

GROND

NAME:	Grond			AGE:	21
METATYPE:	Troll			WEIGHT:	441
GENDER:	Male	HEIGHT:	220	SKIN:	Auburn
HAIR:	Black	EYES:	Brown	PUBLIC AWARENESS:	0
STREET CRED:	0	NOTORIETY:	0	MEMORY:	6
COMPOSURE:	9	JUDGE INTENTIONS:	8	PRIMARY ARM:	Right
LIFT/CARRY:	20	LIFT/CARRY WEIGHT:	210 kg / 140 kg		
MOVEMENT:	9/27; 2m / hit	SWIM:	11.5/11.5; 1m / hit		
NUYEN:	5,075¥	KARMA:	0	CAREER KARMA:	0

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 6	CHARISMA: 4	EDGE: 2	INITIATIVE: 9 + 1D6
AGILITY: 3 (9)	INTUITION: 4	CURRENT EDGE POINTS: 2	
REACTION: 5	LOGIC: 1	ESSENCE: 0.01	RIGGER INITIATIVE: 9 + 1D6
STRENGTH: 8 (14)	WILLPOWER: 5		MATRIX AR: 9 + 1D6 MATRIX COLD: 5 + 3D6 MATRIX HOT: 5 + 4D6

PHYSICAL LIMIT: 13	MENTAL LIMIT: 4	SOCIAL LIMIT: 5	ASTRAL LIMIT: 5
	Audio Enhancement Vision Enhancement Vision Enhancement	Custom Ballistic Mask Securetech PPP: Arms Kit Securetech PPP: Legs Kit Securetech PPP: Vitals Kit	

ACTIVE SKILLS	ACTIVE SKILLS	KNOWLEDGE SKILLS																																																																					
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QUALITY	
Agile Defender	RG 127
Big Baby	KC 77
BIG BABY	
BONUS: 4 KARMA	
Pain is a fact of life in the Sixth World, and shadowrunners know that better than most. While most runners accept that they are going to get hurt and are prepared to deal with it, others flinch from the possibility of damage, and this gets more severe each time they actually get hurt. When they're out on the job, if they are burned, shot, zapped, punched, or otherwise damaged, the character becomes extremely reluctant to rejoin the fray.	
When a character with this quality is dealt Physical damage, they suffer a -1 penalty to combat dice pools until the enemy or obstacle that dealt the damage is overcome or destroyed.	
Biocompatibility (Cyberware)	CF 54
Distinctive Style	SR5 80

PHYSICAL DAMAGE TRACK	STUN DAMAGE TRACK
<div><div></div><div></div><div>-1</div></div> <div><div></div><div></div><div>-2</div></div> <div><div></div><div></div><div>Down</div></div> <div><div>OVR</div><div>OVR</div><div>OVR</div></div> <div><div>OVR</div><div>OVR</div><div>OVR</div></div> <div><div>Dead</div></div>	<div><div></div><div></div><div>-1</div></div> <div><div></div><div></div><div>-2</div></div> <div><div></div><div></div><div>-3</div></div> <div><div></div><div>Down</div></div> <div>Natural Recovery Pool (1 hour): 11</div> <div>Natural Recovery Pool (1 day): 12</div>

DISTINCTIVE STYLE

BONUS: 5 KARMA

A character with the Distinctive Style quality has at least one aspect of his appearance, mannerism, or personality that makes him inconveniently memorable. Choices for Distinctive Style include, but are by no means limited to: tattoos that cannot be easily concealed, an accent or atypical manner of speaking, bizarre fashion choices, scars, gang or prison signs, flashy custom augmentations, or non-metahuman modifications like a tail. Note that what's distinctive in one culture or location may not be in another.

Whatever Distinctive Style the player selects makes her character easy to remember. Anyone who attempts to identify, trace, or physically locate this character (or gain information about him via legwork) receives a +2 dice pool modifier for relevant tests. If an NPC makes a Memory Test (p. 152) to determine how much they recall about the character, reduce the Difficulty Threshold by 1, to a minimum of 1.

This quality is physical in nature and does not apply to astral searches. This quality may only be taken once.

