

ANDROID SETTING
COMPATIBLE

MEGACITY MAGIC



GENESYS
FOUNDRY

MEGACITY MAGIC WAS DEVELOPED BY

Thomas Deeny

SPECIAL THANKS

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A NEW YOU

THE CHANGE

We didn't realize what was happening when magic returned. We didn't even realize magic was *possible*. Can you believe that? Can you imagine? A world without orks, without spirits, without elf, watcher, or dragon? A world where everyone — everyone you saw, heard, knew — was just *human*?

Back then, magic was a word used in fiction: in movies, games, and stories designed to entertain and distract from the mundane everyday world. Then the earthquakes, the volcanoes, the tsunami, the cyclonics... It must've been like the End of Days the year magic came back. They must've thought the world was coming to an end. That is, until the dragon.

Fafnir, the first dragon to return, took flight over the North Sea. Elf and dwarf children were born to unsuspecting human parents. Other humans mutated overnight into ork or troll. The last all-human generation reacted poorly to the change.

The period of upheaval passed, generations came and went, and magic was back.

NEAR FUTURISM

While MEGACITY MAGIC assumes that you are adding magical fantasy elements to the Android setting, this supplement is easily adaptable to a near-future setting just a few decades from now instead of the implied century-plus future of New Angeles. Simply define the Change as happening a generation or two before your game gets underway.

Practitioners can manipulate the magic to cast spells to alter reality and enhance their own abilities. Summoners call forth spirits and elementals, bending them to their will. People with the touch can travel through a mystical otherspace across the globe, leaving their bodies behind.

Dwarf, elf, ork, and troll jostle among humans at the maglev station, commuting to work. Creatures from myth and legend stalk their prey in alley and boardroom alike. Things hunger just outside the edge of perception.

Can you imagine a world *without* magic?

CHARACTER CREATION

This book is a supplement for the **GENESYS CORE RULEBOOK** and is compatible with **SHADOW OF THE BEANSTALK**. In **MEGACITY MAGIC**, classical fantasy elements are introduced to a cyberpunk setting. Your character in this changed MegaCity can come from various heritages commonly found in fantasy settings.

In this section, we walk through creating a character for this magical future, based on the character creation rules that start on page 32 of the **GENESYS CORE RULEBOOK**. You'll follow the steps outlined below and on the following pages, which mirror the steps in the **GENESYS CORE RULEBOOK**.

STEP 1: DETERMINE BACKGROUND

Discuss with your fellow players (and remember: the Game Master is also a player) ideas of characters you might find in a cyberpunk fantasy MegaCity. This should be part of a conversation about the game itself: playing a game about an elven hopperbike gang will have different characters than a game set in the corporate boardroom.

STEP 2: SELECT HERITAGE AND ADVANCEMENT

In this two-stage step, we look at your character's heritage — their starting baseline. Are you playing a human? An ork? Here's where you select that species, then we modify it with augmentations. From **SHADOW OF THE BEANSTALK**, we add in transhumanist options (g-mods and cybernetics) to flesh out the basics. Become a troll with cybernetics, a human with biomodifications, or an unaltered elf. The two-part choices here replace the choices found in **GENESYS CORE RULEBOOK** and **SHADOW OF THE BEANSTALK**.

STEP 3: CHOOSE A CAREER

With a background concept and heritage chosen, your next step is to choose a career. What do you do in the MegaCity? There are a number of careers available to your character. Each comes with eight skills that are key to the core concept of a character. The choices of careers presented here replace the choices in the **GENESYS CORE RULEBOOK** and augment the choices in **SHADOW OF THE BEANSTALK**.

STEP 4: INVEST EXPERIENCE POINTS

Once you have completed those major choices for your character, you will invest experience points as determined by the heritage and advancements you selected. Adding the values found in both parts of Step 2, you can spend the starting experience points for your character to increase their characteristics and skills following the rules on page 44 of the **GENESYS CORE RULEBOOK**. New talents are added here, supplementing the ones found in that book and **SHADOW OF THE BEANSTALK**.

STEP 5: DETERMINE DERIVED ATTRIBUTES

Derived attributes — wound threshold, strain threshold, defense, and soak value — are determined based on the information found on page 45 of the **GENESYS CORE RULEBOOK**.

STEP 6: DETERMINE MOTIVATION

The desires, fears, strengths, and flaws of your group's characters are what make them do what they are driven to do. While information on motivations can be found on page 46 of the **GENESYS CORE RULEBOOK**, **MEGACITY MAGIC** contains additional suggestions for drives in a world where magic has returned.

STEP 7: CHOOSE GEAR, APPEARANCE, AND PERSONALITY

Finally, you'll outfit your character with gear from **GENESYS CORE RULEBOOK** and **SHADOW OF THE BEANSTALK**. Your character's appearance and personality are all up to you.

STEP 1: DETERMINE BACKGROUND

Coming up with your character's background is the important first step in inventing them. Together, with the other players, you should discuss concepts for characters in your game. Don't hold this discussion to determine if your group will have a variety of skills that covers everything. Hold this discussion to listen to each other. The things talked about will give you an idea of what everyone at the table wants to have in the game. For instance, if nearly everyone seems to come up with something to do with ghouls and vampires, that informs the Game Master about the type of things in the setting that interests the group.

There aren't any actual mechanics in this step of character creation, but that discussion is a good one to have.

THE ENSEMBLE SHOW OPTION

If you are stuck for a background for your character, one method to get an interesting character to play is to look at the type of game you want to run — perhaps you're all retired criminals trying to turn over a new leaf and live on the side of sunshine and roses — and ask, "If this were a television show, what type of characters would star in it?"

Jot down character concepts on index cards and throw them in the middle of the table. You might grab one or two that sound interesting and go from there. Even character concepts as simple as *Recently Widowed Scientist* or *Dumb Thug in Over His Head* are great starting points. Filling the motivations, personality, and even the starting characteristics and skills might help flesh out your character's background!

STEP 2: SELECT HERITAGE AND ADVANCEMENT

Building the baseline of your character is done in two parts: determining a heritage and choosing how your character has embraced transhumanity.

Your heritage is based on which strain of humanity, changed by the introduction of magic or not, you are. Choices are dwarf, elf, human, ork, and troll. In addition, you may choose from one of the two artificial lifeforms from *SHADOW OF THE BEANSTALK*: clones and bioroids.

Your advancements indicate which path of augmentation your character has taken, if any. Choices are cyborg, transhuman (g-mods), or unaltered. Choosing one of these during character creation does not mean your character is prohibited from ever adding cyberware or undergoing biomodification!

DWARF HERITAGE

Dwarves are generally stockier and squatter than the average human with the average height around 1.2 meters. Dwarven life expectancy is slightly longer than 100 years.

DWARF HERITAGE ABILITIES



- **Starting Wound Threshold:** 11 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Heritage Experience:** 60 XP
- **Special Abilities:** Dwarves begin with one rank in Resilience. You still cannot train their Resilience above rank 2 during character creation.
- **Low-Light Vision:** When making skill checks, remove ■ imposed due to darkness.
- **Tough as Nails:** Once per session, a you may spend one Story Point as an out-of-turn incidental immediately after suffering a Critical Injury and determining the result. Count the result rolled as "01".

ELF HERITAGE

Elves are generally taller and leaner than the average human with the average height around 1.9 meters. The life expectancy of an elf is unknown. There are a considerable number of elves alive today that were born in the first year of the change.

ELF HERITAGE ABILITIES



- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Heritage Experience:** 60 XP
- **Special Abilities:** Elves begin with one rank in Perception. This is before spending XP and these skills cannot be increased higher than rank 2.
- **Low-Light Vision:** When making skill checks, remove ■ imposed due to darkness.
- **Nimble:** You have a melee and ranged defense of 1.

HUMAN HERITAGE

Although the numbers of non-humans have grown significantly over the past century, humans still vastly outnumber other sentients. They average 1.7 meters tall and can live for nearly a century.

HUMAN HERITAGE ABILITIES



- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Heritage Experience:** 80 XP
- **Special Abilities:** Humans begin with one rank each of two different non-career skills at character creation. This is before spending XP and these skills cannot be increased higher than rank 2.
- **Ready for Anything:** Once per session as an out-of-turn incidental, you may move one Story Point from the GM's pool to the players' pool.

ORK HERITAGE

Orks are generally the same height, but stockier than the average human with the average height around 1.8 meters. An ork's life expectancy is about 40 years.

ORK HERITAGE ABILITIES

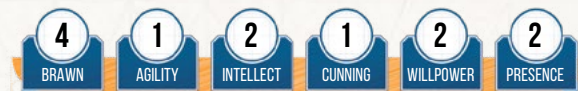


- **Starting Wound Threshold:** 12 + Brawn
- **Starting Strain Threshold:** 8 + Willpower
- **Starting Heritage Experience:** 70 XP
- **Special Abilities:** Orks begin with one rank in Coercion. You still cannot train their Coercion above rank 2 during character creation.
- **Low-Light Vision:** When making skill checks, remove ■ imposed due to darkness.
- **Hot Tempered:** While your strain exceeds half of their strain threshold, add ■■ to all social skill checks and add 1 to the damage of one ✨ of each melee attack your character makes.

TROLL HERITAGE

Trolls are generally taller and beefier than the average human, with the average height around 2.6 meters. A troll's life expectancy is about 60 years.

TROLL HERITAGE ABILITIES



- **Starting Wound Threshold:** 13 + Brawn
- **Starting Strain Threshold:** 8 + Willpower
- **Starting Heritage Experience:** 50 XP
- **Special Abilities:** Trolls begin with one rank in Coercion. You still cannot train their Coercion above rank 2 during character creation.
- **Low-Light Vision:** When making skill checks, remove ■ imposed due to darkness.
- **Hard to Hurt:** Increase Soak by 1.

BIOROID HERITAGE

Bioroids are described on page 26 of **SHADOW OF THE BEANSTALK**. As artificial lifeforms, they may have a chassis that emulates any of the common heritages in size and build. Bioroids are obviously artificial-looking.

Bioroids use the same characteristics and derived attributes as found in **SHADOW OF THE BEANSTALK**. New and altered abilities are listed below.

BIOROID HERITAGE ABILITIES

- **Starting Heritage Experience:** 130 XP
- **Artificial Lifeform:** Bioroids cannot use magic. Bioroids must take the Unaltered Advancement during character creation.
- **Directives.** Bioroids follow directives that are hardwired during their creation. Rumors persist of bioroids that have broken their programming.

Are you beholden to your directives? Do you have the three directives or do you have other directives? Are your other directives secret and hidden from even you?

- **Property.** Bioroids are owned by a corporation or private owners. If they were citizens, they would be second-class citizens.

THE THREE DIRECTIVES

The First Directive forbids a bioroid from harming, or through inaction allowing harm to befall, a human being.

The Second Directive requires a bioroid to complete its primary function above all other considerations, save the First Directive.

The Third Directive requires a bioroid to preserve its ability to function and report frequently to Haas-Bioroid (or their manufacturer) for repairs and updates.

CLONE HERITAGE

Clones are described on page 27 of **SHADOW OF THE BEANSTALK**. As artificial lifeforms, they may appear to be any of the common non-bioroid heritages in size and build. While clones are identical to organic lifeforms, each one has tattooed barcodes and subdermal transponders that identify them as clones. Each clone is part of a product line; your character might look like hundreds or thousands of other sentient lifeforms.

Clones use the same characteristics and derived attributes as found in **SHADOW OF THE BEANSTALK**. New and altered abilities are listed below.

CLONE HERITAGE ABILITIES

- **Starting Heritage Experience:** 65 XP
- **Vat-Born:** Clones must take the Unaltered Advancement during character creation.
- **Neural Conditioning.** Clones are kept in check and docile through the use of neural conditioning. While as intelligent as any other person, their conditioning ensures their mind only works a certain way and they can only consider certain responses. If you choose to play a clone, you should decide how restricted your clone is by their neural conditioning or if your clone has broken free of their conditioning, learning through their acts that certain things they thought impossible are completely within their power.
- **Property.** Clones are owned by a corporation or private owners. If they were citizens, they would be second-class citizens.

