

Character Profession Roles

Faces

- The Smooth Talkers - charismatic social specialists with lots of contacts that help facilitate mission success.
- Gets contract, negotiates price/bonus/exp/etc, collects information
- Generally the leaders of the shadowrunner team
- Boosts possible loot by connections with contacts

Deckers:

- Computer Hacker - enters the virtual reality matrix and attempts to steal data from large corporations
- Uses specialized computer programs to thwart Intrusion Countermeasures (ICE) Programs created by Corporate Decker Specialists
- Proceeds to hack into corporate databases to steal important data
 - They often are able to gain valuable insights into how to solve other versions of the problems the team faces.

Street Samurai:

- Strong and powerful warriors, whose main purpose is to defend the team while the Deckers jack into the matrix. They will fight off the security teams that the corporations will send to stop the team.
- Samurai often utilize their Body Essence by augmenting their natural strength and vitality with Cyberware, cybernetic enhancements that make them stronger, more resistant to damage, and able to fight better.

Wizards:

- Magic users with powerful damage spells, wizards can throw fireballs and lightning bolts to create chaos amongst any who try to stop the Shadowrun team.
- In addition, wizards can often cast spells that assist the team members combat abilities.
- Although weak in body strength and stamina, their magic abilities can offset a team's lack of a warrior archetype like a Samurai or Assassin
 - During a mission, wizards can provide the same role as a Samurai or Assassin or they may provide hints to the team by seeing into the future

Shaman:

- Shaman are magic users who generally cast defensive spells, although they can also support a team with magic that augments their physical and mental powers.
- Shaman often are able to heal damage and remove other negative effects from different members of a team.
- They provide buffs, slow time, heal, and generally support any member of the team

Riggers:

- Riggers are the Surveillance and Get-away specialists of the Shadowrun team.
- Adept at vehicle manipulation and drone deployment, very crafty and can often fix mechanical devices when necessary.
- Experts at surveillance, useful to let the team know when danger approaches.
- Excellent at creating distractions, setting traps, and getting the team away from danger when mission is complete.
- The rigger is a general support archetype that is critical to mission success.
 - During a mission, a rigger can extend the time a team has to complete the mission. by setting traps and help the team escape.

Assassins:

- A stealthy, warrior archetype that can help a team in numerous ways.
- They can fulfill many of the same skills as a Samurai or Rigger.
- Assassins have access to more skills than any other archetype.
- They have certain skills that allow the team to avoid challenges altogether.
- Having one on the team can have disadvantages as well since certain contacts will refuse to negotiate with a team that employs an Assassin.