This quality is incompatible with Blandness.

Custom mace, Yakuza-style chest nanotat is rarely off, Yakuza-orksplotation fusion fits.

Perfect Time

RF 148

PERFECT TIME

COST: 5 KARMA

Who needs a watch when you're around? The character with this quality always knows the time, down to the minute, and has a perfect sense of rhythm and timing. This perfect sense can only be obstructed through prolonged isolation, unconsciousness, or distortion of temporal perception through drugs, chips, or an extended period in the Matrix. This quality provides two game benefits: a +1 dice pool modifier for Performance Tests involving timing and rhythm, along with an additional Free Action during every Action Phase.

Phobia (Uncommon, Mild): Medical and Torture Devices

RF 157

Poor Self Control (Combat Monster)

RF 158

Records on File: EVO

RF 158

RECORDS ON FILE

BONUS: 1 KARMA PER RATING

(MAX RATING 10)

For every point of Karma spent on this quality, one of the Big 10 megacorps possesses a relatively up-to-date record of the character's SIN, biometrics, person

Redliner

CF 55

REDLINER

(COST: 10 KARMA)

Any cyberlimbs you have installed are jacked-to-themax, with safety limits disabled and performance overclocked beyond what the warranty normally covers, and that's the way you like it. You receive +1 Strength and +1 Agility for every two full cyberarms or cyberlegs installed, up to a maximum of +2 for both attributes (sorry, no super centipede-man builds). The downside to pushing your 'ware that hard, however, is that the strain is quite damaging. You lose three Physical Condition Monitor boxes per two full cyberarms and legs installed. Normally, every cyberlimb gives you one additional box, but with this quality, after two full limbs you end up with net one less box (i.e., -1 instead of +2).

Thermographic Vision

SR5 66

MARTIAL ART

Wrestling (Sport Style)

RG 134

WRESTLING (SPORT STYLE)

This is the revered ancient art of throwing your opponent to the ground and holding him there till he cries "uncle." Wrestling is one of the oldest forms of combat.

Reportedly existing for some four thousand years, with more formal rules from all over the world. Grappling your opponent and subduing him is the key strategy with this style while throwing him to the ground is optional. Several folk wrestling styles including Mongolian Bök and Cambodian Bok Cham Bab have similar rules to the Sport style of wrestling.

Available Techniques: Clinch, Constrictor's Crush, Jiao Di (Knock Down), Karmic Response, Sweep, Throw Person

Sweep

RG 141

RESISTANCE	POOL
Radiation	11
Judge Intentions	9

RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL
Damage	32	32
Fire	32	32
Cold	32	32
Electricity	37	37
Acid	32	32
Falling	32	32
Fatigue	11	
Sonic	5	

RESISTANCE - TOXINS AND PATHOGENS	CONTACT	INGESTION	INHALATION	INJECTION
Toxin	17	12	18	12
Pathogen	17	12	18	12

RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED
Physiological	12	12
Psychological	7	7

RESISTANCE - SPELLS	POOL
Direct, Mana	5
Combat Spells Direct, Physical	6
Indirect, Defense	9
Detection Spells	6
Decrease Attribute - Body	11
Decrease Attribute - Agility	14
Decrease Attribute - Reaction	10
Decrease Attribute - Strength	19
Health Spells Decrease Attribute - Charisma	9
Decrease Attribute - Intuition	9
Decrease Attribute - Logic	6
Decrease Attribute - Willpower	10
Illusion Spells Mana	6
Physical	5
Manipulation Mental	6
Spells Physical	20