CYBORG ADVANCEMENT

Bioroids and clones may not take this advancement.

Add the following abilities to your character if you choose to begin the game with cybernetic augmentation:

CYBORG ADVANCEMENT ABILITIES

- **Starting Advancement Experience:** 30 XP
- **Starting Funds:** 1500 credits.
- **Adjusted to Cybernetics:** Once per session as an out-of-turn incidental, you may spend one Story Point to have your character heal strain equal to the number of cybernetics installed.
- **Cyborg:** Your character begins play with one cybernetic augmentation that costs 1500 credits or less. This comes pre-installed and does not decrease their strain threshold. You may spend 500 credits of your starting funds to supplement the cost of a starting augmentation.

TRANSHUMAN ADVANCEMENT

Bioroids and clones may not take this advancement.

Add the following abilities to your character if you choose to begin the game with genetic augmentation:

TRANSHUMAN ADVANCEMENT ABILITIES

- **Starting Advancement Experience:** 30 XP
- **Starting Funds:** 1750 credits.
- **Enhanced Genetic Modification:** Once per session when you use your g-mods to modify a check, you may spend one Story Point to add ✨ equal to your ranks in Resilience to the results.
- **G-Mod:** Your character begins play with one g-mod that costs 1000 credits or less. This modification is already assimilated. You may spend 500 credits of your starting funds to supplement the cost of a starting augmentation.

UNALTERED ADVANCEMENT

Bioroids and clones *must* take this advancement.

Add the following abilities to your character if you choose to begin the game with no augmentation:

UNALTERED ADVANCEMENT ABILITIES

- **Starting Advancement Experience:** 40 XP
- **Starting Funds:** 1750 credits.
- **Versatile:** Your character begins with one rank in one non-career skill at character creation. This is before spending XP. The skill cannot be increased higher than rank 2.

STEP 3: CHOOSE A CAREER

What did you do before you got involved with this mess? **MEGACITY MAGIC** adds eleven new careers to **SHADOW OF THE BEANSTALK**. Refer to that book for information about the Academic, Bounty Hunter, Con Artist, Courier, Investigator, Ristie, Roughneck, Runner, Soldier, and Tech careers.

Included in this supplement are the Bikerboi, Corporate Mage, Covert Ops Specialist, Driver, Entertainer, Gunslinger, Jumper, Primal Brawler, Razorgrrl, Street Mage, and Street Shaman careers.

These careers function the same way as the ones in **SHADOW OF THE BEANSTALK**, each providing a set of eight career skills and suggested starting gear packages. More on careers and career skills can be found on page 40 of the **GENESYS CORE RULEBOOK**.

When selecting a career for your character, choose four of the eight listed career skills and gain one rank in each of them.

As your character can gain any talent in the game system and given that **MEGACITY MAGIC** uses the talents in both **GENESYS CORE RULEBOOK** and **SHADOW OF THE BEANSTALK**, each new career comes with a list of suggested talents we believe will be useful.

NOT IN NEW ANGELES?

If you aren't playing with **SHADOW OF THE BEANSTALK**, there are a few adjustments you'll have to make with the Knowledge skill as it has been split into four areas in **MEGACITY MAGIC**. They all use Intellect to form the a dice pool.

- **Knowledge (Magic)** covers everything related to magic: spells, spirits, and the astral world.
- **Knowledge (Science)** is the "book smarts" Knowledge skill.
- **Knowledge (Society)** functions a bit like a Knowledge version of Streetwise, but is about society in general. Also it's the skill to use to know more about the MegaCity or region your game is set in.
- **Knowledge (The Net)** is all about what you can find online.

BIKERBOI

Your Bikerboi (or Bikergrrrl) is a gang member with a wicked cool bike. Your Bikerboi has spent the last few years as a member of a decent-sized group of thugs and low-life criminals.

The good news is you can call on your (former?) fellow gangers for support. While that's cool, the bad news is you are obliged to help them out on their stupid little vendettas and poorly-planned criminal activities. Oh, and you've probably got people who will try to kill you simply because you wear the wrong colors. You definitely have a rap sheet and are In the System.

A Bikerboi begins with the following as career skills: **Brawl, Coercion, Cool, Melee, Skullduggery, Stealth,** and **Streetwise**. A Bikerboi also chooses **Driving** or **Piloting**.

USEFUL BIKERBOI TALENTS

Here are a few talents suggested for a typical Bikerboi character:

- **Tier 1:** Disenfranchisto (SotB, page 45)
- **Tier 1:** Hand on the Throttle (SotB, page 45)
- **Tier 1:** Let's Ride (Core, page 74)
- **Tier 2:** Daring Aviator (Core, page 76)
- **Tier 2:** Determined Driver (SotB, page 48)
- **Tier 3:** Full Throttle (Core, page 78)

Starting Gear: If you have a Bikerboi character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- Durable clothing and either a monoblade *or* light pistol
- 4 happy patches *or* 2 doses of stim
- A groundbike that's seen better days (see page 19)
- 1d100 credits

CORPORATE MAGE

Your Corporate Mage may have grown up in a corporate arcology or taken on hefty loans to attend a top-tier university, learning the ways of magic and magical theory. Either way, they are owned by a corporation — literally, if not figuratively.

You are a Mage. A few questions: Which corporation owns you? What pressures do they put on you in your work life? How closely do they monitor your "private" life? What will they do if they think your actions are jeopardizing their investment in your education?

A Corporate Mage begins with the following as career skills: **Arcana, Charm, Cool, Discipline, Knowledge (Magic), Leadership, Negotiation, and Resilience.**

USEFUL CORPORATE MAGE TALENTS

Here are a few talents suggested for a typical Corporate Mage character:

- **Tier 1:** Corporate Drone (SotB, page 44)
- **Tier 1:** Customer Service Experience (SotB, page 45)
- **Tier 1:** Knack For It (Core, page 73)
- **Tier 2:** Heightened Awareness (Core, page 76)
- **Tier 2:** Probing Question (SotB, page 49)
- **Tier 3:** You Owe Me One (SotB, page 78)

Starting Gear: If you have a Corporate Mage character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A stun gun and corporate-issued PAD *or* a palm stunner and personal comlink
- Smartspecs
- 2 slap-patches *or* 2 doses of stim
- 1d100 credits

COVERT OPS SPECIALIST

Your Covert Ops Specialist knows how to get in and get out undetected. A ghost in the MegaCity, you have a talent for infiltration and espionage.

Where did you get your training? Who is the wrong person you stole from? How close are they to tracking you down?

A Covert Ops Specialist begins with the following as career skills: **Athletics, Computers (Hacking), Cool, Coordination, Deception, Discipline, Perception, and Skulduggery.**

USEFUL COVERT OP SPECIALIST TALENTS

Here are a few talents suggested for a typical Covert Op Specialist character:

- **Tier 1:** Deep Pockets (SotB, page 45)
- **Tier 1:** Rapid Reaction (Core, page 74)
- **Tier 1:** Unremarkable (Core, page 75)
- **Tier 2:** Side Step (Core, page 77)
- **Tier 2:** Undercity Contacts (SotB, page 49)
- **Tier 3:** Natural (Core, page 79)

Starting Gear: If you have a Covert Op Specialist character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A palm stunner and disguise kit *or* a stun baton and lockbreaker
- A cross-body bag and load-bearing gear *or* a modular backpack
- A personal comlink
- 1d100 credits

DRIVER

"Driver" doesn't just imply "vehicle" in the MegaCity. Your Driver becomes one with the machine: hovercar, drone, hoverfoil chopper? It doesn't matter — if you can interface with it, you're in it. Let's go for a ride.

The major differences between a Runner and a Driver is specialization and approach. The Runner is hacking into places they shouldn't be in the Network and the systems on it are their playground. You, the Driver, are *authorized* users of a personal drone army or vehicle fleet. Your playground is the physical world you interface with via teleoperated machines.

A Driver begins with the following as career skills: **Cool, Computers (Sysops), Driving, Gunnery, Knowledge (Science), Mechanics, Operating, and Piloting.**

USEFUL DRIVER TALENTS

Here are a few talents suggested for a typical Driver character:

- **Tier 1:** Rapid Reaction (Core, page 74)
- **Tier 1:** Resourceful Mechanic (SotB, page 45)
- **Tier 1:** Tri-Maf Contact (SotB, page 45)
- **Tier 2:** Daring Aviator (Core, page 75)
- **Tier 2:** Determined Driver (SotB, page 48)
- **Tier 3:** Animal (Drone) Companion (Core, page 77)

Starting Gear: If you have a Driver character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A hand cannon *or* a fletcher pistol and 2 doses of stim
- Cybereyes and a PAD (decrease your strain threshold by 1)
- A groundcar that's seen better days *or* a toy drone and a camdrone and a retail drone
- 1d100 credits

ENTERTAINER

Your Entertainer is a known figure, performing for the masses. You can broadcast a message to resist authority with a catchy beat that gets stuck in people's heads for days on end. You can get the message out through your art.

You are famous with a lowercase f. People might recognize you on the streets. You might have a fanbase you can spur into action or ask for favors. You probably have an obsessed stalker or someone who hates you simply because you dared to criticize something that they love.

An Entertainer begins with the following as career skills: **Charm, Coordination, Deception, Discipline, Leadership, Melee, Skulduggery, and Stealth.**

USEFUL ENTERTAINER TALENTS

Here are a few talents suggested for a typical Entertainer character:

- **Tier 1:** Clever Retort (Core, page 73)
- **Tier 1:** Disenfranchisto (SotB, page 45)
- **Tier 1:** Know Somebody (Core, page 74)
- **Tier 2:** Bad Cop (SotB, page 47) *or* Good Cop (SotB, page 48), depending on your stage persona.
- **Tier 2:** Inspiring Rhetoric (Core, page 76)
- **Tier 3:** Heroic Will (Core, page 79)

Starting Gear: If you have an Entertainer character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A synap pistol and a happy patch *or* a sick stick (see page 19) and a happy patch
- A personal comlink and a happy patch
- A musical instrument and a happy patch *or* a monocam and a happy patch
- 3 doses of low-fi and a happy patch *or* 2 doses of stim and a happy patch
- 1d100 credits and a happy patch

GUNSLINGER

Your Gunslinger is able to channel the power of magic through a pistol. You can shoot through the toughest defenses seemingly without aiming. Rumor has it you can shoot around corners, but that's just a rumor... right?

You are Gifted, using magic to augment your body and your weapon. You will have access to the Augment and Utility arena of spellcasting, but the spells are limited to affecting yourself and are channeled through a weapon that you hold.

A Gunslinger begins with the following as career skills: **Athletics, Coercion, Gunnery, Primal, Ranged (Light), Ranged (Heavy), Stealth, and Vigilance.**

USEFUL GUNSLINGER TALENTS

Here are a few talents suggested for a typical Gunslinger character:

- **Tier 1:** Grit (Core, page 73)
- **Tier 1:** Rapid Reaction (Core, page 74)
- **Tier 1:** Worlds War Vet (SotB, page 47)
- **Tier 2:** Dual Wielder (Core, page 76)
- **Tier 2:** Fan the Hammer (Core, page 76)
- **Tier 3:** Eagle Eyes (Core, page 78)

Starting Gear: If you have a Gunslinger character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A hand cannon *or* 2 light pistols
- A rifle *or* light body armor
- A personal comlink and either 2 slap-patches *or* 3 doses of stim
- 1d100 credits

JUMPER

Your Jumper is a spirit inhabiting a dead (or abandoned) body. You left your body — Were you forced out? Did you astrally project? — and when you came back, your *you* was missing. Panicking, you found this piece of meat and slipped right in. This is the new you.

You might be a Shaman, a Mage, or Gifted. As a prerequisite, take the Unaltered Advancement in Step 2 of character creation. (Go ahead and change it now if you need to.) The physical characteristics you have created for your character are for the meat body you are currently inhabiting. If a Shaman, choose a mentor spirit (see "Street Shaman" on page 15).

Even if Gifted, you can separate from your... well, *this* body and astrally project.

