

GROND

NAME:	Grond			AGE:	21
METATYPE:	Troll			WEIGHT:	
GENDER:	Male	HEIGHT:		SKIN:	
HAIR:	Black	EYES:	Brown	PUBLIC AWARENESS:	0
STREET CRED:	0	NOTORIETY:	0	MEMORY:	5
COMPOSURE:	7	JUDGE INTENTIONS:	7	PRIMARY ARM:	Right
LIFT/CARRY:	19	LIFT/CARRY WEIGHT:	210 kg / 140 kg		
MOVEMENT:	9/27; 2m / hit	SWIM:	11.5/11.5; 1m / hit		
NUYEN:	450,000¥	KARMA:	0	CAREER KARMA:	0

PHYSICAL ATTRIBUTES	MENTAL ATTRIBUTES	SPECIAL ATTRIBUTES	INITIATIVE
BODY: 5	CHARISMA: 3	EDGE: 2	INITIATIVE: 9 + 1D6
AGILITY: 4 (9)	INTUITION: 4	CURRENT EDGE POINTS: 2	
REACTION: 5	LOGIC: 1	ESSENCE: 0.01	RIGGER INITIATIVE: 9 + 1D6
STRENGTH: 10 (14)	WILLPOWER: 4		MATRIX AR: 9 + 1D6 MATRIX COLD: 5 + 3D6 MATRIX HOT: 5 + 4D6

PHYSICAL LIMIT: 13	MENTAL LIMIT: 4	SOCIAL LIMIT: 4	ASTRAL LIMIT: 4
	Audio 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

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

		-1
		-2
		Down
OVR	OVR	OVR
OVR	OVR	Dead

STUN DAMAGE TRACK

		-1
		-2
		-3
Down		

Natural Recovery Pool
(1 hour): 9

Natural Recovery Pool
(1 day): 10

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.

Phobia (Uncommon, Mild): 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).

Restricted Gear RF 149

RESTRICTED GEAR

COST: 10 KARMA PER ITEM

Right place, right time, right friend, or the stars aligned.

No matter the reason, the character has managed to acquire or get a line on one piece of really hard-to-find gear she absolutely had to have. The character can take this quality up to three times; only one of those times can occur at character creation. Selecting it at character creation allows the character to buy a piece of gear with an Availability of up to 24 (circumventing the normal Availability limit at character creation). After character creation, taking this quality lets the character purchase one piece of gear with an Availability up to 18 during play with just a single commcall. They do, however, have to pay an extra thirty percent for the item.

Taken at gen

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		9	
Judge Intentions		7	
RESISTANCE - DAMAGE TYPE	STUN	PHYSICAL	
Damage	43	43	
Fire	43	43	
Cold	43	43	
Electricity	43	43	
Acid	43	43	
Falling	43	43	
Fatigue	9		
Sonic	4		
RESISTANCE - TOXINS AND PATHOGENS	CONTACT	INGESTION	INHALATION INJECTION
Toxin	15	9	9 9
Pathogen	15	9	9 9
RESISTANCE - ADDICTION	NOT ADDICTED YET	ALREADY ADDICTED	
Physiological	9	9	
Psychological	5	5	

RESISTANCE - SPELLS		POOL	
Direct, Mana		4	
Combat Spells	Direct, Physical	5	
	Indirect, Defense	9	
Detection Spells		5	
Health Spells	Decrease Attribute - Body	9	
	Decrease Attribute - Agility	13	
	Decrease Attribute - Reaction	9	
	Decrease Attribute - Strength	18	
	Decrease Attribute - Charisma	7	
	Decrease Attribute - Intuition	8	
	Decrease Attribute - Logic	5	
	Decrease Attribute - Willpower	8	
	Mana	5	
	Physical	5	
Manipulation Spells	Mental	5	
	Physical	19	

IMPLANT	ESSENCE	GRADE	
Active Hardwires 1 (Con)	0.04	Alphaware	CF 81
ACTIVE HARDWIRES Programmed with a single, unchangeable, active skill, active hardwires are a dedicated skillwire system that holds only a single skill. While this skill may not be changed, multiple active hardwires may be implanted into a person, each granting one active skill. Note that the active hardwire system includes its own processor, meaning that no skilljack is needed to operate it.			
Active Hardwires 1 (Etiquette)	0.04	Alphaware	CF 81
ACTIVE HARDWIRES Programmed with a single, unchangeable, active skill, active hardwires are a dedicated skillwire system that holds only a single skill. While this skill may not be changed, multiple active hardwires may be implanted into a person, each granting one active skill. Note that the active hardwire system includes its own processor, meaning that no skilljack is needed to operate it.			
Bone Lacing (Aluminum)	0.90	Standard	SR5 454
Bone Lacing does not increase your BOD score, only tests for resisting damage.			
Datajack	0.11	Used	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 nanotatts 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.			
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 3, Enhanced Strength 3, 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 3, Enhanced Strength 3;			
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 3, Enhanced Strength 3;			
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 3, Enhanced Strength 3;			
Orthoskin 2	0.50	Standard	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.			