IMPLANT	ESSENCE	GRADE	
Bone Lacing (Aluminum)	0.90	Standard	SR5 454
Bone Lacing does not increase your BOD score, only tests for resisting damage.			
Datajack	0.07	Alphaware	SR5 452
Datajack: A datajack gives you a direct neural inter- face (p. 222), which can be handy in a lot of situations. It also comes with a retractable spool of micro-cable (about a meter long) that lets you directly interface with any electronic device via a universal access cable. Datajacks are equipped with their own cache of storage memory for downloading or saving files. Two datajack users can string a fiberoptic cable between themselves to conduct a private mental communication immune to radio interception or eavesdropping.			
Universal Connector Cord Rating 1			
Nanotattoos 3	0.00	None	CF 148
NANOTATTOOS Once injected, nanotattoo hard machines embed themselves as a lattice of liquid crystal microdisplays under the subject's skin. A Rating 1 nanotattoo covers one limb or the face, Rating 2 covers half the body, and Rating 3 covers the whole body. A nanotattoo (or "nanotat") can be reprogrammed to display any image the user wishes, including preprogrammed animation. They can also be programmed to be inactive and appear indistinguishable from your normal skin. Reprogramming nanotats in this manner does not reduce its rating. Nanotattoos can provide effective camouflage, if you have a full body treatment and you're not wearing much, imposing a –1 dice pool modifier to Perception tests to detect you visually. Typically a Yakuza-style tattoo across the chest and shoulders of a troll wearing a dragon's maw as a helm.			
Nephritic screen 1	0.04	Alphaware	CF 113
NEPHRITIC SCREEN Essentially an up-gunned kidney, the nephritic screen improves both blood filtration, removing harmful toxins from the bloodstream, and blood screening, keeping more useful materials in while removing the less-useful. The overall effect is a general increase in the user's health and wellbeing, while also making the user far less likely to become drunk or enjoy recreational pharmacology. Depending on one's point of view, that can be a drawback or an additional bonus. Add the nephritic screen's Rating to the user's Willpower for all drug addiction tests (p. 414, SR5), and also add its Rating as a dice pool bonus to Toxin Resistance or Disease Resistance tests. In addition, reduce the duration of any drug by the nephritic screen's Rating, using whatever time increments the duration is measured in (that is, if duration is measured in hours, the nephritic screen reduces the duration by [Rating] hours).			
Obvious Full Arm (AGI 9, STR 14) (Left)	1.10	Used	SR5 456
Armor 3, Customized Agility 5, Customized Strength 10, Cyberlimb Optimization (Clubs) , Enhanced Agility 2, Enhanced Strength 2, Nanohive, Hard 3;			
Obvious Full Arm (AGI 9, STR 14) (Right)	1.10	Used	SR5 456
Armor 3, Customized Agility 5, Customized Strength 10, Cyberlimb Optimization (Clubs) , Enhanced Agility 2, Enhanced Strength 2;			
Obvious Full Leg (AGI 9, STR 14) (Left)	1.10	Used	SR5 456
Armor 3, Customized Agility 5, Customized Strength 10, Cyberlimb Optimization (Clubs) , Enhanced Agility 2, Enhanced Strength 2;			
Obvious Full Leg (AGI 9, STR 14) (Right)	1.10	Used	SR5 456
Armor 3, Customized Agility 5, Customized Strength 10, Cyberlimb Optimization (Clubs) , Enhanced Agility 2, Enhanced Strength 2;			
Orthoskin 2	0.40	Alphaware	SR5 459
Orthoskin: A web of biofibers in the skin provides the equivalent of personal armor while being virtually indis- tinguishable from natural skin. Orthoskin adds its Rating to your Armor Rating, and is cumulative with other Ar- mor. Orthoskin cannot be combined with skin augmenta- tions that give you Armor, including dermal plating.			
Reflex Recorder (Clubs)	0.08	Alphaware	SR5 460
Reflex recorder: The first step in this particular reci- pe is growing some extra neural material in a small clus- ter. When that's fully cooked, you drop it in the skull and attach it to the nerves for motor reflexes. Then boom, you've got a metahuman with better muscle memory. The reflex recorder adds 1 to the Rating of a specific skill linked to a Physical attribute. Multiple recorders may be taken for multiple skills, but you can't implant two reflex recorders for the same skill. Reflex recorder bioware is in- compatible with skillwires cyberware.			
Synch	0.10	None	CF 162
SYNCH Synch is a nootropic protein that affects cognitive abilities in the brain cells of the visual cortex. This enhances intuitive comprehension and pattern recognition abilities. Characters receive a +1 dice pool on all Perception tests. In addition, recipients accustomed to combat situations develop a battle awareness based on moves, which allows them respond and adapt quickly to their opponent's fighting style. When in combat the character receives +1 dice pool modifier on combat tests against each opponent after the enemy's first attack. This enhancement is incompatible with dynamitan.			
ARMOR		VALUE	
Equipped			
Custom Ballistic Mask		+2	RG 74
Forearm Guards		+1	RG 73