You and your Game Master will work together to come up with something interesting about where your original body is, what it's currently doing, and who or what is behind the wheel. You'll probably find out something about this body's owner in play, as if your life wasn't fun-filled enough.

A Jumper begins with the following as career skills: **Cool, Deception, Discipline, Knowledge (Magic), Negotiation, Resilience, and Survival.** A Jumper has either **Arcana** (if a mage) or **Primal** (if a shaman or gifted) as a career skill.

USEFUL JUMPER TALENTS

Here are a few talents suggested for a typical Jumper character:

- **Tier 1:** Durable (Core, page 74)
- **Tier 1:** Former Professor (SotB, page 45)
- **Tier 1:** Know Somebody (Core, page 74) — but will they know you?
- **Tier 2:** Bad Cop (SotB, page 47)
- **Tier 2:** Defensive Stance (Core, page 75)
- **Tier 3:** Dumb Luck (SotB, page 49)

Starting Gear: If you have a Jumper character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- A bullpup carbine *or* a pistol and concealed bucky-weave
- 2 slap-patches *or* a monoknife
- A utility belt and micro-welder *or* las-scanner
- 1d100 credits

PRIMAL BRAWLER

Your Primal Brawler has augmented their body with the use of magic to make them stronger, faster, and more deadly in and out of the ring. You can punch through pretty much anything. You can withstand a beating that would kill most people.

You are Gifted, using magic to augment your body and your weapon. You will have access to the Augment and Utility arena of spellcasting, but the spells are limited to affecting yourself. Unlike the Gunslinger, your magical abilities are channeled through you.

A Primal Brawler begins with the following as career skills: **Athletics, Brawl, Coercion, Deception, Melee, Primal, Resilience, and Vigilance.**

USEFUL PRIMAL BRAWLER TALENTS

Here are a few talents suggested for a typical Primal Brawler character:

- **Tier 1:** Grit (Core, page 73)
- **Tier 1:** Knockout Punch (SotB, page 45)
- **Tier 1:** Second Wind (Core, page 74)
- **Tier 2:** Defensive Stance (Core, page 75)
- **Tier 2:** Lucky Strike (Core, page 76)
- **Tier 3:** Takedown (SotB, page 51)

Starting Gear: If you have a Primal Brawler character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- 2 brass knuckles and concealed buckyweave *or* durable clothing and a PAD
- 1d100 credits

RAZORGRRL

Your Razorgrrl (or Razorboi) uses augmentation to be the muscle on the street. "More metal than meat," they might call you if you went for cyberware augments. If you got here by genetic modification route, it's "more monster than meat."

As a prerequisite, take either the Cyborg or Transhuman Advancement in Step 2 of character creation. (Go ahead and change it now if you need to.) You're going to want cyberware or g-mods when picking this career. Even unarmed, you're never unarmed.

A Razorgrrl begins with the following as career skills: **Athletics, Brawl, Coercion, Melee, Ranged (Light), Ranged (Heavy), Stealth, Streetwise, and Vigilance.**

USEFUL RAZORGRRL TALENTS

Here are a few talents suggested for a typical Gunslinger character:

- **Tier 1:** Hamstring Shot (Core, page 73)
- **Tier 1:** Street Fighter (SotB, page 45)
- **Tier 1:** Toughened (Core, page 75)
- **Tier 2:** Parkour! (SotB, page 49)
- **Tier 2:** Side Step (Core, page 77)
- **Tier 3:** Body Guard (SotB, page 49)

Starting Gear: If you have a Razorgrrl character, you may choose to start with one of the following gear load-outs instead of spending credits during Step 7 of character creation:

If your Razorgrrl took the Cyborg Advancement:

- Fingernailz *or* Fingerwhip (see page 18 for both and decrease your strain threshold by 1)
- A hand cannon and durable clothing *or* a shotgun stuffed in an Adidas bag, padded with four pairs of tennis socks, not your style at all
- A personal comlink and either smartspecs *or* cyber-eyes (decrease your strain threshold by 1)
- 1d100 credits

If your Razorgrrl took the Transhuman Advancement:

- Cat Claws *or* Logan Spurs (see page 19 and decrease your strain threshold by 1)
- A hand cannon and durable clothing *or* an auto-fletcher
- A personal comlink and smartspecs
- 1d100 credits

STREET MAGE

Your Street Mage learned magic the hard way and practice it on your own terms. You might not be formally trained or on the cutting edge of magical theory, but you are tapped into the magic community of the MegaCity.

You are a Mage. If there is one thing a mage needs, it's training. How did you tap into the world of magic? Were you a corporate mage at one point? Did you go to university for magical studies and drop out? Did a mentor realize your potential and train you in the arts?

A Street Mage begins with the following as career skills: **Arcana, Coercion, Discipline, Knowledge (Magic), Skulduggery, Stealth, Streetwise, and Vigilance.**

USEFUL STREET MAGE TALENTS

Here are a few talents suggested for a typical Gunslinger character:

- **Tier 1:** Knack for It (Core, page 73)
- **Tier 1:** Know Somebody (Core, page 74)
- **Tier 1:** Rapid Reaction (Core, page 74)
- **Tier 2:** Lucky Strike (Core, page 76)
- **Tier 2:** Signature Spell (see page 17)
- **Tier 3:** Natural (Core, page 79)

Starting Gear: If you have a Street Mage character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- Durable clothing and a PAD *or* concealed bucky-weave
- An emergency medkit *or* a monoknife
- A palm stunner and a glop grenade *or* a light pistol and 2 doses of low-fi
- 1d100 credits

STREET SHAMAN

Your Street Shaman is moved by a force greater than you. A guiding mentor spirit, the essence of an animalistic ideal, has chosen you. Be in tune with your mentor spirit and do wondrous things!

You are a Shaman. The most important question you need to answer is which animal chose you? Urban animals such as Cat, Dog, and Rat or animals from outside the MegaCity like Bear, Eagle, and Raccoon are valid choices. Sometimes Lion chooses a kid living in a corporate arcology who has never seen the sun with her own eyes. Shark may choose a sickly grandmother living hours away from the ocean. Who choose you? When were you chosen?

When you summon spirits, they will most likely take on aspects of your mentor spirit. When you leave your body and enter the astral realm, your astral form will undoubtedly take on those aspects as well.

A short list of possible mentors: Bear, Cat, Coyote, Dog, Eagle, Gator, Lion, Owl, Raccoon, Rat, Raven, Shark, Snake, Wolf.

A Street Shaman begins with the following as career skills: **Cool, Discipline, Knowledge (Magic), Negotiation, Primal, Ranged (Light), Resilience, and Streetwise.**

USEFUL STREET SHAMAN TALENTS

Here are a few talents suggested for a typical Street Shaman character:

- **Tier 1:** Durable (Core, page 73)
- **Tier 1:** One with Nature (Core, page 74) or One with the Sprawl (see page 16), depending on your mentor spirit.
- **Tier 1:** Tri-Maf Contact (SotB, page 45)
- **Tier 2:** Counteroffer (Core, page 75)
- **Tier 2:** Signature Spell (see page 17)
- **Tier 3:** Animal Companion (Core, page 77)

Starting Gear: If you have a Street Shaman character, you may choose to start with the following gear instead of spending credits during Step 7 of character creation:

- Durable clothing and a monoknife
- A light pistol and 2 snap-locks *or* a synap pistol
- A personal comlink
- 1d100 credits

STEP 4: INVEST EXPERIENCE POINTS

Add up the experience points from the Heritage and Advancement choices made in Step 2. For example, if you picked Elf Heritage and Transhuman Advancement, you would have 90 XP available for this step. If you are playing a Clone (with the required Unaltered Advancement), you would have 105 XP.

Improving characteristics, skills, and acquiring talents are handled exactly as described on pages 44 and 45 of GENESYS CORE RULEBOOK.

SKILLS

MEGACITY MAGIC uses the skill list found on page 42 of SHADOW OF THE BEANSTALK, with one addition.

KNOWLEDGE (MAGIC)

With nearly a twelfth of all people living on Earth having the ability to manipulate magic to some degree, how magic works has become a major field of study in universities worldwide. The manipulation of magical energy, the summoning of spirits with thoughts and self-awareness, and the ability to have out-of-body experiences at will are some of the fantastic abilities that humankind longs to understand. This skill covers knowledge of how magic works (or is understood to), what magic can do, and covers magical constructs such as spirits and elementals, and creatures like dragons, ghosts, and vampires.

YOUR CHARACTER SHOULD USE THIS SKILL IF...

- Your character wants to determine what type of spell is affecting an area.
- Your character wishes to find where ley lines exist and intersect.
- Your character needs to recall what they've heard of a magical group called the Red Circle.
- Your character is trying to figure out the best way to calm a massive fire elemental that has gone rogue.

YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...

- Your character needs to cast a spell to remove a curse. This would require Arcana or Primal instead.
- Your character wants to see the true aura and magical ability of the people in the boardroom with them. Although you would be viewing the room in the astral space, this would be Perception.
- Your character is dealing with a dragon and you want to know what they want. This is Negotiation.

TALENTS

When choosing talents, the following talents are added to the talent table found in SHADOW OF THE BEANSTALK on pages 46–47 (Table 1–2: Genesys Talents for the Android Setting).

TIER 1

MAGICAL APTITUDE

Tier: 1

Activation: Passive

Ranked: No

You get Arcana or Primal as a career skill. Once per session, you can call on a member of the magical community for a small favor.

ONE WITH THE SPRAWL

Tier: 1

Activation: Active (Incidental)

Ranked: No

When in the MegaCity, your character may make a **Simple (-) Survival** check, instead of Discipline or Cool, to recover strain at the end of an encounter (see GENESYS CORE RULEBOOK, page 117).

TIER 2

ELEMENTAL MAGE

Tier: 2

Activation: Passive

Ranked: No

Requires Arcana. When casting an Attack spell, your spells have an elemental effect. Define the elemental effect — it will never change. The elemental effect does not increase the difficulty of the Arcana test.

Elemental choices are Air, Earth, Fire, and Water.

- Air mages use the Lightning effect. (Air Mages must increase the difficulty by one to use the Auto-fire quality of this effect as normal.)
- Earth mages use the Impact effect.
- Fire mages use the Fire effect.
- Water mages use the Ice effect.

SIGNATURE SPELL

Tier: 2

Activation: Passive

Ranked: No

When your character gains this talent, decide on a signature spell for them, consisting of a particular magic action and a specific set of one or more effects. When your character casts their signature spell (consisting of the exact combination of action and effects previously chosen), reduce the difficulty of the check by one.

TIER 4

SIGNATURE SPELL (IMPROVED)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Signature Spell talent to benefit from this talent. When your character casts their signature spell, reduce the difficulty of the check by two instead of one.

STEP 5: DETERMINE DERIVED ATTRIBUTES

The four derived attributes — Wound threshold, strain threshold, defense, and soak value — are determined based on the information found on page 45 of the GENESYS CORE RULEBOOK.

STEP 6: DETERMINE MOTIVATION

The desires, fears, strengths, and flaws of your group's characters are what make them do what they are driven to do. While information on motivations can be found on page 46 of the GENESYS CORE RULEBOOK, MEGACITY MAGIC contains additional suggestions for drives in a world where magic has returned.

STEP 7: CHOOSE GEAR, APPEARANCE, AND PERSONALITY

Finally, you'll outfit your character with gear from GENESYS CORE RULEBOOK and SHADOW OF THE BEANSTALK. Additional gear for a cyberpunk setting begin on the next page.

Your character's appearance and personality are all up to you.

EQUIPMENT AND VEHICLES

In the magical MegaCity, citizens and undesirables have access to a wide variety of weaponry and fantastic gear. In addition to the gear found in **SHADOW OF THE BEANSTALK**, the following items can be found in your game.

WEAPONS

FINGERNAILZ

Lewis snorted his exasperation and tried to slap her out of the chair. Somehow he didn't quite connect, and her hand came up and seemed to brush his wrist as it passed. Bright blood sprayed the table. He was clutching his wrist white-knuckle tight, blood trickling from between his fingers.

But hadn't her hand been empty?