ARMOR	VALUE	
Equipped		
Custom Ballistic Mask	+2	RG 74
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
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		
Vashon Island: Sleeping Tiger	13	RG 61
Custom Fit; Newest Model; 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		
Total of equipped single highest armor and accessories	36	
Other Armor		
Ares Victory: Big Game Hunter	14	RG 64
Custom Fit; Gear Access; Liner - Chemical Protection (6); Holster ARES VICTORY NAME ARMOR RATING CAPACITY AVAIL COST Industrious 9 6 6 1,100¥ Features: Increase Social Limit by 1 (when wearing clothing suited to a particular corporate environment), Gear Access Wireless Bonus: +1 dice pool bonus to Social Tests when worn within the appropriate corp.		
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.		

WEAPON	POOL	ACCURACY	DAMAGE	AP	MODE	RC	AMMO [LOADED]
Urban Tribe Tomahawk	10	14	16P	-1		6	Qty: 4 RG 25
		RANGE	S	M	L	E	
		Thrown Knife	0-14	15-28	29-42	43-70	

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
Lone Star Bates-Brown Tactical Combat Boots	10	4	16P	-4	1	SL 131
Osmium Mace	19	10	20P	-1	3	TCT 185
Custom Look; Personalized Grip;						
Unarmed Attack	10	13	16P	-	1	SR5 132

NAME	RTG	QTY		NAME	RTG	QTY		NAME	RTG	QTY	
Bicycle (Good)	-	1	RF 254	Fake SIN (Geoff Ronald - SFC)	4	1	SR5 442	MCT Blue Defender	-	1	DT 61
Duffel Bag (Good)	-	1	RF 254	Fake License rating 4 (Melee Weapons) , Fake License rating 4 (Augmentations) , Fake License rating 4 (Drugs and Toxins) , Fake License rating 4 (Vocational) , Fake License rating 4 (Armour) ;				MCT BLUE DEFENDER			
Earbuds	3	1	SR5 445	Glasses	4	1	SR5 443	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.			
Audio Enhancement rating 2, Select Sound Filter rating 1;				Flare Compensation, Low Light, Vision Enhancement rating 2;				Micro-Transceiver	-	1	SR5 441
				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.				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 micro-phone (p. 439), both of which are commonly available in hard-to-spot designs.			
				Kamikaze	-	1	SR5 412	Urban Tribe Tomahawk	-	4	RG 25
				Pharmaceutical;				URBAN TRIBE TOMAHAWK			
				KAMIKAZE				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.			
				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.							

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	Fixer	6	1
Metatype: Ork				
Gender: Male				
Age: Middle-Aged				
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.				
Hank Killer	Tacoma side of Puyallup City	Sensei (Wrestling (Sport Style))	1	1
Metatype: Human				
Gender: Male				
Age: Old				
Personal Life: Widowed				
Hank runs a wrestling academy just off W Stewart and E Main, teaching his skills to anyone who will listen. He's far past his prime, and has no awards to his name, but his skills are the real deal.				
To put it frankly, though, he's old. Gray hair, gray eyes, and a gray outlook on life. "Killer" probably isn't even the name on his SIN, and it's almost certain the only way his 'business' is afloat is from a generous pension plan. Even with the "Puyallup discount." His once toned muscles hhave given way to a wiry frame, and though he still stands proud, in moments of weakness his students see him slouch. Those moments grow more frequent every day.				
Still, he proudly passes down his craft, with no prejudice for metatype or augmentation. His school rarely has more than one student at a time present anyway, so differences in physique when sparring isn't an issue. So, how fortunate did he think he was when a hulking troll knocked on his door, genuinely interested in his techniques; none of those plebian masses looking for entertainment wrestling, but someone who wanted to know how to grab, pin, and throw in a proper brawl. Imagine his disappointment when all the troll wanted to know was how to hold back his rippling physique and oversized chrome limbs from breaking everything he touched.				
Still, Killer taught Grond control first, in the back of his mind telling himself that it was all so he could better teach Grond. All the while, his mouth was weaving stories of his heyday, and the techniques Grond had yet to even begin learning, in hopes that the troll would return, and Killer could use his techniques vicariously.				

Description
Giant beefcake of a troll. Bro's got fucking aura. Around the barrens he's usually in full combat gear, the classic Big Game Hunter + addons combo. 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.