FOREARM GUARDS Simple and rarely stylish, forearm guards are dermaplast (or, rarely, metallic) bracers fitted to a wearer. Their use is simple—use them to block melee attacks, especially blades, turning blows away without actually cutting into you. > Despite what you see in old trideo footage, don't try to block bullets with these. It ends badly. > Butch > Personal experience or after-surgery reports from the clinic? > Sounder > Yes. > Butch > The basic models are sparkly, but keep in mind that they have some room for modification. Pop-out blades, holdout guns, or, a personal favorite, a place to keep your commlink. > /dev/grrl > You mean cyberdeck. > Bull > No, I mean commlink. I keep my 'deck in my new bag. See? <PIC_LINK> > /dev/grrl > A pink cyberdeck holster with unicorns and sparkles? Kill me now. > Bull		
Helmet	+2	SR5 438
Helmet: Helmets come in a wide variety of shapes and sizes and protect your noggin from trauma. Helmets have Capacity 6 for being tricked out with accessories like trode nets and vision enhancements.		
Securetech PPP: Arms Kit	+1	RG 70
SECURETECH PPP Not a suit in itself, this innovative little AAS, or Armor Augmentation System, is hot for those who like to be able to add a little extra protection to almost anything. Arm, Leg, and Vitals kits are each sold separately, and they augment the protective measures already in place on those areas. The pieces are designed to be taken on and off quickly and worn over existing clothing. > These pieces are great for a little added protection that can be pulled from a duffel or even a backpack. Runners can avoid drawing attention to their excess of armor, then when trouble comes, pull a few added pieces from the bag and get into the scrape. > Frosty > I prefer keeping a few kits tucked into a vent before the real action starts. I've actually left more of these things behind than used. I consider it a point of my success to know there are 64 sets of this tucked into bathroom and storage closet vents around the world. > Ma'fan		
Securetech PPP: Legs Kit	+1	RG 70
SECURETECH PPP Not a suit in itself, this innovative little AAS, or Armor Augmentation System, is hot for those who like to be able to add a little extra protection to almost anything. Arm, Leg, and Vitals kits are each sold separately, and they augment the protective measures already in place on those areas. The pieces are designed to be taken on and off quickly and worn over existing clothing. > These pieces are great for a little added protection that can be pulled from a duffel or even a backpack. Runners can avoid drawing attention to their excess of armor, then when trouble comes, pull a few added pieces from the bag and get into the scrape. > Frosty > I prefer keeping a few kits tucked into a vent before the real action starts. I've actually left more of these things behind than used. I consider it a point of my success to know there are 64 sets of this tucked into bathroom and storage closet vents around the world. > Ma'fan		
Securetech PPP: Vitals Kit	+1	RG 70
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Total of equipped single highest armor and accessories	24	
Other Armor		
Ballistic Shield	+6	SR5 438
Ballistic shield: This large opaque shield is used by SWAT teams and in urban combat. It features a clear plastic window and a built-in ladder frame along the in- side so that it can be used to climb over small obstacles.		
Vashon Island: Sleeping Tiger	13	RG 61
Chemical Protection 5; Custom Fit; Electrochromic Clothing; Newest Model; Nonconductivity 5; Ruthenium Polymer Coating 3; Holster VASHON ISLAND NAME ARMOR RATING CAPACITY AVAIL COST Steampunk 10 14 7 2,250¥ Features: Custom Fit Wireless Bonus: Increase Social Limit by 1 Synergist Business Line 9 5 8 1,500¥ Features: Custom Fit, Holster (concealed) Wireless Bonus: Increase Social Limit by 1 Synergist Business Line Longcoat		