—William Gibson, *Johnny Mnemonic*

One of the classic tropes in cyberpunk fiction are Fingernailz, first described in William Gibson's *Johnny Mnemonic* as Molly Millions shows us her hands with the retractable double-edged blue steel scalpels under her polished burgundy nails.

These are functionally identical to Cat Claws: suffer 1 strain to have an unarmed Brawl attack deal +1 damage with Critical 3 until the end of the encounter. As these are retractable, the cybernetic augmentation is unnoticeable without a thorough medical inspection when they aren't extended. Fingernailz are minor augmentations and can only be used against Engaged targets.

Damage: +1.

Special: Critical 3.

Price/Rarity: 400 credits/6.

FINGERWHIP

Playback on full recall shows Ralfi stepping forward as the little tech sidles out of nowhere, smiling. Just a suggestion of a bow, and his left thumb falls off. It's a conjuring trick. The thumb hangs suspended. Mirrors? Wires? And Ralfi stops, his back to us, dark crescents of sweat under the armpits of his pale summer suit. He knows. He must have known. And then the joke-shop thumbtip, heavy as lead; arcs out in a lightning yo-yo trick, and the invisible thread connecting it to the killer's hand passes laterally through Ralfi's skull, just above this eyebrows, whips up, and descends, slicing the pear-shaped torso diagonally from shoulder to rib cage.

—William Gibson, *Johnny Mnemonic*

Also from *Johnny Mnemonic*: the Yakuza assassin's thumb-implanted monomolecular whip. With a fingerwhip, your character has had the tip of a finger replaced with a prosthetic weighted tip. The stump on that finger is cored, filled with a spool of carefully-wrapped three meters of monomolecular filament.

When using a fingerwhip, the unarmed Brawl attack does +5 damage with Critical 2. Fingerwhips are cybernetic weapons that can only target Engaged foes. Fingerwhips are minor augmentations.

Damage: +5.

Special: Critical 2.

Qualities: Pierce 3, Unwieldy 3, Vicious 4.

Price/Rarity: 1400 credits (R)/10.

LOGAN SPURS

Logan spurs are twin steel-coated and sharpened metal-forms that extend roughly a foot from the back of the hand or between the knuckles. Retracted, the spurs rest inside the forearm. Extracting the Logans requires forming a fist and locking the user's wrist.

Activating the spurs requires suffering 1 strain; your unarmed Brawl attacks deal +2 damage with Critical 3 until the end of the encounter. Unlike finger-nailz, the exit ports on the back of the hand or between the knuckles can be spotted quite easily. Logan Spurs are major augmentations. These g-mods can only be used against Engaged targets.

Damage: +2.

Special: Critical 3.

Price/Rarity: 650 credits/6.

SICK STICK

The sick stick is about a half-meter in length, held in the center. A non-lethal deterrent commonly used by law enforcement, sick sticks send a low-frequency pulse through the target, causing the victim to become incapacitated with a sharp onset of cramps. Projectile vomiting is a common side effect. Powered by a high-yield capacitor that dumps all of its charge on impact with a solid surface from either end, the sick stick takes a few moments to recharge off the integral micro-charger.

Damage: 4.

Special: Critical 6.

Qualities: Disorient 2, Slow-Firing 3, Stun 2, Stun Damage.

Price/Rarity: 200 credits/3.

VEHICLES

GROUNDBIKE

Take a hopperbike and keep it in contact with the street or ground and you've got a decent little road-based groundbike. Nowhere near as efficient as a actual hopperbike, but cheap enough for widespread use.



Control Skill: Driving.

Complement: 1 driver.

Passenger Capacity: 1 (very friendly).

Price/Rarity: 2,000 credits/3.

Consumables: None.

Weapons: None.

HOVERFOIL CHOPPER

This near-ubiquitous flying contraption combines the freedom of a hopperbike with the cargo space of a commuter hopper and slaps two oversized hoverfoils way too close to the open-to-the-air passenger seats. These handle like a flying tank and seem to clog the skies in the slow lanes, but they'll get you and a friend up to where you want to be.



Control Skill: Piloting.

Complement: 1 driver.

Passenger Capacity: 1.

Encumbrance Capacity: 20.

Price/Rarity: 6,000 credits/3.

Consumables: None.

Weapons: None.

THE FUTURE IS MAGIC

MAGES, SHAMANS, AND THE GIFTED

Approximately 8.23% of the population can do something magical. The majority are gifted, able to have limited access to magical abilities. While someone we call a mage or a shaman is able to cast a range of spells,

summon all kinds of spirits, and astrally project, the gifted might be able to only astrally project or know how to cast a handful of spells or perhaps they can summon only one type of spirit.

ROLEPLAYING GAMES' PHANTOM LIMB

Roleplaying games that feature magic and technology traditionally separate the two for mechanical reasons relating from the hobby's roots in wargaming. Creating a miniature wargaming unit with an impressive array of cyberware and access to potent magical abilities would create a unit that is far more potent on the field of battle than other miniature wargaming units. This has followed through to traditional roleplaying games with a desire for power balance between the players at the table.

While power level balance is not a major concern in most narratively-focused roleplaying games, in games where there is an emphasis on emulation of combat, the separation of magic and technology as

a core character focus has become standard. While GENESYS is a system that embraces game mechanics for narrative roleplay, it still wishes to have combat be simulated—although not to an extent as other roleplaying games where combat is a primary focus.

Given that, MEGACITY MAGIC adds a slight separation between metal and magic, adding in the fiction that as one replaces aspects of one's body, it becomes more difficult to do things with magic.

If you and your group wish to embrace the usage of magic and metal and don't care about power level balance, feel free to ignore the Augmentation Effects section.

AUGMENTATION EFFECTS

Magic is generated by living organisms, the concept and ideal of the body. When replacing the natural parts of your body with genetically modification or cyberware, the concept of the *You* changes, limiting your ability to manipulate magical energy.

What this means for practitioners of magic is adding any type of augmentation makes it more difficult to use magical abilities.

- **A single minor augmentation** adds ■ to casting spells and summoning spirits.
- **Every two minor augmentations** upgrades the difficulty of casting.
- **Every major augmentation** also upgrades the difficulty of casting.

Casting spells follows the magic rules in the Game Master's Toolkit section of **GENESYS CORE RULEBOOK** (starting on page 210), with a few modifications.

ABOUT CIRCUMCISED WIZARDS

One last bit of handwaving regarding "living organisms" and magic usage:

The totality of one's body is a concept of self and that concept is what generates magic. If your character has had their appendix removed, your character subconsciously considers appendix-less you the actual *You* — no magic ability loss is triggered. Removing your wisdom teeth or the loss of a leg have the same effect on your character's ability to use magic: none whatsoever.

Fictionally, acceptance of a foreign, unnatural element to your body isn't considered *You* to you and that's what impedes the use of magic. A prosthetic worn to replace a missing leg doesn't affect your magic ability, but a cybernetic leg that has to be wired into your nervous system does. While your character might consider that cyberleg *You*, the part of you that accesses magic doesn't.

MINOR AUGMENTATIONS

The following cyberware and genetic modifications are considered minor:


- Cat Claws
- Cybereyes
- Enhanced Hearing
- Enhanced Olfactory Receptors
- Fingernailz
- Fingerwhip
- Follicle Control
- Nighteyes
- Skulljack
- Tooth Buds






MAJOR AUGMENTATIONS


The following cyberware and genetic modifications are considered major:

- Bone Lacing
- Chameleon Skin
- Cyberlimb
- Cyberorgan
- Enhanced Muscles
- Enhanced Reflexes
- Geo-Sculpted Physique
- Logan Spurs
- Neuro-Regulator
- Pain Editor
- Spinal Modem
- Sub-Dermal Armor
- Toxin Filters

EXAMPLE: PATCHWORK

Patchwork, a Mage with several upgrades, is going to cast an Attack spell: a frozen strike against multiple targets at medium range. Adding in the difficulty dice for that type of spell (+Ice +Blast +Range), their dice pool for spellcasting is normally , but because Patchwork has three minor cyberware augmentations and one major augmentation, we adjust the dice pool like so:

- The first two minor augmentations upgrade one  to a  die.
- The last minor augmentation adds a  die.
- The major augmentation upgrades one  to a  die.

Patchwork's final dice pool winds up . Good luck!

MAGIC FOUNDATIONS

Casting spells follows the magic rules in the Game Master's Toolkit section of **GENESYS CORE RULEBOOK** (starting on page 210), with a few modifications.

Some of the types of spells are reorganized under different skill groupings. Conjure has been reworked to reflect summoning spirits and elementals.

SCHOOLS OF MAGIC

The magic rules section defines eight different types of magic, splitting them between three different skills. In our cyberpunk future, we only use two skills, Arcana and Primal, and seven of the types of magic.

Access to the types of magic come from different approaches to magic. If a character learns how to master magic from learning, they are considered a mage. If they learn magic from a mentor spirit, they are considered a shaman. The gifted have limited access to the magical realm and usually can manipulate aspects of themselves.

If your character has both **Arcana** and **Primal** as learned skills (or just **Primal**), you need to choose which of the following three paths of magic your character will follow. In **MEGACITY MAGIC**, there is no such thing as magical hybrids.

WHAT ABOUT HEALING?

The way Heal spells work in the **GENESYS CORE RULEBOOK** is more akin to a pseudo-medieval roleplaying game's divine healer. In the shadows of the MegaCity, the "healer of the adventuring party" concept doesn't mesh well with the dystopian cyberpunk setting.

If you wish to keep the ability to cast Heal spells in your magical cyberpunk game, either slot them in with the Gifted, allowing them to affect others, or add Heal to the list of spell types a Shaman can cast.

MAGES

Mages use **Arcana** for their magical work. They can cast spells of the following types: **Attack**, **Barrier**, **Conjure**, **Curse**, **Dispel**, and **Utility** — although Conjure can only be used to summon elementals from the four classic elements: air, earth, fire, or water.

SHAMANS

Shamans use **Primal** for their magical work. They can cast spells of the following types: **Attack**, **Augment**, **Barrier**, **Conjure**, **Curse**, and **Utility** spells. A shaman selects a mentor spirit that chose them.

Spirits they summon are non-elemental—either of nature or of the city—and usually take on an aspect of their mentor spirit. They can use Conjure to create non-spirit things, per the core rules, with the restriction that things conjured must be natural and not man-made (i.e., no duffel bag full of monofilament grenades).

GIFTED

The Gifted use **Primal** for any magical work they might perform. They can cast spells of the following types: **Augment** and **Utility**, with the restriction that the effects only affect themselves. They also gain the g-mod-like ability:

Gifted Mysticism. Once per session when you use your augmented ability to modify a check, you may spend one Story Point to add ✨ equal to your ranks in Primal to the results.

SPIRITS AND ELEMENTALS

SUMMONINGS

Summoning tests use **Conjure**. Spirits (and elementals) come in four different levels of power and ability: simple, minion, rival, and grand. The last three correspond to how GENESYS classifies NPCs.

SIMPLE

These are constructs of magical energy that are small (Silhouette 0), quick to conjure, and can do a simple task like convey a message to a person or location, observe a person or location and report back, or distract another spirit. They are **Easy** (◆) to summon and do not cause the default 2 strain to summon. ⚡ results on the summoning roll may cause additional strain.

MINION

A minion-class spirit is no larger than Silhouette 1. They have no skills on their own, but do when operating as a group. They are **Easy** (◆) to summon.

RIVAL

A rival-class spirit operates as a rival NPC does. They are **Average** (◆◆) to summon.

GRAND

A spirit summoned with a Grand Summon can be up to Silhouette 2. This is a larger, more powerful rival-class spirit. They are **Hard** (◆◆◆) to summon.

ABOUT SUMMONED SPIRITS AND ELEMENTALS

Spirits and elementals will do a number of tasks for the summoner equal to the number of ⚡ symbols. They can remain on standby, in astral space near the summoner, until the last of the tasks are used or until the next sunrise or sunset, whichever occurs sooner. All spirits and elementals are always present in astral space, even when manifesting a physical form. (Except for minor spirits, who only exist in astral space.) In order to affect a target in physical space, a spirit must be manifested in physical space.

