

# Redwings

The SCMHR (Scantiant Creatures for MetaHuman Rights) is a scantiant creature rights organization that is in many countries and corporations throughout North America and Europe. There are two arms of the SCMHR, the legitimate political arm and the militant arm, known as Redwings, that is trying to force a discussion about scantiant creature rights. **<There are several different scantiant creatures that have decided to work together to get the same rights as Meta-Humans, which is weird in its own. These creatures are changing to work together instead of fighting and working for the same goals without helping each other. This difference is thought to be new due to the way of the 6th world.> ZoologistKeeper**

The legitimate political arm of SCMHR lobbies corporations, governments, and other private parties pushing to get the same rights for scantiant creatures the same rights as all the other Meta-Humans world wide.

As of this printing, there are only a few places that issue criminal SIN's (System Identification Numbers) to Pixies, Shapeshifters, or other scantiant creatures, and only France offers citizenship SIN's. The SCMHR always tells their followers that this will be a long path.

The organization is funded through private donors, fund raising, and some good investments making them a powerful political lobbyist group trying to get like minded political officers elected giving the organization the votes needed to legitimize the scantiant creatures.

**<It is thought that there are a few dragons who are supporting this organization through financial means. Dragons, being scancient creatures, seem to be in this for the long run even though they have been legitimized through the election of Dulkulzan.> WizKid**

So far they have had little to no results. **<NeoNet and EVO have both been granting SINs to some sapient creatures (Pixies). Because of this, they have not been attacked by the hit squads> Sapient Guardian**

The militant arm of the SCMHR is known as the Redwings. This arm believes in the same goals as the SCMHR, just differ on how the goal is to be achieved. The SCMHR has disowned the Redwings officially to keep their position open for political reasons. In private, the SCMHR has been funneling money to the Redwings and targets to their hit squads.

The Redwings got their name from an ancient clan of Pixies who were known to have executed their adversaries and then painted their wings red with their blood. If someone crossed the Pixies then saw the fluttering red wings, they were already as good as dead.

**<I saw a group of 4 red winged Pixies eradicate a suit for the CAS government. The 4 pixies all through spells burning the flesh off of the politicians bones.> CAS Runner**

The Redwings are mostly Pixies, Shapeshifters, and a few Naga's whose main purpose is to get citizenship and rights for scantiant creatures worldwide. The individual hit squads are made up of 4-5 creatures. These squads are usually all one type of creature, but mixed groups has been seen in a few locations. **<The hit squads are primarily Pixies as they are small and can get in and out of a location without being seen. They also have an unknown number of members because there is no census for these creatures.It is thought they are rare, but this may be wrong.> CAS Spy**

The targets of these hit squads seem to be politicians that have a history of voting against the rights of sapient creatures. They have also been known to attack the gathering of politicians and their donors to weaken the politicians position.

Redwings has now been categorized as a terrorist organization by a few corporations and countries. The leadership of the Redwings are all wanted by multiple organizations with a price on their heads of 100k-500k each depending on the organization.

**<They are heavily guarded and protected. They also will be almost impossible to find. I haven't been able to find them anywhere and I am an amazing tracker.> MagicTracker PI**

The leaders of the Redwings is thought to be 2 Pixies, a Sasquach, a Shapeshifter, and a Naga. They were the original hit squad and now runs the organization from an undisclosed location.

### Pixie

RACE	BODY	AGI	REA	STR	WIL	LOG	INT	CHA	EDGE	MAG	ESS	
Pixie	1/2	3/8	3/8	1/2	3/8	2/7	2/7	3/8	2/7	1	6	
<b>Racial Traits:</b> Astral Perception, Concealment (Self Only), Vanishing (upon death), Uneducated; Movement Flight												

Pixie spellcasters all are in groups and have ascended a few times to raise their magic levels.

**Spells:** Analyze Truth, Blast, Fireball, Improved Invisibility, Heal, Lightning Bolt, Mind Probe, Stun Ball

### Sasquach

RACE	BODY	AGI	REA	STR	WIL	LOG	INT	CHA	EDGE	MAG	ESS	
Sasquach	6/11	1/6	1/6	5/10	1/6	1/6	1/6	1/6	1/6	1	6	

**Racial Traits:**Dual Natured and have a natural Mimicry.

## Naga

RACE	BODY	AGI	REA	STR	WIL	LOG	INT	CHA	EDGE	MAG	ESS	
Naga	3/8	1/4	2/7	4/9	2/7	1/6	1/6	2/7	1/5	1	6	

**Racial Traits:**Cold Blooded, Dual Natured, Guard,

## Shapeshifter

Due to the large number of Shapeshifter and the various stats depending on the animal, see Run Faster pp. 105 for the Shapeshifter Attribute Table.

### GM Notes:

This organization will attack any organization or government that is refusing to hear or pass the sapient species rights. This includes AAA corps, governments, private parties, and hunting groups that hunt these creatures. The hit squads will hire Shadowrunners to do jobs if they deem it necessary but not able to be done by their hit squads. This includes digging in the matrix, getting info on a building, and other things sapient creatures don't have access to.

There are also Meta-humans that are working for the organization as on both arms. They gather information and send it to the hit squads. They also hire Shadowrunners for jobs they deem too big or messy for the hit squads.

These teams are rarely seen, but if a runner team sees them they will probably leave them alone unless they are engaged. They are, after all, a political group.