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]	
Grenade: Gas	10	13	Chemical (10m Radius)	-		6	Qty: 2	SR5 435
Grenade: High Explosive	10	13	16P (-2/m)	-2		6	Qty: 1	SR5 435
Grenade: Smoke	10	13	(10m Radius)	-		6	Qty: 2	SR5 435
Urban Tribe Tomahawk	10	14	16P	-1		6	Qty: 4	RG 25
URBAN TRIBE TOMAHAWK								
This is not your grandfather's tomahawk. Made from modern composites and balanced for throwing, this modern take on the classic Native American weapon gives as much respect to its predecessors as it can while moving into the 21st century. Popular among the urban tribal street gangs, especially the First Nations in Seattle, these finely crafted killing tools can also be found on the belts of Salish Rangers and Sioux Wildcats.								

WEAPON	POOL	ACCURACY	DAMAGE	AP	REACH	
Ballistic Shield	0	4	16S	-	1	SR5 438
Fluid-Motion Mace	20	4 (9)	18P	-	2	SL 21
Custom Look; Personalized Grip;						
Lone Star Bates-Brown Tactical Combat Boots	10	4	16P	-4	1	SL 131
Unarmed Attack	10	13	16P	-	1	SR5 132

NAME	RTG	QTY	
Bicycle (Good)	-	1	RF 254
Certified Credstick, Gold	-	1	SR5 442
Certified Credstick, Silver	-	2	SR5 442
Certified Credstick, Standard	-	5	SR5 442
Duffel Bag (Good)	-	1	RF 254
Earbuds	3	1	SR5 445
Audio Enhancement rating 2, Select Sound Filter rating 1;			
Fake SIN (Geoff Ronald - SFC)	4	1	SR5 442
Fake License rating 4 (Melee Weapons) , Fake License rating 4 (Augmentations) , Fake License rating 4 (Drugs and Toxins) , Fake License rating 4 (Vocational: Security Guard) , Fake License rating 4 (Armour) ;			

NAME	RTG	QTY	
Fashion Respirator	6	1	CA 141
Glasses	4	1	SR5 443
Flare Compensation, Low Light, Vision Enhancement rating 2;			
Glasses: Glasses are lenses contained in light- weight frames worn on the bridge of the nose; numerous cosmetic styles are available, and vision-enhancement-equipped glasses are hard to distinguish from prescription glasses or sunglasses at a glance.			
MCT Blue Defender	-	1	DT 61
MCT BLUE DEFENDER This commlink comes standard as a wristband that is, as you'd expect, blue. Designed for legitimate sale to security forces and off-the-books distribution to shadowrunners and criminals worldwide, this stylish bracelet protects your devices from evil hackers with a stronger-than-average Firewall.			
Micro-Transceiver	-	1	SR5 441
Micro-transceiver: This classic short-range communicator has been favored by professional operatives since the 2050s. It doesn't do anything special, it just lets you communicate by voice with other micro-transceivers and commlinks that you (and the other person) choose, within a kilometer. The micro-transceiver consists of an ear bud and an adhesive subvocal microphone (p. 439), both of which are commonly available in hard-to-spot designs.			
Periscope Cam	3	1	RG 103
Image Link, Vision Enhancement rating 1; PERISCOPE CAM An inexpensive, hand-held sensor package used to look around corners or over top of obstacles. Image link is standard and it comes with limited upgrading capabilities. It can be accessed wirelessly or viewed directly through a small viewfinder at the base.			
Urban Tribe Tomahawk	-	4	RG 25
URBAN TRIBE TOMAHAWK This is not your grandfather's tomahawk. Made from modern composites and balanced for throwing, this modern take on the classic Native American weapon gives as much respect to its predecessors as it can while moving into the 21st century. Popular among the urban tribal street gangs, especially the First Nations in Seattle, these finely crafted killing tools can also be found on the belts of Salish Rangers and Sioux Wildcats.			
'Nade Pouch			
Grenade: Gas	-	2	SR5 435
Neuro-Stun VIII;			