If a summoned spirit or elementals leaves the summoner's line of sight, it will dissipate unless on a

remote task. One the remote task has been completed, the spirit or elemental will dissipate.

SUMMONING ADDITIONAL EFFECTS

The difficulties above replace the options in the Table III.2-8: Conjure Additional Effects table in GENESYS CORE RULEBOOK, page 217. Summoned spirits and elementals already begin as if they had the Summon Ally effect chosen. *There is no Additional Summon effect for spirits and elementals.* The only option to consider is Range, which increases the distance from the summoner by one range band for each ◆ added to the summoning roll.

TABLE 2-1: SPENDING ▲ AND ⚡ ON SUMMONING SKILL CHECKS

COST	OPTIONS
▲ or ⚡	Recover 1 strain. Add □ to the next allied character's check.
▲▲ or ⚡⚡	Add □ to the spirit or elemental's next check. The summoner may immediately take a free maneuver that does not exceed the limit of two maneuvers per turn.
▲▲▲ or ⚡⚡⚡	The spirit or elemental will preform +1 task. The spirit or elemental has access to their Empowered ability.
⚡	The spirit or elemental gains <i>Adversary 1</i> .
⚡⚡	The spirit or elemental can move and act outside of the summoner's line of sight without dissipating once the task is complete.

TABLE 2-2: SPENDING ⚡ AND ⚡ ON SUMMONING SKILL CHECKS

COST	OPTIONS
⚡ or ⚡	Take 1 strain.
⚡⚡ or ⚡	Add □ to the next check against the summoner. Add ■ to the spirit or elemental's check.
⚡⚡⚡ or ⚡	The spirit or elemental is disoriented. Add ■■ to the next check, removing one ■ after each time it makes a check.
⚡	Upgrade the difficulty of the spirit or elemental's next check.
⚡⚡	The spirit or elemental breaks loose and acts per the GM's discretion.

BUILDING SPIRITS AND ELEMENTS

Statblocks for sprits and elementals are based on the power and ability level desired plus the type. When your character summons a simple spirit, what is conjured up uses the Simple statblock without any modifications — simple spirits are constructs of pure magical substance and have no elemental or spirit type. When a minion, rival, or grand spirit or elemental is summoned, the player chooses the type summoned, modifying the base power level statblock.

Minion, rival, and grand spirits or elementals do not have access to their Empowered feature unless the player unlocks that ability by spending $\Delta\Delta\Delta$ or Δ on the summoning check.

All spirits and elementals attack at engaged range, unless specified otherwise.

All types of spirits and elementals can shift from the physical realm to the astral (and vice-versa) as an incidental.

Spirits and elementals also gain the following ability:

Not of the Physical: Spirits and elementals do not need to breathe, eat, or drink, and can survive underwater; they are immune to poisons and toxins.

ADDITIONAL ABILITIES

ACCIDENT

Target: one character or object.

Activation: Δ

An apparently normal accident occurs, relating to the city aspect of the area.

CONCEAL

Target: one character or object (Silhouette 1 or smaller).

Activation: Δ

Someone trying to spot the character or object concealed upgrades the difficulty once.

CONCEAL (IMPROVED)

Activation: Δ

As Conceal, but one additional character or object (Silhouette 1 or smaller) or one increase on Silhouette size per each additional Δ spent.

POWER LEVEL

SIMPLE



Skills: Perception 2.

Talents: None.

Attack: n/a.

Note: Simple spirits will not dissipate once out of sight of the summoner. Simple spirits do not have a spirit or elemental type.

MINION



Skills (group only): Brawl, Resilience, Vigilance.

Talents: None.

Attack: Brawl (Damage 4; Critical 4; Range [Engaged]).

RIVAL

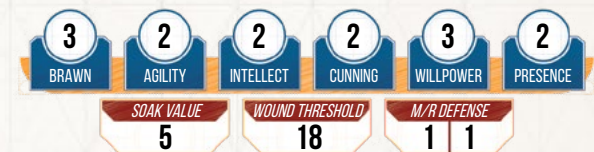


Skills: Brawl 3, Perception 2, Resilience 2, Vigilance 2.

Talents: None.

Attack: Brawl (Damage 6; Critical 3; Range [Engaged]).

GRAND



Skills: Brawl 3, Perception 2, Resilience 2, Vigilance 2.

Talents: None.

Attack: Brawl (Damage 8; Critical 3; Range [Engaged], Vicious 1).

Note: Silhouette 2.

SPIRIT TYPES

Summoners that use Primal as their magical ability summon spirits. The power level statblock is modified as described below.

BEAST SPIRIT

Beast Spirits manifest as otherworldly animals. They are obviously supernatural in nature. They can only be summoned in areas that are inhabited by living creatures.

Effect: Vicious 2.

Stat Modifiers: +2 Wounds.

Empowered: Savage (+2 Damage, Pierce 1, Vicious 4).

CITY SPIRIT

City spirits manifest as a swirling mass of debris and other constructed material. They can only be summoned in areas that are man-made.

Effect: Disorient 2.

Stat Modifiers: +2 Soak.

Special: Immune to Immobilize.

Empowered: Accident, Conceal.

NATURE SPIRIT

Nature spirits manifest as otherworldly plants or humanoid-shaped plants. They can only be summoned in areas that contain natural environments.

Effect: Ensnare 2

Stat Modifiers: +2 Soak.

Special: Immune to Coercion and Fear.

Empowered: Accident, Piercing Thorns (instead of rolling for Critical Injuries, you may choose to apply the Hamstrung result: [◆◆] *Target loses their free maneuver until this Critical Injury is healed*).

SKY SPIRIT

Sky spirits manifest as otherworldly creatures of the air or a form that is easily mistaken for an air elemental. They can only be summoned in areas with a clear, uninterrupted view of the sky (i.e. no windows).

Effect: Knockdown.

Stat Modifiers: +1 Defense.

Special: Conceal, Flight.

Empowered: Accident, Disorient 2.

WATER SPIRIT

Water spirits manifest as water formed into a humanoid or animal shape and can be easily mistaken for a water elemental. They can only be summoned in areas with water, from that water.

Effect: Ensnare 2.

Stat Modifiers: +1 Defense, +1 Soak.

Special: Immune to Immobilize.

Empowered: Disorient 2, Ensnare 4.

ELEMENTAL TYPES

Summoners that use Arcana as their magical ability summon elementals. The power level statblock is modified as described below.

AIR ELEMENTAL

Air Elementals can be summoned out of the air, which should be pretty much everywhere in the MegaCity. They attack at up to medium range using Brawl.

Effect: Knockdown.

Stat Modifiers: +1 Defense.

Special: Conceal, Flight.

Empowered: Disorient 2, Conceal (Improved).

EARTH ELEMENTAL

Earth Elementals are summoned in an area where there is some solid ground.

Effect: Knockdown.

Stat Modifiers: +2 Wounds.

Special: Immune to Knockdown.

Empowered: Concussive 1.

FIRE ELEMENTAL

Fire Elementals requires fire in the area to be summoned. Even smoldering embers will work.

Effect: Burn 1.

Stat Modifiers: +1 Damage.

Special: Immune to fire damage.

Empowered: Blast 4.

WATER ELEMENTAL

Water Elementals can be summoned anywhere open, visible water is present.

Effect: Ensnare 2.

Stat Modifiers: +1 Defense, +1 Soak.

Special: Immune to Immobilize.

Empowered: Disorient 2, Ensnare 4.

THE ASTRAL REALM

Overlaid on top of the physical world is a world of magical energies. This world, lying just out of sight, just out of touch, is literally where the magic happens. Created by the essence of life, this astral realm holds spirits, magical energy, and threats beyond imagination, all just sitting there, in the never.

Only a few people can see into the astral realm and fewer still can separate from their bodies and travel through this otherspace. Those that are gifted tap into the raw energy of this world. Mages and shamans alike pull energy from the astral, reshaping it in the physical world and do wonders. The very spirits and elementals are pulled out of the astral. Without a summoner's will, the spirits that reside in the astral cannot effect anything in the physical.

USING THE SIGHT

Characters with ranks in Arcana or Primal have access to the astral realm. Mages and shamans can see into the astral realm. Some gifted can. If playing a gifted character, during character creation, determine if your character has that ability.

The physical world casts shadows into the astral world. Unliving things are solid obstructions — as far as line of sight goes. Walls, furniture, even windows are all unliving and are a dark presence in the astral world. If your mage is inside a classroom and uses the Sight, all they would see is what is inside that room in astral space, even if the west wall was filled with windows. Light in this otherspace is generated by living things, so possibly the only things your mage could see in that classroom is what is illuminated by your astral form. Spirits and elementals are considered living things in the astral realm and would also illuminate areas over there. Plants? Other people? Yes. Actual lamps? No.












When examining the astral space around your character with Perception or spotting threats with Vigilance, the linked attribute is the characteristic that identifies the main way the character interacts with magic: mages create their dice pool with Intellect, shamans and gifted use Cunning to build their dice pool.

When a character is using the Sight, they are in both the physical and astral world. Things in the astral world that can only affect astral objects can affect a character using the Sight.

In general:

- Things displayed on screen or in print are unreadable with the Sight.

TABLE 2-3: SPENDING  AND  WHEN USING THE SIGHT

DIFFICULTY	EXAMPLE QUESTIONS AND EFFECTS
 or 	Can the living thing here perform magic? Is it currently using the Sight? Is it healthy or ill? Has it been augmented cybernetically or g-modded? Gain  for your next action against a single target you are focusing on.
  or 	What type of living thing (i.e., a ghost, spirit, mage, etc.) is this? What type of mentor spirit chose this shaman? Approximately where on the body are this person's augments? Is this entity under any sort of mental or magical compulsion?
   or 	Is this living thing whose general type I have identified more or less powerful than me, magically? What augments does this person have? What compulsions or magical effects are affecting this?
	If this thing is bound to a summoner, where is the summoner?

- Unliving things block line of sight in the astral world.
- People (and other creatures) without cyberware or genetic modifications have a stronger aura than those that have been augmented. Someone with extensive cybernetic modifications does not glow as strongly in the astral world.
- Beings that are ill or under the affect of some external mental or magical influence appear slightly differently than normal.

When viewing an area with the Sight, you can see things with an **Easy (◆) Perception (Intellect or Cunning)** check or, if something is lurking in the astral realm, with an opposed test: your **Perception (Intellect or Cunning)** against the target's **Stealth (Intellect or**

Cunning). If the target is masking its astral form, the roll for the target's Augment spell, Curse spell, or enchanted implement can increase the difficulty or add ■ dice on the viewer's Perception check.

PROJECTION

Practitioners can leave their physical bodies and travel through the astral realm in a true out-of-body experience. When travelling from place to place, an astral form can move at the speed of thought — understanding all they see during that journey is another thing.

If playing a gifted character, decide if they can astrally project when creating the character. Not all can! Mages and shamans have the ability to project.

When projecting, the magical practitioner separates their astral form from their physical body. This astral form takes on the appearance of an idealized representation. Bodies might appear more muscular and flawless for some. Others with a poorer mental image of themselves might appear weaker or uglier than in real life. Oftentimes, people guided by a mentor spirit have their astral form take on aspects of the mentor — a Raccoon Shaman's eyes in the astral realm might appear to be in shadow, for instance.

Things that are alive have a physicality in the astral realm; things that aren't, don't. If you are projecting through a crowded room in the physical realm, your astral form will have to dodge around the people, plants, and animals present, but you can easily pass through walls, furniture, and machinery. Purely astral forms and magical constructs that are in the astral and physical realms will block you as well. Barrier spells are effective at keeping unwanted astral guests out.

The Earth is a living construct in the astral realm and is solid, impenetrable. Mars, now beginning terraforming and colonization, has had a stronger astral presence than it did a few generations ago when no life was present there. However, colonization on the Moon doesn't involve terraforming and for all purposes, the Moon is an unliving, dark object in the astral realm.

