level indicates what rating that Mr. Johnson would use—so a Mr. Johnson with a Gear Level of 5 would use a rating 5.
 - > **VEHICLE:** Mr. Johnson has access to vehicles equal to the Gear Level x 20,000¥.
- Note that any augmentations or magical goods the character would have are listed with the character and would not be part of the Gear Level.

ABOUT THIS DECK

EARNING FAVORS

The more work you do for a specific Mr. Johnson, the more indebted they might feel to you. There is a standard set of favors people might ask Mr. Johnson for; the favor scale indicates the willingness of Mr. Johnson to do those favors. The scale is based on the amount of Karma the runners have earned doing jobs for that Mr. Johnson. If there is a gap in Karma (for example, the runners might want a 20-Karma-level favor even though they've only earned 18 Karma from that Johnson), the runners can pay 1,000 nuyen per missing point of Karma.

Note that when a Karma cost is listed with "n/a," that favor or level of favor is not available from that Mr. Johnson.

When the runners call in a favor, their effective Karma with that Mr. Johnson is reduced by the value of the favor.

The favors fit into the following categories:

Open a door: At some point, runners may want Mr. Johnson to reach out to someone in their organization. This favor has several sub-categories, based on the level of contact the runners are seeking.

Advance: The runners may be hard up for cash at some point, so they may decide to reach out to Mr. Johnson for a loan or advance on the next job.

Inside intel: The runners may ask for some information about the workings of Mr. Johnson's organization or rivalries they're engaged in. There are, of course, different levels of secrecy.

Reference: Maybe Mr. Johnson doesn't have work for you right now, but they might know someone who does. By calling in this favor, runners find out if Mr. Johnson is willing to pass their name to someone else.

HERA 'LEGS' ANDERSON

FEMALE DWARF

The Sixth World has brought with it a lot of miraculous medicine. However, for Hera Anderson, born with a rare degenerative nervous disorder, it could not bring true relief. Instead, it brought opportunity for the bright young girl. She learned robotics and became an expert in her field. She crafted her own wheelchair drone at age ten, and by eighteen she was finishing up her doctoral thesis at MIT&T. She was plucked right away by Mitsuhamma Computer Technologies to work in their Denver offices.

She likes things to work correctly the first time and has redundancies and contingency plans built into every one of her designs. Some say she was “over-engineering” her drone designs, but she knew from firsthand experience just how dangerous a drone could be if it went awry even once. Hera rose through the ranks and became known as a talented troubleshooter as well as a skilled engineer.

Working at MCT taught Hera that while she loves the efficiency of corporate life, she misses the ability to make a difference to the have-nots of the world. Despite all her success in the corporate world, she remembers where she came from and wants to give back to her community. She has begun to work as a fixer for lower-level runners, hiring them to take on hooding jobs, doing what she cannot from her position within MCT. She's highly paid and will often compensate her runners with money out of her own pocket to ensure that the right people are on the job.

SHADOWRUN: JOHNSON 'DEX



HERA 'LEGS' ANDERSON

PLOT HOOKS

Warrens rats: The Aurora Warrens are full of secret tunnels and scavengers. One of those scavenger groups has dug into one of those tunnels and gotten themselves trapped. The authorities aren't going to come to their rescue. Hera has connected with a local group that's willing to dig them out, but there are reports of ghouls in the area. Her rescue team needs an escort to ensure that everyone gets out alive. **Pay:** 2,000 nuyen per runner.

Drone home: The ZDF is planning to introduce a new humanoid combat drone to supplement its forces. Legs has a client who is willing to pay to sabotage the drones. Infiltrate the robotics factory, insert the code into the drone's Pilot program, and get out. No one needs to die to do this job, and discretion is extremely important. **Pay:** 3,000 nuyen per runner.

STATS

B	A	R	S	W	L	I	C	EDG	ESS
2	2	2	3	4	6	3	4	4	3.0

Skills: Biotech 3, Con 2, Cracking 2, Electronics 7, Engineering 7, Firearms 2, Influence 4, Perception 3

Gear Level: 5

Other: Control rig (rating 3), purpose-built legged drone (serves as a carrier for Legs and her other drones)

FAVORS

Open a door: People of Denver (community leader: 5 Karma; gang leader: 10 Karma; MCT engineer: 15 Karma; MCT executive: 20 Karma)

Advance: 10 Karma per 1,000¥

Inside intel: Denver happenings: 5 Karma; MCT happenings: 10 Karma

Reference: 30 Karma

FEMALE DWARF

DULMA 'SNOWBLINDER' BARANOV

FEMALE TROLL

Leaving a long career as a military firearms instructor for a position with Evo's human resource department may seem like settling down, but that certainly wasn't the case for Dulma Baranov. While she occasionally handles some of the hiring and conflict resolution typical of HR, Ms. Baranov's level of trust with the corporation has earned her a unique position. Her real job involves presiding over relationships with independent and off-record contractors—which is to say, she's an Evo corp Johnson whose job is to hire shadowrunners.

Foregoing the traditional fake name, Ms. Baranov uses the handle "Snowblinder" with her runners. She frequently hires runner teams to negotiate opportunities for candidates in a position to join Evo's ranks, or to run extractions on those who are not. However, her jobs can range from bringing in new Evo hires to gathering intelligence on competitors or acquiring assets for R&D that are tough to obtain. Whatever kind of shadow work Evo has officially sanctioned is work that Snowblinder could present to runners.

And working a cushy desk job doesn't mean she's neglected her marksmanship skills; in fact, she continues to hone them. An array of custom-tailored, Evo-subsidized cyber and bioware has made Snowblinder arguably a better shot than she was in her military days, and she uses her skills in Evo marksmanship tournaments and downtime target practice with spy drones.

SHADOWRUN: JOHNSON 'DEX



DULMA 'SNOWBLINDER' BARANOV

PLOT HOOKS

Extraction: Shiawase Cybernetics has just made an announcement celebrating the appointment of a new R&D department head, which means the previous head, Dr. Yoshiro Sato, is likely out of a job. The change has come at a strange time, as Sato was at the height of his career and in no position to retire. His expertise and knowledge could be a major asset to Evo, but before Snowblinder can extend a job offer, she needs a team of runners to locate him. Pay: 3,500 nuyen per runner.

Security: Competition in Evo sports can be cut-throat, and an upcoming company-wide marksmanship competition is proving to be no exception. Snowblinder has heard rumors ranging from plans to rig the competition to conspiracies to use the event as cover to assassinate a high-level executive. Worse, regular corpsec can't be trusted because some unusual inquiries have indicated a possible mole. Identify and prevent any possible sabotage—preferably without causing a scene. Pay: 5,000 nuyen per runner.

STATS

B	A	R	S	W	L	I	C	EDG	ESS
4	4	6(7)	4	4	4	5	4	3	4.7

Skills: Athletics 3, Firearms 6, Influence 5, Outdoors 4, Perception 4, Piloting 2

Gear Level: 6

Other: Cybereyes [rating 5, w/ image link, flare compensation, & vision enhancement], datajack, reflex recorder (firearms), sleep regulator, synaptic booster 1

FAVORS

Open a Door (Evo Eurasia): Director: 12 Karma; vice Ppresident: 30 Karma; regional executive: 50 Karma

Advance: 5 Karma per 1,000¥

Inside intel: Office gossip: 5 Karma; new product lines: 20 Karma; executive dealings: 40 Karma

Reference: 30 Karma

FEMALE TROLL