NAME	RTG	QTY	
'Nade Pouch			
Grenade: High Explosive	-	1	SR5 435
Grenade: Smoke	-	2	SR5 435
Pharma			
Kamikaze	-	3	SR5 412
Pharmaceutical; KAMIKAZE Vector: Inhalation Speed: Immediate Duration: 10 x 1D6 minutes Addiction Type: Physiological Effect: +1 Body, +1 Agility, +2 Strength, +1 Willpower, +2 Physical limit, +2D6 Initiative Dice, High Pain Tolerance 3 (p. 74) Kamikaze is a tailored combat stimulant. When kamikaze wears off, the user crashes and suffers -1 Reaction, -1 Willpower, and -2 to all Limits for a duration equal to that of the initial effect. He also suffers 6 Stun damage (unresisted). The repeated use of kamikaze has a destructive effect on the user's metabolism. Large doses can cause excitement, tremors, momentary euphoria, and dilated pupils. Excess doses (bordering on overdose level) cause anxiety, hallucinations, and uncontrolled muscular movements. Even higher dosages lead to death. Kamikaze users are near-crazed, filled with a feeling of imperviousness and invincibility, exhibiting almost no regard for their own well-being. They can be entertaining to watch, as long as you're not in front of them.			
Lion's Roar	-	2	CA 143
Savior Medkit	-	3	CF 154
SAVIOR MEDKIT Originally developed by Shiawase Biotech but now available from several corps, these advanced medkits combine cutting-edge nanotech and advanced expert systems. When activated, the medkit injects enough nanites to last five minutes into its subject. The savior then acts as a Rating 6 medkit and follows all the normal rules for medkits (p. 450, SR5). If the patient is bleeding out, the savior's nanites act as a trauma control system (p. 148) for the duration. The savior's supply of nanites is limited, and it must be restocked every time it is used.			
Slap Patch, Stim Patch	6	2	SR5 451
Slap Patch, Trauma Patch	-	2	SR5 451

DEVICE	CATEGORY	QTY	RATING	ATTACK	SLEAZE	DATA PROC.	FIREWALL
MCT Blue Defender	Commlinks	3	0	0	1	5	DT 61
Commlink Form Factor, Non-Standard (Bracelet) , Commlink Functionality with Camera, Micro, Chip Player, Credstick Reader, Earbuds 1, GPS Guidance System, Micro Trid-Projector, Music Player, RFID Tag Scanner, Shock- and Water-Resistant Case, Touchscreen Display;							
MCT BLUE DEFENDER							
This commlink comes standard as a wristband that is, as you'd expect, blue. Designed for legitimate sale to security forces and off-the-books distribution to shadowrunners and criminals worldwide, this stylish bracelet protects your devices from evil hackers with a stronger-than-average Firewall.							

LIFESTYLE	LEVEL	COST	DURATION	
Well he's a wanderer (Puyallup City, Puyallup, Seattle) Grid Subscription (Public Grid);	Squatter	1,200¥	1 Month	SR5 369
Grond is often found wandering the streets to keep his gear safe. After all, the best form of security is himself, and apart from his bicycle it all fits in a duffel bag. Storage lockers at transit stations make for good storage of both bags and bicycles, and are often near to locations of interest. When he needs sleep, he has a shortlist of motels that aren't too dicey, and have good locks on the doors, but don't ask too many questions. Still, he sleeps light, with his mace on hand and credsticks in his pyjamas pockets, with the duffel bag packed on the floor next to him.				