Travel through the astral realm seems constricted to the bounds of the atmosphere on the planet. Magical energy is created by life. Beyond the lower atmosphere, there simply isn't enough magical energy available to allow for safe travel. Several orbital stations and populated areas of lunar and Martian colonies produce enough energy either through the resident population

BARRIER SPELLS AND ASTRAL SPACE

A Barrier spell is active in both the astral realm and the physical world. As a creation of magical energy, it cannot be passed through and glows brightly in the astral realm like all other living things.

More information on how Barrier spells prevent astral intrusion are on the next page.

or plant life to sustain oxygen production for venturing into the astral realm. Up on the moon and out in orbit, it simply isn't safe to venture outside. On Mars, it is possible to travel outside the people-filled domes for a short time, but you really should stay close to home.

When doing "physical" things in the astral realm (such as making Agility, Coordination, or Stealth checks) the linked attribute is the characteristic that identifies the main way the character interacts with magic: mages create their dice pool with Intellect, shamans and gifted use Cunning to build their dice pool. As an example, a shaman attempting to hide in the astral would make a **Stealth (Cunning)** check.

DAMAGE

All damage done to an astral form is treated as strain damage. Once enough strain has been taken to exceed the character's strain threshold, the astral form is forced back to the physical body.

AFK, BRB.

The astral realm is a nice place to visit, but you cannot be out for too long. For characters, the maximum amount of time your astral form can safely be separated from your physical body is measured in hours. After a number of hours equal to your character's Cunning (for shamans and gifted) or Intellect (for mages), your character makes a **Hard (◆◆◆) Arcana or Primal** check every

TABLE 2-4: FINDING YOUR WAY HOME

DIFFICULTY	DISTANCE
Easy (◆)	Same neighborhood. (Within about 1km.)
Average (◆◆)	Same region. (Within about 15km.)
Hard (◆◆◆)	Same country. (Within about 150km.)
Daunting (◆◆◆◆)	Further afield.

fifteen minutes to avoid being forced back into their body. Each ☹ on the roll adds 1 strain to the traveller. If you cannot return to your body before being exceeding your straining threshold this way, your astral form disappates entirely and your character has died.

If your body has been moved, you will have a general sense of where your body is. It takes one hour to find your physical body using an **Arcana** or **Primal** check, with a task difficulty based on how far the body has been moved. (See above table for difficulties.) Each ▲ on the check reduces the time by half: ▲ finds your body in thirty minutes; ▲▲, fifteen; ▲▲▲, seven; and so on.

BARRIERS

Rules for casting Barrier spells can be found on pages 212 and 216 of **GENESYS CORE RULEBOOK**.

When creating a Barrier to protect an area from astral intrusion, create the spell with +◆◆ to the difficulty to assign the **Astral Protection** effect. Increase the area of the spell by adding on the Range effect starting with close range, as described in **Table III.2-7: Barrier Additional Effects** on page 216 of **GENESYS CORE RULEBOOK**. The default difficulty of this check is **Easy** (◆). If the check is successful, add 2 to the strain threshold of the barrier for each ✨ rolled. Each ▲ may be spent to add one ■ to attempts to attack the barrier.

TABLE 2-5: ADDITIONAL BARRIER SPELL EFFECTS

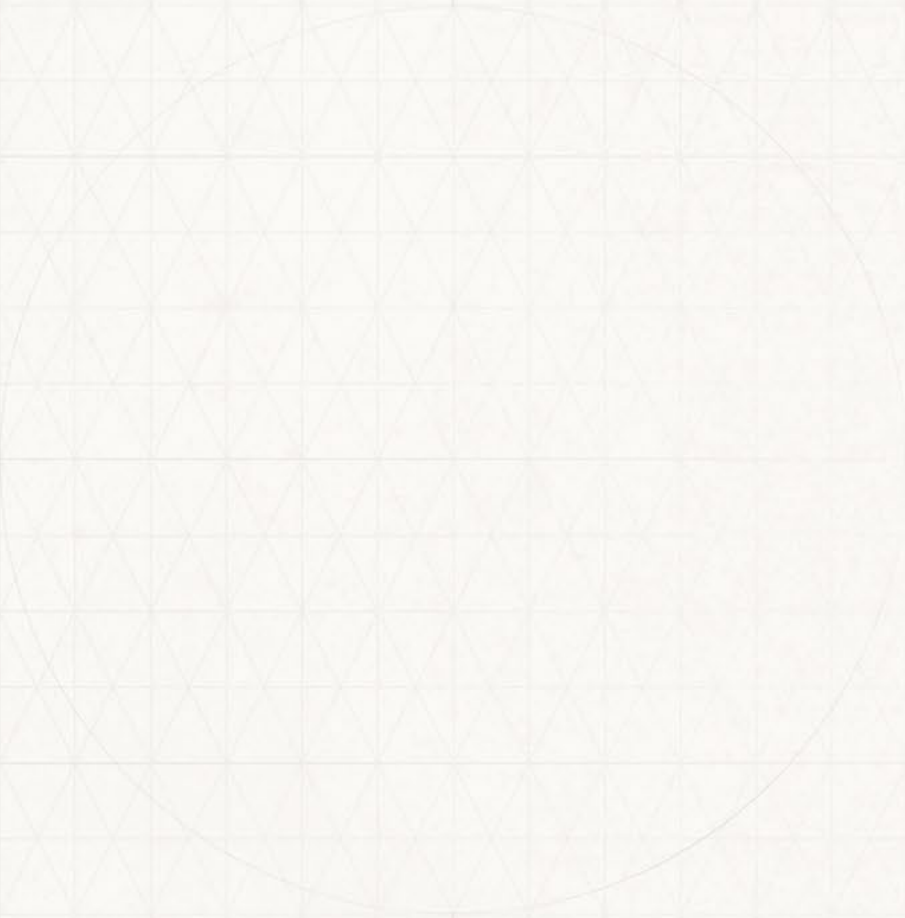
EFFECTS	DIFFICULTY MOD
Alert. The caster is alerted when the spell is attacked.	+◆
Astral Protection. The spell has a strain value that must be overcome by astral intruders to pass through.	+◆◆

EXAMPLE: GUTTERSNIPE

Guttersnipe, a shaman, wants to protect an area from astral intruders. The area they want to protect is a small apartment, which fits in close range. They also wants to be alerted if anyone attempts to break in and they want the barrier to fight back. Adding in the difficulty dice for that type of spell (+Alert +Astral Reflection +Reflection), their dice pool for spellcasting is normally ☹☹◆◆◆, but with the difficulty dice, Guttersnipe's final dice pool would be ☹☹◆◆◆◆◆◆◆.

They have doubts about getting enough successes, so they opt to drop off the Reflection effect. Guttersnipe's dice pool is now ☹☹◆◆◆◆◆.

Rolling, they get 4 ✨ 4 ☹ 1 ☹. The barrier has 10 strain — 8 from the success symbols and 2 more from the triumph, but Guttersnipe takes 6 drain casting the spell (2 for casting a spell and 4 from the threat). With the triumph, the GM and Guttersnipe's player agree to add a one-time Reflection effect on the first successful attack on the barrier that generates either ☹☹☹ or ☹ in the result.



MAGICAL THREATS

Dragon, human, and ork are equally commonplace within the minds of the MegaCity's citizens. Several types of creature haunt the darkened undercity for prey or live unnoticed among identical corporate arcology offices.

What follows is a list of adversaries for you, the GM, to use in your adventures. These adversaries are grouped into several divisions, generally by type and classification. Adversaries' genders, sexual orientations, races, and religious identifiers are unlisted as well. As the MegaCity is incredibly diverse, most citizens no longer engage in overt discrimination against others due to issues of race, sexual orientation, gender, or religion. You may adapt these profiles as needed for your game.

Remember that you can adapt NPCs from other published settings by easily changing their equipment, adjusting modifiers to the base characteristics, and maybe swapping out skill or talent. For instance, to create a activist club of ork-rights activists, take the Humanity Labor Rep, Human First Extremist, and Loonie Revolutionary adversaries from **SHADOW OF THE BEANSTALK** (pages 237–238), and adjust with characteristics according to Table 3-1: Quick Heritage Adjustments.

TABLE 3-1: QUICK HERITAGE ADJUSTMENTS

HERITAGE	ADJUSTMENTS
Bioroid	Increase the primary characteristic the bioroid was designed for by 1. Increase one skill the bioroid was designed for by 1. (For instance, a bioroid designed for physical labor would add 1 to Brawn and 1 to Athletics.)
Clone	Raise all characteristics to a minimum of 2. Increase the primary characteristic the clone was designed for by 1.
Dwarf	Increase Willpower by 1. Add 1 rank of Resilience. Add Low-Light ability: <i>When making skill checks, remove ■ imposed due to darkness.</i>
Elf	Increase Agility by 1. Add 1 rank of Perception. Add Low-Light ability: <i>When making skill checks, remove ■ imposed due to darkness.</i>
Human	No adjustment needed.
Ork	Increase Brawn by 1. Add 1 rank of Coercion. Add Low-Light ability: <i>When making skill checks, remove ■ imposed due to darkness.</i>
Troll	Increase Brawn by 2. Increase Soak by 1. Add 1 rank of Coercion. Add Low-Light ability: <i>When making skill checks, remove ■ imposed due to darkness.</i>

ON THE MEAN STREETS OF THE MEGACITY

Walk an hour through the MegaCity and you'll find hundreds of different citizens hustling to survive.

DWARF MAGICAL INVESTIGATOR (RIVAL)

This licensed private investigator uses their magical affinity to solve crimes.



Skills: Charm 3 (🟡🟡🟢), Coercion 2 (🟡🟡🟢), Cool 2 (🟡🟡), Knowledge (Magic) 2 (🟡🟡🟢), Knowledge (Science) 2 (🟡🟡🟢), Perception 1 (🟡🟢🟢), Primal 2 (🟡🟡🟢), Resilience 1 (🟡🟢).

Talents: None.

Abilities:

- **Push the Buttons:** If this character knows an opponent's Fear Motivation, when this character inflicts strain on the opponent, the opponent suffers 4 additional strain.
- **Dwarf heritage abilities.**

Equipment: Durable clothing (+1 soak), PAD.

Spells: The Magical Investigator is gifted and can use any magical action with Primal. They have access to Augment and Curse spells and have The Sight. Spells commonly used are:

- **Silver Tongue.** When in a social encounter, they can make a **Hard** (🟢🟢🟢) **Primal** check to reduce the ability of all skill checks of one target in close range by one until the end of the Magical Investigator's next turn. (This means the target loses a 🟢.) After the target makes a check while the spell is in effect, the Magical Investigator can change any 🟢 rolled to a ✖.
- **The Nose Knows.** The Magical Investigator can make an **Average** (🟢🟢) **Primal** check to increase the ability of all skill checks made by one until the end of their next turn. (This gains a 🟢 to skill checks.) They usually do this to boost their Perception dice pool to 🟡🟢🟢🟢.

BIOROID ORGANRUNNER (MINION)

Ghouls can't eat what ain't meat. A group of bioroids owned by small-time criminals are used to smuggle body parts to a group of ghouls. As body parts are from corpses, there is no violation of the First Directive.



Skills (group only): Athletics, Brawl, Resilience.

Talents: None.

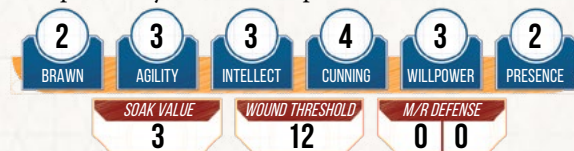
Abilities:

- **Bioroid heritage abilities.**

Equipment: Unmarked hoppervan.

CLONE SENSITIVE (RIVAL)

Project Sansai is the corporation's first success in creating clones with magical sensitivity. While the clone cannot cast spells, they can sense impressions in the astral realm.



Skills: Coordination 2 (🟡🟡🟢), Cool 2 (🟡🟡), Knowledge (Magic) 2 (🟡🟡🟢), Ranged (Light) 2 (🟡🟡🟢), Perception 2 (🟡🟡🟢🟢), Primal 2 (🟡🟡🟢🟢), Vigilance 2 (🟡🟡🟢).

Talents:

- **Adversary 1:** Upgrade all combat checks against this character once.