CONTACT	LOCATION	ARCHETYPE	CONNECTION	LOYALTY
Donovan Lombardi	Puyallup City Metatype: Ork Gender: Male Age: Middle-Aged	Fixer	6	1
A splinter of the Gianelli family, thrice removed, Donovan isn't directly involved in the Mafia, but he's sure got the contacts to make them move--or for them to make him move. Like most well-off Italian-Americans, he's never far from a good suit and meal, preferably with a glass of wine, and keeps his physique trim and tusks as white as a trid star. Some people call him "Don Lombardi," leading to confusion, though he himself insists on being called "Donovan" or "Mr. Lombardi," as "Ah ain't no do~n!"				
Grond is a pet project of his--some cyberpsycho a team of Don's picked up on a job and didn't know what to do with. Don put him to work as an independent, when the Gianelli's needed someone to be a little more roughed up than usual, but the kid had talent and a good head on his shoulders, leading Donovan to give him bigger jobs until the Hub invitation showed up on his comm one day.				
Simone Bartoli	Ork Underground Metatype: Ork Gender: Male Age: Middle-Aged	Tailor	2	3
Bartoli runs a clothing store in the Ork Underground, specializing in home-grown Orksploitation clothing. It's all well made, but he doesn't stock name-brand stuff though he can get it in on special order. Sleeping Tiger's especially, and he has a bit of a reputation among Ork runners for being an easy in.				
Bartoli is also a designer himself, and a bt of an eccentric one at that. His designs lean far into the outlandish, and are often the worst-selling. This reflects his bardic personality, replete with sweeping hand gestures and an odd emphasis on syllables in his speech.				
Regardless, that's how Grond got ahold of Bartoli. He was looking for something standout that he could wear on the job, but it's hard to find anything that fits a 2-meter tall troll. Bartoli was more than happy to put a Sleeping Tiger to the blade, though Grond held him back from anything too outlandish.				
Once the design was complete, Bartoli welcomed Grond to visit again, even for just a soykaf. At first, it was just because consumer traffic increased and the Skraacha suddenly stopped minding a couple missed payments while the Sleeping Tiger-clad troll was around, but as Grond took him up on the offer they became fast friends.				

Description
Giant beefcake of a troll. Bro's got fucking aura. Around the barrens he's usually in full combat gear, helmet, PPP, you get it. Not that he needs it. He may look like a knight, but that big fuck-off osmium mace and SWAT shield aren't just for show, though you could probably tell by how he effortlessly hefts with a single hand something most people can't even lift. If you catch him with something more casual, he's a fan of open-breast orksploitation suits styled like some wannabe Yak, showing off his chrome and a tattoo of a troll wearing a dragon's maw as a helm across his chest. Usually white, of course.

Background

You know the problem with making a bulletproof troll that can bust through walls? Well, now you have to somehow contain the bulletproof troll who can bust through walls. Non-lethally, since it represents such an investment.

It's hard to say who would fund such a thing, especially when the "victim" himself didn't know. Years of torture broke them initially, giving the gang the control they needed for the initial modifications. But their goal was to push the physical limits of the cheap chrome they could afford. You might say they got lucky with the candidate, but the trail of dead trolls says otherwise, and they were able to fit chrome in excess into this one to match military specifications--not realizing, of course, that the military specification called for much higher grade 'ware than they could afford. Still, the ripperdocs did what they did best: make medically dubious decisions, implanting 'ware far past its sell-by-date and hoping for the best. Sure, they got some quality stuff, but it's obvious the budget became an issue on this project, which they made up for by overclocking.

Now we get back to the original problem, and at that point even the ripperdocs were saying enough was enough. Sure, someone might have pushed to try and implant a kink bomb, but everyone agreed that this prototype couldn't be reproduced and was unstable as it was. So they used a bomb collar, and that seemed to keep him in line. The gang used their creation to make a name for themselves, which attracted the unfortunate ire of the Gianellis. But even the Gianellis didn't want to deal with the bulletproof fragging troll.

So they hired a team. Y'see, the difference between these grassroots mad scientists and organized crime is resources. The Gianellis didn't have a big frag off troll because they didn't *need* a big frag off troll. They could just hire one, when needed, not that they did in this instance.

Well, shadowrunners work smarter, not harder, and they did their legwork right on this one: Rather than crush this gang themselves, as the job description implied, with a few strokes of his deck the decker deactivated the bomb collar. They then infiltrated the facility, who for all intents and purposes Grond was the only guard, and told him their work.

Though not the brightest, he had an inkling the bomb was disarmed, so before the Face could finish talking was already walking towards the boss' office. The gang's leadership was literally and figuratively dismantled that night, with the runners taking care of any important loose threads.

With no SIN and no skills, Grond would have trouble navigating his free life, but no sane businessman would let such an asset be squandered like that. The team's fixer made contact, and the rest is history.