Abilities:

- **The Sense:** The Sensitive may only use The Sight while staying completely in the physical realm. When doing so, they add 🟢🟢 to all **Perception (Cunning)** checks and suffer 🟢 to all physical checks until their next turn).
- **Clone heritage abilities.**

Equipment: Auto-fletcher (Ranged [Light]; Damage 3, Critical 2; Range [Medium]; Auto-fire, Pierce 2, Vicious 2), durable clothing (+1 soak).

ELF HOPPERGANGER (MINION)

A gang member from lower echelons of the upper class elven society and embarrassment to their parents, these young tattooed punks have the sleekest hopperbikes with all the hottest after-market add-ons.



Skills (group only): Cool, Piloting, Ranged (Light).

Talents: None.

Abilities:

- **Cowardly:** If the minion group is reduced to half its starting number, it must spend one maneuver in each of its turns to move away from its enemies or into cover.
- **Elf heritage abilities.**
- **Transhuman advancements.**

Equipment: Laser Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Accurate 1, Burn 1), racing leathers with "elvish" writings (+1 soak), a tricked-out hopperbike, tattoos, trust fund, various g-mods for looks.

HUMAN DEVOTEE OF WASP (NEMESIS)

This shaman has been touched by Wasp, a otherworldly mentor spirit that seeks to destroy life.



Skills: Coercion 2 (●●◆◆), Knowledge (Magic) 2 (●●), Leadership 1 (●◆◆), Primal 3 (●●●◆), Vigilance 2 (●●◆◆).

Talents:

- **Adversary 1:** Upgrade all combat checks against this character once.
- **One With the Hive:** The Devotee can sense what is happening to the hive's Spirits of Wasp.

Abilities:

- **For the Hive!:** Once per round when targeted by a combat check, may choose one ally within short range, and the attack then targets that character instead of the Devotee of Wasp.

- **Never Alone:** The Devotee always has at least two Spirits of Wasp in the astral realm when encountered.

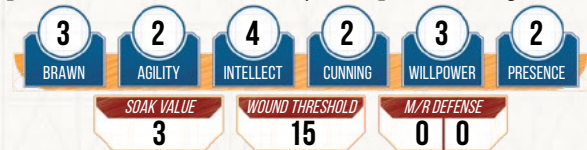
Equipment: Durable clothing (+1 soak), compound eyes (gains □ on vision tests; looks like cybernetic or g-mod enhancements).

Spells: The Devotee of Wasp is a shaman and can use any magical action with Primal. Spells commonly used are:

- **Freeze.** When in a combat encounter, the Devotee can make a **Formidable** (◆◆◆◆) **Primal** check to immobilize the target (see page 144, GENESYS CORE RULEBOOK) until the end of the Devotee's next turn.
- **Call the Hive.** The Devotee can make an **Easy** (◆) **Primal** check to summon additional Spirits of Wasp (Minion) to supplement the number of spirits to a minion group.

ORK OCCULTIST (RIVAL)

If you need someone to connect to a magical group or purchase magical talismans, foci, or artifacts, this is the person to talk to, even if they can't perform magic.



Skills: Cool 1 (●◆), Deception 3 (●●◆), Knowledge (Magic) 4 (●●●●), Knowledge (Society) 2 (●●◆◆), Negotiation 2 (●●), Streetwise 2 (●●).

Talents:

- **Can't We Talk About This?:** The Occultist can make an **opposed Deception versus Discipline check** targeting a single opponent. If successful, the target cannot attack the Occultist until the end of the Occultist's next turn. Spend ▲▲ to extend the length of the effect by an additional turn. Spend ☹ to have all of the target's allies within short range also be affected.

Abilities:

- **In the Know:** When another character makes an assisted **Knowledge (Society)** or **Streetwise** check with the Occultist, add ★▲ to the results.
- **Ork heritage abilities.**

Equipment: A crowded little shop with a space for tarot card readings, incense, PAD, 3 doses of stim.

TROLL BOUNCER (RIVAL)

Trying to get in the club, but you're not on the guest list? Don't try to push your way past this brute.



Skills: Brawl 3 (●●●●◆), Coercion 3 (●●●◆), Melee 2 (●●●◆◆), Perception 2 (●◆), Streetwise 2 (●◆), Vigilance 2 (●◆).

MAGICAL ADVERSARIES

DRAGON (NEMESIS)

We didn't really recognise the Change until that dawn when Fafnir took flight. Awoken from an eons-long hibernation, dragons are (thankfully) not as numerous as elf and ork, dwarf and troll. There are well over two dozen great dragons known publicly, with many more rumored to be watching from the shadows. Some are public figures, basking in the spotlight; others lead and guide domains, countries and corporations alike; and still others walk among us in the MegaCity, disguised in the form of beggars, schoolchildren, and working class citizens.

Each dragon is a unique individual, but all share common features. All dragons have easy access to the astral realm and can manipulate magical energy to an extent as yet unmatched by us mortals. Neither mage nor shaman and definitely more gifted than the gifted, their magical affinity is powerful and mysterious.

Following is a suggested statblock for a dragon. Characteristics, skills, talents, and abilities will vary from dragon to dragon. Modify as your game needs.



Skills: Arcana 4 (●●●●◆), Brawl 4 (●●●●◆), Charm 3 (●●●◆), Coercion 4 (●●●◆), Cool 3 (●●●◆), Discipline 4 (●●●●◆), Knowledge (Magic) 5 (●●●●●), Resilience 4 (●●●●◆), Vigilance 3 (●●●◆).

Talents:

- **Street Fighter:** When disorienting or knocking a target prone, the target suffers 3 wounds.

Abilities:

- **Troll heritage abilities.**
- **Cyborg advancements.**

Equipment: Cyberarm (Brawn augment) with implanted palm stunner (Brawl; Damage 5; Critical 5; Range [Engaged]; Disorient 2, Slow-Firing 2, Stun Damage), cybereyes, a beat up PAD.

Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- **Swift:** The dragon does not spend additional maneuvers to move through difficult terrain.

Abilities:

- **Claw Sweep:** The dragon may spend **A** from a Brawl check to hit an additional engaged opponent that would be no more difficult to attack than the original target, dealing base damage +1 damage per **★**.
- **Flyer:** Dragons can fly; see **GENESYS CORE RULEBOOK**, page 100).
- **Shapeshifter:** Once per round as an incidental, a dragon may increase or decrease its silhouette by 2 and change its appearance to that of any character or creature of its current silhouette.
- **Silhouette 4.**
- **Terrifying:** At the start of the encounter, when the dragon is in its natural form, all opponents must make a **Daunting** (◆◆◆◆) **fear** check as an out-of-turn incidental, as per page 243 of the **GENESYS CORE RULEBOOK**. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

Spells: Dragons can use any magic actions allowed, but uses Arcana for their spellcasting effects. Some common spells are the following:

- **Domination:** Make a **Daunting** (◆◆◆◆) **Arcana** check; if successful, until the end of the dragon's next turn, a single target within short range decreases all skill checks by one (in effect, this means they

remove one **◆** from their checks) and the target's strain and wound thresholds are reduced by 5.

- **Paralyzing Voice:** The dragon chooses one target at short range and makes an **Average (◆◆)** Arcana check. If the check is successful, this magic attack inflicts 5 damage, +1 damage per uncanceled **★**, with the Ensnare 5 quality.

Attack: Fiery breath (Brawl; Damage 16; Critical 3; Range [Medium]; Blast 16, Burn 3, Prepare 1). Claws (Brawl; Damage 17; Critical 2; Range [Engaged]; Knock-down, Sunder, Vicious 5).

HIVE SPIRIT

There are mentor spirits brought forth from life and nature who find shamans to channel their will. However, there are darker mentor spirits who call to hosts to bring forth an apocalypse. These hive mentors — Ant, Roach, and Wasp, to name a few — are reserved for adversaries.

Summoning these spirits is similar to summoning any standard spirit. The hive shaman selects the level of power and ability of the hive spirit — minion, rival, or queen. Then they add on the hive type. The hive shaman is tied to one, and one only mentor spirit; the hive spirits they can summon are of that type.

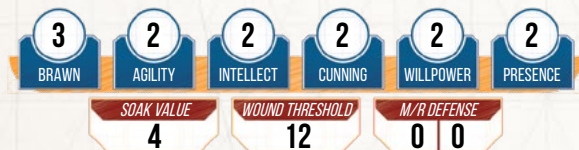
MINION HIVE SPIRITS



Skills (group only): Brawl, Resilience, Stealth, Vigilance.
Talents: None.

Attack: Bite/Sting (Brawl; Damage 4; Critical 4; Range [Engaged]).

RIVAL HIVE SPIRITS



Skills: Brawl 3 (○○○), Perception 2 (○○), Resilience 2 (○○◆), Stealth 2 (○○), Vigilance 2 (○○).

Talents: None.

Attack: Bite/Sting (Damage 6; Critical 3; Range [Engaged]).

QUEEN HIVE SPIRITS (NEMESIS)



Skills: Brawl 4 (○○○○), Knowledge (Magic) 3 (○○◆), Perception 2 (○○), Primal 3 (○○◆), Resilience 2 (○○◆), Stealth 3 (○○◆), Vigilance 2 (○○◆).

Talents: None.

Abilities:

- **Empowered:** Unlike normal spirits, Queen Hive Spirits have their Empowered ability available.
- **Hive Mind:** If there is no Queen Hive Spirit summoned or she has been destroyed, all Minion and Rival Hive Spirits gain **■** for every action the spirit takes.
- **Only One:** There is only one Queen Hive Spirit available at any one time. If the Queen Hive Spirit is destroyed, the ritual to summon another takes at least a week.
- **Silhouette 2.**
- **Terrifying:** At the start of the encounter, all opponents must make a **Hard (◆◆◆)** fear check as an out-of-turn incidental, as per page 243 of the **GENESYS CORE RULEBOOK**. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

Attack: Bite/Sting (Damage 8; Critical 3; Range [Engaged], Vicious 1).

Spells: Queen Hive Spirits can use any magic actions allowed using Primal. Some common spells are the following:

- **Summon the Swarm:** Make an **Average (◆◆)** Primal check; if successful, the Queen Hive Spirit adds one Minion Hive Spirit to an existing minion group within medium range. Alternatively, spend **☉** to create a new group of two Minion Hive Spirits within short range.
- **Terror Aura:** Make a **Daunting (◆◆◆◆)** Primal check; if successful, until the end of the Queen Hive Spirit's next turn, a single target within short range decreases all skill checks by one (in effect, this means they remove one **◆** from their checks) and the target's strain and wound thresholds are reduced by 3.

SPIRIT OF ANT

Spirits of Ant are social creatures. Exceptional and prolific builders, ant hives are often overwhelming in size. Under the leadership of a queen, they operate in large groups. They are highly territorial and will respond with massive force to anything that threatens to disrupt their hive. Spirits of Ant appear as absurdly large ants.

Stat Modifiers: +1 Agility.

Attack Effect: The bite of a Spirit of Ant is acidic. A character wounded by a bite must make a **Hard** (◆◆◆) **Resilience** check as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates 🔄🔄🔄 or 🔄.

Empowered: Crushing Mandibles (add Pierce 2, Sunder, and Vicious 2 to the spirit's base attack).

SPIRIT OF ROACH

Spirits of Roach are scavengers. If you spot one, there is certainly more nearby. Their hives are usually found underground or well-hidden among populated areas. Spirits of Roach dislike bright light. Spirits of Roach appear as absurdly large cockroaches.

Stat Modifiers: +2 Soak. +1 Stealth.

Abilities:

- **Dark Dwellers:** In bright light, Spirits of Roach suffer ■■ on any action they take.
- **Conceal** (see "Conceal" on page 24).

Attack Effect: Disorient 2.

Empowered: Conceal (Improved). Defensive 2.

SPIRIT OF WASP

Spirits of Wasp are highly-organized creatures, dominated by their malevolent queen. Capable of flight, a hive of Wasps is usually found above ground, in high spaces with access to the open sky. Spirits of Wasp appear as absurdly large wasps.

Stat Modifiers: +1 Soak. Minions and Rivals: Cunning 1, Intellect 1; Queen: Cunning 4, Intellect 3.

Abilities:

- **Fly:** Spirits of Wasp can fly, see page 100 of **GENESYS CORE RULEBOOK**.

Attack Effect: Pierce 2.

Empowered: Savage (+2 Damage, Pierce 2, Vicious 4).

PHYSICAL HIVE SPIRITS

By far, the most disgusting thing about these spirits is how the hive shaman can perform a ritual to corrupt a physical body to make it a host for a hive spirit. This spell has a long casting time, with a Queen Hive Spirit assisting her hive shaman's Primal check, opposed by the target's Discipline. Successes add strain to the host over time, threatening to overcome the target's strain threshold, but that's about all we need to concern ourselves with if you have a scenario that centers around the question *Can we save this person in time?* (If you introduce such a scenario, assume the target has taken strain equal to half their threshold and go from there.)

The queen works with her shaman to create hosts for Minion and Rival Hive Spirits. Once the hive is large enough, she will compel the shaman to create a suitable host for herself. Once in a physical form, she most likely no longer needs the hive shaman as she can summon more spirits and create hosts on her own at that point.

Physical Hive Spirits exist in the physical world and cannot retreat to the astral realm, like typical spirits can. As they are in host bodies, the spirit has access to the host's memories can interact with physical items — this means the body can use all sorts of things a spirit cannot: armored clothing, weapons, and even Network access.

Over time, the hive spirit's presence overwrites the host's body; whereas freshly-physical spirits may be easily mistaken for g-modded or cybered people, after a number of weeks the body shifts to a obviously alien structure, barely recognizable as a person. If a Queen Hive Spirit gains a host, over time the body she has taken over will grow to the full Silhouette 2 size, as a grotesque mockery of the person it once was.

To create an early-stage Physical Hive Spirit, combine the power level with the spirit type and add the following:

- **Hard to Put Down:** Increase Soak by 1. Defensive 1.
- **The Limits of Physicality:** The spirit cannot be empowered.

For a Physical Hive Spirit that has been in a host long enough for it to have corrupted the host's body, add the following instead:

- **Change! Change! O' Form of Man:** Increase Soak by 1. Defensive 2.
- **The Limits of Physicality:** The spirit cannot be empowered.
- **Terrifying:** At the start of the encounter, all opponents must make a **Hard** (◆◆◆) **fear** check as an out-of-turn incidental, as per page 243 of the **GENESYS CORE RULEBOOK**.

GHOST (RIVAL)

Ghosts are restless echoes of the dead, usually formed in the astral realm when a violent death has occurred. The magical energies react to the intense emotion involved with the death, creating a spirit form that takes on the appearance and mannerisms of the deceased. This spirit seeks revenge for the death, even if there was nobody responsible — ghosts can decide any random person is the guilty party. They are mindless creatures of anger and don't care who they avenge themselves on.

As spirits, ghosts can move from the astral realm to the physical realm as an incidental.

The ghost may appear in two different forms: a ghostly version of the idealized form of the victim and a horrific version that exaggerates the victim's death. Generally, they appear in the idealized version, switching to the horrific version as an incidental, triggering the Terrifying ability. In the idealized version, the ghost may appear helpful and fixate on elements of the deceased's last few moments of life, acting somewhat normal. The horrific version is hostile to all life, usually focused on one target it blames for the original death.

Ghosts are usually bound to the area where the original death occurred. In addition to defeating them in combat, they may be defeated by punishing those responsible for the death (assuming there is someone) or destroying the mortal physical remains.



Skills: Brawl 3 (●●◆◆), Discipline 3 (●●●●).

Talents: None.

Abilities:

- **Ghostly:** May move over or through terrain (including doors and walls) without penalty. Halve the damage dealt to the wraith before applying soak, unless the attack came from a magical source such as a spell.
- **Terrifying:** Once per encounter, upon the first reveal of their horrific ghostly form, all of their opponents must make a **Hard** (◆◆◆) **fear** check as an out-of-turn incidental, as per page 243 of the **GENESYS CORE RULEBOOK**. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **Undead:** Ghosts do not need to breathe, eat, or drink, and can survive underwater; they are immune to poisons and toxins.

Attack: Spectral Hands (Brawl; Damage 2; Critical 2; Range [Engaged]; Breach 1, Stun Damage).

BANSHEE (RIVAL)

Banshees function as ghosts, but add on the following:

Skills: Ranged 2 (●●◆◆).

Attack: Wailing Cry (Ranged; Damage 2; Critical 5; Range [Medium]; Breach 1, Stun Damage).

GHOUL

A person affected by a magically-enhanced viral affliction commonly called the Hunger is transformed into a ghoul. Several don't make it through the agonizing physical transformation intact, becoming feral creatures, driven by instinct. These feral ghouls gather in packs and, answering the Hunger's call, hunt for raw meat: dwarf, elf, human, ork, and troll. Those that retain their sanity fight against the call of the Hunger to consume but all too often they falter and prey upon the living.

The skin tone of ghouls becomes ashen and their eyes solid black. Hands turn into wicked claws and teeth and jaw become far stronger than before.

The Hunger virus can be passed through bodily fluid contact, generally through a bite. Modern medical technology can stop the Hunger from turning the victim into a ghoul, there is no known cure for anyone who has undergone the transformation.

GHOUL (MINION)



Skills (group only): Brawl, Cool, Resilience, Stealth.

Talents:

- **Swift:** Ghouls do not spend additional maneuvers to move through difficult terrain.

Abilities:

- **Terrifying:** At the start of the encounter, all of its opponents must make a **Hard** (◆◆◆) **fear** check as an out-of-turn incidental, as per page 243 of the **GENESYS CORE RULEBOOK**. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

Attack: Claw and Bite (Brawl; Damage 5; Critical 3; Range [Engaged]; Vicious 1).

HUNGER INFECTION

Upon a successful Claw and Bite attack, the GM can spend $\Delta\Delta\Delta$ or \otimes to infect the victim with the Hunger. The victim makes a **Hard** ($\diamond\diamond\diamond$) **Resilience** check with failure indicating the Hunger takes hold — every uncanceled \times inflicts one wound.

If the Hunger takes hold, the victim makes a **Daunting** ($\diamond\diamond\diamond$) **Resilience** check every half hour with every uncanceled \times inflicting one wound. The Hunger has Critical 3, Vicious 3 — spend $\otimes\otimes\otimes$ or \otimes on the Resilience check to trigger a roll on the Critical Injury table at +30 (+10 for each previous roll made). The victim continues to make

Daunting ($\diamond\diamond\diamond$) **Resilience** checks even after exceeding their wound threshold.

If the Critical Injury roll equals or exceeds 151, the victim has succumbed to the Hunger and becomes an NPC ghoul.

Recovering from infection before this point is quite easy thanks to modern medicine. Getting to a hospital for emergency treatment will effectively stop the Hunger from taking over a character. The character will be hospitalized for a number of days in recovery as is narratively convenient.

GHOUL (RIVAL)

A ghoul that retains their sanity may lead a pack of ghouls, keeping ferals in check and attempting to lead a peaceful life of coexistence. But eventually the call of the Hunger is ...



Skills: Athletics 4 ($\diamond\circ\circ\circ$), Brawl 4 ($\diamond\circ\circ\circ$), Coercion 2 ($\circ\circ$), Resilience 2 ($\circ\circ$), Stealth 3 ($\circ\circ\circ$), Vigilance 3 ($\circ\circ\circ$).

Talents:

- **Swift:** Ghouls do not spend additional maneuvers to move through difficult terrain.

Abilities:

- **Terrifying:** At the start of the encounter, all of its opponents must make a **Hard** ($\diamond\diamond\diamond$) **fear** check as an out-of-turn incidental, as per page 243 of the **GENESYS CORE RULEBOOK**. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.

Attack: Claw and Bite (Brawl; Damage 6; Critical 3; Range [Engaged]; Vicious 1).

VAMPIRE

The victim of a transformative curse, the vampire is a creature of the night, feeding on the blood of the living. Shrewd and clever, some of them live, unnoticed, in the MegaCity, holding positions of power.

VAMPIRE (RIVAL)



Skills: Brawl 2 ($\circ\circ$), Charm 3 ($\circ\circ\circ$), Cool 2 ($\circ\circ$), Discipline 3 ($\circ\circ\circ$), Negotiation 2 ($\circ\circ$), Vigilance 2 ($\circ\circ$).

Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

Abilities:

- **Blood Call:** When a vampire damages a target using their fangs or a magic attack, they heal wounds equal to the wounds inflicted.
- **Blood Mist:** If the vampire suffers damage in excess of their Wound Threshold, they are not incapacitated, but takes the form of a cloud of blood mist. While in this form, they can fly (see page 100 of the **GENESYS CORE RULEBOOK**) and do not suffer damage from physical attacks. If the vampire suffers additional damage from a magical attack, they become incapacitated as normal and resume their corporeal form.
- **Dominate:** May use the Dominate action once per encounter, making an opposed **Charm vs. Discipline** check targeting one character in short range; if successful, the target is immobilized for 1 round

per uncanceled ✨, and the vampire may spend ☹ to stagger the target for 1 round.

- **Sunlight Sensitivity:** While exposed to sunlight, a vampire reduces all of their characteristics by 2 and halves their Wound Threshold and Strain Threshold.
- **Undead:** Vampires do not need to breathe, eat, or drink (except blood), and can survive underwater; they immune to poisons and toxins.

Attack: Fangs (Brawl; Damage 6; Critical 2; Range [Engaged]; Ensnare 1, Vicious 2.)

VAMPIRE MAGE (NEMESIS)



Skills: Arcana 3 (⬢⬢⬢⬢), Brawl 2 (⬢⬢⬢), Charm 4 (⬢⬢⬢⬢), Cool 2 (⬢⬢⬢), Discipline 3 (⬢⬢⬢), Knowledge (Magic) 4 (⬢⬢⬢⬢), Negotiation 3 (⬢⬢⬢), Ranged (Light) 1 (⬢⬢⬢), Vigilance 2 (⬢⬢⬢).

Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

Abilities:

- **Blood Call:** When a vampire mage damages a target using their fangs or a magic attack, they heal wounds equal to the wounds inflicted.
- **Blood Mist:** If the vampire mage suffers damage in excess of their Wound Threshold, they are not incapacitated, but takes the form of a cloud of blood mist. While in this form, they can fly (see page 100 of the **GENESYS CORE RULEBOOK**) and do not suffer damage from physical attacks. If the vampire suffers additional damage from a magical attack, they become incapacitated as normal and resume their corporeal form.
- **Dominate:** May use the Dominate action once per encounter, making an opposed **Charm vs. Discipline** check targeting one character in short range; if successful, the target is immobilized for 1 round per uncanceled ✨, and the vampire mage may spend ☹ to stagger the target for 1 round.
- **Sunlight Sensitivity:** While exposed to sunlight, a vampire mage reduces all of their characteristics by 2 and halves their Wound Threshold and Strain Threshold.

- **Undead:** Vampire mages do not need to breathe, eat, or drink (except blood), and can survive underwater; they immune to poisons and toxins.

- **Vampiric Magic:** A vampire mage reduces the difficulty of all magic skill checks one step.

Spells: Vampire mages can choose any magic action allowed for the Arcana skill, and may select additional spell effects, as normal. Typical spells include:

- **Blood Funnel:** Choose one target at short range for the attack and make a **Hard** (⬢⬢⬢) **Arcana** check; if the magic combat check succeeds, the target suffers 4 damage + 1 damage per uncanceled ✨, with Critical Rating 2 and the Blast 4 and Vicious 4 qualities.
- **Curse of the Night:** Choose one target within short range and make a **Hard** (⬢⬢⬢) **Arcana** check; if the check succeeds, the target decreases the ability of any skill checks they make by one and reduce their strain and wound thresholds by 4 until the end of the vampire mage's next turn; they may maintain these effects by performing the Concentrate maneuver.

Attack: Fangs (Brawl; Damage 6; Critical 2; Range [Engaged]; Ensnare 1, Vicious 2.)